

# Thailand

## Mythology and Folklore



Welcome, jumper, to a world you might consider a bit unique. Being roughly 8,236,000 kilometers wide, the world you might be more familiar with is but one 'continent' you might find here. Four 'continents', for each cardinal direction, form the world of mortals, surrounded by about two thousand smaller, satellite lands. Each 'continent' is roughly 150,000 kilometers wide, even the southern continent, which includes all lands that you could recognize as being from Earth. In the center of the world, surrounded by concentric rings of alternating circular seas and mountain ranges, is Mount Sumeru, also known as Mount Sineru or Mount Meru, a mountain 1.3 million kilometers wide and stretching an unimaginable distance upwards.

But enough about the cosmic structure of existence, that's barely relevant to the stories of the world. What you'll want to focus on is the continent of Jambu Dvipa, pretty much just all the lands of Earth but far larger. Specifically, you will begin in continental southeast Asia, in the land known as Thailand. Somewhere nearby, in a powerful kingdom, a certain pair of princes, Aphai Mani and Sri Suwan, are being sent by their father to look for monks to learn under. Elsewhere, another pair of brothers, Khun Chang and Kung Phaen, will begin trying to charm a childhood friend of them both, Phim Philalai, who will later rename herself to Wanthong. Elsewhere, more stories will unfold, as grand troubles weirdly similar to the events of the early 1800s of your world will begin spreading through the Jambu Dvipa continent. Perhaps you'll carve your own legend into this eternally cyclical world, or maybe you'd like to interfere with the lives of other noteworthy individuals. Or maybe you don't care for Jambu Dvipa and wish to explore the greater vistas of this wonderfully massive world.

Whichever your future, as long as you remain righteous and walk the proper path, fortune will surely fall upon you. You will stay in this world for 10 years, and may freely extend it as long as you wish, up until the point the kalpa ends and great fires, floods, and winds destroy the whole universe and make way for the next one to be born. And, of course, your budget:

**+1000cp**

Take care, jumper, and may you have luck in your endeavors.

# Origins

Of course, it wouldn't do for you to be powerless and destitute, although there's certainly nothing preventing you from seeking such a state. Here you will decide your background. Whatever your choice is, you have a few options on how you were born. Obviously, you can choose a normal human birth. Alternatively, you may have spawned from 'moisture', basically birthed from a plant of some sort, or perhaps some other kind of special event. Another option is to have spontaneously generated into being, fully formed and already an adult.

Regardless of your choice, you may be a drop-in, in which case you can choose to be born from 'moisture', or simply spontaneously come into existence, shortly before or during the beginning of your stay in this world. Choose your age (or apparent age if you've been spontaneously born) and gender however you wish. Given the cycles of reincarnation, such things don't really matter.

## Chao Pha

Greetings, your Majesty, what might bring you around these humble parts? You're a prince now, perhaps even crown prince if you have no older siblings, and while the kingdom you belong to might not be anything special, you still live in wealth and luxury as is your birthright. It's not all fun and parties, however. As a prince, you have a responsibility to your nation, and will likely have to learn a lot of things, from politics, to kingdom management, to even miscellaneous scholarly subjects. It wouldn't do for a prince and potentially future king to be ignorant, after all. Whatever your appearance, your skin is smooth and probably lightly colored, a mark of beauty in these lands, and while your appearance may not be the stuff of legends you certainly wouldn't disappoint.

## Mo Phi

What an honor, to meet with an enlightened one such as you in this day and age. You're a priest now, a shaman perhaps, likely of the Buddhist faiths, but perhaps you're a Hindu Brahmin from the west. You are quite well learned in matters both religious and esoteric, and while your powers aren't too potent in regards to legendary priests, you are competent and experienced, and with simple dedication and devotion you might see your abilities grow with time. Whether a hermit or monk of a monastery, the common man looks to you for aid in alleviating physical, mental, and spiritual wounds, and it is those like you that are called upon to deal with magical threats like curses and malicious spirits. Keep your head high, and keep walking forwards, and perhaps one day your name will be lauded by all.

## Phi

Oh dear. What may you be? A ghost hungry for revenge, or perhaps simply of another tribe? Whatever you choose to become you no longer number among humanity, not that such a thing matters that much in this universe. Anyone may eventually achieve enlightenment after all. Relatively powerful ghosts, giant ogres (and ogresses), mermen and mermaids, there are many fantastical species that dot these lands. Perhaps you may wish to be something weirder, like a chimera with the head of a dragon, the body of a seahorse, and the tail of a horse, or perhaps something like a giant man-eating butterfly. You may pick anything at all, with two caveats. First, you're not a legendary example of your species. The heights of the King of the Garuda are beyond you without other purchases, and any form of innately tormented being like the ghosts of sinners who end up in one of the Hells are not an option here. To become such a miserable being is an option elsewhere. Maybe you'll visit the kingdoms of the dwellers of the sea? Or just torment an ancient spouse who has cheated on you in other reincarnations by dating and maybe even marrying other people? The variety available here is almost as endless as Samsara itself.



# Perks

Perks within the section of an origin are discounted, half off, to said origin. 100cp perks which are discounted are free instead. Perks with no price tag are free to everyone.

## General Perks

### Sunthorn Vohara

The kingdoms of Thailand traditionally appoint a royal poet, which weave stories that are stored in royal archives. They are generally considered to have a high amount of skill at the crafting of words, and while you may not fill such a position yourself, your skills in flowery prose and charismatic oratory would let you live up to such a role. Not merely skill in poetry of all kinds, but your expertise is quite quick too, letting you speak in verse and rhyme as easily as any other man might speak, well, normally. Various metaphors, similes, and other literary devices to describe the world vividly rise almost unbidden to the forefront of your mind instantly when you gaze upon the world. Lastly, you may choose to listen in poetry. Essentially, you may perceive the world as if it was an epic written by one of the royal poets of this land, complete with long and flowery conversations that perhaps no lesser educated person would be able to keep track of, even if you're just speaking with vulgar peasants. The world might seem more beautiful this way, depending on your taste.

### Spiritual Genetics -100cp

The supernatural can be quite esoteric around these parts. Children of spirits develop a little... differently. Like them, your seed (or egg, or whatever biological organs you produce children with) has the odd trait of aiding any offspring of yours grow up faster. Significantly faster, really, reaching ten years of physical, mental, and spiritual development in a mere ten months, and reaching puberty and then adulthood appropriately quickly. This refers to otherwise human children, of course. Offspring of other species which develop faster than humans naturally will grow up just that much quicker. This also applies to yourself, should you somehow find yourself being a child. It may or may not be useful, but at least you and your children won't have to put up with puberty for very long.

## Amphibian Nature -100cp

There are whole kingdoms of merfolk under the waves of the oceans. Their bodies are well adapted to life underwater, and they don't even need to surface to breathe. They don't technically have gills, but there are stranger things in this world than underwater breathing with no biological organs dedicated to such. Now you share this affinity with underwater life, maybe your mother was a mermaid or you have merfolk blood somewhere else in your ancestry. You can swim really well, as easily as you can comport yourself on land, and as mentioned you have no issues breathing underwater. Strangely, your voice also carries as far and as clearly underwater as it would on land. Perhaps there's a smidgen of the magical in the blood of merfolk? With this, you could easily live among the mermen and mermaids of this world's waters even if you aren't one yourself.

## Flawless -200cp

Some people in this world are shining jewels of the idea of beauty. Those whose natural radiance quickly becomes known across the earth and across the heavens. With this purchase, you now number among them. Arms, nose, ears, eyebrows, mouth, skin, every part of your body is beautiful, perfect in such a dazzling way that you could move whole countries simply with some mild shows of favor. Should you show off you're likely to get no end of suitors, and even most monks would find themselves moved by your appearance, even if those who are truly enlightened are beyond such things. Truly, you would not be out of place in the heavenly palaces of the gods themselves. Does your attitude match your appearance, I wonder?

# Chao Pha Perks

## Un-princely Education -100cp

Please don't slack off. As royalty, you have a responsibility to your nation. Unfortunately, it doesn't seem like you've listened, or perhaps you have but managed to make time for other things, as now you are an expert at some mundane skill not normally associated with kingship. Combat with any form of weapon (specialized on a specific one like a cudgel), artistry weaved with musical instruments, sailing seafaring ships, anything that wouldn't normally be part of directly ruling a kingdom is valid here. You're not going to be a master at this skill, not with just this, but you're very much above most. Learning combat will let you fight against even hardened soldiers and have the upper edge in the fight, musical skill could let your name echo across history, and if you learned how to sail you'd be able to contend with all but the most violent storms with minimal issue. But, as a prince or princess, what use could this possibly be? Surely you aren't planning on eloping?

## Silpasat -100cp

It wouldn't do for you to not stand up to the task of being royalty. It is those in your position that lead kingdoms into prosperity and peace. Those who are unskilled or malicious simply ruin the nations they rule. Thus, you've undergone strict training and study regimens and come out a competent ruler. You might not have the throne just yet, or even if you are not crown prince or princess, but should you ascend to kingship (or queendom), you would not disappoint your subjects. Your capabilities may not be at the level of bringing your nation into a golden age, but prosperity is not beyond you. Additionally, you are also well versed in human history, knowing all the pitfalls that lead to the downfalls of kingdoms. Be clever and decisive, and your subjects shall not know poverty.

## How International -100cp

This world is large. Massive even. And yet, legends tend to spread all across it somehow, remaining mostly the same despite the titanic distances and timescales involved. Whatever is responsible for this, you can benefit from it a bit as well. Legends and stories about your deeds spread far and wide, across a whole universe, and while your adventures may not be impressive, even a normal monk would become quite widely known simply by doing what monks tend to do. Additionally, no amount of time will degrade your legend. Morals and society may change, but your legend will be preserved in its original form in one way or the other. Lastly, you may choose to have tales of your adventures in previous worlds spread through the world as well, in case you wish for your reputation to precede you. In future jumps, you can choose to have your legend already be present in the world as ancient tales, or to begin spreading as you enter the world.

## Wandering Exile -200cp

Sometimes princes don't get the throne, or are exiled. There's no need to weep for such things, there's only one throne after all. But even as royalty, you must comport yourself in a worthy manner even if you were banished from your home. Your dignity is one problem, but with this purchase you won't need to deal with the troubles of a journey. Cloudless hot days, heavy rainstorms, muddy paths, even simply not having the money to rent a room, you're quite experienced at dealing with all this. Camping out in the wilderness, while perhaps not dignified for someone of your stature, is not an issue thanks to your knowledge, and unless you find yourself in an alien environment you'll be able to give good guesses as to what you can eat and what you can't. Let's hope that you'll never require this expertise.

## Phra Physique -200cp

Trying to bed spirits is all well and good, a time honored tradition and all, but some Phi can be quite a lot stronger than humans. You won't need to worry about this anymore. To begin with, you're really tough, able to endure things that would turn normal humans into paste with little more than some bruising. It won't help you fight back against, say, an ogress who is a little too passionate, but you'll definitely survive such a scenario. On top of this, when it comes to matters of romance, particularly in the bedroom, you somehow seem even tougher, and you'd survive unharmed from even the most violent lovers. The only question is of how much use this will be for you.

## Prophetic Dreams - 200cp

The future's a mysterious thing. Even the greatest mortal priests find it difficult to divine what will come to pass. However, sometimes, certain dreams make it a lot easier to know what is in store for someone. Prophetic dreams are quite well known, and there's even whole books out there to help people interpret unusual events during their dreamful rests. Now, you get to benefit a lot more than normal from such things. While quite cryptic most of the time, you regularly experience vivid dreams that you find easy to remember after waking up, that give you clues on future events. These are not set in stone; should you decode the riddle before the event comes to pass you may yet change the future. A useful tool, of course, but make sure you properly understand each dream. Should you interpret it incorrectly, you might be taken by surprise.

## Excellence of a Prince - 400cp

Your veins are filled with royal blood, and excellence is your birthright. How could you not live up to it? You learn incredibly quickly, now, able to bring a mundane skill to complete mastery in 7 months, and accomplish minor supernatural feats with such things too, such as a musician being able to pacify a whole forest with their song. With just this it's unlikely you'd be able to take the skill further, for what possible way could you improve if you are already a little beyond the top? But still, with less than a year of unbroken and passionate study there will be very little you cannot accomplish. Of course, this doesn't help when it comes to enlightenment (AKA character development), but who cares about the Heavenly palaces when you have a perfectly good kingdom down on earth, am I right?

## Revived Every Sunrise - 400cp

It is your birthright to rule men, and the world recognizes you. Perhaps not in the way you would expect, however. One might not expect rejuvenation of all things to be so regular. Every sunrise, as long as you aren't actually dead, you will be restored to full health and any deleterious effects that don't already supernaturally linger are brushed off of your being. Perhaps some dew drops kiss your body, or a cursed wind fills you with malicious energy, or maybe some other imagery you wish for. Wounds are healed, limbs are restored, and things like drunkenness are wiped away. This will doubtless be helpful when dealing with enemies who are not thorough, and maybe you could utilize it to reinforce your legitimacy if you're charismatic enough. Go forth, Prince (or Princess), and show the world your majesty

## Aphai Attraction - 400cp

You know what's better than defeating your enemies? Seducing them. Like a certain womanizer prince, for some reason you find that a bad history with others is no obstacle to seducing or romancing them. You could kill a princess' father and brother, forcing her to ascend to the throne and deal with politicians who just want war, and you could still start a happy marriage with her if you pursue her romantically, somehow. This doesn't help you seduce and court any better, actually doing so is entirely on you, but trying to bed people who should by all rights stab you on sight will never present a particularly notable difficulty to getting into their pants or their heart, at least not any difficulty related to their hostility to you. How does this happen? Who knows, but it's probably going to be useful should you be the kind of person that prefers a softer approach to problems.

## Mani Moves - 600cp

Giantesses, mermaids, ghosts, even just human princesses, there's definitely no shortage of beautiful women that populate this world. It'd be a shame if nobody gave them the love they deserved, right? Well, it's a good thing that you have the skills and charms to do this. Should you actually aim to bed every woman you meet, you'll have almost complete success, your words smooth as silver and as sweet as honey. Your appearance is nothing to scoff at, but your charisma is where your talents truly lie. You could be the greatest womanizer of the Jambu continent if you spent the time on it.

Additionally, you seem to attract plenty of beautiful consorts of your preferred gender to your sides, particularly of the non-human variety. Mermaids, ogresses, ghosts, other spirits of unique nature, you certainly won't be lacking in exotic lovers. Finally, for some reason gathering and maintaining a harem always goes smoothly for you, jealousy being rare and only leading to competition to gain your affection more effectively instead of backstabbing and politicking, and your lovers otherwise just getting along well. Polygamy is well established in Thailand, don't you know?

## Golden Body - 600cp

How fortunate you are, prince of the earth, to have obtained such a blessing. You've bathed in a golden pool some time in your past, and your current body is proof of the mark it has left in you. Shining a soft golden glow from your now pale yellow skin (that is considered attractive in Thailand, although other places will vary), your body has been brought to the heights of Indra, king of the gods himself. Your physical abilities are beyond that of any mortal man, with agility that almost defies what is possible with a human body, strength enough to lift and throw large sailing galleons across a river, and the endurance to compete at full effort for days.

Unfortunately you do not have the full benefits of a divine body and thus still do need to eat and sleep, but among men you shall be unmatched. You could wrestle some of the largest beasts in this world, those who are more than a dozen kilometers large, and come out on top with some difficulty even if you wrestle them unarmed and unarmored. Additionally, you're also able to intensify the aura of your body to attract wildlife for miles around. The glow that your body radiates marks you as true royalty to anyone with sense, and simply by revealing your true face you'll be known as a man of pure nobility and righteousness (even if you might not actually be righteous in character). Performing great deeds and spreading your legend across the lands is no longer as daunting as it would've been.

## Miracles of Dharma - 600cp

In this world, karma is very real, and can have a tangible effect on the lives of the truly virtuous. With this purchase, you can guarantee that you'll be able to obtain these same benefits even in future worlds. Of course, the benefits you gain from good karma are obviously dependent on being good, by a specific system of values, namely that of Thai Buddhist culture. Should you be virtuous enough, you'll be able to perform miracles such as secreting an incredibly nutritious form of milk from your fingers (your hand's fingers, for the perverts out there), glow with an intensity proportionate to your virtue, and deal more effectively with the evil and corrupt.

Of course, virtue accumulates over time. It's not quite enough to be good, you have to be good for a prolonged period of time. Even just a few years would result in a significant change for the better for your fortune in general, however, as long as you keep it up and strictly abide by virtuous behavior. Of course, behaving in a bad manner will reduce your karma and fortune to nothing, and even strike you with misfortune if you keep up such sinful behavior. If you're bad enough, you may even sprout an entire Hell around your soul after death, designed to punish you for your sins. Lastly, you'll be able to spread this karmic force in future worlds, if you wish to do so. The actual definition of good and bad behavior will be explained in the notes.

# Mo Phi Perks

## Auspice -100cp

One of the most foundational aspects of priesthood is identifying auspicious days and hours for great events like festivals or marriages. And like any self-respecting priest, you now know how to do this as well. From looking at the stars and analyzing their movements, to meditating, to simply asking the gods through prayer, you know several methods to identify auspicious moments. And, of course, doing things during these auspices will let things go a lot smoother than otherwise, as if granting a decent measure of good fortune. Likewise there are inauspicious days, which provide the opposite and thus are usually avoided. Or perhaps you'd like to trick your enemies into performing important events during inauspicious days and thus push them into misfortune without being directly involved?

## Finger Counting -100cp

Divination is a very sought after art. And for good reason, too. What wouldn't people give for a glimpse of events to come? Well, as a Mo Phi, you can provide such services, through a certain method of finger counting. Possible to do on the fly with some gestures done with your hands, it's an accurate although somewhat vague form of Divination. For example, you could divine that an enemy army will march on a kingdom sometime in the future, but not when they'll attack, how they'll attack, and so on. Of course, with other knowledge obtained through more normal means you could likely patch up some of the holes in the knowledge obtained in this way, provided you aim to divine about specific things, but it's not going to be of much practical use in general terms. Still, you can make quite a bit of money simply making cryptic and mostly useless prophecies for random peasants wishing to know their future.

## Womb-Born -100cp

In this world, there are... varied, let's say, ways of conceiving life. There is the normal conception you're familiar with, of course, but there's also a few more. Now, you can conceive offspring in any of the other possible ways that people can in this world. What gender you are dictates your role in these interactions of course, provided you're of a race that reproduces sexually in the first place, but with this you're unlikely to actually need any genitalia to reproduce anymore. So, what are these wacky conception methods? There are seven main ways, including the one you already know.

There's contact with the clothing of one's loved one. Caressing or wearing the clothing as if the loved one itself can make a woman pregnant. Another is simply swallowing semen. A loving caress of the navel and stomach can also lead to pregnancy. A fourth is simple proximity and the desire for a child. A fifth is hearing the voice of one's loved one. And finally, there's pregnancy through smelling one's loved one. As a man, this will of course apply to any woman that loves you, although as a woman it only applies to you. Is this useful? Who knows. It doesn't affect the length or birth itself, only the conception, so it won't even save that much time.

### Magical Skill - 200cp

Priesthood and magical learning is all well and good, but some people simply wish for one reliable power they can leverage in their everyday life. That's just fine, and you've come to learn one such magical technique in the past. What your magical technique does is mostly up to you, but there are a few examples to determine the general scale and utility available to you. You could get a technique to make functional sailing vessels of any size out of nothing but straw, maybe you could summon wind and rain with a few gestures, perhaps you'd like to be able to shoot seven arrows at the same time, all of which home in on your target(s) to never miss, or maybe you'd just like to be able to call all the wild animals in an entire forest or plain to you. Another possibility would be taming any mountable beast in mere seconds, or a supernatural level of seduction. Creativity is encouraged here, but if you wish to simply pick one of the examples given, that's fine too. Perhaps you'll make a name for yourself with this?

### Magical Strength - 200cp

Genetic inheritance can include quite a bit more than simple appearance and nature. In some cases, the children born of unions between humans and non-human beings such as mermaids can have some innate supernatural advantage over their more mundane kin. You seem to have benefited from such a strange ancestry, as your might surpasses that of any human. You could be compared to a dozen men on your own, and your strength, endurance, and agility are such that you could beat a whole group of experienced pirates alone, as a child. As an adult, your might will obviously be even greater than this, and should you commit yourself to the arts of war you'd make for a fearsome warrior indeed.

## Enlightened Wisdom - 200cp

Some particular monks, those who are truly learned and wise, can see more than mortals normally can. You may or may not be a particularly wise person, but you've somehow come to obtain a part of the senses of such people. You can read the minds of people close to you, just their surface thoughts really, but the main benefit of this is a sort of remote moral judgment. Out to about 180 km away, you can instinctively detect the location of people who are particularly good or particularly evil. You could be wandering around in the sky one day to suddenly realize there is a very virtuous person somewhere around. You get a general feel for their personality of course, but for people to even register they must be extraordinarily virtuous or sinful in the first place. For doubts on what even qualifies, karma is explained with some detail down in the notes section of this jump.

## Jumping Over The Sanzu River - 400cp

Reincarnation is a strange thing. Memories and bodies are locked away, emotions and promises remain only in an abstract and spiritual sense, and your soul is given a chance to grow again. Understandably, not everyone is very enthused about the 'memories are locked away' bit, and some great sorcerers have attempted to skip the part of reincarnation which deals with memories, the crossing of the Sanzu River in the Underworld. Some even succeed. Like these people, once per jump you will be allowed one second chance, one extra life, a 1-up if you will. You'll be born again as normal, of course, sometime between instantly or a few days after your death, and you will retain all of your memories and knowledge, although not any powers or skills that relied on your body or any kind of spiritual modification. This does not end your chain, in case that needs be said.

Of course, you can choose a normal birth, or to be born from 'moisture', or to simply spring up fully formed, as explained in the Origins section. Really, the choice is mostly made on the grounds of convenience. If you have time and wish for another start, you could be born normally, but if you have urgent business and don't wish to abandon your life, being spontaneously formed would be a better choice. Of course, the demons running the Hells won't like your shenanigans, and you shouldn't expect this to work a second time per jump or millennia, whichever comes first.

## Sei Dyam Prowess - 400cp

An unfortunate fact of the world is that there will always be those with both magical acumen and the malice to curse people with it. Such curses can wreck a lot of havoc before a virtuous priest comes by to remove it. And now, you get to have knowledge and skill at this form of dark magic. Through spells and rituals, you can bring misery to any target you can see or have some form of connection to, such as a valued possession of theirs.

You can also curse locations and nations, in case you wish for a haunted mansion or to doom a kingdom. Pretty much any nasty way of causing misery is open to you, in forms both potent and lingering should you spend the effort to do so. Plagues of vermin, draining a target's might or morale, regular nightmares, enthralling charms, perhaps even simple misfortune, you'll be widely feared and possibly hunted if you leverage your abilities properly. Be careful of the virtuous, as no curse is unbeatable to good priests.

## Thanon Tricks - 400cp

There are a fair share of tricksters in this world, and some lucky few even become legends spoken about centuries after their death. You would definitely be able to find yourself among them if you wished, as your cleverness is now a thing of legend. You can apply yourself easily to trivial pursuits such as poetry and song, swiftly inventing clever wordplay as transparent or opaque as your whim desires, but your true talents lie in misdirection and unorthodox solutions, being able to maliciously comply with even the most thorough orders from angry kings, and even how to get your way out of trouble when the brutes around you inevitably resort to violence out of frustration and hatred.

Additionally, if you don't just piss off the people around you, you're quite skilled as serving as a jester of sorts, letting you conceal your true intentions and movements in jest and feigned incompetence. Just don't let yourself get out of hand. Or do, since doing something like playing a mean prank on an emperor even after your death is sure to get your name into the history books. Whatever you do, you're probably going to impress most people around you.

## Sei Khaw Expertise - 600cp

The main reason why virtuous priests are so sought after is their ability to relieve the suffering of the people and deal with evil spirits. The greatest among them become famous for their healing magics and repulsion of great evils. Your power in the arts of Sei Khaw, essentially positive magic, is among the greatest. Not only can you remove even the most terrible of curses with enough ease to purify it from whole armies at a time, but your healing can mend essentially anything short of the soul leaving the body (which happens quite swiftly mind), and barriers, charms, and other blessings of protection are well within your abilities, such as making a target's skin invulnerable for a time. Potions of love, age old curses of cyclical doom, pests plaguing whole regions, there is little among the evil of this world that you cannot quickly deal with, and no curse that is insurmountable. Perhaps you'll want to travel around helping those in need?

## Powerful Monk - 600cp

Knowing how to curse or heal is all well and good, but the true enticement of sorcery is utility, at least to most people. Fortunately for you, you've had the opportunity to advance your magical abilities to the point that you're one of the most learned priests in Jambu Dvipa. You do not gain particularly potent techniques with this, but you get a width of ability that matches the depth of any but the most powerful monks and priests in this world. So, let's start with a few examples of the kind of spells, charms, and other rituals that you now have available.

You could conjure spirits to follow your commands, in order to obtain supernatural servants for short or long periods of time. Limited shapeshifting is also possible, such as turning a fallen wooden branch into a raging buffalo temporarily, or even turn invisible for a time. Perhaps you'd like to make obedient and strong golems by hand, or unlock any mundane lock (or chains or knots) that bar your path and restrict your movement. How about turning small objects into small swarms of wasps that follow your orders, or imbuing your magics into tattoos for a more lingering effect? And, should they not be too much stronger than you, you could even nullify protective sorceries for a time.

This is not an exhaustive list, of course, but do keep in mind that your abilities with just this are mostly utilitarian in nature, and don't directly curse or bless people, per se. That said, your breadth of abilities make you unmatched to those without significant expertise on the negative or positive arts of magic (as explained in the Sei Dyam and Sei Khaw perks), and while they are not particularly potent spiritually speaking, they'll be undoubtedly useful to you in nearly any situation.

## Uppati Deva - 600cp

Are you not content with mortality? Do you wish to get a taste of divinity, and learn how the very gods above live? As a unique opportunity in this world, you have the option to simply purchase being a god. As an Uppati Deva, you are a Deva from birth, and almost definitely formed spontaneously one day as most of your kin do.

So, aside from a lifespan almost ten million years long, blue skin, and at an absolute minimum a body whose health and might cannot be lesser than that of a hearty and hale human adult, what does this confer? Well, you can forget about having to shower, as your body is clean and pure, inside and out, and no mundane filth can tarnish this (this includes immunity to any mundane disease or illness). You can also change your size to quite absurd degrees, being able to shrink yourself to such a degree that 80 of your kin could fit in the width of a human hair. Unfortunately, you do still need to eat, but should you find yourself back up to the heavens lying at least 690,000 km above the four continents, unlikely to be much of an issue as you are rightfully a citizen of the gods, you'll be able to consume divine food and drink, which is absorbed fully into your body and thus does not lead your body into producing waste.

Of course, your state isn't static. Uniquely, you are able to ascend the divine ladder of status, in a manner of speaking, to become the 'devyata' of higher heavens than Catumaharajika, the lowest Heaven (and the most quiet and stable in a way). You can do this through great and meritorious deeds, and accumulating good karma in general. Do check the notes for what this even entails. Ascending to higher forms of godhood grants you greater might, spiritual and magical potency, and a greatly increased lifespan. For example, while initially you'll have a lifespan of 9 million years, the next stage has a lifespan of 144 million years, with the next living for 576 million years, the next living for 2,304 million years, and the highest form of devahood (outside of special cases like Indra) living for 8,216 million years.

Of course, even being a perfectly virtuous person it'll take you many years, perhaps decades, to rise to the next Heaven, but you certainly have the time even as a mundanely human sort of person to spend one or two million years doing your best to be diligent and virtuous. Perhaps, if you're feeling responsible, you may petition to get assigned a domain to rule over. Indra assigned four devas to be the sun, moon, the twenty-seven lunar mansions, and the sidereal stars. There's no guarantee you'll be given any work, but there's no shame or loss in being rejected.

# Phi Perks

## Charismatic Transformation -100cp

Supernatural beings can sometimes have... unfortunate appearances. There's no need to worry however, as you've learnt a specific technique that is oddly common among the likes of ogresses. Specifically, this lets you shapeshift into a human form (and a very pretty human form at that) indefinitely. Your powers and might will be mostly restricted in this form should your true countenance be too inhuman, but it doesn't take more than a thought to return to your true form. Even if you're not naturally ugly, this could help beings such as mermaids walk on land, or birdmen to prowl unseen within human cities. It does not help ghosts very much, however. This gives you a human form, not a human body. Additionally, you can teach this technique to others, in case you ever feel like doing so in the future. It's a technique after all, not some kind of innate power. As a side note, the details of one's appearance when using this technique varies by person, generally being somewhat recognizable as the same person if their true form isn't too ugly or simply has some inhuman feature and looks fine otherwise, such as mermaids.

## Strange Lover -100cp

You would think that the more monstrous inhabitants of this world wouldn't make for very good romantic partners. You'd be wrong. Surprisingly, even the most brutish ogress around can make for a devoted and lover wife or mother should they have the opportunity to become such a thing. And, of course, you also have the skills to be a very good spouse or parent, or simple caretaker. From cleaning rooms and clothing, obtaining food through hunting and gathering, cooking delicious meals, and even emotional (and carnal) support, your domestic abilities are a thing to behold. The one thing you lack is a loved one to live with, or perhaps you already have someone in mind for that?

## Ancestral Language -100cp

There is more to one's blood than simple genetics. It carries a spiritual and esoteric connection to one's own species, especially if you're a hybrid. The results of this aren't as impressive as you might think, however, or perhaps it is. What does this do then? One simple thing. It lets you communicate with any member of your species without any issues such as language barriers getting in the way. A half-human half-merman person would be able to speak with any human and any merman without having to worry about learning specific languages, for example.

This doesn't help you if you don't know any language at all, of course, you still have to know how to speak at all to be able to speak with others. This might be quite useful in certain situations, but for the most part it's unlikely to see much use. Still, it can be interesting to be capable of it, no?

## Army of Evil -200cp

You'd think that being an evil cannibalistic spirit that desires nothing more than to torment the living would be a very thorough way to prevent anyone from wanting anything to do with you. You'd be wrong. There are, in fact, such things as evil tyrants that employ the restless dead and evil spirits in their armies and courts, and now you find that these are more common than normal, if perhaps from a certain perspective. What actually happens, of course, is that chance and circumstances conspire to lead you towards organizations and groups of generally unscrupulous nature, particularly those that deal with the more treacherous side of the supernatural world. Getting hired by such groups is oddly easy as well, sometimes being as simple as showing up. This will be quite useful for obtaining a solid backing, but of course, this type of group may not be the most friendly even to each other. Perhaps you'll want to rise to the top to lead an army of evil spirits?

## Shaped Births -200cp

Birth isn't an untouchable process. With the right know-how, one can take a spirit and make it be reborn in the way you want. And it seems that you have learned how to do this. As an important note, you cannot use this on living people. Only the dead or disembodied spirits can be manipulated in this way, typically wandering ghosts. You can determine the appearance of the new incarnation, with some limits given the appearances of the parents, which would let you, say, make a spirit be reborn as ugly and bald from childhood. It can be useful for giving some ghost friends a new body, in case you have any.

It is worth noting that the temperament of the spirit themselves also influences the effect the pregnancy will have on the mother. Those who are generally benevolent and compassionate will see their mother be in great health to the point they seem almost radiant, and a selfish and malicious spirit will lead the mother into things like endless hunger and general lack of endurance. As a side note, you can only shove a spirit or ghost into an early pregnancy. Past the first few months the fetus will likely already have a soul of its own and thus no 'space' for the spirit to go into. So, what are you going to do with this? Sell your services to the lingering dead perhaps?

## Walking With Legends -200cp

There are quite a few legends in this world, and there's almost always someone somewhere making a name for themselves in the world. And, of course, various forms of spirits always appear in the stories of the greatest, sometimes even being the source of some of their power and ability. How could you pass up the opportunity to contribute yourself? You have a strange sort of luck now, the kind that drives and guides you to certain places and people. They may or may not be particularly remarkable, but those you come across tend to have the potential to become widely known heroes or villains given time and effort. Additionally, you have a knack for shoving yourself into the stories, in a manner of speaking, of great figures. If you wander enough, you're likely going to become known enough to be a legend in your own right, simply due to how many legendary figures you personally know and have interacted with.

## Switching Souls -400cp

Evil spirits are dreaded for multiple reasons, you know. One of them is possession, letting them take your body for whatever purpose they might want. And now, you know the ritual to do this. Taking a few minutes to perform, more if the target resists even by just thrashing around, you can sort of switch your soul and mind with that of someone else. You obviously get to use whatever benefits their body had, although you'll also have to deal with any downsides, same goes for your target that will find themselves in your own body. Perhaps you'll want to bypass your mortality by switching places with a young person, giving you a second chance at youth while leaving your poor victim stranded in your aging and failing body. Additionally, you can use this ritual to switch two other people, in case you don't want to be the one who possesses bodies that do not belong to you. Do be careful, as spirits that do this are hated for good reason

## Ogre Might -400cp

Some spirits are a lot stronger than most men. There are those giants taller than most houses and with might comparable to siege engines. Now, you are one of those. Standing about a dozen meters tall, you are strong enough to topple a seafaring vessel with the same ease a map flips a table, and your endurance certainly matches your size. Your agility is unfortunately not particularly impressive, but who needs precise maneuvers when you're strong enough to simply bust through thick stone walls and smash nearly any mortal construction that can be found? You'd certainly be a force to be reckoned with in the battlefield, but do take care, those on your level are not uncommon and there are ways for powerful warriors to punch above their weight class. Still, even without training you'd be incredibly dangerous in combat even to the well-trained. Will you show off or retire in some remote cave to not be bothered?

## Born Of Uttarakuru -400cp

The people of the northern continent are truly blessed. It is the nicest continent in the mortal world, and second only the Heavens above Mount Meru. And now, it seems that your ancestry hails from this continent, granting you a host of benefits, all of which are fully inheritable, and don't dilute with the generations. The most obvious benefit is that you will never degrade out of your physical prime. From the day you grow into your body's full potential until the day you die, you'll be at top form. This doesn't stop skills and muscle memory from decaying of course, but aging will not sap your strength from your bones.

Additionally, you are very resistant to temperature, to the point you're functionally immune to most natural hazards such as freezing blizzards or magma fumes, although doing things such as diving into arctic water or lava can still hurt you, if to a far lesser extent than it would hurt those of less fortunate birth. You're also immune to any natural disease or poison, and vermin seem to instinctively avoid bothering you, leaving you free of pests.

Some other less conventional gifts are that you can tell if someone you see is related to you by blood, although you cannot tell the nature of this connection with this sense alone. And, if you or any of your descendants are women, any pregnancies and births will be free of any complications such things tend to bring, being painless and clean. Perhaps you were even born in the northern continent and simply ended up on the opposite side of the world somehow?

## Guardian of the Land -600cp

A rather common feature of this world is that of spirits with domain over a location or region, who can rightfully demand taxes from those who pass over their territory. You can be one of these spirits, with this purchase. How this works is that you can attune yourself to a place, taking seconds for something like a small house and months for a whole region, which lends you great magical and/or spiritual influence over the location you attuned yourself to. After doing this, you can set a toll, and those who pass through or live on your land, be they living or dead, mortal or god, will have to pay a tax to pass through or remain. There's no guarantee that they'll be able to pay or that they'll like the tax, but if you're not too demanding then it's unlikely that it'll pose much of a problem.

The payment is merely in terms of value, and can be paid with anything of equal value, be it currency or goods. Of course, the amount of supernatural influence you hold over this place depends on your magical and physical might, and if you spread your claim too wide without being strong enough to make up for it you won't be able to enforce your tax as well, but for the sedentary this could be a nice source of stable income, depending on where they set down shop.

## Encrusted With Diamonds - 600cp

Oh, what a curiosity. You've gone through an obscure and little known ritual to encrust your very skin with various gems and precious stones, such as diamonds and garnets. The exact composition of such skin jewelry is up to you, but there's more to this than an utterly egregious show of wealth. That is, the ritual made your skin invulnerable. Sharp weapons will bounce off and chip without dealing as much as a scratch, flames or ice fail to influence your skin beyond tolerable levels, and you can generally ignore the need for armor given your skin's toughness.

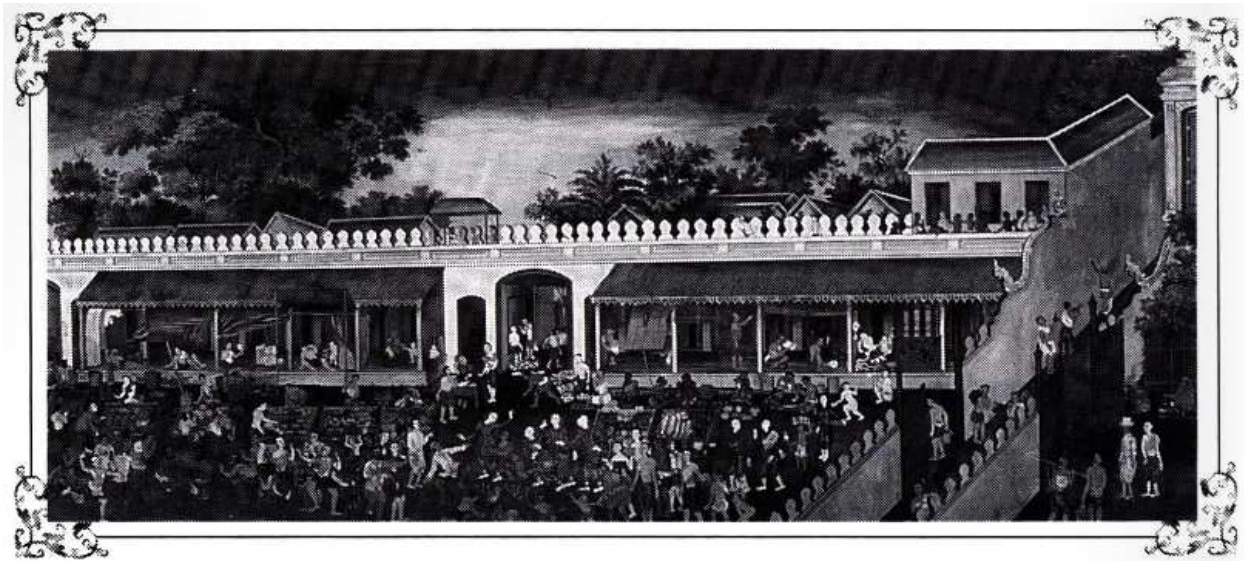
There is a catch, of course, and a fairly large one at that. This applies to your skin, and your skin only. Your eyes, your mouth, and your asshole are all vulnerable points that your enemies can use to deal damage to you, such as shoving a spear up your ass. It's been done before, don't think that you'll never meet those willing to destroy your dignity in such a manner. Your physical and magical might is untouched by this, being pure defense, but as long as you protect the parts of your body where your skin has openings, you'll likely be able to tear through armies, undaunted by any weaponry they field. Or perhaps you'll come across someone able to bypass the invulnerability of your armor to hurt you anyway, or can simply harm you from the inside out with strange magic.

Oh, and as a final note, this invulnerability won't help you much against most blunt weapons, because just like normal armor, it's not very good at absorbing such force. Still, invulnerable skin is far more than most warriors in this world can claim, and with some cleverness and awareness, you could be nigh-unstoppable on the battlefield.

## JUMPER THE KING - 600cp

Some beings in this world are just HUGE, and by purchasing this, you can be HUGE too. Like the Garuda King, your size matches that of the most majestic of mountains, being more than 2,000 km tall or long, with a physical might to match (and let you not collapse under your own weight). You can kiss the square cube law goodbye, as your mere footsteps shake the earth and your screams rattle the Heavens. Well, as impressive as you are, perhaps going into more detail would be ideal. Proportionally speaking, your might is about equal in relative terms to that of a fully trained mortal man.

Just like how humans can train to be able to easily lift their own weight, so do you have the strength to lift the no doubt mountainous tons that compose your body, and while your dexterity mainly depends on what form you even take, you're certainly not going to be a clumsy monster. Unfortunately, due to your sheer mass you won't be the swiftest of spirits, in terms of range of movement at least, but you'll still be terrifyingly quick for your size, and can very much keep up with those who are less magnificently sized as you. Do beware of those brave and foolhardy enough to quest to topple you. Such heroes have an alarming track record.



# Items

Discounts work the same as perks.

## General Items

### Magical Fruit -100cp

Some of the fruit in this world is quite magical. This one in particular, large, yellow, and juicy, extends the lifespan of those who eat it by a few years, and refine their appearance to a small but noticeable degree. You get a box with a few dozen of these fruits, but sadly, there's only so much fruit to eat for increasing your lifespan and beauty. Fortunately, it has seeds you can plant and maintain. Unfortunately, the tree for this fruit takes a thousand years to produce ripe fruit that carries any magical benefit. You do get another box of a few dozen every jump, though, so at least you have a somewhat replenishing supply.

### Jotipasana -200cp

Uttarakuru has no need for technology, for the bounties of the northern continent are boundless and incredible. This large red stone is one of such things. Having two flat and smooth sides, these stones are always comfortably warm, should you want to lay on them, but their main function is cooking. Place raw food on top of it, and it'll be automatically cooked and prepared, doubtlessly a fascinating process to watch. You won't need to worry about undercooking your food with this handy little stone. Additionally, food cooked with this stone cures people of any mundane disease or crippling wounds such as missing limbs, and additionally strengthens the resistance of those who eat from such things (obviously more noticeably for diseases). If you break or lose this, or if it's stolen (not a surprising event), you'll get another one the following day, or it'll simply find itself back to you if it's intact.

## Incredible Mount -400cp

Horses are too mainstream. So here's something more worthy of whoever you are. It may be a chimera, some kind of cryptid, maybe a unicorn, or something similarly rare and ideally monstrous, but now you are the proud owner of whatever this is, which will act as your mount, and a very effective one at that. Swift, strong, and loyal, whatever this critter is it's among the best relatively normal mounts you could ask for. As long as it's not competing against a divine horse or something it'll undoubtedly be among the best options for riding you can find. It's quite tough too, able to take hits better than even an armored knight, and regardless of where it finds itself, it'll return to your side in moments should you call its name. As a side note, it can fly as fast as it runs. If it dies or something, you'll get a new one a month later.

## Kalpavriksha -600cp

The continent of Uttarakuru is truly blessed, and a certain tree is a large part of the reason. Kalpavriksha is closer to a massive pillar of white wood than a tree, being 1500 km tall and 1500 km wide. Its absurd size is the least of its traits, for it is known as the wishing tree. While you can't wish for absurd things like godhood or living beings, it provides all the wealth that anyone could ever need. One needs merely to approach the tree while thinking of what kind of wealth they want, and how much, and it'll appear next to the tree, among the forks of those roots that crawl above ground. Silver, gold, gems, exquisite cloth and fabrics, delicious food or crystalline water, as long as someone wishes for it, they'll obtain endless wealth from it. You could vainly attempt to keep all of it to yourself, of course, but Uttarakuru was made a paradise in the mortal world by allowing all of its inhabitants to obtain wealth from the tree. Or perhaps that only worked due to the people of the northern continent being universally kind and compassionate. Either way, you have another example of such a tree close to wherever you begin, and in future jumps may decide where this tree appears.

## Chao Pha Items

### Worthy Attire -100cp

You are royalty, and you must dress as such. It wouldn't do for a prince or princess to dress like a peasant, now would it? So of course, you now own a wide variety of expensive outfits, almost all decorated with plenty of gold. From the grand and austere to the light and almost skimpy, there's something for nearly any sense of fashion among these clothes and they all look as pompous and extravagant as you would expect from wealthy royalty. If any of them are damaged or stained, you'll get another set a day later, replacing whichever outfit was dirtied or damaged. Wear your royal clothing with pride.

### This Is My Stick -100cp

Sometimes all you need is a sturdy stick to beat people up. So you have gotten your hands on this particular Bo staff. Hard and tough enough that it can match up with steel blades, amazingly balanced for combat, and strangely never becomes unusably slippery no matter what conditions it's dragged through, this staff will serve you well should you ever get into a fight. And also, it has some magical use, as hitting a victim of a curse with it hard enough to bruise will do wonders to alleviate the curse's effects, and if whatever malicious magic they're under is weak enough you could dispel it entirely, such as bonking a charmed person back to clarity. Perhaps it was blessed by a priest before you got your hands on it?

### Seafaring Vessel -200cp

There are plenty of seas in this world, and plenty of those who would sail them. You can count yourself among them, as you're now the proud owner of a large galleon, of sturdy make and filled with experienced crewmen ready to follow your command. Perhaps you took over a pirate ship after killing the captain, or maybe this was supplied to you as part of royal wealth, either way this will be a reliable way to navigate the oceans. The crew are equipped with muskets and know how to procure more ammunition by themselves, and the ship comes equipped with plenty of cannons for naval combat. Of course, any upgrades you make to the ship and its sailors remain when you leave for a new jump, and if you lose the ship or any of the sailors they'll be replaced within a month, retaining any modifications you might have made. Are you going to explore the world or use this as the flagship of a ship? It's your ship, and your choice.

## Noble Wealth - 200cp

Peasants are poor, nobles are rich, and royalty is even wealthier. And with this, you certainly don't fall behind. You have the wealth of a whole kingdom at your disposal, although with just this you don't get any more. It would be enough to support a rather sizable kingdom for a few generations without too much issue, but being too generous with it could lead to depleting it in mere years. It'd be best if you had a competent and loyal accountant to take care of it, but with your position as prince or princess such things are likely readily available. Do watch out for thieves who might want a piece of your treasure.

## Royal Seal - 400cp

You are royalty, but you really should have something to indicate it to the ignorant. Thus, this amulet, engraved gold with an encrusted red jewel. Anyone who sees it on you will immediately know of your social status, although how they react depends on the person. Additionally, it is weirdly functional as a weapon. The more someone disrespects you, your people, or your kingdom, the more damage getting smacked by the amulet seems to do. It won't be lethal even if someone had spent an entire day mocking you, but it'll be enough to knock out all but the toughest of mortal men. Additionally, it's pretty good against evil spirits, repelling them passively and also dealing lethal damage to them if you hit them with the amulet. The amulet will find itself back to you within a week if you lose it, and will be swiftly repaired if it's broken. Perhaps you could use this as the symbol of your bloodline?

## Pipe of the Five Worldly Senses - 400cp

Some magical artifacts in this world can be quite powerful. The one you now have in your possession may or may not be one of those. You see, this flute is enchanted, and anyone who hears its music will fall asleep, but only if it's played with skill. It's completely indiscriminate, so you'll have to tell your allies to plug their ears if you don't want to accidentally put them to sleep during a battle. Thankfully the one playing the flute won't be affected, letting them keep playing without issue. It's quite sturdy but is obviously not intended to be used as a weapon, so do be careful, as it'll only get replaced in a month if you lose it or if it breaks. As a side note, those who know how to play the flute properly will be able to play normally without utilizing its magic, undoubtedly quite useful if it's the only flute you have.

## National Force -600cp

Men fight with weapons, and kingdoms fight with armies. And, just like men, there's a very large range of strength when it comes to combat. Being a prince or princess and likely heir to the throne, you now find that whatever kingdom you were born to is quite strong in the mortal world. Being around 50,000 men, and even more to account for things like cannons, scouts, and siege engines. It's all managed by a system of generals and commanders, and as the head of the army, you merely need to point at an enemy and command your soldiers to mobilize. The strategic and tactical acumen isn't legendary, but your generals are definitely experienced, likely veterans of some war or other, and any recruits you add to your army are retained between jumps. They have cutting edge technology for the time, that being plenty of squadrons trained with muskets, but for future jumps you'll have to figure out a way to upgrade their equipment yourself. Thankfully the army retains modifications across jumps, so they won't lose more advanced technology if you return to a mostly medieval world.

## Kingdom -600cp

Well. As you're not content with merely being prince (or princess), you have the option to simply be a king or queen from the start. As a bonus, you get a decently sized kingdom as well. Being roughly 304 km long and wide, this kingdom is situated somewhere in the surprisingly large continental South East Asia, and has a culture appropriate to the location, relative to the Thailand of your own world. It has a strangely uniform culture despite the size, but as it is there's no particular domestic problems and the ministers are loyal and good people, so you won't need to worry too much about running the place, not immediately at least.

The climate is lush and the land is fertile, and the kingdom is surrounded by great natural defenses such as mountains, deserts, and can even be on the coast if you wish. The details of such are up to you, as long as the natural defenses are useful to you. They won't make trade with other nations too difficult as well, thanks to plenty of safe and guarded passes through them. The kingdom is at peace and the people are happy, so you are in the enviable position of having little to do beyond dealing with petty matters, indulging in luxury, or perhaps engaging in expansionist war if the royalty of a different kingdom offends you. The army sadly isn't particularly notable, but that's not an insurmountable problem to the clever and ambitious ruler. What kind of sovereign will you become, and will your name be sung in legend and history books?

# Mo Phi Items

## Ascetic Attire -100cp

Monks are easily recognizable by the clothing they wear. Clothing that you'll own with this purchase. Coming in a variety of priestly robes, from Buddhist garments to Hindu Brahmin vestments, they are light, comfortable, soft and smooth, and surprisingly good at protecting from heat, cold, and rain. It's nothing supernatural, but they'll be good for wearing in any non-extreme environment. What does seem supernatural about them however is that they always remain clean, even in the dirtiest of environments. To preserve your dignity a little better, of course. If you lose or damage any, you'll simply get another set a bit later.

## Mid Mo -100cp

Even monks have their tools, you know? And this dagger is one of them. Inscribed with various scriptures and having a surprisingly sharp edge that never dulls, it is designed for use in any rituals that might require a knife, serving as a decent channel for spiritual powers. It's not too significant, barely being a noticeable increase in potency, but it does make such rituals significantly easier to perform in the first place. Due to its sharpness, it's also decent as a weapon in a pinch, although don't expect it to carve through armor or something. You obviously know how to make more, provided some source of well-crafted daggers, in case you have a few monk friends that haven't gotten one of these yet.

## Pendant of the Unborn -200cp

Some priestly tools are quite disturbing, in form if not function. Whether you've made this or took it from someone, you find yourself in the possession of a Kumanthong, the spirit of a stillborn fetus bound into an amulet as a servile familiar. They'll follow your orders quite diligently, and while they're kinda weak, they're very reliable when it comes to small matters. They aren't particularly lucid for obvious reasons, so don't expect a conversation partner, but the magic binding them to the amulet lets them perform any duties you give it regardless. Whether you'll use it as a messenger, get it to fetch you things, or simply give it a chance at life through other methods, you are free to do as you will with this pendant.

## Book of Dreams - 200cp

Some dreams can have omens of the future. Some are just meaningless gibberish. This book deals with the former, although sometimes it might seem that all dreams are prophetic. It's quite a thick tome, having almost a thousand pages and likely more hidden away through magic. Thankfully it has an index to navigate it efficiently. What it can be used for is deciphering dreams, which almost always give clues of a future event, usually the immediate kind that'll arrive within a month. Even in future worlds this'll work as intended, letting you diagnose a person's immediate future even if that world doesn't actually have any kind of prophecy or fate. Do be careful, people aren't very pleased when their future is grim.

## Alabaster Beast - 400cp

What a marvelous elephant you've come across. White as marble and slightly larger than elephants normally are, you've come to possess this great beast somehow. Besides being a novelty, it has a strange power, or blessing perhaps. That is, anybody who owns it will never experience scarcity or poverty. It does not guarantee riches, but at worst you'll find yourself in an economic situation similar to that of a decently well-off merchant. Of course, this doesn't just apply to singular people. If the white elephant is owned by the state, the ruler, or the ruler's family (royalty, essentially) of a nation, its blessing will apply to anyone who lives in said nation, preventing even the most wretched homeless people from living particularly harsh lives. Perhaps you'll give it to a prince you favor? Or will you keep it to yourself?

## Khway Hlu - 400cp

Invoke Shiva as the left eye, invoke the sun as the right. Invoke Vishnu as the horns and Indra as the tail. Invoke the Buddha as the sides, and the four Lords of the First Heaven as the feet. And finally, invite hordes of ghosts to inhabit the stomach. Such is a part of the ritual to create this golden bull, a golem of sorts and a mighty servant to powerful priests. Stronger than any bull, it is capable of charging through walls of stone and serves as a powerful mount. It's only barely intelligent enough to follow your command, but it is reliable and loyal. There's likely no need to explain in detail the usefulness of a mighty golden bull that diligently follows your commands. Additionally, you know the ritual to make more, although without the necessary materials, IE lots of gold, it won't be of much use. Still, you already have one such bull, so use it wisely.

## Questionable Methods - 600cp

While virtue is generally encouraged, there are still those with magical powers and little moral scruples. This is something that results from such things, a love potion essentially. Those who imbibe it will fall helplessly in love with some specific person that is decided during the brewing of it, done by dropping a piece of hair or other minor body part into the mix. However, there's ways to use it beyond just making someone drink it, such as infusing it into a picture, which will confer said picture the same effect as the potion, making those who look at it fall in love with whoever it is the potion is attuned to.

This potion is quite nasty, as its effects linger even after death if they are not dispelled, resulting in lingering ghosts relentlessly trying to charm whoever they were made to fall for. You also get a recipe for this potion, as you only have enough for one person from the start. If you make enough, you could distribute enchanted pictures to the kings of various nations, and effectively conquer vast swathes of land without a single drop of blood. Do be careful, however, as the potion does not change the victim's approach to romance and marriage. If you get too many monogamous suitors, it might turn into quite the bloody mess.

## Hallowed Abode - 600cp

Some wise monks make homes for themselves away from vulgar civilization. Usually in caves or islands. You've settled on an island, a large and lush one, which has a few barriers added to it, likely by you. On top of being a natural paradise, filled with friendly wildlife and delicious fruits, it is a hallowed place, where evil beings, mortal or spirit, cannot set foot in. They may lurk just beyond its coast or stalk its skies, but they won't be able to approach your island, with any attempts at remotely causing damage simply sliding off. It would take an attack able to obliterate the island in one go to crack the island's shields.

There's also a nice fully furnished cave within one of the island's mountains, letting you live in moderate luxury despite the remote location. Lastly, the island's barriers also prevent misfortune from striking too much, letting even the clumsy live a mostly blessed life. You could hide from the world here, provided nobody knows where your island is, and you likely wouldn't find much danger to yourself. In future worlds you may choose where to insert the island, or simply to have a door in your Warehouse leading into it.

# Phi Items

## Minor Spirits -100cp

Not all spirits are hermits. Some have groups of weaker spirits that follow them, whether out of fear, blood bonds, or something else. You're no different, having a bunch of spirits under your command. Numbering in the few dozen, they aren't trained in any particular skill, something you can amend with effort, and can be quite vicious if made to fight. The actual composition of this group is up to you, whether to have goblins, devils, ghosts, or some other kind of spirit, as long as their individual strength doesn't surpass that of a normal human soldier. They're quite loyal, but not exactly paragons of virtue, and if you don't keep them on a tight leash they're liable to cause much trouble and pranks. Still, if used properly they can be quite useful. Don't be too mean to them, now.

## Your Tree -100cp

Not all ghosts can easily manifest in the mortal world. Some need some form of anchor to keep them around. Some spirits also attune to specific things, such as the banana ghosts. Even if you aren't one of these kinds of spirits, this tree you now have might still be nice. It bears delicious fruits, whatever kind of fruit you want, and is seemingly in season all year round. No matter how many fruits you take from it, it always seems that there's a few more not quite yet ripe fruits left. This only happens when you're the one grabbing the fruit though. And of course, it's quite solid as an anchor to the mortal world, or whatever world you happen to insert it into. In future worlds you'll have to insert it somewhere, it can't just be in your warehouse. Given it's a mostly normal tree though, that shouldn't pose too much of a problem.

## Palatial Residence -200cp

Spirits are all over the world, and likewise they house themselves in all kinds of environments. You've come to own a peculiar abode. Whether or not you're normally able to live underwater, this particular cave has some magic in it that lets you swim into and out of it without too much issue, although straying too far from it is ill advised if you can't breathe underwater already. The inside of the cave is fully furnished and actually quite luxurious. The furniture and decorations are made of special materials that don't degrade with simple contact with water, such as stone, jade, marble, and petrified coral reef. Actually stocking it with food is up to you, but given the location it'll be quite safe from most threats. In future worlds, you can choose where to insert it into the world, or simply have a door in your warehouse leading into it. It's quite a comfortable home, take good care of it.

## Magical Mask - 200cp

There are many magical items in this world, and some allow people to disguise themselves. This wooden mask is one of them. Having a design that suggests it hails from the distant land of Africa, wearing it transforms your body into that of an ugly example of the inhabitants of that land. This disguise is incredibly hard to see through, but you can actually allow select people to see through the disguise in case you want to show them your true self without giving yourself away. Sadly, it does prevent you from using your true physical might and any powers that depend on your body, but the disguise is a lot tougher than a normal human would have any right to be, so you won't be completely defenseless. The main question is how useful this'll even be to you.

## Orb of a Serpent - 400cp

What a shiny orb you have. Ocean blue, seemingly made of blue jade, and almost thrumming with energy, this is the orb of a Naga, essentially their heart, carefully harvested to retain their power. What is this power? Shapeshifting, and fairly freeform at that. It lets the nagas, who have the lower bodies of snakes, turn into humans, animals, furniture, or essentially any object they can think of. And now that you possess the orb, you can utilize this power as well. Needless to say, this would be invaluable for spies and infiltrators, and can generally be a fun ability to play around with. It has to be on your person to maintain the shapeshifting, though, as the moment it's separated from you by more than about half a meter you're instantly turned back to your true form. You can also give it to other people so they can use the orb's power too. Perhaps you could implant it within your body? It did use to be the actual heart of a Naga, after all.

## A Slice Of Hell - 400cp

An unfortunate fact of the world is that most people end up going to one of the Hells of this world after they die, of course only after they stop lingering in the mortal world in quite a few cases. They reincarnate there as some kind of wretched creature appropriate to their sins in their mortal life, and suffer in there for quite a while before their sinful karma is finally fully purified and they reincarnate in the mortal world again. There are some demons that manage the Hells and the sinners there, but they're really there just to record and catalog anything, and make sure that none of the sinners that are on the more powerful end of things escape to the mortal world to cause havoc and suffering. From within the Hells, the sentences of sinners can vary from several hundred years to tens of thousands, with larger sentences occurring in deeper Hells. However, all of the Hells have progressively slower time flow than the mortal world, with even the most superficial one only passing one day every 9 million years in the mortal world, seemingly massively inflating the sentences of sinners.

Now, you've somehow come to own a chunk of Hell. It's about 700 km wide, but it's mostly a fiery wasteland filled with horrible creatures. You do get a delegation of demons to keep things mostly in order and to prevent anything particularly abominable to getting out, though. Additionally, by default it's assumed you get a chunk of Sanjiva, the least Hell, where 9 million years pass in the mortal world for every day within the Hell. However, you can freely choose to get a part of some of the other hells, for larger time differences. As a short list, the options would be that for one day in the Hell, 36 million years, 145 million years, 576 million years, 2,304 million years, or 9,236 million years pass in the mortal world. As a bonus, in future jumps you'll be able to 'turn off' this time difference, so to speak, should you not want to deal with it.

In this world, you'll have to answer to the kings of the Hells for how to manage this, but in future worlds you're free to do with it as you please. You'll be able to simply insert the Hell into the world in general, letting those who sin drop here after death, or simply leave the Hell isolated and throw particularly unpleasant people you meet into reincarnating as one of the wretched creatures here. Perhaps you'd even use the horrible creatures in it as a sort of unholy army. You could attempt to terraform it, but any changes will be lost after a few days. It's nothing like the mortal world, it's a Hell for a reason, you know.

## A Slice Of Heaven -600cp

Heaven in this world isn't technically an afterlife. It's the realms where the gods live. The fact that sufficiently virtuous people are reborn as a Devyata/Deva in their next life is beside the point. The Heavens are quite idyllic, as you might expect, but the continent of Uttarakuru approaches their level of quality of life quite closely. So, with this purchase, you'll obtain a unique blend of both. It's about 100 km from one end to the other, and somewhat circular. It has bountiful flora and fauna, with the wild animals never really hurting anyone, even the predator, who don't die of starvation somehow. The water of its rivers and lakes are clean, clear, and can be drunk from directly with no issues, being as pure as very thoroughly purified mineral water would be. There's a small population of 300 people here, who are healthy, strong, virtuous, and quite long lived by human standards, living a few hundred years instead of just one.

The soil is so fertile that anything grown on it is already fully prepared for eating, even cooked if that's how it's eaten. In the center of this domain lies a palace worthy of any Deva, being incredibly luxurious, with furniture and walls of supernaturally tough gold and jade, and other valuable materials like jewels. This palace is filled with dozens of beautiful servants of whatever your preferred gender is, diligent, loyal, and ready to follow your every command as they maintain the palace in peak condition. In this world it'll be somewhere in the lowest Heaven, and while getting there is up to you, in future worlds you'll be able to insert this paradisiacal domain somewhere you wish, or simply access it through your warehouse. It'd be quite easy to live an indulgent lifestyle equal to the gods themselves with this.

### Pool of Gold - 600cp

What a sparkling pond. For some reason, you've found a small pond full of a golden liquid, that might be molten gold. However, it seems to be pleasantly fresh instead of red hot, so perhaps it's some other kind of material. It's a few meters wide, and two deep, The wise and learned would be able to tell that it contains very potent energy of some kind. This pond is quite magical, see, and does one specific thing; It gives those who completely submerge themselves naked into the pool, the Golden Body, a blessing that allows a mortal man the might of the gods themselves. Unfortunately they'll only be able to give this blessing to one person per jump or millennia, whichever comes first, as its energies are exhausted for a time. Still, it can be a powerful boon to trusted subordinates, or perhaps just something to use immediately. If you don't use it yourself, make sure to guard it well, otherwise someone might sneak past you and attain the Golden Body without your permission.

# Companions

## Mythologizing -100/200/400cp

Meeting the legendary figures in this world is all well and good, but sometimes you just want to stick with old friends. With this option, you'll have the opportunity to import your Companions. You get up to 2 for 100cp, 4 for 200cp, and a full roster of 8 for 400cp. They each get 800cp and can take Drawbacks for more. You can also use this option to create Companions outright, in case you didn't have any yet or wish to meet new people according to your specific interests.

## Old Legends

There's barely a canon to this setting, due to being a living mythology, but with this option you can bring along any known character you meet in this world, should you manage to convince them to come along with you. From Phra Aphai Mani and his family, the trio of Khun Chang Khun Phaen, or maybe even the Prince of the Golden Conch. Maybe even less famous characters like the mermaid that Aphai Mani had a child with. As long as they appear in some Thai legend and you can convince them to be your Companion, you get to bring them along for free.

## Affectionate Ogress -100cp

Ogresses are surprisingly good spouses, despite how hated they are due to eating humans. They commonly figure in the stories of heroes as either spurned would-be lovers or unwanted adoptive mothers, and the one here is little different. She came into your life by force, kidnapping you from wherever you were and bringing you to her own lair. While her true form is 4 meters tall and not particularly attractive, she can, and indeed almost always does, take the form of a normally-sized beautiful human woman. She's kinda insecure about her own appearance, and fears you not returning her affections, so she'll hide her man-eating from you, and provide you with anything you ask that she can provide. Whether or not you return her affections is your choice, but if you choose not to, that would simply be the expected turn of events, despite the giantess' broken heart.

## Humble Beauty -100cp

Some people say that swimming is very good for a woman's figure. Whether or not that's true, this particular mermaid sure makes it sound correct, as she is quite curvy despite the fish bits. You're likely familiar with what mermaids are, women with fish lower halves and human upper halves. Don't worry about "compatibility", they can very much have children with humans. This one in particular seems to be somewhat charmed by you, and wishes to, if not marry, then at least live together. They're quite romantic and very devoted, and despite any physical differences you'll never find her disliking you on such grounds alone. They're quite experienced in domestic matters and would love to go swimming with you among coral reefs and other interesting underwater places with you, should you be capable of surviving underwater for prolonged periods of time or if you're a merman in the first place. They're not very ambitious and simply want a wholesome family life, so will you stay with her or leave to take care of other responsibilities?

## Royal Consort -100cp

Oh, how interesting. You've somehow caught the eye of a wealthy princess, one who hails from a decently powerful kingdom. As beautiful, elegant, and refined as her position would indicate, this woman is quite good at dealing with state matters, and is skilled enough in scheduling to manage to get plenty of free time to spend with you. If it's possible at all, she'll want to arrange a marriage between the two of you, whether you're a man or a woman, and as she has quite a bit of influence in her kingdom, she's likely to succeed. In case you don't wish to be king, perhaps you'll be able to convince her to elope with you instead, which will reveal that she is quite comfortable with more humble living, despite having lived in luxury her entire life. Despite her skill and birth, she is ultimately a relatively normal human woman, and not trained in combat, so don't expect her to do well in a fight. Still, the story usually goes that the knight saves the princess, does it not?

## Fourth Handmaiden -100cp

Not everyone is blessed in matters related to romance, you know. Sometimes, there's simply an odd number of people and someone gets left out when everyone starts pairing up. This handmaiden happened to be one of those people, having been part of a small friend circle of four and ending up alone as her three friends hooked up with a trio of wandering monks. She ended up leaving the service of the lord she worked for, and for whatever reason ended up working under you. She is very jealous of anyone with a happy relationship and will gleefully attempt to prank them to ruin their moments. In reality though, she's just seething that she never got a cute boyfriend for herself, and if this is rectified she'll mellow out quite a bit. Perhaps you'd be the one to take her to bed?

## Old Friend -100cp

There are a lot of exotic beauties in this world, enough for a womanizer to always be able to try something new, but sometimes the familiar and homely can be best. Perhaps this could be said to apply to this particular woman. Having been a friend of yours since early childhood, you grew up together wherever it was, and she's come to know you quite closely. In terms of actual skill, she's nothing too remarkable, knowing how to take care of domestic affairs, just not to the level of royal servants or something. Recently, however, she's begun looking at you a little strangely, different than normal. This is because, for whatever reason, she's come to develop a crush of sorts on you. Whether or not you choose to pursue this is mostly your choice, and if you decide to turn your friendship into a romance you'll find that she is quite loyal and devoted. She knows how to banter with you quite well too. Or maybe you want to aim for more exotic partners instead. Try not to leave her alone at least.

# Drawbacks

## Oral Traditions +0cp

Mythologies were traditionally passed down orally, without writing it down. This resulted in a vast amount of slightly and not so slightly different interpretations of the most known stories. And as a living culture, Thailand still does this with its own mythology. Hence, this toggle, to declare that you are arriving at some specific Thai myth instead of an amalgamation of the originally written stories that is assumed to be the default. Additionally, you can also use this to come up with your own interpretation of sorts, to fudge the details a bit and change the context of the story. As long as the general level of power remains the same, and the known legendary figures are recognizable, you're free to spin your own tale of these myths. Or perhaps you'd simply like to go to some movie or series adaptation instead. It's your choice.

## Running Free +100cp

Isn't clothing so stifling? An artificial cage created by society? You've awakened to the 'truth' of the world and refuse to play along. People are born stark naked, and stark naked you shall remain. You might get arrested for public indecency and ostracized by society, but your sheer obsession with nudism will drive you to run off into the woods or something so that you can be naked free of interruptions. You'll simply refuse to wear any form of clothing, even jewelry, out of your own free will. Needless to say, you won't be particularly popular among most people. Even the people of Uttarakuru tend to wear some minor amount of clothing. This also applies to armor, and anything that is worn, in case that somehow wasn't clear.

## Waves of Passion +100cp

There are so many beautiful people in this world. From the humble and simple to the exotic and dangerous, the sheer variety of potential lovers is mind-boggling. So how could you possibly pass the chance of bedding any of them? You're a womanizer now, or whatever the equivalent would be for men, or maybe even both, whichever it is you can't help yourself when you're presented with a pretty face of your preferred gender. Being on opposite sides of a war won't stop you, neither will non-human parts, or the fact that you're literally already married. Don't expect to have the self-control to remain monogamous anymore. Thankfully, polygamy isn't forbidden in Thailand, although if you're not royalty or incredibly rich then marrying every lover would be inadvisable at best. Perhaps simply pumping and dumping would be more efficient?

## Jolly Family +100cp

Having a family is all well and good, but you have to be able to maintain them economically, else everyone in the family will simply suffer. You'll feel this fact very closely during your stay, as you've come to become the guardian of a rather large family. How large exactly? Why, exactly as large as it would take to strain your economic influence and wealth to feed and care for. A peasant might have half a dozen, a well off merchant one or two dozen, and royalty might need to really worry about the wellbeing of their kingdom given how many princes and princesses there are.

Even if you manage to become richer somehow, it'll turn out that more members of your family are born to make up for it, or perhaps some lost family reappears. Worse, the numbers don't go down when your wealth wanes, and every death from the family will hit you hard emotionally, as if every single person in your family was a lifelong friend you just lost. Teaching them how to live by themselves won't help either, as you'll simply find more people under your care to fill in the lost numbers. After the jump ends, you may take this family with you if you wish, although it won't magically keep growing along with your wealth.

## Benevolence From Above +100cp

Kindness is a virtue. It's a good bit of why there are good things in this world. Unfortunately not everyone is a kind person, leading people to sin. Fortunately, or maybe unfortunately, you're not gonna have to worry about this, as something within you drives to help other people for its own sake. You'll be overflowing with kindness and compassion and will be compelled to help others almost all the time. You can resist of course, but that does lead onto the second thing. From the moment you see someone who needs help and you don't immediately try to do your best to provide aid, you'll start to feel a subtle pain within you.

It doesn't really matter how resistant you are to pain, as it'll be uncomfortable regardless. The longer you go without helping others after this pain appears, the worse it becomes, slowly but surely reaching a level that will feel as if you're being burnt alive after a few months. Actually helping others removes it, of course, but it'll come back if you don't help someone later. And you do need to actually help people, mind, "helping" others with some twisted logic that doesn't actually aid people will simply intensify the pain quite a bit. Perhaps you could bond over this strange phenomenon with Indra, should you meet him.

## Born of a Shell +100cp

The Prince of the Golden Conch is called such because he was born in a golden conch, and used it the way a turtle would use its shell until his mother broke it. Now, it seems that you've been born inside of a conch as well. It's actually decently large, enough for you to fit into it, and likely the color of some metal, whether golden or some other metal you'd want. The most important aspect of this is your sentimental bond to it, valuing it almost as much as a normal person would value their life. It's almost as if it was a part of you, after all, as you were born within it. If it's broken, you'll be hit incredibly hard, although it won't be impossible to move on from the depression. If, however, you manage to maintain it intact until the end of the jump, you will be allowed to take it with you to future jumps if you wish.

## Immeasurable Wiles +200cp

Damn those humans. Untrustworthy bastards, the lot of them. You've been hurt in the past, and learned a completely wrong lesson, leading to you hating all humans as a result. You'll be fine among any other beings such as gods or spirits, but humans are where you draw the line. It's not like you'll refuse to speak with them, but you're never going to trust them with anything. You'll ignore good deeds and overfocus on the worst examples of the human condition to justify your disdain, refusing to believe that you could be wrong and some humans can be trusted. This might be quite a problem for you, given just how common humans are. They're in all four continents after all. If you don't manage to escape, you'll lead quite a miserable life.

## Broken Heart of Stone +200cp

Some things are never meant to be. This phrase is usually used in the context of a failed romantic relationship, but for you it might be more accurate to say that all things are never meant to be. You can look far and wide, up or down, and wield the most charming seduction techniques, but none of your feelings of affection will be returned. Potential lovers simply never gain an interest in you, friends will be so only in name, and don't expect any support from your parents. You're going to feel quite lonely in this world, so perhaps it'd be better to simply become a hermit and don't let yourself expect someone different and become disappointed again.

## Shaped By A Spirit +200cp

Some spirits know how to influence the birth of mortals, and it seems that you pissed off one of them in your previous life, to horrible results. In short, you're quite ugly now. Bald from the start of your life, fat no matter how little you eat or how much you exercise, a misshapen face only a mother could love, and even an oddly bulging forehead that might get you lynched in very superstitious communities. No part of your body is enticing in any manner, and you're stuck with it. You may still be able to find companionship with the right connections and a generous amount of wealth, but nobody will ever like you for your body.

## Exiled +200cp

Kings have a lot of power and responsibility, and some can't quite live up to the task, resulting in their petty punishments affecting others quite harshly. You've been the victim of such a punishment, and you've been exiled from your homeland. Wherever it is you hail from, you won't be welcomed there, and this will cause you no end of distress. You'll want to be accepted back in your homeland, but to do that you'll have to impress the king with some great deeds, such as leading an army to victory over a greater enemy. Or perhaps you'll work to get over it and move on to greener pastures. It'll be difficult, as the wound from being severed from your place of birth is quite deep, but with great effort you may yet attain happiness. It's quite a wide world out there, after all.

## Vindictive Enemy +400cp

How unfortunate you are, to have made such a stubborn enemy. Whoever they are, someone who rules a large and powerful kingdom has come to hate you personally, to such a degree that they are willing to go to war to hunt you down. Needless to say, having a powerful kingdom hunt you down is quite dangerous to most, and even worse, the ruler will forge alliances with other kingdoms to bring even greater might against you, should you prove resistant. And, of course, if you know how to wield supernatural powers, they'll start making pacts and hiring evil spirits of all sorts to amass a supernatural fighting force of their own. They will not stop until you die or they are completely defeated. Or perhaps you could try seducing this ruler instead. There's an oddly high chance of them being a widowed or orphaned queen, and while they will rarely if ever take to battle themselves, you'll likely meet them at least once or twice. Still, as determined as they are, it would take quite the smooth-talker to get into their pants and heart. Stay on your toes, and you might just survive your time in this world.

## Treacherous +400cp

How vile you are. Stubborn, malicious, cruel, you have turned into something that would only be welcomed among evil spirits. You won't be loyal to anybody, and even while serving your own interests you'll almost always go out of your way to torment those around you for entertainment. You'll dedicate immense amounts of effort to avenging even the pettiest of slights, even if they're only perceived. You can forget about moving on from grudges now, as you're almost incapable of letting such things go, never truly resting until they are repaid in your eyes. Do watch out for virtuous heroes, for they tend to be favored by the powerful.

## Dreadful Courtship +400cp

It seems that you are in dire need of an exorcist, as a peculiar evil spirit has begun haunting you. It will mess with the lights and fires in your house, move objects around, and in general act like a horror movie ghost. No actual harm will come to you, although sometimes it'll seem as if it was a close call, but anybody else that you invite to your house or generally spend time with will be regularly assaulted by the evil spirit, which will usually result in their death or grievous harm. Turns out, this evil spirit is courting you, in its own twisted way. But they are called an evil spirit for a reason, and don't really have any qualities that anybody would find attractive in a partner. Craven, controlling, abusive, plain at best and somewhat ugly at worst, even if you were mad enough to attempt to reciprocate their feelings you won't enjoy the experience. Even worse, it'll be very hard to exorcise, needing some of the greatest priests to do so, and even then not for long. Of course, if you're truly crazy, you may bring them with you in future jumps if you wish.

## The Roots Of Evil +400/600cp

You are likely familiar with karma already. It is kind of a measure of how good or bad someone is, and it heavily influences everyone's status in this world. The truly virtuous are reborn as gods, while the sinful are reborn as wretched things in one of the Hells. It also influences one's fortune in life, which can get to truly miraculous levels for the sufficiently virtuous. Unfortunately for you, you'll have to deal with misfortune should you not be a virtuous person by the standards of this world. Normally this'd be fine as you are just starting out your existence in this world, but your karma will take into account all of your actions in all past jumps and even those in your life before the chain began. Hope you were a good boy, otherwise you won't have a good time here. If you're really desperate for power, for an additional 200cp then after this jump ends but before you begin your next one you'll be punished in one of the Hells accordingly, which tends to be on the scale of thousands of years of being tormented in a hellish environment while living in a terrible body. You won't even have access to any of your powers and resources during this. Do you really want this?

## Moved by the Heart +600cp

Being powerful has its perks, of course, but spiritual power sometimes comes with heavy downsides. Unfortunately, it seems that you are suffering from such in full effect. What this means is that feeling emotions too strongly can kill you, especially the more extreme they become. Depression will lead to you falling ill of no particular disease, suicidal depression will let you skip the “kill yourself” part directly, and strong anger might literally burn you alive. Being too willful might turn you to stone, and too affectionate may genuinely melt your flesh off your bones. Needless to say, you’ll have to be careful with your own emotions, lest you find yourself weakened or outright lose your life. Perhaps being a hermit would be ideal.

## Hellish Existence +600cp

What a painful life. Forget about the nice things of a secular existence, as you’ve been reborn as one of the wretched things of the Hells. Perhaps your mouth is as small as a needle’s point, preventing you from eating and resulting in such hunger that you are genuinely little more than a skeleton with some skin draped on, rendering you almost entirely immobile and occasionally hallucinate promises of delicious feasts, as is the fate of the envious. Perhaps you are actually beautiful with a body as if carved from gold, but with a pig’s mouth, which emanates a terrible stench and is constantly filled with hungry worms that eat you inside and out. Maybe you’re an emancipated thing constantly being eaten by flies, which are denied food and drink due to such things turning into excrement, blood clots, and pus whenever they try to eat, and which are denied clothing due to all clothes turning into red-hot iron sheets when worn by them. Maybe you’ve become a thing with extremely long nails with an irresistible compulsion of scraping off their own skin and flesh and eating it.

These are simply a few examples, and you may choose to be some other kind of tormented being roughly comparable to these. In whatever case, you will smell worse than anything in the mortal world could, and will be revolting to everyone, even others of your kind, and will be haunted by an insatiable hunger, whether out of incapability to eat food or denial of it. Unfortunately, this transformation has undermined your existing capability too. Powers usually fail to respond to your will, and are so weak a human child could resist them. Resources are scattered and impossible to find, and you are utterly unrecognizable to your allies. Miraculously, it seems you’ve found your way out of the Hells and into the mortal world, somehow, but this is unlikely to be too much of a bonus. Thankfully you are restored to your previous state once the jump ends, but you will be quite miserable in this world. Is the power you’ll obtain afterwards really worth it?

## Weakness of Legend +600cp

When someone is enchanted by a sorcerer or priest, they can obtain incredibly useful powers. However, their ignorance can undermine their ability somewhat, and give them some sort of weakness that can allow enemies to counter them. Unfortunately, regardless of your own knowledge on the subject of magic, it seems that this phenomenon has occurred to you as well. Meaning, every single one of your abilities has some odd weakness that can completely shut it down for a fairly long time. Usually several abilities will have the same weakness, if they come as a set or are thematically similar enough to conceivably be sourced from the same power. Maybe eating an eggplant will turn off your invulnerability, leaving you to rely on normal toughness, or perhaps some specific herb wards off all your magic for whatever reason. Worse, this weakness, or weaknesses, are widely known, and you can expect unscrupulous enemies to use them often. Stay alert, and don't expect to be invincible.

## Soft as a Lotus Flower +600cp

The Devas are powerful beings, rightfully called gods, who live in the paradisiacal Heavens above Mount Meru, attended by beautiful maidens and eat delicious feasts every day. Sadly, their existence is not quite flawless. They have a single and very big weakness. That being, they must eat three meals a day, those being breakfast, lunch, and dinner. If they miss even a single meal one day, they are slightly but permanently reduced in power, might, and splendor. It's barely noticeable with just one missed meal, but with more meals missed they will start to be significantly lesser than what they used to be, and there is no way to recover what was lost this way. If they are unable to keep eating three meals a day, they may even eventually die, as they are reduced below even mortals, to a point where they can't sustain their own life. And with this drawback, you share this weakness.

Of course, all that was lost will be returned to you after this jump ends, as is normal for drawbacks, but you really should be strict with this schedule, as it won't take more than a few hundred missed meals, barely more than one a few week for a few years, for you to be vastly reduced. Thankfully the amount you are lessened is relatively flat, so the more powerful you are the longer it'll take to be killed by this, but beyond the point of conceivable amounts of power you'll find that you are swiftly reduced to a level more appropriate to this world before you suffer the more standard losses. Be careful with your day-to-day life, and you'll be just fine. Can you do that at least?

# Notes

Thai folklore and mythology is mainly based on Buddhism, since it's the state religion, and Hindu myths, as that's what royal literature mostly drew off of.

## On Souls and Reincarnation

There are 5 parts that compose the self.

Body  
Emotion  
Promises  
Memories  
Soul

These 5 parts are locked away when you reincarnate, as you live through a new life. Most Mo Phi are only able to look at your current life, which is how predictions and prophecies on how your life will turn out are done, but the very enlightened (in Buddhist terms) can peek at previous reincarnations of yours. Only a Buddha can look at the whole 'record', though.

That said, those who are related to you can get a sense for it. For example, the ghost of a dead spouse can tell that you are their spouse, as promises of marriage don't have any sort of "until death do us part" clause in Thai culture, so they can hunt you down, identify who you are, and punish you for cheating on them if you've dated other people, even if you've reincarnated several hundred times since then.

## Origin names

Chao Pha: เจ้าฟ้า  
Mo Phi: หมอผี  
Phi: ผี

## On Karma/Merit

### Knowledge and Inclination

There are two important traits related to building your merit, IE your good karma. There's knowledge and inclination. Specifically, knowledge of what is meritorious and what is sinful, and inclination towards meritorious or sinful acts. This can vary between knowledge and ignorance for the former, and being inclined to perform meritorious acts, being inclined to perform sinful acts, or being disinclined to do either for the latter. Doing good deeds for the sake of getting good karma doesn't work, you'll have to enjoy acting good for its own sake to build merit. Not knowing if an action is meritorious doesn't matter if you're doing it for its own sake instead of trying to make good karma by taking metaphorical shots in the dark.

Following are a number of lists taken directly from the Traibhumikatha. For details, check out that book, on page 464. For stuff not on the list, it's probably a neutral action unless obviously good or bad by the following standards. Fanwank responsibly. Merit can be done physically, verbally, or mentally, and can be made in small, medium, or large amounts depending on any given good/meritorious deed.

### For good karma, forms of merit-making

1. Giving helpful things, such as food and board, to others.
2. General meditation, IE chanting the proper mantras, giving praise to Buddha, remembering one's parents and masters who have been kind to you, meditating on the impermanence of the body, etc
3. Dedicating your merit (good deeds) to deva, men, or animals (or anyone really)
4. Delighting in the charity and merits of others, and helping them in good faith
5. Serving and obeying one's parents or masters
6. Cleaning religious idols, shrines, and other sacred locations, particularly Buddhist ones
7. Preaching the Dharma (Buddhist values basically)
8. Listening to religious sermons (mainly Buddhist ones), and honestly asking learned and authoritative people if you don't understand something
9. Having full faith in the Buddha, the Dharma, the Sangha (Buddhist believers essentially), and your parents and masters, as your benefactors

### Six forms of merit associated with emotion

1. Seeing merit-making with the eyes, thus making merit
2. Hearing a meritorious sound, thus making merit
3. Smelling the fragrance of merit, thus making merit
4. Eating clean food in a meritorious manner, thus making merit
5. Touching a body that gives merit, thus making merit
6. Considering the Dharma with your mind, thus making merit

### Four kinds of merit

1. Being steadfast to merit, thus making it
2. Endeavoring to make merit, thus making it
3. Pledging oneself to merit, thus making it
4. Considering merit, thus making it

### Some mental activities that help in guiding people in making merit

1. Appealing to the mind in favor of merit
2. Listening and seeing merit
3. Knowing merit
4. Considering merit
5. Thinking of merit
6. Investigating merit
7. Delighting in merit-making
8. Having faith in merit
9. Being ashamed of sin
10. Being fearful of sin
11. Avoiding greed, which goes against merit
12. Avoiding anger, which spoils merit
13. Putting an end to hatred
14. Speaking truthfully
15. Acting harmlessly
16. Eating harmlessly
17. Being kind of all sentient beings
18. Being considerate of all sentient beings
19. Being knowledgeable

For bad karma

Kinds of evil minds

There are a few traits to evil minds. There's knowing whether or not something is a sin. There's committing evil on your own or at the urging of others. Then there's committing it gladly, with indifference, or with malice. Regardless of the combination of these three traits, a sin is a sin and reduces your good karma.

There are generally three causes of sin. Greed, anger, and/or delusion. Greed is coveting what others possess, generally manifesting as a desire to take such things with violence. Anger causes one to make threats, harbor resentment, and defame (slander) others. Delusion is ignorance of the Dharma. They are not mutually exclusive, a sin can be caused by more than one of these roots of evil. Evil can be committed physically, verbally, or mentally, just like merit.

Physical sins

1. Killing
2. Stealing
3. Adultery

Verbal sins

1. False speech, meaning saying things others don't like to hear
2. Slandorous speech, meaning saying things that cause alienation and misunderstanding
3. Abusive speech, meaning saying harsh words, criticism, or gossip that offends others
4. Vain speech, meaning engaging in unprofitable conversation, or saying things for fun and jest that shouldn't be said

Mental sins

1. False views, meaning holding firmly to what is unjust and unreasonable, especially if thinking that it is just and reasonable, and taking the just and reasonable to be unjust and unreasonable
2. Fuming anger, meaning to take pleasure in speaking ill of others and to hold firm to one's wrath
3. Intent to harm others

## Factors that tempt people to commit sin

1. Contact, which makes an impression on the mind
2. Feeling, which causes the mind to experience
3. Perception, which causes the mind to know
4. Volition, which causes the mind to think
5. Concentration, which causes the mind to be firmly fixed
6. Vitality, which gives life to the mind
7. Attention, which directs the mind towards evil
8. Applied thought, which causes the mind to plan and reflect on doing evil
9. Sustained thought, which causes the mind to investigate doing evil
10. Resolution, in respect to evil deeds makes the mind strong
11. Effort, which causes the mind to seek evil and directs the mind towards evil
12. Joy, which causes the mind to take delight in evil
13. Attachment, which causes the mind to be attuned to evil
14. Delusion, which causes the mind to be fascinated by evil
15. Shamelessness, which causes the mind to feel no shame in doing evil
16. Fearlessness, which prevents the mind from dreading doing evil
17. Restlessness, which causes the mind to wander
18. Greed, which causes the mind to cover
19. False views, which cause the mind to hold firm to evil
20. Pride, which makes the mind ambitious and haughty
21. Anger, which causes the mind to harbor resentment
22. Envy, which makes the mind jealous
23. Avarice, which makes the mind miserly
24. Worry, which causes the mind to be suspicious
25. Sloth, which lulls the mind and makes it lethargic
26. Torpor, which puts the mind to sleep
27. Doubt, which agitates the mind, preventing it from being pleased when someone says what is righteous and fitting

## Sources

Phra Aphai Mani

8/12 volumes, the rest I cannot find anywhere

[I](#), [II](#), [III](#), [IV](#), [V](#), [VI](#), [VII](#), [VIII](#)

Khun Chang Khun Phaen

Good luck getting your hands on a complete version

[Here's an abridged version, the free sample covers a few chapters](#)

Traibhumikatha: the story of the three planes of existence  
[This is basically a lorebook, feel free to peruse](#)

Sang Thong  
[Folklore is folklore](#)

My Thai friend Kowtang, who also requested this jump to be made, without whom this jump wouldn't have been possible

When in doubt, fanwank responsibly.

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