

Undermind

A Jumpchain-compatible CYOA

by Itmauve - v1.1

Season 1 Edition - Arbor Mundi and Earth

Arbor Mundi, a world that is a giant tree. Saskia, a young woman who thought she was human, woke up here as a troll. This is a world that has borne the scars of many intruders. A tyrant god rules from atop its branches, seemingly content to let the racial tension existing here lead to genocide.

Which is probably going to happen very soon, if nothing changes.

Fortunately, Saskia will be such a change, in herself and through her actions.

Unfortunately, the path ahead is bloody and ruthless.

And now even Earth is threatened by the same demons that have haunted Arbor Mundi.

For your travels, here are **+1000 Ciendil Points**. Spend them wisely, as you will here for the next ten years.

Starting Conditions

Locations

Choose one freely.

Arbor Mundi

Ciendil

The branch Saskia made a mouthlet on, it is home to forest alvari and the surviving dwarrows. A few trow can be found here as well. The Seeds of Life, Knowledge, and Stone are found on this branch.

Gringarg

Gringarg is one of the closer branches to Ciendil, and is the native home of trow, as well as the origin of the frostlings. The Seeds of Strength and Frost are here.

Lumium

The branch of Lumium is higher up on Arbor Mundi, closer to the crown of the tree. High alvari make their home here, and the Seeds of Swiftness and Shadows are found here.

Earth

Norway

Full of fjords and interesting trees.

United States

Sasika lives... somewhere in here. I'll drop you down somewhere relatively close to where she lives. Not too close, though.

Species

Different worlds have different species. You may only select a species that exists in the world you arrive in.

Arbor Mundi

Dwarrow

Short, stout, and hardy, the dwarrow might be the inspiration for dwarves. They mostly live in the city of Torpend, last city of the dwarrows, ruled by an aristocracy.

Forest Alvari

Perhaps an inspiration for elves, with their pointed ears and lithe limbs. They are about the same height as humans, though. They are more agile and graceful than humans, as well as longer-lived. They live in several small cities across Ciendil.

High Alvari

Taller and bulkier than their forest brethren, but slower. Also more arrogant and trapped in a more rigid dictatorship.

Mer

One of the races of alvari, and capable of breathing underwater. They do have legs, not a fishtail.

Trow (100 CP)

Trow might have inspired trolls, but they're very different. Capable of standing upright or running on all fours like a bear, and as tall as a man even hunched over, they cut a very different profile from the other humanoid races. In addition, they have claws on their fingers and toes. Their skin ranges from green-brown to blue-grey, and is generally rough and stonelike.

Storm Dragon (200 CP)

A quadruped dragon as opposed to the hexapod fire dragon, Storm Dragons are capable of flying, throwing around lightning, and living for a very long time.

Fire Dragon (200 CP)

Fire dragons are the four-legged, two-winged dragons commonly thought of as dragons. Capable of flight and breathing fire, they are also fire-resistant and very tough.

Earth

Human

Wait, that's it? Only one species? What the heck happened here?

Origins

Select one. You may either import as a Native, gaining a past in this world known to others and memories of that past, or as a Drop-In, gaining no memories and no past but also not having even the small drift in yourself.

Monster

Monsters are those that eschew civilization. While they may not be loners, they do not build cities or great works. Dragons are the most common example of these.

Adventurer

While nominally part of a civilized society, these individuals found those rules chafing, or maybe they just wanted to explore. Regardless of the reason, they have left behind society to wander the world.

Warrior

Given the massive amount of war and the dangerous monsters around, it is no surprise that people skilled at applying violence are in demand here.

Perks

Perks in an Origin's subsection are discounted to that Origin, with 100 CP perks discounted to free.

Ready For A Scrap (200 CP)

You are heading to a violent world. Generations of racial tensions and war mean that violence is pretty much a certainty.

You are an experienced combatant. Not only do you have the skills for using any weapons you own and your own body to take a warrior of comparable strength down nine falls out of ten, you also have the mindset needed to actually do that. You don't freeze up in combat, and you keep your wits about you regardless of chaos.

Mental Defense Designer (300 CP)

Dream magic, that "jedi mind trick," there are countless ways to attack someone's mind. Fortunately, you have a defense. You can easily manipulate your mental landscape, making it far easier to defend against someone trying to poke around in your mind. Trap them in multiple layers of simulation, create weapons to attack them, manipulate them.

In addition, your mental landscape easily handles attacks that don't have any effort put into them, like the "jedi mind trick," letting you ignore them outright.

Magus's Luck (600 CP)

Earth's maguses practice a form of quantum magic, essentially giving themselves luck. You do the same thing. At the starter level, this means that your own actions and those right around give you what you need at the micro scale. Coins that you flip land on the side you want, and if you could have been pointing your gun in the right direction to make that unlikely shot, you were. Your head gets nudged to see the car that would have run you over, and scratch-off lottery cards are a good source of income.

With more power behind it, the range, in both space and time, that your luck works in increases. Not only that, but your magic causes more improbable events. For example, you can roll dice to guess someone's phone password.

With more skill and active control, you can influence the luck of other people. (Though unless that person is right up against you, you'd also need more power.) Enemies have their swords slip from their grasp, and They're looking in the wrong direction as you sneak past them. Their search grids get misaligned, and so on.

Monster

Replied With Kindness and Compassion (100 CP)

Saskia, despite being a trow in a violent war of genocide, never lost her compassion, her empathy, and her Earthling ethics. And now you too have this resilience. Your values shift slowly, and only with your conscious understanding. Your morality cannot be shifted, except with your contemplations.

Beneficial Blood (200 CP)

Trow blood, when charged with magic and then drunk, greatly increases the regenerative power of the recipient for a time. Garrin's blood, once he started on the path to becoming a literal tree-elf, granted immunity to poison. Your blood grants a similar temporary boon, when charged with magic and drunk.

While your species might already do this, those that take this perk don't have to use arlithite to charge their blood, and it means that you will quickly regenerate the lost blood. It also means that drawing blood is an option, regardless of how tough you are.

Trow Hide (400 CP)

Trow, when injured, regrow tougher. Trow princesses will actually bathe in acid to make their skins tougher and shinier. Not only will you yourself get tougher each time you get injured, but so too will your personal equipment. Once you heal up from your injuries, you'll find yourself toughened up proportional to how much you were outclassed by the source of damage. Expect to be immune to damage from an attack after getting hit with it a hundred times. The same rule applies to your armor and other equipment.

Apex (600 CP)

Like Oronchulon the Great Scale, king of storm dragons, and Linitheleske, his heir, something separates you from others of your same species. You are an apex, and that means you don't have one yourself. Your strength, reflexes, and magic can keep getting stronger with exercise and usage.

In addition, like Oronchulon, you just keep growing, with slow exponential growth, about a percent per year. Because of this you do not suffer from the weaknesses of old age. While growing in size is optional, your power growing is not.

Adventurer

I Forgot That I Knew (100 CP)

You've been around so much, and been in so many places, that you understand every language, written or spoken. And you can write and speak any language that makes sense for your current shape.

Popular With Princesses. Not Queens (200 CP)

A long time of being a wanderer has granted you lots of experience at being a lover. Not only are your skills in the bedroom supremely effective, your equipment is worthy of such skills

as well. (I have provided an automated form for determining the details of said “equipment” so I don’t have to listen to you describe it.)

In addition, as long as you do not attempt to monopolize the affections of one of your lovers, they will not mind that they did not monopolize yours. (Their parents, on the other hand, will not have their reactions changed. Think carefully before bedding trow princesses, because trow queens don’t get their crowns by being weak in any way.)

Drop In And Do It (400 CP)

Adventuring often involves doing things you haven’t before, and then sometimes doing the same things again later. Like combat. Your training and learning goes much faster, especially when you are inexperienced in the topic. You go three times as fast at a minimum, when your skill is that of an expert or when your power is comparable to the greatest. The further behind you are, the greater the boost.

Queen’s Negotiator (600 CP)

Making alliances is hard work. Good things you have good skills for that. You have a good sense of what people want from a treaty, and what concessions or benefits would please.

In addition, as long as you are telling the truth about a treaty or alliance, everyone will believe you. As long as you are part of an alliance, all other members will use your commitment to the alliance as a judgement of how committed they should be, and how respectful of the alliance you are as a judgement of how much they should trust the alliance.

Warrior

Practiced Warrior (100 CP)

Having the skills to take down the average warrior doesn’t matter if you don’t have the physical capability to actually implement those skills. You’re now more fit than the average warrior of your species, in terms of strength, speed, reflexes, and endurance. In addition, short of serious malnutrition or illness, you can’t lose the effects of your conditioning.

If you do get weaker, you’ll very quickly regain what was lost once you’re healthy and working out again.

Battlemage (200 CP)

While you could just use your magic to heal people or craft things, everyone knows the real purpose of magic is combat. Your control over your magic is tight and almost as intuitive as that of your body. Your spells fire almost as fast as you can decide to use them, and your magic is integrated into any combat training you have. Magic is another tool on the battlefield and you would be remiss not to use it.

White And Smite (400 CP)

White eyes mark the Chosen, Abellion’s empowered superwarriors. While you don’t have the white eyes, you do get the empowerment. You have a channel of essence running right to you, meaning that your magic is significantly more powerful and far less tiring to use.

In addition, you’re capable of so much more, physically speaking. You can move and strike dozens of times faster than before, enough that even Quickdraws couldn’t try to swordfight you, and your blows are so much stronger that whatever you hit will either be sliced

in half or go flying from the power of your blows. Your endurance is boosted similarly, letting you battle for a day straight or track someone for a week without sleep.

Warrior's Cunning (600 CP)

Any warrior who thinks that fighting fair is a good idea has never gotten into a fight. Not only do you have very good stealth skills, your capability for stealth is so strong that in critical moments, you can hide from your opponents' minds. Their eyes skim past you without seeing you, even on screens or displays.

During these moments, your attacks cannot be predicted, and to them, you become just an ambusher, someone without motivation, history, or identity. No motivation means that they cannot try to predict what you will do next, based on the context of the situation. No history means they cannot extrapolate what you will try to do next from what you have already done. No identity means they cannot tie your actions to any identity you have, and any action not directly observed by a survivor can only be tenuously tied to your presence.

The more actual hiding you can do, the longer you can maintain this state. Once forced out of that state, it will take a while, including some time not engaged in combat, until you can use it again.

Undermind

Underminds are six-dimensional plant-tentacle-monster things... or maybe they're six-dimensional giant metal monsters made of gears. Whatever. It's all metaphorical anyway. Point it, you're an Undermind, Jumper. A six-dimensional being that lurks between worlds, extending avatars called "mouthlets" into those worlds in order to eat energy from them.

Only the jumper is allowed to make purchases in this subsection. All perks here may be purchased as a package for 2000 CP.

Undermind's Body (800 CP)

You are now an Undermind, fully speaking. Your main body exists in the spaces between worlds, along with your primary mind. You start with the ability to maintain two mouthlets.

Mouthlets:

Your mouthlets use your three-dimensional alt-forms. When you create a new mouthlet in a world, you can either use an alt-form (that you aren't already using as another mouthlet) for this world, or create a new one. Regardless, a new mouthlet must be one of the species existing in that particular world. Mouthlets do get full effect from all your perks, because they are you.

Your mind in your main body is aware of all that your mouthlets do, but your mouthlets need to resync with your main body. This occurs slowly and incompletely when sleeping, or rapidly and completely when performing an undermind teleport.

Mouthlets dying does not count as death. As long as you have one mouthlet alive at all times during a Jump, you haven't died. It does take quite a bit of energy to create a new mouthlet, and it's not like the process is quick, either. In addition, there seems to be a very significant delay involved between losing a mouthlet and being able to create a mouthlet again in that same world.

Undermind teleport:

The undermind teleport is when you yank your mouthlet out of its world and shove it back into that world somewhere else. Such an action reveals your six-dimensional monster nature to whoever sees your exit, as you rip open a hole in reality to put that mouthlet in place. However, you can also use your plant-tentacle-monster nature to catch people or slam them around, depending on the situation at your destination. This can only be performed once every few days.

You can also just poke your tentacles into a world right where your body already is, instead. But it still can't be performed too often.

During this Jump, your undermind will only move your mouthlet and nothing else. In the future, it will bring along fiat-backed equipment on your mouthlet.

Energy absorption:

Underminds rely on energy absorbed from worlds to grow. Magic, essence, spiritual energy, or similar. Not physical energy, really. The first source of energy for an undermind its mouthlets, as any excess magical energy they generate will get absorbed by the main body. Next, they can absorb energy from around them. Magical materials can be absorbed into the mouthlet and its tentacle, adding their energy to the undermind, as can environmental magic. This rate of absorption is dependent on how much energy the mouthlet itself can withstand - too much, and the mouthlet will get fried. Now if the tentacles of your main body are poking into a world, then you can drink up orders of magnitude more.

Undermind senses:

Your main body can sense energy and mass in worlds, allowing for you to accurately place mouthlets in worlds. For example, placing them in areas to start absorbing energy right away. In addition, this serves as a defense against illusions, as your main body can provide the senses needed to accurately perceive the world.

Starting Condition Notes:

Purchasing this allows you only Origin. However, you pick a location from both Earth and Arbor Mundi for your mouthlets, and a species from each world. Only one of your mouthlets may be a Native, and the other must be a Drop-In.

High-strength Tentacles (400 CP)

Requires Undermind's Body

This improves your ability to transfer energy and data between your mouthlets and main body. Not only does this let you transfer power between different mouthlets (and your vassals if you have those) as you want, it also means that your mouthlet minds are continuously synching at a low speed to your main body. When they sleep, they will fully sync up.

By transferring energy between alt-forms, you can share traits specific to one form with others.

In addition, this allows you to absorb some kinds of energy directly from people. If it's based on implanted magical materials, it will work. Otherwise, it depends on how the energy can be manipulated in-setting to determine if it can be removed.

Vassalage (600 CP)

Vassals are ordinary mortals who have been "blessed" by an undermind shoving a tentacle into the back of their neck... sorta-metaphorically speaking.

You now have the ability to create vassals. This can be done with the potential vassal's consent, or by overpowering their ability to resist magic. If you have High-Strength Tentacles, then you can force someone to become your vassal by draining their energy.

The main benefit of having vassals is that you can share any magic or blessings you have with them. You control how much of the magic or blessing they get access to. In addition, you also have control over how much energy they can use for themselves and even for their own powers.

Vassalage also provides a communications setup, and allows for combined power for mental defense or attack, as well as combined resistance against illusions. You may, of course, limit this if you wish for some of your vassals to not benefit from this.

If you have Undermind's Body, you can automatically drain any extra power your vassals produce.

Branched Tentacles (400 CP)

Requires Vassalage

By a deeper bond to certain vassals, the benefits of vassalage increase. This high-level bond allows for a pseudo-hivemind type of telepathy at a very deep level. Independent action and thought is still there in the hivemind, but you gain some benefits from mental cohabitation. Not only that, but that means that they are also present in all worlds that you have a mouthlet in (subject to the same synching rules as yourself.) In fact, even if their bodies in a world are destroyed, they can continue to provide you with mental and magic assistance as long as you have a mouthlet present in the world.

This deep bond also means that for the purpose of magic, both you and these deeply bonded vassals can act like you're in any one of those bodies.

In addition, if you have Undermind's Body, you can also bring along any of these deeply bonded vassals with you when you perform an undermind teleport.

Worldseed Magic

The magic of arbor mundus is linked to several worldseeds, each of which was granted to the tree when it originally grew by the Primordial. A person gains magic from a seed if they were conceived next to it, though underminds can cheat and just create a mouthlet right next to one.

The power of these magics depends on the energy you can (safely) use at any one time. Too much energy can cause wild magic or just straight-up burn you to death. Practice can improve the level of power you can withstand, similar to exercising, and does give increased control and versatility.

If you purchase any options in here, you get an average energy safety limit. The protagonists have more power than average - a good stoneshaper can casually break and reform a hidden stone door, for example, but would have to take longer to copy some of Ruhildi's most impressive feats.

You receive **+300 CP** to spend in this subsection. In addition, while normally a person may only use one seed's magic, this may be overcome by someone who knows what they are doing. Thus, to purchase two or more seeds, you must pay an additional 100 CP fee for the seed magic to work correctly.

The Seed Of Strength (100 CP)

Used by trow Lifters, this seed is simple - it just makes you physically stronger and tougher. No focus is required for Lifters to use their strength. Unlike most conceived near this seed, you maintain the full use of your mental faculties.

The Seed of Eternity (100 CP)

This seed provides those it blesses with eternal youth. An immortal, as they are called, remains in perfect health, provided someone doesn't actively interfere to prevent that. In addition, it also provides infinite space for memories. Unlike the actual seed, your perfect memory is not dependent on proximity to it. Also, you are not rendered sterile.

The Seed of Flames (200 CP)

A rather simple seed, giving its user the ability to generate fire, and manipulate heat and flames. In addition, it provides some resistance to heat, but not enough to be completely immune to heat.

The Seed of Storms (200 CP)

Used by mer Tempests, who can cause lightning to strike their foes and manipulate wind and weather.

The Seed of Frost (200 CP)

The opposite of the Seed of Fire, the Seed of Frost allows for great absorption of heat (Saskia had a plan where some frost-users would shield her from the heat of an erupting volcano) and the creation and manipulation of ice.

The Seed of Swiftiness (200 CP)

High alvari Quickdraws use this magic to enhance their close-quarters swordfighting. But surely there's something else that localized temporal acceleration could do, right?

The Seed of Weight (200 CP)

Seen in action only under the command of the Primordial, the Seed of Weight provides gravity manipulation. Crude though it may be, the ability to force dozens of dragons to the ground in a moment is not to be underestimated.

The Seed of Shadows (200 CP)

The other seed used by the high alvari, this produces Shadowmasters. Able to make themselves and allies invisible, strike through armor, and other tricks, they are assassins.

The Seed of Seas (200 CP)

Used by the mer of Gringarg, this seed creates Waveriders, who manipulate massive amounts of water.

The Seed of Stone (200/400 CP)

Dwarrow Stoneshapers are conceived in the chamber built around this seed. Possessing the ability to manipulate stone and metal, they are the upper class of dwarrow society.

For 400 CP, you become a Necrourgist, one who manipulates the bones of the dead. While animating skeletons is easy, entire armies will quickly consume your focus if you try to direct them.

The Seed of Dreams (300 CP)

Dreamers have mental manipulation powers, allowing them to create illusions, keep someone asleep for centuries, and manipulate their thoughts and feelings. As the name implies, this is only really effective when the target is asleep, or if the target is connected to the Dreamer in some way.

The Seed of Life (300 CP)

In the possession of the forest alvari and used to produce Greenhands, this seed is both support and attack. The primary uses are healing, enhancing the user, and manipulating plants. Greenhands are usually specialized into mender or warrior roles, but that isn't a truly exclusive divide.

The Seed of Knowledge (300/500/1000 CP)

Oracles were conceived around this seed. A magic that is limited to reading reality, not rewriting any of it. Most Oracles can perform limited psychometry, search for people faster, and can get visions occasionally. This is the standard Oracle package, available for 300 CP.

Alternatively, you can have Saskia's initial Oracle kit, which provides a minimap (starting range 10km,) attack warnings that mark out the areas of danger, and tags everyone and everything in range with a danger rating.

Both of them together will run you 500 CP.

For 1000 CP, you can have Saskia's top-tier Oracle powers, which start at both of the above and get more ridiculous. The ability to jump into someone's head and spy on their senses via any sort of connection (visual contact, minimap dot, phone call, linked to the same source of magic, and more) is just the first of her tricks. There's also providing universal translation, automatically telling where shots will hit, and making the standard Oracle visions more useful and frequent.

And did I mention that it's programmable? Saskia, being a game developer, was naturally receptive to the idea of letting her co-workers make a scripting language and web browser using her magic. This let her view any page on the internet without getting tracked and with the ability to view past versions of websites. If you have the ability to program, you could make that and whatever other programs you wanted for your information-gathering needs.

Primordial magic (1000 CP)

Cannot purchase any seeds.

The Primordial was the source of all magic for Arbor Mundi, and so like him you get all of the above magic. Except Saskia's top-tier Oracle magic, as that was caused by her corrupting the seed.

In addition, you may also imbue people with any kind of magic you possess. This takes roughly an hour per person. This process allows you to bypass any restrictions or incompatibilities between a magic that you wish to imbue, and a magic that the target already has. You passively benefit from the same effect.

Body Integration (200 CP)

Some extra-special magic-users go above and beyond with bringing magic into their life. This grants the ability to transform into something related to their magic. While stoneshapers can transform parts of their body into stone, this makes it trivial and allows you to transform your entire body.

In addition, this applies to any other sort of magic that can be made tangible. Greenhands could integrate plants into their body or transform into animals. Tempests could turn into living storms.

Necrourgists have a special transformation - becoming a revenant and possessing their own corpse - that they can do instead of dying. As long as they have intact bones, they can remain in the world of the living. Of course, given that they are dead, greenhands can no longer heal them.

Some Seeds, like the Seed of Dreams, cannot support such a form.

Items

Focus (free/100 CP)

Free with the purchase of an appropriate seed's magic.

Foci are used by most Arbor Mundi mages to provide power and control to their magic. Even magic-using beasts have their own integrated, natural foci, as their bodies integrate arlium.

The Seeds of Strength, Eternity, and Knowledge do not require a focus to use.

Each type of mage has their own type of focus - Quickdraws use a set of bracelets and anklets, mender-focused Greenhands use wands, Tempests use spears, Shadowmasters use mantles, and so on.

Superior weapon (100 CP)

This is a weapon like Jarbjorn or Trowbane. Not only is it a solid weapon able to hold up to great abuse, it also has one simple, magical property. Trowbane has a superheated edge, while Jarbjorn returns to its paired gauntlet when thrown, as examples.

Essence Supply (100 CP)

A backpack-sized bag of either crystalized arlium or powdered arlithite. Refills once a week. The crystalized arlium can be used to create magical foci, or just as a magical power source, while the arlithite can be eaten to temporarily boost the user's magic.

Duanum Armor (100 CP)

Made from a material tough enough to remain solid while containing molten arlium, this suit of armor is almost completely heatproof. It is also incredibly tough - the average warrior would be pulped inside it before it even showed the tiniest of dents.

Hexapod (200 CP)

A six-legged walking tank. Armed with four independent coilguns as a primary battery and a scattering of secondary coilguns, it packs a good punch. It can seat up to four operators in mesh slings, but only one operator is needed for basic operations thanks to a support AI. A

cargo bay under the operators compartment can also hold passengers that don't mind getting banged up a bit.

It's agile enough to jump, fast enough to match an MBT in a straight line, and possesses a cloaking device that renders it little more than footprints and shimmers in the visible and infrared spectrum.

Its armor, on the other hand, is nothing to write home about. Prioritizing weight reduction more than protection, it's approximately comparable to late-Cold-War tanks. The only part that can deflect a shot from its own primaries is the thicker skirts protecting the hip joints, and those might fall off if hit straight-on.

Anti-Damper Infusion (200 CP/free)

A small injection of nanobots designed to allow a mage to use their magic in any sort of environment. Regardless of the environment, your magic works and works correctly. Tactical antimagic, chaotic environments that warp spells, or planetary-scale damping fields have no effect on you, your magic, or your spells.

This is free to rent for your existence in this multiverse if you picked an Earth starting location and bought either Magus's Luck or a Worldseed Magic.

Zombie Dragon Airship (200 CP)

The skeleton of a storm dragon, held together and reinforced with magic. The cabin is built into the ribcage, and the gaps in the ribs allow you to fire out. Unlike Iscaragraithe, yours does not require a Tempest and Necrourgist in order to operate. However, their presence will improve the speed and flexibility, respectively, of the craft.

Okael's Bane (300 CP)

This is a small vial of a silvery toxin, made to kill the mouthlet of an underminer. There is no cure, but maybe strong magic could stave off the loss of the mouthlet for a little while. Even touching something coated in a tiny amount would spell the end of the mouthlet. A painful withering, if the mouthlet isn't just discarded.

In other jumps, using this will banish otherworlders from the world in which you use it. Poison a god's avatar, and the deity will be permanently banned from interacting with the world. Dose someone being possessed by a demon, and that demon will never be able to possess someone in that same world again. (The person wouldn't be harmed by the poison.) Stab a planeswalker, and the only way for them to survive is to leave that plane and never return.

Arbor Mundi Seed (400 CP)

A seed that will one day grow up into a very similar tree to Arbor Mundi. A massive tree, larger than the planet Earth. Branches the size of entire continents. Tiny cavities that rival Mammoth Caves. Veins of pure arlium running through its trunk and branches let it hold atmosphere against itself, and resist the pull of gravity on the massive structure.

This particular tree will take only thirty years to grow to full size. In addition, you can imbue any magics you possess into the tree, and then come up with an objective method of having the tree distribute that magic to any inhabitants. You could use the worldseed criteria of "conceived next to the seed," or you could require the potential mage to undergo some sort of trial or ritual.

Oh, and you get a complementary planet, with just enough energy to grow the new tree. After all, it's better than having to use it on another planet that people are using. For some reason, they really don't like it when a magical tree tries to drain their planet of all life and most of the atmosphere.

Speaking of planets, you can put this one, with the tree, in a pocket dimension. Alternately, you can have it replace any uninhabited and irrelevant planet in any given Jump, though you have to decide on this before you enter a Jump.

Companions

Companions may not make purchases in this section.

Trusted Allies (100 CP)

Going alone in this world probably isn't an option. So why not take people you trust?

Import two already existing Companions into this world. They each have 600 CP to spend as they choose, gain the Worldseed Magic stipend, and gain three-quarters of the Jumper's drawback CP, rounded up to the nearest 100 CP. For Starting Conditions, their choices are restricted by your world choice if you did not take Undermind's Body.

This may be purchased up to 4 times, with purchases two and three being free.

Loyal Retainers (free)

Requires 4 Trusted Allies. This may be purchased as many times as there are pre-existing Companions

Import an already existing Companion into this world. For Starting Conditions, their choices are restricted by your world choice if you did not take Undermind's Body.

They have the same CP as Trusted Allies, but may only purchase Perks and Items that have been purchased by the Jumper or a Trusted Ally.

Tentacle Snatching (free)

You may recruit new Companions. In order to accept, you must give them enough information to make an informed decision, and you must let them make that decision of their own free will. This can only recruit people who aren't Underminds or Undermind mouthlets.

Drawbacks

You may take as many Drawbacks as you want. Jumpchan, Inc. assumes no liability for any cases of death or mouthlet destruction caused by these Drawbacks.

Underminds Care Not For Mortal Dignity (+700 CP)

Saskia got dropped naked into Arbor Mundi. Fortunately trow aren't that keen on clothing either, but really, you're not getting any of your past items. And your warehouse is on lockdown, so you can put things in, but otherwise can't interact with what's in it.

In addition, it seems that you're a fresh undermind, without any prior magic, powers, or perks to go on.

Horrible Parent (*)

Requires purchases in the Undermind subsection.

Provides a discount on any purchases in the Undermind subsection.

New underminds are made when the descendent of one undermind has a child with the mouthlet of another undermind. And in your case, young undermind, it seems that one of those two underminds is a horrible person. No regard for mortals, and the desire to eat all the energy from entire planets are two common symptoms of this.

And they know about you, child. They will try to break you. To make you become as uncaring of worlds and their mortals as they are. Expect interference against your mortal friends and acquaintances, mental attacks, and whatever other tricks they can to break you. And as Yona said, you will be crossing paths with them quite frequently.

This does not require a Native origin.

A World To Explore, And A Lifetime To Do It In (+100 CP)

You aren't staying for just ten years, but for a long while. You have to stay until you die of age-related issues - unless you don't suffer from aging, in which case you have to spend a hundred years. In addition, you have to be in early adulthood at your oldest if you aren't doing the ageless time limit.

Ulugmir Survivor (+300 CP)

Cannot take with Locked In With The Primordial

It seems that the Ulugmir branch of Arbor Mundi wasn't completely killed. There's a small section left, a few thousand kilometers from the main trunk, where a pocket of molten arlium is maintaining air pressure.

And now it's your starting location. There are no plants to replenish the oxygen left. The rest of the branch is covered in hard vacuum. Good luck.

Locked In With The Primordial (+300 CP)

Cannot take with Ulugmir Survivor

Congratulations, your starting location is now set to the cavern of eternity, home to the Seed of Eternity. While you aren't an "eternal" (unless you purchased it) the Primordial is awake, and not keen on letting you leave.

Statistical Casualty (+400 CP)

The different species on Arbor Mundi hate each other. While they might be able to overcome their biases when forced to work with other species, they can't overcome their biases against you without a lot of effort on your part. People of a different species than you will automatically assume that you embody the worst stereotypes of your species, and will not change their opinions unless you actively and repeatedly demonstrate that you are not just those stereotypes given flesh.

The Right Trow In The Wrong Place (+500 CP)

Saskia will not be appearing in this story. Well, maybe you will find her, on Earth, without any mountain-climbing-related injuries. She's not going to drop a mouthlet on Arbor Mundi, and she's not going to lead to everything being fixed.

And if you slack off and don't put in an honest effort to try and save the worlds, everybody that died because of your laziness is going to haunt you for the next ten years. Even if that means I have to send them into the next jump.

What's A Trow? (+500 CP)

I'm sorry, you don't get any metaknowledge. It's all sealed away and none of it is coming back until the end of the jump, including externally stored metaknowledge. Good luck shortcutting all your problems like this.

What Was I Doing? (+500 CP)

You suffer from memory loss. At random but definitely inconvenient intervals, you'll lose all memory of the past several months. And even if you use notes, or someone else tries to remind you, you'll remain fuzzy on any events that happened during those months.

EMP'd (+600 CP)

Requires that you have magic

Like Saskia, it seems that you have a vulnerability to lightning. If you get hit by lightning, you lose all your magic. All your spells canceled, your magical power no longer responding to your will. You will slowly recover after a week, with your power and control creeping back in. It will take a month for your magic to fully recover from a single lightning strike.

Oh, and now Tempests don't like you.

Conclusion

First, all drawbacks are taken off, all mind control is reversed, and you get an opportunity to make this decision with free will.

Now, everyone gets to pick from the following options:

Form new mouthlet: Move onto a new world and a new adventure. This one is left behind.

Maintain current mouthlets: Stay here, giving up the chain.

Prior mouthlet still alive: Return to a previous home, and give up the chain.

Notes

Local multiverse rules:

Each mouthlet has its own copy of your fiat-backed items, but there can only be one copy in each world. If you have other local-multiverse travel abilities, then moving a mouthlet to another world (that currently has another mouthlet in it) will deprive it of its fiat-backed items. You may also manifest your fiat-backed items in between worlds as well.

In future jumps, your undermind body still exists outside of the normal worlds. If there is a world between worlds, then your undermind body is there. Fortunately, it can still fight just as well as one of your mouthlets. (Or perhaps even better, given that it is a giant 6-D tentacle monster.)

If there is only one world, then losing your mouthlet still counts as dying.

Training that is about learning transfers between mouthlets when synced. More physical training will apply to any mouthlet created after the training.

Normal underminds have separate minds in their mouthlets and main body. You don't get that to avoid value drift and divergence.

An undermind with vassalage can share seed magic with people who have different seed magic without a problem. Indefinite sharing is not a problem, but only people with excellent magical knowledge (or Primordial Magic) should attempt to permanently gift someone who already has the magic of another worldseed.

Season 1 covers Books 1-4. While "Season 2" hasn't come out, we have heard of predators/demons that also exist in between worlds and hunt underminds.

As a reward for reading the notes, your Arbor Mundi Seed does in fact grow a fertile tree that makes its own seeds. If you did not read the notes and asked, it definitely does not make seeds.

Changelog

v1.1

-Changed Seed of Knowledge so that you don't get the postcog internet browser for free. Also changed mention to that of a possibility

-Buffed Anti-Damper Infusion and made it free to rent in this world.

-Added A World To Explore, And A Lifetime To Do It In drawback.