



Duel Monsters: The Witches of the White Forest

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Introduction

Once upon a time, there was a place known as the White Forest. a place of wonder and mystery: travelers who were lost and tired would come upon this place, recovering and gaining the strength to find their way home. Young troublemakers and hooligans coming to the forest for mischief would find themselves turned back by a wolf who spoke as a human did. And any children abandoned at the forest's edge would be gone the next day, a circle of flowers in their place. Those who lived on the outskirts of the forests whispered that a witch lived there. And they were right.

The Great Witch, Diabell, lived there, and any child abandoned on the outskirts of her kingdom would be adopted by her, taught by her, protected by her. Even as demons created havoc and chaos in the world outside, no evil could stand against the magical power of Diabell, nor invade the sacred space of the White Forest.

Under the watchful, loving eye of their mother, four witches lived within the White Forest: Silvy, the eldest sister, with the power to control wild animals and evil beasts; Rucia, the middle sister, who had the power to transform herself; and the youngest sisters, Elzette, who could wake the souls of the dead, and Astellar, whose magic allowed her to attach all things together.

For a time, all was well. Until one day, bored of their peaceful yet monotonous lives, Elzette and Astellar went exploring. And as they explored, they found something new: a beautiful red apple. And as they looked upon this apple, a voice whispered into their ears: "There is no doubt this apple is delicious." Believing it had been their sister that had said this, the two witches gave this apple to their beloved mother as a gift.

But this 'gift' was a trap: it was no normal apple, but a Sinful Fruit, a thing of corruption. Diabell, upon eating the fruit, found herself possessed by the demon Azamina, her kingdom transformed into a nightmarish Black Forest, and her children corrupted, their bodies becoming tools of Azamina and their souls becoming demons. Yet Diabell's power was able to save Elzette and Astellar from the same fate.

Consumed by grief and guilt, the two girls took on the name of their mother: Diabellstar and Diabellze. And though separated by Azamina's evil, both assuming the other lost, the two dedicated themselves to the same goal: saving their family.

As Diabell blessed her daughters, you too will be blessed: take **1000cp** to help you on your journey, and be safe!

Backgrounds

You may choose to either keep your gender from the previous jump, or change it by paying 50cp. To determine your age, you may determine your age via a roll of 20 plus 1d8, or pay 50cp to decide your age. Should you become a Divine Human thanks to either **Monarch of the White Forest** or **Second Sinner**, you may instead choose to be thousands of years old. Any of the following origins may be taken as Drop-Ins.

Seeker of Sinful Spoils: I wonder, is it greed that motivates you? Lust for power, perhaps? Or perhaps your intentions are far more benevolent than they might seem at first glance? Whatever the case, you are one of those who hunt for the cursed treasures known as Sinful Spoils. A fool's quest, some might say, since to claim these treasures, one must first slay the demons they come from, and if one were to accomplish such an incredible feat, then find a way to actually use the relics, since ordinary humans are incapable of it. But perhaps you are no ordinary human? Perhaps, like a certain witch, you have a trick to tame the tools of the Devil? If so, one can only hope your motivations are as selfless as hers are.

Goblin Biker: The baddest of the bad, the meanest of the mean, you're a Goblin Biker! You're, quite frankly, an odd looking creature, with massive, fluffy ears, great big fangs, horns and spikes at odd places, glowing eyes, and for some, long, flowing hair. The Goblin Bikers are bounty hunters, treasure hunters, robbers and scoundrels and fiends, if it can get you money, you're into it! And while you and yours have given up on defeating that witch Diabellestar and claiming her bounty a long time ago, stealing the treasures on her and around her over the course of her adventures is a very different story! Hey, you're still risking life and limb, but when aren't you in this business? Any money is good money, no matter how dishonestly it's claimed!

Snake-Eyes Spawn: Child of the guardian deity and the Sinful Spoil which corrupted him, you are a tragic thing. Though your father was once a noble dragon and protector, the Original Sinful Spoil, the Snake-Eye, has turned him into a monster. Because of this, most of your kin are monsters of rotten wood and demonic fire, and even Poplar, born from your father's death and taking the form of an adorable little dragon, is tied to the Original Sin. Whether you take the form of monster or dragon, you will bear upon your form the demonic eye of your 'mother'. Yet, perhaps you are more than your mindless kin? After all, you possess a will that can do good as well as evil. In this world of sin and death and love and redemption, are you the child of the Snake-Eye, or the Dragon?

White Forest Refugee: You are one of those who saw Heaven become Hell and lived to tell the story. However you managed to survive uncorrupted, you did, and you now live in the cold, dark world outside of your once pristine paradise. I wonder who you were before everything went so wrong. Were you a child, taken in by kind Queen Diabell? A lost traveller who made their home in her kingdom? A witch, trained by the Great Witch herself? Whoever you once were, it's all changed now. Beware, for while Diabellstar and Diabellze might rejoice to know one of their kin still lives, even if the latter might have to hide it due to her false loyalty to Azamina, the demon herself will not be so friendly. Unless perhaps, like Diabellze, you have also pretended to be a slave to the Demon Queen? Well. I suppose that, too, is up to you.

Azamina 'Saint': I know not whether to pity you or scorn you. You are one of the false Saints created by the false Goddess of Atonement, Azamina, the First Sinner who purifies herself by corrupting others. Though you maintain your free will and self, your body is a twisted, corrupted parody of its former self, with its previous owner gone and you in their place. You are one amongst an ever growing legion of demons filling the world, as Sinful Fruits pour out from the corrupted Black Forest. Your Queen will not rest until all the world has been thrown into chaos and corruption, so that she alone may be pure and good. Will you aid her in this goal? Or are you, perhaps, like her, and seeking purity and divinity for yourself?

Locations

In this world where demons rampage, witches hunt, goblins ride, and an evil older than civilization plans to bring everything to sin and corruption, where shall your journey begin? Roll a 1d5 to determine your starting location, or pay 50cp to choose it freely instead.

1. **Underground City:** A surprisingly advanced and populated city located underneath the earth, this is the current home of Diabellstar the Black Witch, and the place where she gathers information for her hunts. It is also the stomping ground of the Goblin Bikers, where they gather to find new bounties, spy on the Black Witch to try and steal treasure from her, and just cause a ruckus. With great skyscrapers and highways, with taverns and homes and more, one might almost think it a normal city save for its subterranean location. But with the surface seeing so many demonic rampages, perhaps it being underground is its greatest advantage. Those of the **Seekers of Sinful Spoils** and **Goblin Bikers** origins may start here for free.
2. **Divine Temple of the Snake Eye:** This was a holy place, once. Located to the south-east for the Underground City, this was a place where the people could venerate the guardian deity of the land. But now, it is a ruin, broken and corrupted, just like its master. The Snake-Eyes Flamberge Dragon, once a benevolent being, has become something evil, something monstrous, due to the influence of the Original Sinful Spoil. A legion of monsters with one-eye haunt and guard the ruins, born from the Sinful Spoil's azure flames eternally burn the once noble dragon. Soon, it will be the next target for Diabellstar, and unknown to her, the key to finally bringing an end to this terrible tragedy. Those of the **Snake-Eyes Spawn** may start here for free.
3. **Great Fortress Castle:** Beware, for this is a place of great danger. A prison fortress controlled and filled with a great army of Azamina, to step into this place is to enter a place of darkness surpassed only by the Black Forest. Any attempt to break in or escape will see the attention of the demonic army immediately fall upon them. If you are not a servant, true or not, of the Demon Queen, it would be wise to leave this place as quickly as possible. Though if you are a servant, or pretending to be one, you might have some use for this fortress. Those of the **White Forest Refugee** origin may start here for free.

4. **Black Forest:** It is a terrible thing, to see what has become of this once paradise. Crawling with Azamina great and small, the once beautiful trees and planet life twisted and corrupted, and that is to say nothing of Queen Diabell herself, who is being controlled by the Original Sinner herself, the true Azamina, the demonic parasite using her victim's body to produce even more Sinful Fruit. This is the very heart of Azamina's power, and as such, the most dangerous place to be for anyone else in the world. Yet if there is to be any hope of ending Azamina's evil, it can only be here. Only with the death of the original Azamina can this nightmare end. Those of the **Azamina 'Saint'** origin may start here for free.
5. **Free Choice:** Well now, aren't you fortunate? Choice isn't a luxury many have these days. You may choose to begin in any of the previous locations for free, regardless of origin.

Perks

Perks are discounted for their origin. Discounts are 50% except for 100cp perks, which are free.

Seeker of Sinful Spoils

What An Unsociable Girl (100cp): Being rude isn't usually something to be rewarded, but really, you have better things to do with your time than talk or make social niceties. You've a talent for getting what you need out of a conversation quickly and with very limited actual interaction, and for avoiding being dragged into social events that would be a waste of your time. So no need to worry about people talking to you when you don't want to be talked to or interrupting you when you're in the middle of work with something inane and bothersome. And if you decide to simply leave in the middle of a conversation after getting what you need? The worst you'll get is a shrug or a shaking head along with a comment on how unsociable you are.

Face Of A Demon (100cp): One might wonder how someone can be beautiful and terrifying at the same time, but Diabellstar certainly pulls it off well! Like the Black Witch herself, you are a vision of dark beauty as a woman, or the image of the handsome anti-hero as a man. You have an incredibly attractive face and form, being fit without being overly muscular, handsome or beautiful without looking like a doll or weakling, and rather 'gifted' in certain physical aspects, if you take my meaning. There's also an intimidating aura around you, not so much that others would actively avoid you, though your glares are certainly terrifying, but to add to the dark mystique about you. You can soften this aura if you wish to open yourself up to others, however.

Like The Diabell (200cp): Life was hard for Astellar, or as she'd come to be known, Diabellstar, after fleeing the White Forest. She needed certain skills just to survive long before she became the Seeker of Sinful Spoils. Like her, you are a survival expert: knowing how to acquire food, whether through hunting or stealing; knowing how to repair or make clothing to keep yourself warm and dry; knowing how to find shelter, even in the toughest locations; all this and more. With just this, you'd have no problem surviving in a harsh city or dangerous wilderness, but in addition, you have a boundless will to survive. You may still feel sorrow or even despair, but you will never lose the drive to keep living, the will to keep pushing forward.

Have You Heard This One? (200cp): What's the most important skill for a treasure hunter to have? Is it navigating traps or picking locks? Those are all well and good, but the correct answer is information gathering. You need to know a treasure exists in order to hunt for it, don't you? You have the right mix of luck and skill to gather information about things that are important or interesting to you, especially anything related to treasures. People just happen to want to gossip with you about it, or are talking about it close enough for you to overhear, or maybe it's announced in the news. The information will always be enough to inform you of where the treasure is, how you can get there, and what dangers might lurk around it. Convenient, right?

Black Witch (400cp): Information gathering is important, but if you're hunting Sinful Spoils, you need to know how to fight, too. And you very much know how to fight. Like Diabellstar, you are an expert combatant, be it unarmed or otherwise, wielding just about any weapon imaginable. A sword? Easy, it's like you were born holding a sword in your hand. A scythe? Your enemies will like wheat before you. Chains? Ha, throwing your enemies at each other or binding them is a cinch. And if you can find a way to safely use them, even demonic tools and weaponry can be mastered, be it a mystical mask or a totem that can transform into a giant demonic hound. Top it off with some relatively minor fire magic, like creating small sparks and fiery streams, and you're a demon in battle.

Filia Diabell (400cp): If you were to ask the daughters of Diabell, they would tell you that nothing is more important than protecting their family. Nothing. Perhaps you feel the same way? Never fear, then: when your family, friends, or loved ones are in danger, you will always be there in time to save them. Or at least to try. Whether it be deflecting what would have been a mortal blow at the last second, joining the fight in order to turn the tide, or saving them from a disaster, the only thing standing between you and saving those you love is your own power and ability, for no distance is too great to stop you. Even if you cannot make it in time under your own power, there will always be a way, . This time, you will save them.

Attachment Magic (600cp): It is said that Diabellstar inherited the magical power of Diabell. Perhaps this is what they meant. Like the Black Witch, you wield the power of attachment magic, able to bind and attach things together. Consider this: Diabellze and the Great Witch Morganna were only able to wield one Sinful Spoil, and most mortals couldn't even do that. Using her magic, Diabellstar was able to use at least two, to possibly five or six or more. You're capable of using any number of demonic or cursed objects or weapons safely, and can even fuse with them to obtain greater power in exchange for them now draining your life force. Consider how Diabellstar, by fusing with the Sinful Spoils she carried, gained a power even greater than Diabell, a Divine Human. You can attach any number of things, really, like attaching objects together or attaching a soul to a body, be it human or cat or otherwise.

Sinful Spoils Sanctification (600cp): But the greatest power that the Witches of the White Forest wield is not magic or Sinful Spoils: it is love. Even as Sinful Spoils, Silvy and Rucia never stopped loving their baby sister Astellar, caring for her even outside of battle, and as Azamina herself possessed Diabell, she still moved to protect her daughters as best she could before succumbing. Your bond with your friends and loved ones is similarly strong, such that no amount of corruption or transformation or brainwashing can erase it, merely suppress it for a time, until a single crack lets it erupt to the surface. This allows them to hold on even against what should be absolute evil, at least just a little longer. Such is the power of this love, in fact, that once per jump, it can even save you from death! Heaven can wait another day.

Goblin Bikers

Goblin Biker Grand Entrance (100cp): What's the point of being a Goblin Biker if you can't act the part?! You're the kind of proud, bombastic jerk who'd fit right in with the rest of the gang! You know exactly how to make an entrance that will grab the attention of on-lookers, know how to make yourself look like a proper tough guy, and best of all, you know how to take care of your fiery hair to make it look cool and intimidating! Oh yeah, you have hair made of fire now. How, you ask? Ask Big Gabonga, aside from you now he's the only goblin with hair made out of fire. You can choose what color your fire hair is and what style it's naturally in, and you can, at any time, make it normal hair again. But why would you want to?

Mean Merciless (100cp): Now see, most people feel bad about treating others bad. They feel guilt about lying or stealing, or can't look someone in the eye after hurting them, and that's because they're what Goblin Bikers like to call 'losers'. Who cares if you steal candy from babies, you need the energy from that sugary treat to rob the local homeless shelter! You may not be pure evil like the Azamina, but you can be a jerk all you want without having to worry about your conscience now. When you rob someone, or break something, that sting of guilt will never come, and instead all you'll feel is the joy of having claimed something for yourself. You can still care for others, just like how the Goblin Bikers are genuinely loyal to one another, you just won't feel bad about hurting others for your own gain anymore.

Goblin Biker Grand Bash (200cp): Now listen, treasure hunting is a fine, dishonest trade. Nothing wrong with it, plenty of tombs that need raiding. But you know what's a finer, even more dishonest trade? Stealing. And you're pretty good at it, both in terms of finding people to steal from and in the art of actually stealing things. Finding victims to rob, spotting potential valuables, figuring out ways to divert attention or snatch things from someone directly if you're feeling more brutish, all the things a proper thief needs to know about! Well, maybe not the finer arts, like hacking or infiltration or any of that nerd nonsense. You're more the break into bank vaults with a drill or steal things while their owners aren't looking kind of thief.

Big Gabonga (200cp): Who said goblins can't be big and tough? While most of the gang is a bunch of shrimps, you're like the absolute leader of the gang himself, a big brute of a goblin! You've got huge muscles, making you strong enough to wrestle with beasts as big as you and to beat up weak, scrawny humans. It also makes it a lot easier for you to bully and boss around other goblins, since compared to you, most goblins are kind of push overs. Bullying other creatures weaker than you would probably be a cinch, too. You may want to avoid picking a fight with Diabellstar or other powerhouses all by yourself, though, since they're quite a ways out of your league. As a bonus, you can have a lower body proportionate to your huge, bulky upper body, unlike the actual Big Gabonga and his silly little toothpick legs.

Goblin Biker Grand Breakout (400cp): Listen, sometimes you get caught. It happens. There's no need to cry about it. What you need to do is plan a breakout! Whether you're breaking someone else out, or planning a breakout of your own, you're surprisingly capable, figuring out a way into even the most secure prison or fortress, and coming up with a way out. Granted, your way out will almost always involve fighting your way through the enemy, but you're a Goblin Biker, and that's what you do: you fight! But what if you're caught, and you can't break out? Well, turns out there is some honor among thieves: they'll need to find you and figure out a way in, but your goons won't abandon you, no matter how much of a jerk you are!

Goblin Bikers Gone Bonkers (400cp): Now listen here, punk! Sometimes, you gotta work with people you normally scrap with. Ain't nothing wrong with that, sometimes there's a bigger fish to fry or someone you both want to see bleed. Normally, though, there's some distrust or suspicion on both sides. Not anymore! When you and your allies genuinely team up with a former enemy against a common threat, you'll work together as naturally and easily as if you'd been best friends for life instead of enemies. There won't be any fear of betrayal from either side, you'll have the kind of coordination and teamwork most squads can only dream of, and afterwards, all old grudges will be forgotten. This only works as long as you don't plan on betrayal and backstabbing your new allies. Not even a Goblin Biker is that nasty!

Goblin Bikers Gone Wild (600cp): A gang is more than just its leader, no matter how tough he or she might be: a gang is a whole team! And you're the perfect leader for such a team. You're the kind of leader who would see your gang through tough times, seeing them get the money and living space and rides and more they need to live good lives, both as gangsters and as people. But where you really shine is in a fight, where you could lead your gang to victory against a far larger force, coordinating your firepower, the skills and strengths of your allies, and using the kind of crazy tactics that would stun even an ancient demon with their sheer audacity if nothing else. The Goblin Bikers took on a whole army of demons and won. What can you do?

Revvng The Engines Of Their Souls (600cp): The oddest thing about the Goblin Bikers is that they're not actually riding motorbikes. They're riding magical beasts who have been captured, tamed, and modified with machinery to control them like motorcycles! You've got a strange talent for doing just that: finding wild creatures and forcing them to obey you, keeping them under control so that they can be modified, which is another skill you now possess. You may not be creating anything like a giant robot or something, but turning a giant snake into a motorbike is easy, and so is doing the same thing to a magical bird. Or a mystical lion. Or a turtle the size of a tank. Or, well, you get the point. Combine it with knowledge and skill needed for actually using your new rides, and knowing how to teach others your tricks, and you might one day start a Biker gang of your own!

Snake-Eyes Spawn

Snake-Eyes Poplar (100cp): One would think it impossible to look anything near cute with the glaring, demonic eye of the Original Sinful Spoil upon your form, but Poplar would disagree. Like him, you can make a seemingly monstrous, evil appearance something surprisingly approachable, even loveable. Instead of screaming in fear upon seeing you, people might instead look at you with curiosity, interest, or even adoration, depending on your actual appearance and personality. A benevolent monster might find itself receiving love, or at least respect, instead of fear and hatred, though acting malevolent or malicious will spoil this. Still, with benevolent, or at least neutral behavior, even a demon might be seen as something more.

Snake-Eyes Oak (100cp): There is, of course, another side to it: that is, you may actually want to be feared. You have a fearsome appearance, something that can strike terror in the hearts of those who view you. Fools and would-be intruders would look upon your form, and tremble, fear gripping their hearts as they witness a truly supernatural being. Naturally, the brave and the bold can overcome this, and the likes of Diabellstar wouldn't be affected at all, so you'll need other methods to combat such foes. Still, lesser prey will no doubt fall before you with ease. This effect can be turned off at any time, and if combined with **Snake-Eyes Poplar**, you may instead choose for this fear to be more of a healthy respect, acknowledging your power without dreading you.

Startling Stare of the Snake-Eyes (200cp): Fear, true fear, is the kind that leaves one paralyzed, unable to move, helpless as a mouse is before a snake. To fall victim to your gaze is to experience true terror, the kind that leaves one unable to move so much as a single inch. When your eyes catch another's, the weak will find themselves paralyzed, unable to attack or defend themselves as you close in for the kill. But what of the strong, like the Black Witch who will strike down your father and kin? For them, your gaze will instead cause them to falter in some aspect: perhaps they shall find themselves forced to fight you from a distance, unable to get too close to your dread glare, or perhaps they shall take a more supportive role. This power does require eye contact, and can be overcome or thwarted, but it's a handy tool for your hunt.

Snake-Eyes Ash (200cp): You are no mere mortal: you are a beast descended from the corrupted guardian deity and the Original Sinful Spoil! Whether you are a young dragon or a monster of rotten wood and fire, your physical strength is enough to overpower and crush the average human, and from your body come azure flames not unlike the ones you were born from, flames that melt flesh and scorch stone. You are also shockingly durable, no matter what your form, though be warned that even the likes of the Goblin Bikers would be able to smash you if you let them get in too close. You are not the titan of battle that your father is with just this. But perhaps that might change one day...

Sinful Spoils Struggle (400cp): As a child of the Original Sin, is it not your right to feast upon the lesser children of Sin? You have the power to drain demonic beings or objects of their energy, feeding off them and increasing your own strength. This can occur in one of two ways: the first is that you are able to subtly drain small, minute amounts of demonic energy over time. Poplar was able to drain trace amounts of power from Diabellstar's Sinful Spoils, but it was such that the witch only barely noticed it and showed no signs of being weaker. The other method would be to engage in a contest of wills with the demonic being or object you're draining energy from, risking being devoured yourself in exchange for being able to claim every last trace of power, becoming bigger and stronger and more terrible for your victory.

Dramatic Snake-Eyes Chase (400cp): Rescuing others is important, there's no doubt about it, but what happens if you need rescuing? Should you ever find yourself in danger, you will find your allies discovering it immediately, and rushing to your rescue as fast as they can. It's as if some unseen signal immediately alerts them you're in danger, as even a clever trick will immediately falter as they spot your captors trying to sneak you away. And as they rush to your rescue, they will find themselves energized, allowing them to keep moving, keep fighting, in order to save you. It is still possible for them to be overpowered, or for someone to pull a dirty trick that lets them sneak you away, but you can bet your allies will be after you again as soon as they can!

Snake-Eyes Dragon (600cp): You are your father's child after all. Like the fallen guardian deity, you are a great and terrible dragon, a natural disaster given draconic form. Yours is a colossal serpentine form, your head alone several times larger than a human being, and though your body is lacking in limbs other than two immense wings, you are no less dangerous for it. Your scales, tough enough to shrug off the blows of mortals, monsters, and demons alike, surround a core of flame that could incinerate even the Goblin Bikers' Crazy Beast, a creature as large as you, if you were to set it loose. Assuming the wretched creature was not crushed by your coils or rent by your fangs first, that is. Finally, you take after both your father and 'mother', in that like them, you may create and command monsters bearing the Snake-Eye from your flame, the color of which is up to your choice. You are power incarnate.

Poplar of the White Forest (600cp): And yet, perhaps that power is meant to be shared with others. Your father was a guardian deity, once, and your sibling, Poplar, seems to carry on his legacy. Like him, you are capable of giving your power to others, merging with them to transform them into a dragon not unlike your father, a dragon able to channel the power of the Original Sin you inherited but cannot use yourself. This, alone, would be a great boon, for it shall make them able to harm or even kill gods or other 'immortal' beings. Yet your father was not a demon, but a god, and as such, you can also channel divine power, becoming a conduit of the holy along with the unholy. You can then share this power with someone else, the two of you together become something far more than you could alone. Were your father sane, he would rejoice in you following in his footsteps.

White Forest

Beloved Mother (100cp): Diabell might have taken in her daughters on a whim, but none can doubt the depth of her love for them. You are a parent of such quality and skill that you could raise children of an entirely different species than you, and raise them better than a parent of their own kind could. You would raise them to be happy, healthy, and form bonds of such strength with them that they would still love you even after years of separation, and seek to give you anything beautiful or unique they find as a gift. This can be spoiled if you abuse them and mistreat them, but so long as you do your best as their parent, you will be their beloved witch.

Devilishness of the White Forest (100cp): Perhaps it's unfair to describe a bit of vanity as sinister or devilish, though one might argue Rucia invited it on herself for turning into a seductive vampire woman. Such arguments aside, you now share in the fairy tale beauty of Diabell and her daughters, though one form that takes exactly depends on you. Are you sweet and adorable, as Astellar and Elzette once were? Are you fair and graceful, as Rucia's normal form is? Wild and free, as the eldest sister Silvy was? Do you possess the motherly, awe-inspiring beauty of Queen Diabell herself? Or maybe you're just a little bit devilish like Rciela, Rucia's transformation? Either way, yours is the beauty fairy tales are written about.

Tales of the White Forest (200cp): Rumors and stories have the strangest way of making a paradise into a horror story, and a nightmare into a dream. The villagers near the White Forest feared it even before its transformation for it was unknown to them, even as travellers came and went and found their way home because of it. For whatever reason, rumors and stories seem to develop around you in a way that always benefits you: to those that might do you harm, you are seen as a terror, a demon, someone to be feared and avoided, preventing them from becoming a threat. To those who might consider you a friend, or more, you are seen as kind, benevolent, gathering these friends and allies to you. Combined with your own skills as a storyteller, and you might just spread some of these rumors yourself.

Original Sinkeeper (200cp): Diabellze might arguably be the greatest actress in the world. How else can you explain managing to fool Azamina herself, or at least manipulate her, pretending to be her servant for at least a decade even as she quietly plotted revenge? Like her, you're a natural born liar, having a way of manipulating and tricking others, especially those who see themselves as your master, making them think you are obedient to them even as you plot their end. Even if they do realize you're not under their control, they will arrogantly decide your little act is amusing, allowing it to continue instead of killing you or bringing you under their control completely. This will end if you openly rebel against them, but you now have the patience to act for a decade or more, playing your role until its time for their curtain call.

Witch of the White Forest (400cp): Were you one of Diabell's apprentices? You have magic Diabellstar's sisters did, making you a master of one field of magic of your choice: for example, Rucia possessed transformation magic, allowing her to take on an older, stronger version of herself resembling a vampire woman, complete with bat wings; Silvy, or Silvera as others would know her, could tame great magical beasts and monsters, taming even evil beasts that had invaded the White Forest; and Elzette, who could collect and call upon the spirits of the dead, both as agents and to enhance her own power. She could even use the spirits of the dead to hold herself together, as seen in her final battle with Azamina, though this was clearly only a temporary solution. You may choose any of these magical styles, or something on their level.

You may also, if you wish, repurchase this perk for another field of magic. First purchase is discounted for those of the **White Forest Refugee** option, with additional purchases being full price. Magic has its price, after all.

Sinful Spoils Awakening (400cp): Though Diabell managed to save Elzette's soul when Azamina took over, her body was still under the demon's control, until another witch sacrificed her life to set Elzette free. No such sacrifice will be needed for you, for your body and soul shall never be controlled by another without your permission. Even should you consume a Sinful Fruit or be touched by Azamina, you will not be lost to the darkness. And even should you allow someone else to control you, you may rescind that control at any time. This is a great power, especially when the greatest threat posed by Azamina is the threat to your soul and freedom. Be careful about letting her know you have it: she might decide to simply kill you.

Monarch of the White Forest (600cp): You are no mere mortal: you are, like Diabell, a Divine Human. Your form is made up of sacred bark, making it more durable than most monsters, and more malleable than any humans, allowing you to extend your arms out great lengths and manipulate your appearance, going from your 'human' form to something like an animal of your choice, like a wolf. Yet this is not your greatest power: no, that would be your magic. You wield immense magical power, such that mortals would fear you as a demon and actual demons would tremble in terror of you, you and the divine tinge of your magic. Or perhaps because of your reserves, so immense that even after a decade at least of being possessed, Diabell still had enough of the divine power she hid from Azamina to empower Diabellstar, giving her the edge she needed to kill the demon. A nurturing mother to the end.

Diabell's Power Split (600cp): Sacrifices must be made. As Diabell was being possessed by the evil Azamina, she witnessed her elder daughters Silvera and Rucia be caught by thorns, slain, and corrupted, and saw the same fate awaiting Astellar and Elzette, her youngest. And Diabell refused. Giving of her own power, she saved Astellar, and saved Elzette's soul. You, too, can use your power to save those you care about. By sacrificing a portion of your strength, you can save those you care about from corruption and death, whether it be sending them to safety or shielding their souls. The more power and time you have, the better: even Diabell, for all her power, was only able to fully save Astellar and partially protect Elzette before Azamina reached them.

Azamina 'Saint'

The Hallowed Azamina (100cp): Perhaps the most repulsive aspect of the Azamina is how they twist the beautiful and sacred into something ugly and unholy. Something about you strikes those who see you not simply with the terror of seeing something dangerous, but the terror of seeing the effects of damnation made manifest. You unsettle others, frighten others, disturb others down to their very core, for in you they see evil in its purest form. And whether your body is some disgusting chimera of man and animal, a skeleton wreathed in demonic flame, or a twisted bat creature that looks just enough like a human woman to be more disturbing for it, you are a true horror.

Scourge of the White Forest (100cp): No matter how much she pretends to be something pure, divine, beautiful, Azamina seems to relish in the vile and blasphemous. Why else would she corrupt a paradise into something ugly, and wear the face of her victims' mother? Like her, you do not simply feel no guilt over the evil you do, you relish in it, enjoying every second of the pain, physical and emotional you cause others. You are one who drinks deep of the cup of human misery as if it were a fine wine, finding sights such as the Azamina in all their demonic 'glory' to be beautiful. You could, if you wish, give this up to think as humans would once again. But why would you? You aren't human. Not anymore.

Deception of the Sinful Spoils (200cp): "There is no doubt this apple is delicious." Such were the words that Azamina whispered into the ears of innocent Astellar and Elzette, tricking the young girls into gifting the Sinful Fruit to their mother as a gift, which started this whole nightmare to begin with. You, too, can whisper into the ears of others in such a way, even if you are not physically present, your voice carrying on the winds or through magic into the ears of your victims. To aid you in your deception, your voice may sound like whatever it needs to in order to deceive your victims, such that two sisters might hear the same thing and think the other said it. It's been said the Devil is a liar. You prove that to be true.

Azamina Debtors (200cp): In the end, the Azamina didn't even need to hunt for Diabellstar: Diabellze, in her misguided effort to protect her younger sister, delivered her quite literally into their hands. In much the same way, when you are looking or hunting for someone or something, more often than not, you will find your target to be delivered to you instead. Depending on how dangerous or elusive this target is, it might take longer, with Diabellstar only falling into the clutches of the Azamina a decade after the fall of the White Forest. And you will still need to actually capture or eliminate whatever your target might be, something the Azamina ultimately failed at. But if you can complete the last step, victory might literally fall into your lap.

Azamina Mu Rcielago (400cp): A demon that simply looks frightening without having the power to back it up is no better than a common monster or thug. Unfortunately for your enemies, you have the power to back it up. What form this takes depends on your own form: were you a great skeleton wreathed in fire, you might lash out with your undead limbs and unholy flame; were you a chimera, you might instead attack with the many different animals that make up your body; were you a bat woman, you might attack with blinding speed as well as deadly claws and fangs; and were you a fallen witch, you might use demonic magic to fight. No matter what you are, you are a demon that would challenge even Diabellstar and Diabellze.

Sinful Spoils of the White Forest (400cp): When Azamina took control of Diabell's body, like a demonic parasite, Diabell's kingdom too was corrupted, going from the beautiful forest to a repulsive horror show, with trees that bore not leaves and life but thorns and Sinful Fruit. When you conquer, usurp, or take over an area, it may become a twisted reflection of you. A castle might become a place of vanity, every part of it dedicated to your ego and vainglory; a fortress might become a place of isolation and corruption, turning those imprisoned there into something far, far worse than what they had been before; and a sacred temple could become a ruin, full of evil and fear. You are truly a blight on the world, now.

Second Sinner (600cp): I misspoke before: now you are a true blight on the world. You are a Divine Human, like Azamina, a false divinity devoted to yourself. Your true form is that of a spirit, though you are able to possess others by creating Sinful Fruits, which corrupt those who eat them, turning their souls into demons and make their bodies into demonic puppets, part of you yet separate enough to think and fight for themselves. The corpses of those slain by you or your Azamina can also be turned into additional Azamina. Yet that is not your true power: your true power is to defile others in order to purify yourself. The more people fall into corruption through your Sinful Fruits, the more powerful and divine your true form shall become. It might take a great deal of time and planning, like taking control of a fellow demigod, using her body, power, and kingdom to fill the world with your evil for a decade or more, but perhaps one day, you truly shall become a god. Just be careful that in your rush for ascension, you do not create enemies that can bring down even a god.

Azamina Determination (600cp): There is something truly tragic in that, Diabellze's decade of planning revenge nearly ended in total failure. Your enemies' will and determination can prove rather detrimental to them, as it leads them to blindly rush down the path to their own self-destruction rather than your defeat, when anyone sensible would quickly see the flaws in their own plan. Attempting to trick you into thinking they are your servant, when your servants are extensions of yourself? Ha. Actually doing your bidding for years, believing it will all be worth it after they kill you? Ha! Facing you alone instead of with their powerful sister, who has the power to best even your strongest servants? HA! The only thing funnier will be their despair when they realize in the end they've killed themselves.

Items

Items are discounted for their origin. Discounts are 50% except for 100cp items, which are free. You may, if you wish, import items you already have into similar items you purchase here.

General

Sinful Spoils Card Sets (50cp): And here I thought witches used tarot cards, not playing cards. Jokes aside, what you have here is a collection of every card and archetype associated with the story of the White Forest, including the "Sinful Spoils", "Diabellstar", "Snake-Eye", "Goblin Biker", "Diabell", "White Forest" and "Azamina" archetypes. In addition to these, there is also a group of original cards, based on you, your companions, and your actions within this world. There's not much use to them besides playing card games or maybe confusing the characters within this world with them, however.

Binder (50cp): Well, if you're going to have a collection of cards, you might as well have something to hold them in, right? Here you have a binder made for that exact purpose, capable of holding all the cards you could possibly need it to. While they're within this binder, your cards will not be lost, stolen, or damaged in any way, so if you have any rare, valuable, mint-edition cards, keep them here. If the binder itself is lost, stolen, or destroyed, it will be returned the next day, all the cards still there and still intact, even if they should have been stolen or destroyed.

Enchanted Wardrobe (50cp): Something like this would take either a very talented witch or a group of witches to make: what you have here is a wardrobe filled with seemingly infinite space, containing a seemingly limitless number of costumes, outfits, clothing sets, and more! Want to rock the same kind of dark, edgy outfits Diabellstar wore as the Seeker of Sinful Spoils? There's plenty of those here. Perhaps you're more interested in the sort of refined outfits she wore after completing her quest and finding peace? Those are here as well. Maybe you'd like the sort of fluffy, dream-like outfits the daughters of Diabell wore before everything went so wrong, or perhaps the punk biker outfits of the Goblin Bikers, or maybe you'd like something dark and sinister like the more human Azamina wore? It can all be found here.

Seeker of Sinful Spoils

Play On Display (100cp): While the original version of this will only exist in the future, after the end of Diabellstar's story, what you have here is an enchanted portable stage that uses a mix of puppetry and shadowplay to tell incredible stories. What stories, you might ask? Why, any you might know! By using simplistic wooden dolls, this enchanted artifact can create shockingly complicated shadows, shows that will not only look almost exactly like the characters they're trying to portray, complete with color somehow, but also replicate scenery and complicated movement impossible for even the most advanced forms of puppetry or shadowplay. And the whole thing will roll up into a handy little briefcase. If lost, stolen, or destroyed, it will be returned to you the next day.

Lesser Sinful Spoils (200cp): In her quest to save her family, Diabellstar collected a number of Sinful Spoils, some of which were incredible, and some of which, while still clearly supernatural, were far less impressive. What you have here are replicas of Diabellstar's lesser tools: the red mask Omen, which covers half her face and most likely lets her see through illusions; her magic chain, which let her restrain, lift and throw a transformed Poplar, who was several times larger than her, as well as hold on to the Goblin's Crazy Beast as it raced towards the Black Forest; and her sword, which while not as deadly as the transformed version of her sister's Sinful Spoil, Rciela, is still a capable weapon. Should any of these be lost, stolen, or destroyed, they will be returned to you within a few days.

Greater Sinful Spoils (400cp): Aha! Now, when you think of demonic instruments, these are probably what come to mind: you have Sinful Spoils similar to Rciela and Silvera, the transformed souls of Diabellstar's beloved sisters Ruci and Silvy. While they need not be exactly like, the principle is similar: one Sinful Spoil resembles a cloak or cape, but is able to transform into a weapon that, like Rciela's Deathscythe form, is able to cut through anything, even piercing the hide of a beast as formidable as the Snake-Eyes Flamberge Dragon. The other Sinful Spoil, resembling a stuffed claw, can transform into a terrible beast of your choice, big enough to rival the aforementioned dragon in size and strong enough to wrestle with it. They are of limited sapience, but outside of battle, they will try to care for you. If lost, stolen, or destroyed, they will be returned to you within a week.

Original Sinful Spoil (600cp): Well, not quite: this is not the actual Original Sinful Spoil, the Snake-Eyes, nor is it Poplar. But it is a dragon bearing the power of the Original Sinful Spoil, just as Poplar did. This surprisingly cute little creature, ignoring the giant demon eye on its forehead, utterly adores you, as a pet would its master or a child their parent, and is absolutely loyal to you. Aside from its potential use as a familiar, it is able to track the scent of demonic artifacts, and can absorb their power in order to grant itself greater strength and a larger, more powerful form. If that, by itself, is not enough, it can also fuse with you, allowing you to transform into a giant dragon yourself and unleash the flames of the Original Sin, which can kill anything, even the divine. Beware, however, for this transformation will drain your life force, and overuse may kill you. If killed, your little friend will be revived the next week.

Goblin Bikers

Mask (100cp): You can wear all the punk clothing and biker jackets you want, but you can't be a Goblin Biker without a mask! So here, a mask! What does it do? Well, it covers your face, for one thing, which is a boon both for yourself, because it hides your identity, and for others, because goblins aren't usually that good looking. It also looks incredibly cool, in a punk biker kind of way, and will make anyone who looks at you think you're a tough guy. Or well, at least most will, since the actually tough people will see through it unless you really are a tough guy. Which you totally are, as a Goblin Biker! If lost, stolen, or destroyed, it'll come back to you the next day.

Magical Beastcycle (200cp): You can wear all the cool, punk rock masks you want, but you can't be a Goblin Biker without a bike! So here, a magical beast for you to ride! What's that? This is a magic beast and not a bike? Don't be stupid, of course it's a bike, it's got handlebars and motors and everything! This is a magical beast you've tamed that's been modified, just like all the magical beasts the Goblin Bikers have tamed, allowing it to be controlled and ridden like a motorbike. And unlike an actual motorbike, it doesn't run on gas, or even food and water, like a normal animal! It's about as fast as a real motorbike, and unlike a motorbike, it can fight alongside you. Plus, since it's a magical beast, it might be able to move in different ways, like a bird being able to fly or a snake slithering! Just maybe don't pit it against the real dangerous monsters out there. If killed, it will be revived in a few days.

Goblin Biker Gang (400cp): You can ride all the magical beast bikes you want, but you can't be a Goblin Biker unless you're a Goblin Biker! So congratulations, you are now a Goblin Biker! Whether you're part of the gang Diabellstar was always squabbling with or some other gang, you've got a bunch of wild, crazy, sometimes cunning but always loyal Goblin Bikers, ready to ride with you no matter what dangers you face! Best of all, you're not just a part of the gang, you're their leader! Or new leader, if you picked the bunch that kept getting their rears kicked by the Black Witch. Maybe Big Gabonga thought you'd do better leading them? Eh, doesn't matter. Whoever they are, they're idiots, but they're your idiots! Do note though that with this, they're followers, not companions. If any of your new mooks are killed, they'll be revived the next week.

Magical Beast Land (600cp): Alright, fine, you're a Goblin Biker, but if you want to recruit more, you're gonna need magical beasts for them to ride! So here you have a vast area filled with magical beasts of every kind that a prospective new member can tame and modify into a bike of their own. These beasts are deadly, to be sure, but there's also a far more terrible creature here, one comparable to the Goblin's Crazy Beast: massive, wild, seemingly untamable. It's no dragon, but anything less better get out of the way or it's getting squashed! To truly tame it would require great time, skill, and effort, but it is possible. You can simply let it loose on your enemies, but doing so puts you at risk, too. In future jumps, this may be either attached to your warehouse, or placed down in the appropriate spot on whatever world you go to.

Snake-Eyes

Offerings (100cp): Your father was a revered guardian deity once. Once. And as such, his worshipers would bring him their finest foods, everything from delicious meats to sweet fruits, all given to him to honor their protector. That time has long since passed, as your father has become a being they need protection against should he deign to leave his temple for prey to hunt rather than waiting for them to come to him. And yet, perhaps some of his worshipers hope their old protector will find the light again some day, for large amounts of the same kind of tributes your father once enjoyed seem to find their way to you, enough to satisfy even a dragon your father's size, and they replenish every day. You'll never go hungry, that's for sure!

Prey (200cp): But ah, as nice as such offerings are, can they really compare to the thrill of the hunt? The feeling of crush and devouring foes just skilled enough to offer some challenge but in the end, fit only to be your next meal? Less an item and more an odd lure, for one reason or another treasure hunters, dragon slayers, or whatever sort of foe might target a being such as you will always appear, always capable enough to let you enjoy the thrill of the hunt without being a true threat, just enough to keep your claws and instincts sharp. These vermin will never be your allies or servants, and really, they're not fit to be, anyways, but they'll serve you all the same, as practice dummies and food. You may turn this off if they grow too irritating or you just want some peace.

Sinful Spoils of Subversion (400cp): This is not the Snake-Eyes. It's something similar, but it does not carry the stench of Original Sin. But it is still powerful. This great demonic eye is a tool for corruption, turning even a noble guardian into a monster. Once it is introduced into the victim's body, whether by them consuming it or you forcing it into their body, they will be transformed, becoming a demonic parody of themselves. While they will not fall under your direct control, the Sinful Spoil will work to direct them to do your will, producing monsters that will guard the Sinful Spoil and its host. These monsters will be loyal to you, not their unfortunate 'parent'. If this item is lost, stolen, or destroyed while not being used, it will be replaced within a week. If, however, it is used, it will return upon the host's death, in a decade, or upon the start of your next jump, whichever comes first.

Divine Temple of the Snake-Eyes (600cp): Should not gods have grand, glorious places not only to live in, but be worshiped in? What you have here is a great temple, a fortress almost, devoted to only one god: you. This is a place built to honor your power and glory, where your followers and worshipers might come to offer you tribute, to petition you, to praise you and glorify you. But ah, perhaps you are not a protective deity, but a destructive demon? Perhaps you'd prefer to have a temple that's more of a lair for you, and a death trap for others? A dark and dreary place that honors your terrible hunger, and destructive might. No matter which you pick, it will be filled with a massive horde of beings who will fight and die to protect you. Though the real heroes and villains of this world would slaughter them en-masse, they are great in number, and more than a match for the average mortal. Whether they take the demonic form of the Snake-Eyes spawn or something more holy is your choice.

In future jumps, this may be either attached to your warehouse, or placed down in the appropriate spot on whatever world you go to.

White Forest Refugee

Collection of Books (100cp): Once upon a time, Astellar would have loved to see something like this. She might still enjoy it, but these days, Diabellstar is more focused on saving her family than reading. Still, what you have here is a great collection of books of all kinds, be it fictional, non-fictional, educational, anything like that. The best part about this library is that it is ever expanding, with every world you visit adding more books to it. You won't be getting anything truly special or unique or forbidden, but if you'd like to compare fairy tales from different worlds or read about the history of the worlds you visit, you'll find it all here!

Magical Pets (200cp): Like the wolves Silvy had when she was human, you two have a pair of loyal magical beasts, eager to help you and protect you. Each of them could take on one of the Goblin Bikers' mounts in a fight, though they lack the cybernetics and modifications the 'beastbikes' have. Still, what they lack in cybernetic modifications, they make up for in love and loyalty, loving you as loyally and completely as a dog would its owner, rather than needing to be tamed or controlled like those other magical beasts. Should either of them die, you will find them returned to you within a few days. Some loyalties last after death.

Magic Tools (400cp): Diabellstar isn't the only witch to use mystical items. She isn't even the only one to use Sinful Spoils, though she's certainly the one who used the most of those. Whether or not you're a witch, you deserve to have some magical toys of your own, don't you think? To give some examples of what this grants, there is: the Sinful Spoils of Slumber, Morrian, a demonic treasure that can knock out even as powerful a witch as Diabellstar if you catch her off guard, at least for a few hours, and incapacitate the entirety of the Goblin Bikers; the magical eyes of the Great Witch Morganna, which can influence minds and break brainwashing. This isn't outright mind control so much as it is mental influencing; or the magical wands of Silvera and Rciela, the latter of which allowed her to create bat-like familiars that served her in battle and every day life, and the former allowing Silvera to transform her pet wolves into giants with horns, and give herself wolf ears made of magic.

You may pick any two of these, or create magical items of similar levels of power and breadth yourself. You may repurchase this item at full price to gain another two magical tools.

White Forest (600cp): Is this...? No, it's not Diabell's White Forest, for that no longer exists. But it's something just as beautiful and sacred. What you have here is a massive forest, filled with white trees made of sacred bark, their holy aura warding off all but the most powerful of demons, and even Azamina needed to sneak in instead of attacking in her true form or with an army of demons. Even malicious mortals are only wary, but most will either avoid this place or be easily scared off.

Yet for those allowed to be here, it is a place of rest and healing, mending wounds and restoring energy. It is also not only your home, but the home of your apprentices, or children, or both. There are only four of them, two young yet still old and strong enough to fight off weaker invaders while two are truly young and weak, yet innocent and sweet. All four of them have the potential to become truly strong, however, such that they could one day take on whole armies of monsters and demons. And they all truly love and adore you as their teacher, parent, or both.

In future jumps, this may be either attached to your warehouse, or placed down in the appropriate spot on whatever world you go to.

Azamina 'Saint'

Azamina Weapon (100cp): Though this is a demonic weapon, it is not comparable to a Sinful Spoil. Rather, it is more akin to a superb mortal weapon, something that would still be prized by lesser creatures but wouldn't wield the truly deadly power of even a lesser Sinful Spoil. One benefit it does have, however, is that it can be wielded no matter how alien or bizarre your body is: you can wield it just as easily with a bestial mouth as you could with a skeletal hand or bat-like claw. It's not much, but then, the Azamina outside of the original are corpses and puppets wielded by her against her enemies, tools and sacrifices for her rise to divinity. Your only gift from her is to become Azamina. If lost, stolen, or destroyed, this will be returned the next day.

Unsuspecting Victims (200cp): The Azamina can only grow in number by corrupting humans, whether by tricking them into eating Sinful Fruit or by killing and corrupting them. Fortunately, there are always suckers and fools out there who are eager to become Azamina, just like you. This is less an item and more of a lure, causing fools both innocent and wicked to come to you, blind to the threat you pose to their very souls. These are the types that can easily be duped into consuming a Sinful Fruit, causing their bodies to become Azamina and their souls demons. Even if you don't have **Second Sinner**, these Azamina will be allied with you, but if you do, they will be yours. You can turn this off if even you think this is a little too easy.

Host Body (400cp): ...how cruel. This person was a victim of yours, having been tricked into consuming a Sinful Fruit. While they're no Diabell, they might be a match for one of the lesser but still great powers of this world. How this works depends on whether or not you possess **Second Sinner**: if you don't, then like the Azamina created by **Unsuspecting Victims**, they will be your ally, eagerly helping you and serving you. But if you are the **Second Sinner**? Then instead, you may choose to possess this body just as Azamina possessed Diabell, using it as a host and adding their power to your own. Whether they are a mighty goblin, a powerful witch, a great monster of bone and flame, you can use their powers as easily as you would your own, and you can just as easily abandon them if they are in danger of being destroyed. If they are destroyed, they will be returned to you within a week.

Black Forest (600cp): How utterly repulsive! To think that another sacred space would be corrupted just as the White Forest was. This is a dark, nightmarish place, with great black trees and plants brimming with Sinful Fruit, waiting for unsuspecting victims to devour them, or for an Azamina to take on and deliver them to some poor, hapless fool. A great army of Azamina dwells within this dark forest, fewer in number than the Snake-Eyes spawn that guarded their father but possessing far greater individual strength and capability. It would take someone like Diabellstar or Diabellze at the height of their power to take on this army, and even then, they might need help. As before, without **Second Sinner**, they are your loyal allies and servants, and with **Second Sinner**, they are part of you. Finally, it is utterly repulsive and terrifying to all but the bravest of souls, keeping away any would-be heroes or meddlers.

In future jumps, this may be either attached to your warehouse, or placed down in the appropriate spot on whatever world you go to.

Companions

Companion Import (50-400cp): What would the daughters of Diabell be without their sisters? What would the Goblin Bikers be without the rest of their gang? What would Azamina be without her endless horde of victims? If none of them are alone, you shouldn't be, either! Whether it's bringing along old friends or making new ones, you've got plenty of choices! Using this option, you can import or create companions, spending 50cp per companion for a maximum of 400cp for eight companions. Imported or created companions may freely choose any origin, and have 600cp to spend on perks.

Canon Companion (100cp): But maybe there's someone from this world you want to take with you? Perhaps you've grown fond of Diabellstar or Diabelleze or both and want them with you. Maybe you've taken one of the Goblin Bikers under your wing and want to teach them your ways. Or maybe, for whatever unholy reason, you want to expose the multiverse to Azamina. With this option, if you can convince them, you can take any of the living canon characters from this universe! You can, technically, companion Diabell, Rucia, or Silvy with this, but even if you could restore their bodies and save their souls, it would be very difficult, as they would prefer to move on once Azamina is gone and Astellar and Elzette are safe. There is, however, another way...

Firecracker (50cp): Someone's got a hot temper, and in more ways than one! This witch is a tomboy with red hair as fiery as her magic, and a burning need to prove herself. While she might not have been one of Diabell's daughters, she did come from a family of powerful magic users. Which is a shame since, as a witch, she's somewhat less than impressive, with only some minor talent with fire magic to show for all her hard work. Yet what she lacks in mystical might, she more than makes up for with physical ability and skill, being a capable fighter that can bring down men and monsters alike with style and ease. Not only that, but she's a capable survivalist, too, having needed to learn such skills in her efforts to improve her magic.

Truth is, for all her temper, she just wants to prove herself to her family, thinking of herself as a failure due to her lacking talent in magic. In reality, her family loves her, treasuring her even if she's not a mystical savant. Perhaps you'll help her see that? She seems attached to you, for some reason, whether it's because she hopes you'll be able to help her achieve her dream of being a proper witch, admires your strength and skill, or just thinks you're fun to be around. She has the **What An Unsociable Girl**, **Face Of A Demon**, **Like The Diabell**, **Black Witch**, and **Sinful Spoils Sanctification** perks. She's got a hot temper, but a warm heart, too.

Passionate Explorer (50cp): Crikey, this Goblin Biker isn't a Goblin Biker at all! He's too nice! And he doesn't want to turn magical beasts into bikes like a proper Goblin Biker should, he just wants to wrestle with them and study them! Which is a shame, since he's shockingly good at taming magical beasts. Why, he could pin one down, describe what it is, how it hunted, and what it could do to a friend, and not only would the beast be calm afterwards, it'd let him walk off afterwards as if nothing had happened! You'd think the other goblins would bully him for being such a pansy, but unfortunately, he's actually pretty big and tough, so most goblins will just yell mean words before running away. He doesn't seem to mind, just laughing it off.

For some reason, he seems to think you'd be great to hang around with. Maybe it's because you're wild and free like he is, maybe because he wants to help you be something other than just another Goblin Biker, or maybe it's because you're one of the beauties he loves to study? Whatever the reason, he's your mate, through and through! He has the **Goblin Biker Grand Entrance**, **Mean Merciless**, **Big Gabonga**, **Goblin Bikers Gone Bonkers**, and **Revvng The Engines Of Their Souls**.

Devil-Eyes Hunter Dragon (50cp): Whether the Flamberge Dragon was purposely infected with the Snake-Eyes by Azamina, or if it was just a horrific accident, is unknown. It's not unknown with this dragon: he definitely ate the Sinful Spoil that corrupted him on purpose! And why shouldn't he have? He killed the demon it came from after all, fair and square! It might not have been his best idea, given the corruptive effect it's had on him, but it was definitely worth it for the power it gave him! At least, that's what he tells himself. Truth is, some part of him knows it was stupid, but damn it, he has his pride, and admitting it would ruin that! And dive bombing down the slippery slope of sunk cost fallacy, he's eager to devour any trace of demonic power he possibly can. Though even he's not arrogant enough to pick a fight with Azamina on her home turf. Always a bigger fish and all that.

But the devilish dragon seems to have developed a fondness for you. Maybe he thinks you're like him, gaining demonic power for your own benefit?? Maybe he thinks you can help him go clean and kick his habit of devouring demonic power? Or maybe he's just lonely, and wants another dragon to spend time with? Whatever his reason, he has the **Snake-Eyes Poplar**, **Snake-Eyes Oak**, **Snake-Eyes Ash**, **Sinful Spoils Struggle**, and **Snake-Eyes Dragon** perks. He's not really evil, he's just a jerk.

Divine Daughter (50cp): Well. It seems that Queen Diabell had another daughter, a child of her own body and blood rather than of adoption. This Divine Human masquerading as a mortal witch is the secretive type, hiding her true self both figuratively and literally with a mix of acting skills and illusions. Yet there are three things you can be sure of: she has great magical power, she misses her family, and she wants Azamina absolutely dead. With a somber air and an archaic way of speaking, she weaves a story of a world where mortals no longer have to worry about the dark and demonic threatening them, protected under the gentle moonlight. And she will see this vision through, even if it costs her her mind, body, and soul.

Yet in you, she seems something new. Are you an ally against Queen Azamina, whether only grudgingly or fully welcome? A weapon she can use to bring about her new era? Or are you, just perhaps, a member of the family she thought was lost? Whatever the case, she has the **Beloved Mother**, **Devilishness of the White Forest**, **Original Sinkeeper**, **Witch of the White Forest**, and **Monarch of the White Forest** perks.

True Evil Love~! (50cp): If you believe her story, she's the mortal incarnation of a beautiful goddess, a higher being, who loves you and adores you, and just wants to make you happy. But selfish, nasty humans stole her divinity from her, and she needs your help getting it back! Just give them these Sinful, ah, I mean, Holy Fruits, and they'll not only be transformed into purer beings, but she'll one day regain her divinity, too! And if you believe her story, you're a sucker. She does, technically, love you, though it's an obsessive and possessive sort of love. But while she is a Divine Human, she's no goddess, and certainly not benevolent. She's a parasite who's evil through and through, all the way down to her thorny black heart. Even her beauty is tainted, unnatural, a mockery of true beauty if anything.

You don't need to wonder why she's with you: she loves you, loves you as much as she loves herself. And she's obsessed with herself. She wishes desperately to become a goddess, to reshape all the world in her own image, to corrupt it so that everyone and everything is her. So that you'll have no choice but to love her and only her. She possesses the **The Hallowed Azamina, Scourge of the White Forest, Deception of the Sinful Spoils, Sinful Spoils of the White Forest, and Second Sinner** perks. If you hear a whisper on the wind telling you it's Heaven, singing about how you belong with her, don't believe it. That's her voice, and she lies.

Crown of Branches (50cp): Azamina was the First Sinner, but what exactly was her sin? What turned her from a Divine Human like Diabell into a demonic parasite? Perhaps your new companion knows? She is a Divine Human like Diabell, with the same magical power, if not the same direct strength, as the Great Witch. She is old, very old, yet she holds a surprisingly youthful spirit, something emphasised further by her magic, which allows her to separate herself into younger, weaker versions of herself, until she reaches her limit of ten copies, who look and act like children and are barely stronger than mortals. Yet beneath her kind, teasing attitude is a deep hatred for Azamina, which has only grown with her possessing Diabell, referring to her as 'parasite' or 'betrayor', while lamenting the loss of Diabell as one would a sister.

It seems she's fond of you, though. Perhaps she sees you as family, as a student of Diabell or fellow Divine Human, or maybe you're simply amusing? Whatever the case, she has the **Beloved Mother, Devilishness of the White Forest, Tales of the White Forest, Witch of the White Forest, and Monarch of the White Forest** perks.

Drawbacks

Diabellstar is one of the most powerful people in this world, taking on armies and dragons and demons and more. But she did not get that way without sacrifice and effort. If you're willing to take on additional challenges, you too can gain great power.

Elzette Doesn't Know~ (100cp): You totally destroyed your sister's books because she wasn't playing with you, didn't you? So mean! You're a bit bratty, tending to cause trouble when you're bored or not getting what you want. It's not even out of malice so much as it is a brief flash of unthinking cruelty that you'll feel guilty over afterwards, especially if you tried to lie about what you did. These acts, in the long run, really aren't all that harmful, and will usually only cause annoyance. But sometimes, you'll really upset someone, and you'll be unable to resist that feeling of guilt over it, even if normally you'd even enjoy causing harm or evil. I can't promise you won't end up crying along with your victim once the guilt sets in. Elzette did, after all!

Big Gabonga, Little Legs (100cp): At first glance, one might actually think Big Gabonga looked pretty cool. That is, until you noticed how undersized his legs are, being both pencil thin as well as short. Like the Goblin Biker leader, there's something about you that turns an otherwise impressive or intimidating appearance into something silly upon closer look. Maybe your eyes are big and goofy looking, maybe your nose is a bit too long, maybe your fangs are so oversized they turn your intimidating voice into something that makes people snicker instead of scream. This doesn't make you any less dangerous, your make your enemies take you any less seriously, you just don't have a hope of truly scaring anybody.

She's A Demon (100cp): Rumors are a strange thing. Diabell was a kind, motherly woman, whose worst 'crime' was scaring off troublemakers or 'kidnapping' babies that had been abandoned to die, and yet people called her a demon. Diabellstar hunted demons and fought those who would abuse the power of Sinful Spoils, yet she was made out to be a murderer and, again, a demon. No matter what good you do, ordinary people will always find some way of twisting it into something evil. Put out a fire? You got everyone soaked! Heal people? You're putting doctors out of jobs! You'll be an outcast in society even as a hero. And if you are actually evil, these rumors will always spiral in a way that inconveniences you, like accidentally bringing attention to your evil schemes. Mortals are such pains, aren't they?

Shhh! (100cp): Hey, what happened to all those helpful tips and rumors that were going about? What, did everyone suddenly decide to stop gossiping for once? Oh, no, they just decided to stop gossiping to you, near you, or around you. They're perfectly happy to gossip to everyone else. Typical. For some reason, no one's willing to share any rumors or clues with you, meaning you'll have to do a lot more legwork if you want any way of finding your targets or completing your objectives. They'll have no such hesitation about gossiping about you to your enemies, however. Expect a lot of interruptions, annoyances, and busywork as you try to get work done.

Evil Beasts! (100cp): Not all magical beasts are innocent, fluffy creatures or mounts: some are trouble makers or pests all on their lonesome! Just like how Silvy used to have to deal with evil beasts from time to time, you're going to have to deal with them too. Fortunately, these beasts tend to be more pests than true monsters, the kind Goblin Bikers wrestle with and tame rather than massive threats like the Crazy Beast. Unfortunately, you won't be able to tame these particular creatures, you'll just have to defeat them or drive them off instead. And you'll always have to deal with more of them, no matter how many of the buggers you deal with. Well, monster hunting is a time honored tradition in a world like this, isn't it?

It's You Guys Again, Huh... (200cp): Hey, speaking of the Goblin Bikers, looks like they're after you! Maybe not the gang Diabellstar fought if they're your followers, but a gang like them at the very least. Guess someone set a bounty on you, huh? And boy are they persistent! No matter how many times you beat them up, they'll just keep coming back, and they're impossible to keep down for good even if you think you've killed them. They are, all things considered, not that strong, but they're still dangerous, and surprisingly clever from time to time. Even if they give up on actually defeating you after enough losses, they'll just try to steal your belongings or treasures instead! If you really back them into a corner, they've got a Crazy Beast of their own! Man, what is it with Goblin Biker gangs and capturing giant monsters?

Demon Dominion (200cp): You know, you'd think with all the Azamina there apparently are, you'd see more rampaging demons. Even if Diabellstar's been hunting them, there have to be far more than just the six or seven she's probably slain. Well now, there are! Scattered across the land are demons of great size and strength, rampaging and causing trouble. And you'll always run into them, somehow, even if you don't mean to, with all of them seemingly intent on having you dead. To add insult to injury, they don't even produce any Sinful Spoils when slain! Fortunately, there isn't a limitless number of them, just a large amount of them, given all the Azamina. They have to run out eventually. Unless more people eat Sinful Fruit, producing more demons. That might be an issue.

She Said It, Right? (200cp): There is a voice that sometimes whispers into your ear. It will sound like the voice of a friend, or a loved one, a comrade-in-arms or just a stranger whose voice you know. The voice wishes to deceive you, tricking you into thinking another person is speaking, someone you trust or have reason to believe. And what it wants you to do is harmful to yourself and others. The voice is clever, and you will require cunning and wit to see through its lies. And while its mind will not automatically rise to meet your own should you be more intelligent naturally, it will learn from your actions and thoughts to create greater, more persuasive tricks or traps. Be wary, for the more time passes, the greater the harm its action will cause if you listen to it.

It's You... (200cp): They were dead. You were sure they were dead, or worse. But they're not. They're very much alive, and they've changed so much since you last saw them. The worst part isn't that they hate you; they still very much do care about you! It's that they're broken, and so they'll show their care in the worst possible ways: getting into fights and taking on enemies? Watch out, they might ambush you, knock you out, and take your weapon away. Going on a quest to achieve some heroic goal? They may try to imprison you, in a cell that's technically safe but in a prison that's filled with your enemies. Really, they don't want to hurt you, they're just convinced they know best. And while they may not be as powerful as you are, just as Diabellze wasn't as powerful as Diabellstar, they're definitely close enough to be a threat, if not outright your equal.

But perhaps you can prove them wrong? Show them the error of their ways? It will take time, probably until the end of your time here, but if you can do it, you can take them as a companion for free.

It's All My Fault (200cp): It really isn't. While Astellar and Elzette technically caused all this by giving Diabell the Sinful Fruit, they were children, raised in a sheltered environment, who had been tricked by a demon that was probably thousands of years old. And yet, both of them were convinced they were to blame. Like them, you made a terrible mistake years ago, one that caused grievous harm to people you loved, and you've been trying desperately to make up for it ever since. It doesn't matter that it wasn't your fault, that you couldn't possibly have known, and that anyone else would absolve you of the blame in a heartbeat. You think you are to blame, and so you're willing to risk life, limb, and sanity to make up for it. You can, eventually, overcome this if you fix the damage your mistake caused. If you survive, that is.

Roar of the Corrupted Guardian (300cp): Before, the Snake-Eyes Flamberge Dragon was content to rest within his fallen temple, rousing only to gleefully slaughter any prey foolish enough to enter his domain. No longer. Now, the once protector shall be a scourge upon the land, his wrath burning all who stand in his way, his legions of spawn wreaking havoc everywhere they go. And he has a very specific target in mind: you. Something about you fills him with both primal fury and primitive delight, the sadistic glee of a predator hunting delicious prey. He is a powerful foe, and his armies will only grow larger and stronger the longer he is allowed to rampage. Gather allies of your own if you need to, but put an end to this once noble being's misery.

Holding Herself Together (300cp): You are dying. Not immediately, not even quickly, but death is nipping at your heel. Your body is falling apart, flesh cracking and decaying. You need to find a way to stave off your death until your time in this world ends. It's not impossible: Elzette was able to preserve her life and flesh for the ten years she was in Queen Azamina's service despite her body being essentially dead as an Azamina, after all. Unlike Elzette, however, you won't be able to cheat this by simply moving your soul to another body, as Diabellstar almost certainly did to save her sister's life. Be wary: placing additional strain on your body will speed up your death. Significant strain, as with Elzette merging with Poplar and then being wounded by Azamina, might require you to find some way, magical or otherwise, of holding your body together by sheer brute force. It's that or death.

When The 'Saints' Come Marching In (300cp): You've gained the attention of Azamina, and in the worst possible way. Armies of powerful, demonic undead will be coming after you in the days to come, and though their exact numbers are unknown, keep in mind that there were already many of them even before Azamina possessed Diabell, and it's been at least a decade since then. These monsters aren't like the rampaging demons across the world: they possess all the intelligence and skill they had when they were alive, perfectly capable of understanding and using modern technology, while also possessing devilish forms writhing with evil power. Azamina herself will not hunt you, too busy maintaining her supply of Sinful Fruits to corrupt the world, but that's your only relief here.

Where Is My Body? (300cp): I can think of very few crueller fates than this. Whether you ate a Sinful Fruit or were struck down by Azamina, your body is now an Azamina, a tool of the false Goddess of Atonement, while your soul became a demon.

Fortunately for you, it would appear a certain Seeker of Sinful Spoils managed to destroy your demon form somehow, and now you are one of the tools in Diabellstar's arsenal. So, let's get into what that means real quick, shall we?

Firstly, your form, as of now, is an item of some sort: just as Rucia became the cloak that could transform into a deathscythe, Rciela, and Silvy became the stuffed paw that could transform into a giant wolf Silvera, the form you'll be in most of the time is a small item with some occult connection or meaning that can transform into something else. Secondly, you do not have access to all your power: a good chunk of it was stolen by your Azamina counterpart. What powers you DO have access to might be different than normal, such as Silvy's beastmaster power becoming the ability to transform into a beast as the Sinful Spoil Silvera. Finally, while you can move a bit under your own power, and speak with Diabellstar, you are powerless without her controlling you, and you can only speak to her.

There is only one way to break free of this curse: you must first help Diabellstar destroy your Azamina form, which will be a challenge but not impossible: Silvera defeated her Azamina form, and Diabellstar used Rciela to kill the latter's Azamina form. And secondly, you must help Diabellstar kill Azamina. Only then will you be free, your body restored.

Scenario

While Diabellstar was able to destroy Azamina in the end, ending her evil influence on the world and avenging her family, the Black Witch managing to find peace and perhaps even save her last remaining sister Diabellze from death, that doesn't erase the tragedy. Yes, Diabell, Silvy, and Rucia found peace, but they suffered so much. If only one could turn back the clock and change things. Diabellstar can't. But you can.

Instead of starting a short time before Diabellstar heads to the Divine Temple of the Snake-Eyes, you will find yourself arriving just as Astellar and Elzette, still young girls, might have stumbled upon the Sinful Fruit. Your arrival will distract the two sisters, leaving Azamina's Sinful Fruit unnoticed. And while Diabell might be wary of you as an intruder, especially if you are an Azamina, something will tell her you're on the same side. And you must be, if you wish to complete this scenario.

For the next ten years, you must protect Diabell, her daughters, and the White Forest from Azamina's attempts to corrupt or destroy them. Pay no attention to any offers of an alliance or partnership or the like from Azamina: she lies, and her ultimate goal requires that everything become Azamina so that she might become a god. Even if you offer her an alternative way to divinity, she'll have no interest, as her ego and sadism demands her ascension be done her way.

You have many advantages and disadvantages in this decade long war: for one thing, you will have Diabell, an incredibly powerful, intelligent, and capable witch on your side, a Divine Human of power surpassing Azamina as she is now. In addition, you have the White Forest, whose divine aura serves a defense against the demonic, though it is not impenetrable. Diabell's daughters all have immense potential, and Silvy and Rucia are already old enough to fight with you. If you have the **White Forest** item, you may choose to combine it with the original White Forest, doubling its size and bringing your apprentice witches to live alongside Diabell's, which will provide you more of a buffer and more defenses. You don't have to, though.

Furthermore, as the time you spend defending the White Forest grows longer and longer, you will gain more and more of the trust of Diabell and her daughters, the latter of whom you might be able to teach and help grow faster, letting them help you against the threat. Though do try and protect their childhood innocence as well: you are trying to help them live happier lives this time around, after all!

There are disadvantages, however: while Rucia and Silvy are capable of helping you, they are still young, and inexperienced in fighting anything other than perhaps evil beasts. Astellar and Elzette, as of now, have no experience at all, being young children. This makes them vulnerable to Azamina's lies and corruption, or to attacks by the wicked Divine Human's minions.

Furthermore, Azamina will be impossible to track down or defeat before the end of the decade: the world is too wide, and Azamina too clever for her to be found before her impatience and desperation forces her hand. And while her legions of 'saints' aren't as great as they might have been in the future, they're still more than enough to launch attacks and raids, especially as the years go by and Azamina grows increasingly desperate, spreading Sinful Fruit around to empower herself and create more minions.

At the end of the decade, a now truly desperate Azamina will launch a massive invasion of the White Forest, throwing everything she has at you and your allies: vast armies of false 'saints' will hurl themselves at the White Forest, led by the wicked Divine Human herself, having stolen a powerful enough host to rival even Diabell. There will be no more tricks, no more games, just Azamina using every last bit of her cunning and power to see the White Forest destroyed and you, along with Diabell and her daughters, dead. Push her enough and she'll be forced to assume her 'goddess' form, a form more powerful than even Diabell! Yet if you can prevail here, that will be the end of the False Goddess!

Certain drawbacks will have an effect on this scenario: with **She's A Demon**, Azamina will be able to trick mortals into thinking you and those you protect are evil, leading to witch hunters storming the White Forest. While they're incredibly weak, they might be able to damage the forest or hurt the younger girls if you let them. With **Shhh!**, mortals will serve as unwitting spies for Azamina, telling her of any movements you make outside of the White Forest. With **Evil Beasts!** and **Demon Dominion**, the evil beasts and demons will be driven to attack the White Forest from time to time, and will be part of Azamina's army in the final battle. With **It's You Guys Again, Huh...**, the Goblin Bikers will be tricked into attacking you and Diabell's daughters in exchange for a 'reward'. If fought off enough, they will instead try to ambush and kidnap one of the witches. They will not, however, partake in the final battle, due to a mix of respect for you and finally realizing the 'reward' is at trap.

With **She Said It, Right?**, Azamina will pay special attention to sabotaging you, whispering and lying and doing her best to make you make mistakes that will hinder your efforts. With **It's You...**, your precious one will have somehow fallen under the influence of Azamina, and will work to further her goals, attempting to remove you from your role as protector of the White Forest or to harm Diabell and her family for 'corrupting' you. If they are not persuaded by the time of the final battle, they will fight on Azamina's side, but if you do convince them, they will fight with you instead. With **It's All My Fault**, the one you failed will have become a powerful Azamina, the demon herself using your guilt against you. Only with the help of your new family can you overcome your guilt and put them to rest.

With **Roar of the Corrupted Guardian**, the Snake-Eyes Flamberge Dragon will attack the White Forest along with his spawn, seeking to destroy the forest and kill you along with Diabell and her family. He will retreat if you defeat him but don't kill him, and if he is alive by then, participate in the final battle as a servant of Azamina. Even if you do kill him, his spawn will be part of her army. If taken with **When The 'Saints' Come Marching In**, Azamina's armies will start off as large as they were in the original story, and only grow larger over time, becoming a massive horde by the time of the final battle. Finally, with **Where Is My Body?**, you will instead be in Astellar's possession, though her mother and older sisters will help her learn how to use you in battle.

All this being said, should you complete the scenario, you will be given a great reward: Diabell, along with all four of her daughters, who are no doubt powerful witches themselves by now, will become your companions for free. You're a precious part of their family, now, whether that's as an aunt or uncle or, perhaps, another parent. You may decide if they share one companion slot or if they are separate companions.

In addition, you will receive Diabell's White Forest. Perhaps because of the decade-long war against the armies of the damned, the forest's holy defenses have become even more powerful, such that any hostile demon that enters would find themselves greatly weakened and pained. Congratulations on changing the ending of this tragedy!

Ending

Every story has its ending, fairy tales and tragedies alike coming to a close as the actors take their final bow. Whether your own time in this world is over, well, that's up to you.

Go Home: If Diabellstar can give up her life as a Seeker of Sinful Spoils for a peaceful retirement, why can't you? Perhaps you'd like some rest too instead of more of this jumping nonsense. If so, you may take all that you have earned back with you, whether they be perks, items, companions, or more. Take care, Jumper.

Stay Here: Or maybe the story of this world isn't done yet after all? I'm sure it'd be interesting to see what other magic and wonders there are in this world. If so, you may choose to stay in this world. Time will resume in your original world, you will be declared missing for a time and then eventually assumed dead. Your family, friends, and loved ones will mourn you, but eventually find peace.

Move On: Or perhaps you are not yet ready to end your journey? In which case, you will once more continue on to a new world, onto a new adventure. Wherever you go from here, I wish you luck!

Notes

How come there's no Black Forest scenario?: Because siding with Azamina is a trap. I note it in the scenario, but Azamina's entire character is 'egomaniacal sadist who wants to make everyone her and everything a reflection of her'. Her ego and self-obsession is so big her minions are all called Azamina. Or they're called 'Saints', just as Azamina is called either Queen Azamina or Saint Azamina, and the strangest thing is that her final form is just called Azamina instead of Goddess Azamina or something. You help her take control of the world, and I guarantee you she will IMMEDIATELY try to backstab you, if she hasn't backstabbed you already.

And frankly, writing a scenario where you're Azamina sounds boring. It's just 'AND THEN JUMPER KILLED AND POSSESSED EVERYONE'.

So what IS Azamina? Or Diabell, for that matter?: They're Divine Humans. We don't really get much detail on that, since it only comes out in literally the very last part of the lore, but depending on the translation it can also mean 'demigod'. Given the Eden parallels (beautiful paradise fallen to horror and evil after being tricked into consuming an 'apple' that's actually evil by a demon, etc.), I'm of the opinion it's like some views on Adam and Eve and Lilith, with them being more perfect, powerful, holy humans, which I guess means the first humans were plant people?

Going with this, we can assume Diabell is Eve in this scenario and Azamina is Lilith. No Adam, though, unless you take **Monarch of the White Forest**, in which case you could fill Adam's role if you'd like. You could also technically do that with **Second Sinner**, but I feel like **Monarch** is more accurate.

Anyways, we don't really know what Azamina or Diabell's deal is aside from the basics. Azamina is the 'First Sinner, who is purified by transforming the sins of men into Sinful Spoils'. Given this is discovered when we see her 'divine' form, and her (presumably self-given) title of 'Goddess of Atonement', one can presume she is attempting to achieve godhood by transforming humans into demons, each transformed human making her stronger. Her intentions certainly aren't benevolent, given her glee at torturing Diabellze with her mother's face or the fact that she possessed Diabell and tried to murder her daughters to begin with. Diabell, by contrast, is just a weird if benevolent being who wants to relax and raise her kids.

So wait, if Azamina dying destroys Sinful Spoils, what happens to our items?: You don't lose your own Sinful Spoils if you paid for them, it's just every Sinful Spoil that goes away. Say for example you bought the Sinful Spoils from the Seeker origin, and then during the jump you hunted a demon and got a Sinful Spoil from it. The former would remain while the latter would vanish with Azamina's death, or be rendered powerless once you left the world.

Diabellstar is supposed to be just as powerful after her story WITHOUT the Sinful Spoils as she was with them, right? So would we be her equal with just the Seeker perks, not the items?: I'd say no. For story Diabellstar, to be her equal you'd need the Seeker perks and the 200-400cp items at least, and the capstone too if you want to equal her when she defeated Azamina. For post-story Diabellstar, I'd say the Seeker perks and **Witch of the White Forest**, maybe with a focus on fire magic since we see her using it in the card art, so you're making up for the loss of Sinful Spoils with magic mastery.

Oh yeah, what's up with the minor fire magic in Black Witch?: Leaving aside how we never actually see or hear about her using it in the lore, just see her displaying it in the card art (which, for all we know, could be from ANOTHER Sinful Spoil), and given how **Black Witch** is already 'you're as good at fighting, at least skill and strength wise, as Diabellstar, who is a bullshit strong fighter', I didn't want to make it blow the other 400cp perks out of the water, and wanted the **Sinful Spoils Sanctification** to be the other capstone.

How come the jump keeps saying Diabellstar 'probably' saved Diabellze?: Because we don't know for sure. The lore never explicitly says if she lived or died after the final battle, with Diabellstar and Diabellze holding each other. Given that her body was falling apart, and that all of a sudden a cat with a similar color scheme to Diabellze shows up in the final reference art, my own thought is that Diabellstar 'attached' her sister's soul to the cat. The final reference art tried its best to be cheeky, calling Diabellstar in her new look 'a mysterious woman/witch' and calling what's obviously Poplar 'a mysterious kid', so it doesn't flat out say it.

Wait, dragons are serpents here?!: Weirdly enough, yeah. Though they have a very western dragon look to them, they don't seem to have limbs, with even Poplar just having paws until the post-story. On that note, if you took **Snake-Eyes Dragon**, you can choose to have proper limbs, just like how Poplar had arms and feet. Similarly, you can choose to have the Snake-Eye on your form disappear if you don't like how it looks.