By AbyssThatSmilesBack

v1.1

Introduction

At first there was only a vast, primordial chaos. From this chaos two giants manifested, able to take any form, be it gas or steel or anything else. These two brothers divided the world between themselves.

In time, the younger encroached upon the territory of the elder. The elder gave the entire world to his brother and convinced him to shrink so that he could enjoy his domain. This, however, was a trick. Once he had shrunk the elder pounced upon the younger and prevented his changing form. Through this the earth and sky were formed, with the elder brother the sky with total dominion.

Unable to move, the younger manifested an enormous swirling greed. When some of this greed leaked onto the surface, the first humans formed. Some of these humans had the power of magic within their right arms and became known as Sorcerers. Eventually others had a wish granted by the Chalice and became an Archfiend.

Although, years after the cataclysm, there will be a lone slave that gains the power to overthrow a tyrant, that is not the world you wake up in. That slave gains the power they do by reading a book that spoke to them. Reading of an age before the terrors that surround them, that is the age you will find yourself in. There is much suffering to alleviate, many sins to punish, or perhaps you are here for another reason. Whatever it is, steel yourself.

+1000CP

Locations

Roll 1d4 or pick, both are free, you can also choose the sub area or another unknown place in the realm freely.

You start about a year before Sortiara's death.

North Realm

This realm is home to the idyllic field of cotton like wings called Icarus Pasture, and the fiery Mt Helios. Beyond that there is also the beautiful Valhalla Abbey. Beware though, the monstrous Leviathan, an Archfiend that carries an entire castle on its back, calls this place home.

West Realm

Lake Andromeda, a beautiful lake that has chains binding something unknown in its great depths. Aquarius, a city that is perpetually clean, and Noah's Desert can be found here. The greatest danger native to here however is Babylon. This ancient country was consumed by flesh eating plants that continue to spread even to this day.

East Realm

Within this realm is the ancestral ground of the Druids, the Plains of Olympia. This landscape was blasted and twisted through excessive use of sorcery in the ancient war against the Romalus. In addition, the recursive Catacombs of Pandora which are said to contain boundless riches in their center, and the ruined town of Tartarus can be found here. The Caverns of Goliath, which is actually the digestive system of a gargantuan Archfiend can also be found here.

South Realm

Elvenvale, the beautiful field home of the dandelion spirits known as elves can be found here. Poseidon Inn, a massive whale in a parted sea, surrounded by the beauty of the ocean floor can be found here. The Necropolis, a place where those that are buried have weapons sprout from their graves. And the Luna Wastes, a place that reflects the beauty of the heavens. Places made by Archfiends, one and all.

Origins

You may choose your age and sex for free.

Drop-in - Free

You appear as you are in this world, you have no new memories, and no new ties, what you do from here is up to you. Beware though you have nothing binding you to this world, you have nothing supporting you either, and that can make you easy prey.

Romalus - Free

Your ancestors worshiped the heavens, ashamed of their origins as manifestations of greed. More cynical Sorcerers would call you an innocent bystander. Their more intelligent counterparts will know, ultimately there is little they could accomplish without people like you, the tailors that make their clothes, the farmers to grow food to feed them, etc. This world does not differentiate those that can protect themselves and those that cannot.

Druid - 100

Unlike the foolish Romalus your ancestors embraced their origins and worshiped the earth. In antiquity your tribe lost a war against the Romalus and as such became subservient to them. Although trapped in this service, you are able to wield powers the Romalus would never dream of.

Archfiend - 200/400

For 200 CP, At your darkest moment, there was a moment that the Chalice appeared before you and you took its offer. This decision has twisted you into a monster. While you are a monster you will have a great deal of raw power, outstripping most Sorcerers. Beware, those who choose this, as you will be hunted by all manner of hunters, though it is only the Sorcerers who will be your biggest threat.

For 400 CP, you have been Saved, you will become a Sorcerer, if you were not one before and a fragment of your monstrous power will remain with you. A warning, you fell once to the guile of the Chalice, beware falling again if you treasure your human form.

In addition, for having been Saved, you are able to choose a second Origin for having been returned to your human form and regaining those memories. Although you are human once more, those that once knew you will likely look on you with disdain and fear for having been an Archfiend.

Alternatively, for 400 CP you can be a lizardman, a sorcerer who failed to accomplish the Black Rite “Elixir” in pursuit of eternal life. Granting you a special durability, but also the spite of sorcerers.

Allegiance

You may choose who you have pledged allegiance to for free.

Unaffiliated

You have no Allegiance, perhaps you are just a wanderer, or a mercenary, whatever you are you are not bound by anything.

Avalon

You have sworn allegiance to Avalon, the first order of sorcerers with direct origins from the beliefs of the Druids. The leader of your order is Persapius, a Sorcerer said to know every Sorcery and Black Rite. The general tenants here are to have a hard heart and have no mercy. Although viewed as brutal from those who lack understanding, their beliefs in killing Archfiends lies in pragmatism rather than cruelty.

Sanctuarium

You have sworn allegiance to Sanctuarium, an order whose origins lie in the beliefs of the Romalus. The leader is Sympatha, decried as a heretic by the sorcerers of Avalon, she is more like a holy woman than a Sorcerer. You will be expected to save every Archfiend and Foul Creature you face, as well as heal every wounded sorcerer. Unsurprisingly your allies here will count quite a number of those who were saved due to their doctrine.

Grim

You met a strange woman, heard her plan and swore to see it through. Although Terrwyn is the leader, there seems to be an unknown leader referred to as Grim that she answers to. Saving and Sacrificing here matters not, and it is generally considered better to leave it to Fate.

Perks

Perks are discounted for their respective origins and allegiance, the first 100 CP perk for each origin and allegiance is instead free.

General (Undiscounted)

100 - A Sorcerous Right Arm (Free to Druid, or Archfiend)

You have a deformation on your right arm that allows you to use the sacrificial magic of this world and grants you the power to Save and Sacrifice.

The appearance of this deformation is originally small and is possible to cover with just a small amount of bandage, however as you grow in strength and the number of your deeds increase this deformation will grow, and change in appearance until nothing could hide it. Actions generally described as “Good” like Saving tend to make the arm look more holy while actions generally described as “Bad” like Sacrificing tend to make the arm look more demonic. In addition, your personality can change the appearance of the arm, a glutton had new mouths appear on his arm as an example. This deformation can grow even beyond the arm in extreme circumstances. It is very rare for the deformation to cover an entire person, in such cases the bearer may be hard to differentiate from an Archfiend.

The magic granted to you through this is the power to sacrifice to gain a boon, the strength of the offering, and one's attachment to it affects the strength of the effect brought forth. This magic can broadly be categorized into two types, Offerings and Black Rites.

Offerings are small objects, like medicinal herbs, or a creature’s egg. Only a part of an object needs to be sacrificed at a time, but eventually the whole item will be consumed if one is not careful. The effect produced through the sacrifice is also related to the mundane use of an offering, as in a medicinal herb could produce a healing effect, and an arrow made of thunderstone can produce electrified projectiles.

Black Rites are the sacrifice of one's own flesh, and although the effects of these are devastating it is unwise to use them unless truly desperate as the costs are extraordinarily high. An example, by sacrificing one's own heart they can manifest the demonic sword excalibur and swing it once. Only by constantly using healing offerings can one expect to live for much longer after using it, without some other way around not needing a heart. A shadowy manifestation formed from the remnants of the black rite can act in place of a missing component for a short while, but will eventually fade. Regeneration and healing from this world can't restore lost parts unless by sacrificing another person or replacing the part with something else like Cinderella did with her many legs. Otherworldly recovery that at least can also restore a metaphysical, spiritual, or similar component will allow you to regenerate parts sacrificed this way.

Lastly, the power of Save and Sacrifice. Once someone is on their last breath you are able to decide the fate of their soul.

By Saving, you sacrifice a small measure of your lifeforce and bring your target back to stable condition. Adversarial forces may reconsider fighting someone that just beat them and then spared them, but this is no guarantee. The Foul Creatures and Archfiends on their last leg will be returned to their original form from this, though a fragment of their monstrous strength will remain. Those who repeatedly do this will find themselves heartier than their peers as sacrificing their lost vitality seems to have increased the size of their reserves once they recover.

By Sacrificing, you kill the target and absorb their soul into your arm, adding their strength to yours. The immediate benefits are obvious, your foe is defeated, you are stronger, even some of your offerings missing parts are restored. However, their soul remains a part of you, their collective resentment may eventually consume you. If you do succumb and you turn into a monster, whether that be one in human shape or an Archfiend is up to fate to decide. Either way you will find your raw power increasing allowing you to deal more damage than you could before.

Beyond Saving and Sacrificing, it is possible to leave it up to Fate by attempting to do both at once. This half measure will result in a comparable reward. Sometimes, your target will survive, other times, they won't. Either way you gain a small boost to your vitality and a small boost to your strength, as you absorb some of their power and soul while still strengthening a small portion of your lifeforce.

Drop-In

100 - Merchant's Guile

You are skilled in knowing what will make you gain money, along with what is a deal when spending it. This even extends to knowing where to set up while avoiding local perils while still not being entirely out of the way for customers.

100 - Soldier

You know your way around a weapon of your choice, enough that you could consistently survive combat with a Foul Creature or two. In addition, you know how to train others in the martial skills you know and teach tactics and formations to groups to help optimize their combat prowess, even when helping those that use less mundane methods of combat.

200 - Offering Fusion

You are capable of combining offerings to create new ones. By combining the same kind you can create stronger variants, alternatively you can combine elemental with non-elemental offerings to create elemental versions of the non-elemental type.

200 - Curse Resistant

It is said the wounds inflicted by Archfiends can fester and cause those who bore the wounds to become those Archfiends. While this is true, you seem particularly resistant to these kinds of transformations. In this and future jumps curses that are transferred via wounds have a hard time afflicting you.

400 - Wish Lawyer

There are many things that grant wishes, and many of them like to maliciously twist the wishes they grant. They don't like you. Not because they can't grant your wishes but because you intuitively know how to word your wishes to get what you want, while also knowing the costs associated with however they would grant the wish.

400 - Imprisoned Practice

When you are imprisoned, or restricted in some way, instead of finding your strength fading or your skills dull from disuse, you can with trivial effort maintain them. With more than that trivial effort you can see your abilities grow.

Beyond restrictions placed on you by others, this also affects restrictions you place upon yourself. When you choose to not rely on a skill or strength to practice with another, the restricted skills do not decay.

600 - Rumor Mill

Rumors have power, strong enough ones, applied just right can cause armies to move and ruin prosperous men. Although you are skilled at creating and using rumors in such a way, you are able to tap into a deeper power of rumors.

This deeper power of rumors allows you to temporarily increase the rate at which you learn, gain power, or find rare items. Alternatively, they can also make it more likely to attract strange or rare creatures to you.

You are able to also apply your skills in the service of others, something many will pay a pretty penny for.

600 - Animal Affinity

You know how to take care of animals. Like, truly take care of animals. Animals you take care of and treat well will eventually act as if they have made an oath of fealty towards you while having several life debts to you, being perfectly willing to sacrifice themselves to keep you safe, or fuse with you if need be. Even if these allies are turned into Foul Creatures, they will remain staunchly loyal.

Romalus

100 - Strength in Numbers

In ancient times, the Romalus were weaker, but more numerous than the Druids. In the end however they were able to advance until their numbers and technology enabled them to beat the arcane power of their foes. Similarly you are able to press the advantages larger numbers grant you, in roughly equal competitions where the primary difference is Quantity vs Quality, you have an edge as long as you outnumber them.

100 - Worksman

While most Druids are sorcerers, the Romalus enjoy far more varied ways to make their money. Pick a common trade that could be found from some time between the Dark and Middle Ages. You are skilled in that trade, enough that you could reasonably support yourself and a family solely by that trade in this world.

200 - Unassuming as a Stone

You are generally forgettable, most things will overlook you unless specifically looking for you. Just as if you were another face in the crowd. Once you make an impression however, the protections of this are gone for anyone you have made said impression on.

200 - Vital Essence

The Romalus are, generally, fragile. There are a few exceptions to this rule however, and you are one of them. You are notably stronger than your peers, and able to take a few more blows. Who knows how much this will grow if you had a way of augmenting this.

400 - Chronicler

You have a knack for discovering the histories of those you encounter. Encountering an Archfiend may lead you down a path where you can interview their family or find their diary from when they were human and learn why they became an Archfiend in the first place. Even though the information is scarce, you will be able to track it down. Ultimately this may uncover weaknesses of a target that you didn't know they had. However you get this information, you can get far more information than what is immediately present, ultimately allowing you to gain information that there is no way you could have otherwise. Perhaps you discovered the forgotten name of an ancient creature, or learned everything that was said between two people who took their secret to their grave.

400 - Con Artist's Mark

Throughout these lands there are many who will take advantage of the weakness of others. This grants you two things, the skills needed to create a con of your own including finding a mark for it, and the ability to spot someone attempting a con. Beware the resentment of those you have conned in this world, the Luna Wastes stand as a monument to it. Imagine however the gratitude if you had prevented the con from occurring in the first place.

600 - Builder of Nations

Like the Romalus of old, you are capable of bringing people together and easing tensions between groups so that you can gather a large enough group and found a nation, or lead a rebellion to claim an already existing one. Utilizing this you could even seed and grow the resentment needed to overthrow a government in a utopian civilization.

600 - Mundane over Magical

In the ancient conflict with the Druids, despite the overwhelming advantage their magic gave them, the Druids were overcome. It wasn't numbers that allowed this victory, instead it was the advancement of weaponry, a feat you can now replicate. You are capable of designing and creating weapons and armor capable of surviving against the magic of the Druids and the strength of an Archfiend.

In future worlds, you can replicate this feat and create otherwise mundane weapons and armor capable of countering common magical threats.

Druid

100 - Acceptance of the Self

The Romalus rejected their origins, whereas the Druids accepted their origins as manifestation of greed. Similarly, you are always able to accept the current state of your being, even as revelations may shake what you believe your foundations are.

100 - Sorcerer's Apprentice

There are many ways to use offerings in this world, and like many young Druids you have been taught the basics. You have some skill in finding materials that would make good offerings and discerning the effects that the offerings could produce.

200 - Strong Soul

Through sacrificing, one gains the souls of their victims, and with it their strength is added to their own. You, however, have a bit of a head start, your own soul is above average in terms of strength, making your first sorceries stronger than your peers. You also have some innate resistance to the souls you have gathered should they try to take you over.

200 - Mind’s Eye

By closing your eyes and opening yourself to perceive the magic around you you can see a grayscale version of the world. The only hints of colors to this sight are a general sense of the wellbeing of living creatures, both ally and enemy; interesting items; weak points of an enemy; and places of power.

400 - Untouchable by Necessity

There are Romalus that look down on Druids, due to their victory in the past, but no Romalus would be foolish enough to suggest that the Druids be outright removed. Similarly you will always enjoy a similar protection, so long as you are more useful than problematic to an area, you have a general protection against most perils of a civilization, bandits won't steal from you, guards won't accost you, merchants won't swindle you, and rulers won't interfere with you.

400 - Strength of Emotions

The way Saving and Sacrificing empowers oneself is indirect, it is the collective emotions of those gathered into one's arm, though there is no rule that these emotions can only come from within.You can channel the strength of your emotions, and those of others to empower your abilities. Negative emotions can bolster the damage you deal, while positive emotions empower your defense and lifeforce.

600 - Mastery of the Ancient Magics

The ancient Druids were said to possess magic that shaped the very earth. You possess access to these same magics. These magics require the same kind of sacrifice as the rest of the magics of this world, however the price is paid by your body decaying when performing these magics of great scale.

600 - The Heart Sigil

There are Sigils that can be placed on one's arm, augmenting the powers granted by it. However there is another sigil, one inscribed upon one's own heart, that is far more powerful. You know the secrets of this rite. Once you have achieved the pinnacle of power in a particular mechanism, by sacrificing all of your skill and power in a particular method you can create a heart sigil for a specific sub skill of that style. This Heart sigil doubles the efficacy of that particular subskill whenever you use it. You can repeat this rite to gain more sigils, or strengthen a preexisting one (up to a 2.5x boost to the subskill), but you can only use a single heart sigil at a time.

In future jumps you can use this on skills other than the magic of this world, but you are restricted to a single heart sigil per magic system.

Archfiend

Free - Corrupted Form (Restricted to Archfiends)

When you became an Archfiend you took the form of a twisted version of a monster from myths, gaining a giant form and power beyond those who are not Archfiends themselves.

For minor guidance, that you are free to ignore, your allegiance tends to affect the theme of monster you take. Avalon borrows more from Celtic mythology, Sanctuarium borrows from Greek and Roman mythology, Grim borrows from fairy tales, and Unaffiliated borrows from previous jumps you have been to.

If you have paid for the 400 CP Origin, you instead are a sorcerer with an arm reminiscent of your Archfiend form, and a special Offering that allows you to tap into the power you had as an Archfiend.

100 - Bestial Prowess

You can attack like a beast, your claws, fangs, and body are all boosted in power. Like a beast you are skilled in animalistic combat and fighting with primal savagery. Fighting like this grants a boost to your natural weapons, agility, and speed.

100 - Like a Human

Humans clad themselves in armor and wield weapons to fight, and similarly, now so do you. You have an armor like carapace and the ability to summon a chosen type of weapon.

200 - Elemental Infusion

Your nature is infused with a particular element, every one of your attacks gains the benefits of that element. This does however lower your resistance to the weakness of your chosen element. This state can be toggled. This can be purchased up to five times, one for each of the elements here; purchases beyond the first are discounted if you lack the Archfiend Origin.

200 - Pitiable Form

When humans encounter a monster and find that what they currently have isn't enough, they will return with better tools, if they can escape. This tenacity can wear down even the strongest of Archfiends eventually. If you experience such a defeat, as your monstrous form sloughs off, those who have defeated you will find themselves more likely to grant you mercy from seeing your current state.

400 - Body of Muck

The bodies of those born in this world were originally piles of muck. Your form has granted you a benefit from this origin. Your body has no vital points, although you can have cursed parts, what this grants you is that being stabbed through where your heart should be is no more dangerous to you than being stabbed in the foot.

400 - Vagrancy

Although Archfiends can take many twisted forms, there are a few that don't seem to belong, but people don't question why they are here. Similarly, when you show up in a form that can at least vaguely fit in a category, people will assume you are a normal example of that type of thing. As an added benefit you will gain a translation of some of your abilities to help sell the ruse.

600 - Clad in Orichalcum

There is a monster that forms when a Lizardman clads themselves in the bodies of many Orichalcum and fusing with them. This monster is called the Bahamut. Similar to Bahamut you can fuse with creatures weaker than you to create a kind of armor. The quality of this armor is dependent on the type of creature, the greater their defense, the greater the boost in power and defense you recieve.

600 - Breathtaking Majesty

Despite the normal size of an Archfiend being much larger than a human, there are a few that are truly monstrous in size, and you are amongst their number. Beyond the great increase in power and durability granted by this, you have an ethereal quality that makes you more of a tourist attraction despite the threat you could become so long as you are non aggressive. Afterall, not all Archfiends were made through hatred, some were created through genuine love.

Avalon

100 - Pragmatic to the Core

The Code of Avalon is one rooted in pragmatism, even if its results are terrible. When it comes to the greater good, you are able to quell concerns you may have. Afterall, without the code, the world would be overrun by the monsters you have sworn to slay.

100 - Damage Specialist

You have taken much from Avalons teachings and philosophy. Magic and techniques that are focused on dealing damage are slightly more effective in your hands than they would otherwise be.

200 - Sacrificial Amp

You gain more of a benefit from Sacrificing than others. Effectively this means that you have an easier time acquiring advanced soul essences than your peers.

200 - Mageslayer

Aegrus was the greatest enforcer of Avalon this age. When he defected it was of great concern due to his prowess, however it seems there wasn't reason to be concerned as you are capable of taking up the mantle. Regardless of if you have magic or not, you are skilled at hunting down users of magic and killing them.

400 - Muginn

When your mother was pregnant with you there were several rites performed upon your mother to groom you into an inheritor for Persapius. The end results of this are you were capable of rudimentary speech shortly after birth and had an uncanny ability to absorb any knowledge you encounter. That is to say your capacity to learn has been greatly enhanced. You have an eidetic memory and can easily gain a theoretical understanding of most things with only at most an hour or two's crash course.

If, for whatever reason in the future, you are reborn as an infant, you will retain your memories and mental faculties.

400 - Nearly a Monster

There is a sorcerer named Monstrux who is sworn to Avalon, referred to as "The Man who is Nearly a Monster." He continues to slay monsters and sacrifice them despite his body already gone so far past its limits that his body audibly grinds and groans with every movement from the incredible number of souls attempting to destroy him from within. You share a similar constitution, You are able to balance at the limits of your control far longer than you would otherwise have a right to.

600 - Ars Magica in Totalis

Within your head is knowledge of every spell and black rite. Although this much knowledge is usually too much for a single human mind to handle, you were prepared from birth to handle it. Although this doesn't grant you much in terms of raw power, it greatly increases your adaptability as it seems you always have an answer for anything you encounter.

In future jumps, this perk maintains the knowledge of magic of this world, and becomes a record of supernatural effects you learn in future worlds while removing restrictions on learning to use new magics or techniques, even if learning some set of them would be fundamentally incompatible with each other.

600 - Unloading the Burden

There is a limit to how much a mind can store, eventually room needs to be made and something unnecessary is forgotten. This is a limit of the brain and not the mind however. To fix this you just literally need more brains. You, like Odin, are able to convert one part of a body to be used for something else. You could convert muscles to brains to be able to remember more or skin to bone to give oneself a carapace, etc.

However, this too has limits, your body only has so much that can be dedicated to a single function, eventually there is nothing else to convert.

Worry not, you can also convert other living things in contact with you into more of whatever you need as if they were a part of your own body. The process isn't instantaneous, so you will need to incapacitate unwilling targets for this.

Sanctuarium

100 - Idealism

At their core, Sancuarium believes in the ideal of mercy. Given the opportunity to do so, doctrine dictates you Save as many as you come across. You have been told of the statistics regarding Archfiends that are saved and their chance to return to being Archfiends, and accept that as a glass half full.

The benefits of this perk are simple: you have an easier time holding onto what hope you have, and by following your ideals, have an easier time getting people to join you.

100 - Support Specialist

While the sorcerers of Avalon focus on slaying their targets, Sanctuarium focuses on healing and defensive magics, their direct combat specialties few and far between. Similarly you have been trained and as such your defensive and healing abilities receive a slight boost compared to those trained in other factions.

200 - Salvation Amp

Being focused on Saving others have granted you an easier time gathering rarer higher quality life essences, while also receiving a greater benefit from Saving others in general.

200 - Better than a Coin Flip

It is said the chance of someone becoming an Archfiend after having been saved is 50%, a mere coin toss.

You have something in common with Carnetux, not in his greed, but in his understanding that to truly save someone the issues that caused them to transform in the first place need to be addressed. You have skill in determining the factors that contributed to someone's misery, and skill in ameliorating those issues. Taking the time to do so will give you far better odds that those you Save will remain human.

400 - An Escape just like Death

Occasionally, someone becomes trapped by their organization or their past and they become bound by their ties. You are a specialist in a particular form of salvation perfect for these souls, faking their death.

The more fearsome your reputation the easier time you will have selling their deaths, but "killing" people this way will also bolster your reputation.

"Killing" people isn't enough though, so you are also skilled in creating new lives for people. Only someone recognizing them from their old lives could unravel this trickery.

400 - Force of Personality

Lenixion drew in people by her simple beliefs and actions, within her lifetime whe even gathered enough people together in order to become a rival of Avalon, a well established order.

Similar to her, you have the ability to gather a group with you as a leader, following a creed. What those beliefs are, are up to you, and they will affect the kinds of people who will join your cause, but you will find them.

600 - Aegrus Excalibur

When Sanctuarium was at its last legs, Aegrus had returned to protect it, perhaps the events that had led to him departing the group had been part of his plans having foreseen this moment. He declared that only he would bloody his hands, and used the black rite Excalibur. Or apparently some variation of it. Excalibur is a cursed sword that specializes in slaying a single Archfiend, whereas his exuded what could be called a holy aura and slew a great number of Archfiends.

Similar to this feat you can perform a similar effect, when utilizing an ability, you can invert an attribute of it (fire to ice, unholy to holy, etc) and either make a multi-target attack single target or a single target attack multi-target. Doing so boosts the effectiveness of the ability, moreso if a multi-target ability becomes a single target ability. The only cost to use this is a single moment more of concentration and preparation than you needed before.

600 - The Noblest Act

Lenixion is the name of the founder of Sanctuarium, both as the person whose philosophy they follow, and the person who spread this philosophy. The crux of the belief is simple, revenge only begets more revenge only forgiveness can break that cycle. In a world mired in hatred, and anger, there could be some strength in such a simple philosophy.

When it comes to long standing grudges you know how to go about breaking them down, slowly, but meaningfully. Given enough time, you could completely remove such tensions. If you manage to gain allies doing this, their help tends to snowball attempts to do this.

Grim

100 - Endeavor

There is a strange fortitude needed to strive for a goal knowing that it is entirely possible that it may not be able to be reached in this world, and yet, you possess a similar determination. When it comes to working on your goals, their achievability seems less important than at least laying the groundwork to continue further. Given time, this constant work could make things that are otherwise impossible, achievable, though this is not guaranteed.

100 - Debuff Specialist

Although the sorcerers of Grim use a wide variety of spells, their specialization seems to be in hindering their opponents, with a particular focus on abilities that one could call parasitic.

Similarly you are practiced in techniques that hinder opponents or open them up for further attacks. Such things receive a slight boost in efficacy when you use them.

200 - Neutral Amp

While Avalon calls for Sacrifice, and Sanctuarium calls for Saving, Grimm says let Fate decide. Doing so generally grants middling rewards at a slightly slower rate than one who is devoted to a particular path. You however have less difficulty keeping up should you go this route.

200 - A Grim Prophecy

Grim, the true founder of the organization that bears his name, once told of what the future would be, and by telling people created an entire organization sworn to divert the future. Except he didn't tell the future, he told his past.

When you tell people of the events that will conspire that you know for certain, they are more likely to believe you regardless of how you got such knowledge.

400 - Arboreal Magics

The second in command of Grim created magic apples that were capable of magic on their own. Similarly, you are able to create and cultivate plants that produce fruits capable of simple magical effects, with enough time you may be able to arm someone enough that they could play the part of a sorcerer. Alternatively you can cultivate plants that support and boost a specific ability or spell.

400 - Snowballing Reputation

Similia's grandmother had a reputation as a terrifying witch, a reputation that Similia cultivated for herself.

Your reputation tends to stick to you when trying to build one for yourself, so long as you lean into it, you may find that your reputation will even extend into turning you into a folk tale as ridiculous feats are attributed to you.

In future jumps you can have some measure of your reputation leak over with you, sometimes as one of your ancestors taking up the role, sometimes as your own history, your choice.

600 - Delay the Inevitable

Despite the full goal of the organization Grim being effectively unreachable, they were able to shift the fate of the world, at the least they were able to delay the inevitable. You too can perform such a feat, given the time to prepare you can indefinitely delay a calamity. Whether you use the time this grants to ultimately resolve the issue, or act as if delaying it is the same as stopping it is up to you.

600 - This is where your story begins

Fate binds one to a future, sometimes this future is desired and sometimes it is not. You have a resistance to fate, enough that alone you could create small changes in the fate of yourself and others. The true benefit of this perk is that you can also knock others loose from their fate with a simple interaction. Enough people knocked loose at once could upend the entire design.

Unaffiliated

100 - Gilded Way

In this world there is a Bazaar run by one Carnetux, and his adoptive family. While the group is unusually accepting of others their peculiarities can be hard to deal with. That said, they are tight knit and work together for a specific goal, they want to make everyone rich. With this perk they'd be happy to include you into their family.

You have unusual luck gathering money, when you do jobs you tend to get bigger bonuses than others, when you invest, you get bigger dividends. There are two things that increase this benefit, the less money you currently have, and the more money you have given to those in poverty. Work up enough good karma this way and people might start treating you as if you were as eccentric as Carnetux though

100 - Generalist

Each faction has their specific types of magic they prefer, however if you intend to remain outside their influence you won't have the benefits of a group to support specialization, as such, you've practiced a little of everything. While this is true of all factions, you gain a slight boost to everything except your weakest abilities. This boost grows stronger the stronger your weakest related abilities are.

200 - Allegiance on your Sleeve

There are factions that are sworn enemies of each other, with diametrically opposed ideologies. Although situations may force members to work together there's little overlap in how they want to accomplish their goals. On top of that there's no way anyone would trust someone who keeps changing allegiances as if they were changing clothes. No more! So long as you wear the right colors or at least have the right aesthetic, people will assume that you are part of that related organization, even if you turn your coat inside out to change allegiances in front of members of the faction. Provided you also act the part, no one will be the wiser.

200 - Spiritual Communion

When you have spirits or souls inside of you you are able to communicate with them by entering a meditative state. This won't change their personality to be helpful if you weren't already on good terms with them, but it will at least allow you to communicate with those that you had a relationship with beforehand or build a relationship with those you hadn't had one with before.

400 - Masochist's Combat Techniques

There once was a skilled soldier, he had found pleasure in pain and sought the battlefield to reach new heights of pleasure. He unnerved his opponents by leaning into their attacks while fighting unarmored, his opponents began to believe him invincible. In truth he wasn't invincible, just incredibly skilled, he predicted his opponents attack and moved to take the hit in a non-serious way just to feel the pain. When his opponents began to believe the legend, he decided to wrap himself in chains, just to make them believe they could beat him. They were still wrong, the gap in skill was too great.

Similarly, you can replicate his masochistic fighting style. By willingly taking hits you seem to always predict the attacks and are able to direct them into minor non-debilitating injuries. Even when not fighting in such a manner you are skilled enough that having several limbs bound will not hinder you.

400 - To Strike the Divine

That which was made by divine will tends to be incredibly durable, enough so that no mortal could hope to harm it, less so for you. To you any divinely made artifact or avatar is able to be damaged, it may take your most powerful abilities to make mere cracks form, but it is breakable by your hand. This doesn't protect you from that divinity itself, but so long as they are on the same plane as you, you can strike them.

600 - Lacrima Tears

Even if you refuse to call them such, these are tears, your tears. Tears you shed as a result of memories or powerful emotions have a special innate power, they can overwrite painful memories. When you use them to overwrite painful memories they actually change the history around the event, someone losing a limb will have the limb restored, the dead will revive, etc. The more changes caused by this will cost more lacrima, meaning the more people it affects, or the longer ago the event was will both increase the cost exponentially.

600 - The Beast

Immortality, with no other qualifiers, only means that you will live a very long time. Eventually something will come along and trap you or kill you. In those situations you need something else, and that is what this is for. You are tenacious, incredibly so. You possess a nearly unstoppable healing factor and the ability to survive fatal injuries for a ridiculous period of time, enough that your healing factor is usually enough to bring you back to a stable state. If an ordinary person wants to kill you, they better get a small group gathered and block out at least a solid 36 hours dedicated solely to killing you to keep you down. Even if you are reduced to a formless puddle, you can pull those pieces back together, though at a certain point it may be easier to pull oneself back together into something smaller.

Items

Items are discounted for their respective origins and allegiance, 100 CP items for each origin and allegiance is instead free.

You also get a 300 CP Stipend for this section only.

Items that are lost, or destroyed are returned or repaired in about 6 days, unless otherwise specified.

General (Undiscounted)

Free - Souvenirs

You have a copy of Soul Sacrifice Delta, its soundtrack and devices to play them on.

Free - Raiment

You have a few sets of durable clothes, some of the clothes worn here are wild, so go for it if you want, but the outfit is restricted to durable cloth, leather, and sparse pieces of metal.

If you have the Perk Gilded Way, feel free to have as much golden jewelry as you'd like, covering at least 25% of your surface area is recommended, but not required. This jewelry is worthless if you try to sell it but it is impossible to discern from the real thing otherwise.

50 - Offerings/Artifacts

There are plenty of offerings in this world, each producing a different magical effect. The only special set of offerings in terms of their source are the blood offerings, as they are technically closer to a Black Rite where you sacrifice your own blood. You can pick freely from any available here except Founder Arms with the following restrictions.

- This item can be purchased three times
    - The first gives one offering, the second gives two offerings, the last three offerings, totaling six offerings
- What you buy can only the most basic low level version, you can upgrade an offering by increasing the costs an additional 50 per two upgrades
    - These upgrades boost from bronze to silver, silver to gold, and gold to black, ignoring stars
- This brings the full cost to having a set of six max rank offerings to 750 CP

- For an additional 100 CP (First purchase of this is free if you don't have the perk A Sorcerous Right Arm) for an Offering that creates a physical tool (spears, swords, armors shields, mortars, etc.) to get an instance of that tool that doesn't decay over time.
- Archfiends get two Offerings free based on their archfiend form, these offerings grow stronger as you do.

Varies - Black Rite

Knowledge of Black Rites are relatively limited, only having their secrets shared in limited capacities due to the cost of sacrificing one's own flesh. Their costs are as follows:

- Free - Infernus
  - Sacrifice your skin to create a powerful flame that burns only your foes that covers the landscape
- Free - Martyr
  - Sacrifice your life to grow wings and rain attacks down upon the entire area
- 50 - Grimoire
  - Sacrifice one of your senses to share that sense with anyone in the world for a moment
  - Sacrifice your tongue to share a few words with anyone in the world
- 50 - Lucifer/Caduceus/Sylphid
  - Sacrifice your legs to temporarily grow wings and drill into your foes
    - Lucifer also weakens their resistance to damage
    - Caduceus also makes any healing harm them
    - Sylphid also makes them more vulnerable to status ailments
- 100 - Gleipnir
  - Sacrifice your arm to create a chain that temporarily binds your foes
- 100 Gorgon
  - Sacrifice your eye to create a swarm of stone eyes you can use to pummel your foes with rapid shots
- 100 Berserker
  - Sacrifice your brain to pull enemies towards you and knock them back with powerful explosions

- 150 Excalibur
    - Sacrifice your heart to summon the cursed blade Excalibur for a single powerful attack that snakes underground befores striking your foe
- 150 Vulcan
    - Sacrifice your heart so your allies can pull powerful swords from you made of your very soul

In addition, for any black rite you can pay double its cost (or 50 cp for Infernus, Martyr) to get an offering version of a black rite, you can upgrade it as if it were an offering as is described in the offering section. Offering Black Rites are weaker than the Black Rite itself and have very limited uses before being completely consumed, but don't have their associated sacrificial cost of oneself. Purchasing an Offering version of a Black Rite also gives you the associated Black Rite.

Drop-in

100 - Orichalcum Ingot

You have an Ingot of the gold colored, impossibly hard metal of the creatures that share a name with this material. This ingot is about enough to make a reasonable sized weapon, should you desire more of the material, you can get another ingot every 7 or so days as if you had lost it while you are stockpiling, takes a little longer for the extra time due to snail mail.

200 - Poseidon's Tent

Smaller than the Inn that shares a name, this tent can be set up on any surface, even if it is underwater. During setup the water will be pushed away, allowing you to view the beauty of the sea instead of the stars should you desire the change of pace.

400 - Noah's Arc

You have a massive boat that can sail across land just as easily as water. The boat seems to have some level of sentience and is loyal to you.

Romalus

100 - Rope of Rapunzel Hair

This is a rope made of hair cut from one of the houses of the town of Rapunzel. Using this rope, it will extend either towards safety, or upwards towards an opening choosing, at your direction.

200 - Armory Gravestone

This gravemarker, when placed on someone's grave, will cause the grave to have weapons grow out of it. The more renowned as a warrior the better the quality of the weapons, the more renowned as a sorcerer, the more magical the weapon is.

400 - Valkyrie Arms and Armor

This weapon and armor set was created by the sacrifice of a true and skilled knight, who only sought her father's approval. This set of equipment is better the faster and more agile the user is. As an additional benefit the armor can sprout wings when traveling great distances.

Druid

100 - Babylon Seedling

This small plant, although it looks withered, is perfectly fine. Once it is planted and given some blood it will grow quickly and spread in accordance with the amount of blood given. Every part of this plant is edible, and incredibly nutritious. Be careful though, it is a plant and cannot distinguish between food and friends, and given the chance will spread and consume as much as it can.

200 - Blacksmith's Eye

This metallic ore that looks like a human eye. This ore refuses to alloy itself with anything that won't ultimately be used in a weapon. When used as part of a weapon, at the cost of the weapons aesthetic value, its ability to cause damage and harm is greatly improved. Weapons made using this may occasionally also grow living eyes.

400 - Glass Limbs

Many Black Rites consume a limb, and although it is possible to use the residual magic of a black rite in place of the limb for a while, eventually that too will fade. Proposed by a sorcerer after hunting the Archfiend Cinderella, these limbs were created. These prostheses are made of flawless glass that, despite being solid, are flexible and feel like the real thing, and are more durable than regular limbs. A fine replacement indeed. You can use these in place of any limb, if you need to order additional ones for yourself or others, appropriately sized ones can be delivered in 6 days.

Archfiend

100 - Leprechaun Shoes

These shoes were hand crafted for you by the Leprechauns themselves. You will never find a pair of shoes more durable or comfortable. Just don't ask about what kind of leather they are made of.

200 - Unicorn Armor

This miraculous armor is so finely made that it is impossible to find a crack large enough to even slide a needle into it, all while being flexible enough that it doesn't restrict its users movements at all. Although durable, and resistant to cold, it is weak to elemental effects, electric ones in particular. It's called unicorn armor due to the large spike of ice that is stuck in the brow of the helmet. At least your forehead will keep cool.

400 - Elvenvale

The Elf Queen was born in a secluded valley that was perfect for her desires until she was able to escape to try and retrieve her missing children, and other people's soon to be missing children. Similarly you have a forgotten nook in the world that you can claim as yours, it is comfortable to live in and easy for you to get into, though leaving is usually a bit harder. This place doesn't need to be Elvenvale itself, this area is just defined as one that is comfortable for you.

Avalon

100 - Attack Sigil Set

This is a set of magical markings that increase the damage of various abilities. As one grows more powerful, newer more powerful sigils are added to this collection. You can have up to 6 Sigils equipped at a time.

200 - Basilisk's Eye

An eye carved from a Doppelganger of the Archfiend Basilisk. The fluids that this eye seems to endlessly produce are incredibly poisonous. Merely coming in contact with an improperly cleaned surface will cause boils to form. Be careful storing it. Comes in a well-sealed bottle.

400 - Sleipnir

This horse is incredibly fast, its intelligence also far outstrips what one would expect of a horse. It's also incredibly loyal to you, not to mention that it may be capable of magic of its own. Only downside is that for some reason, a good chunk of the horse is made of extra brains. Still a horse though.

Sanctuarium

100 - Defense and Life Sigil Set

This is a set of magical markings that increase one's own life force and resistance to damage. As one grows more powerful, newer more powerful sigils are added to this collection. You can have up to 6 Sigils equipped at a time.

200 - Ouroboros Band

This is a metal band fashioned to appear like a serpent biting its own tail is large enough to fit on someone's forearm. The band endlessly spins around its center. This can be attached to another object to impart its physical force.

400 - A Bloodless World

This book contains the thoughts of Lenixion, and acted as the foundation for the philosophy of Sanctuarium. In terms of magical ability, this functions as well as any other holy book without the additional baggage of a divine patron.

Grim

100 - Resistance and Debuff Sigil Set

This is a set of magical markings that increase one's own resistance to various maladies and ailments along with boosting one's abilities to inflict them. As one grows more powerful, newer more powerful sigils are added to this collection. You can have up to 6 Sigils equipped at a time.

200 - Appleshades

These apples allow one to produce powerful illusions that affect only the person the user has targeted. Not really for eating, unless you also like the taste of eyes

400 - Gingerbread House Kit

This kit contains everything to make a gingerbread house fit for human habitation, Minor damage and consumption will cause the house to repair itself overnight. After a few days the house will attract giant locusts of various sizes but no larger than a moose. These locusts are friendly to the owner of the house and their guests and otherwise act as guard animals.

Unaffiliated

100 - Slayer Sigil Set

This is a set of magical markings that increase one's ability to harm a type of creature while simultaneously reducing the damage those creatures can deal. By slaying a number of a kind of creature a new sigil targeting that creature is added to this collection, newer more powerful sigils are added when you slay more powerful versions of a type of creature. You can have up to 6 Sigils equipped at a time.

200 - Pandora's Box

You have a jewelry box that can expand up to being the size of a chest. Inside of the box is the box itself, not particularly useful in its own right, but anything you put into the box becomes irretrievable.

400 - Swords of the Hydra

This set of swords were originally used by the dextrous practitioner of the Sword-Juggling-Style. Each blade has a snake motif on its guard. Several aspects from their original owner's time with them have rubbed off on this set, wielding them together is no more difficult than just using one of them, and they pair amazingly with any poison, boosting their effectiveness. Also, to be clear, this is a set of nine swords.

Companions

100/400 Old Friend(s)

For 100 CP you can bring a single companion with you, they get 600CP to spend here, for 400 CP you can instead bring up to six companions with you, they each get their own 600 CP stipend.

100 New Friend

For 100 CP you can bring a single person from this world along with you.

50 Arm Spirit (Requires A Sorcerous Right Arm)

Normally the person who you are paired with in your ordeal is selected by others, this allows you to select who you absorbed onto your arm. They function as a "Boss Spirit" for any spirits you contain, you may find some of their emotions and habits are now yours.

200 Lunar Enthusiast

This young adult has a single love, they love looking at the night sky and watching the movements of the heavens, just being able to do so is all they ask for. They are soft spoken, and very gentle. When it comes to astronomy, they have near encyclopedic knowledge, and are good for any task that involves it, like being a navigator at sea. Their only true dislike is con artists.

Despite their kind nature, they were once an Archfiend, they possess a single ability from that time, and little interest in learning more as such abilities likely have little to do with the sky. Their ability is to, no more than about once every other year, summon a massive arrow from the sky that targets a single individual, wherever it strikes will devastate the area around it leaving about a mile's radius around the point of impact permanently changed as it gains some of the appearance of the night sky. Note, this is originally a single target ability, the energy that isn't used vaporizing its single target explodes outward causing this devastation.

100 A Black Knight

This Sorcerer has used three black rites in their time, the used Gleipnir twice and Lucifer once. A simple count will tell you they have no limbs, but through a trick known only to them, they have managed to keep their shadowy black limbs from the residual energy from using the black rites and as such are fully mobile. They usually remain fully armored in order to not have too many questions asked. When in combat they sometimes momentarily dissipate a limb to cause their opponent to overextend. As a specialist in Blood Offerings, they love being asked, "What are you going to do, bleed on me?"

200 The Gigas Couple

There was once a Romalus soldier, with great stature and physical prowess. When they were young, they felt no one would be attracted to someone like them, and as such decided to enlist as a soldier. They made a name for themself with their physical abilities.

Elsewhere, a Druid of small stature had miraculously survived their ordeal and would quickly be sent to hunt Archfiends.

A battle against an Archfiend is where their paths crossed by chance. In one timeline, the sorcerer would swear to marry the soldier, but die to the sorcerer's wounds and the soldier would never know how earnest they were. However in this timeline, both of them would survive and keep the promise they made.

In this and future jumps their entire family counts as a single companion.

200 A Murder of tiny Ghouls

There once was a crow that ate the flesh of a sorcerer and was granted intelligence. They quickly learned that eating sorcerers increased their intelligence further, and as such began hunting Sorcerers, eventually becoming the human sized ghouls. These crows aren't quite those.

A sorcerer spiked the feed of a flock of crows he had captured with his own blood until they became intelligent enough to speak, but before they swelled in size. At some point you had encountered them and freed them and they have decided to stick with you.

This group has about 20 crows; their primary distinguishing mark is the white patch of feathers that makes it look like they each are wearing a tiny skull. They are intelligent to follow orders and have a conversation, but currently haven't developed much past that yet. To be clear they eventually will, especially if you are willing to teach, but if only there were a faster way...

In this and future jumps This group counts as a single companion.

Drawbacks

100 Knockdown Festival

Archfiends are big, and are likely to knock down full sized people braced for impact. You have a related problem, any attack that properly connects seems to knock you down. At least you should be able to recover quickly.

100 Full Chunni

A bandaged cursed arm that is hard to control? Magic of sacrifice? You didn't have much of a chance. While here, although you can act completely seriously, people will frequently treat you as if you had done something embarrassing, as if you were acting out a fantasy from a child.

100 Greedy

Roll 1d10 six times, writing the numbers down in the order they show up. Then treat them as if they were just one big six or seven digit number, you must increase your wealth by that much gold in the ten years you are here, otherwise you will constantly feel like you are constantly on the verge of destitution.

200 Adherence to the Code (Restricted to Avalon, Sanctuarium, and Grim)

Each faction has a particular method that they demand their adherents treat their targets, that being Saving, Sacrificing, or Fate for Avalon, Sanctuarium, and Grim respectively. You are limited to only performing the action of your particular allegiance, with all of the consequences from doing so.

200 Bad Friends

For whatever reason, your allies kinda suck. Regardless of their allegiance, they seem to default to Sacrificing you whenever you are downed. A sharp reminder will bring them back to their senses, but be prepared to do that a lot if you keep going down.

200 A Head full of Others Memories

As a jumper, you have experienced gaining new memories occasionally, but nothing like this. When you defeat an enemy here, their memories flood into your head. You will only suffer this for the duration of your time here, and any of these extra memories will disappear once it is over.

200 Festering Wound

Those who were once Archfiends are likely to relapse, but there is another issue. Wounds that Archfiends inflict can cause the recipients to turn into that kind of Archfiend.

You either have such a wound or were an Archfiend once and now must endeavor to not transform. Transforming in these circumstances will mean you lose your sense of self, failing to be returned to human form and Saved counts as a Chainfail.

On the plus side, it's only falling into despair that will trigger the transformation.

400 Hubris

Dullahan, Unicorn, Phoenix, ... the list goes on, there are a number of Archfiends that did things that should have killed them, and would have had they not been transformed. You, while lacking that benefit, have a similar feeling of megalomania, though it mostly surfaces at terrible times. This means occasionally, you will feel as if devastating attacks aren't something you need to be worried about.

400 Double Trouble

Occasionally, two Archfiends will show up together, or at least it is only supposed to be occasionally. Your adversaries almost always show up in double the numbers they normally would.

400 Featuring Cameos!

Look back into your previous jumps, creatures and people who have given you trouble there have been translated to exist in this world and you are going to need to deal with them constantly, as they seem to be drawn to you for some reason.

600 After the End

Instead of starting at some point during the times described in the book, you arrive at the moment Magusar goes completely insane and becomes the murderous tyrant he is destined to become. As bad as the world was before that point, it is way worse after, it doesn't even appear that plants grow. So good luck on that part.

In addition, if Magusar is defeated and Sacrificed, you return to the beginning of the jump, having lost anything you have made, regaining anything you have lost, as if that was the moment you started this jump. If this cycling occurs 3 times, you instead go to the regular starting time of this jump as if you didn't have this drawback, suffering the same reset however.

600 You're... some kind of book?

You awaken as a Grimoire, and are stuck in that form, your goal here is to find someone worthy of your power and have them read through your history, and ultimately fuse with you. Your choices made here don't seem to have been applied to you, instead a version of you with only the abilities from this jump, they will likely be worthy and will find you within the first year of your time here.

Once you have fused, you will get all of the options you chose here as the fragment of you taken to make them returns to you, along with access to your alt-forms and shapeshifting abilities.

Scenarios

Into Wonderland

Synopsis

In this world, there was a witch who sought a place called Wonderland, a fantastical place full of many wonders, and in searching for it created the Black Rite Grimoire. Utilizing its power to communicate across the entire world, she sought anyone who had found the place. However as a Black Rite, a sacrifice needed to be made, when she exhausted what she could sacrifice, and received no response. In her despair she came to a realization, there was no reason she couldn't use other's bodies as fuel for the Black Rite and hatched a plan. She created a space to lure unsuspecting sorcerers with the promise of accessing the magics she had accumulated over her lifetime. If they were to fall in her cavern, she would use their bodies to cry her questions to the world.

Over time this space would come to be called "Alice's Wonderland."

Your goal is to reach the bottom of this supposedly endless labyrinth and confront the Sorcerer Alice herself.

Rewards

Wonderland

You receive the ability to create a wonderland of your own, a seemingly endless labyrinth that houses the many creatures and opponents you have faced. Defeating your foes will reward you with magical reagents, the longer you remain in Wonderland, the stronger the foes you face will become, and the higher quality the reagents will be.

In addition, you can let others into this labyrinth and they receive the same rewards as you do, but should they fall, their fate becomes yours to control, you could use them in a Black Rite, or whatever you choose.

Alice (Requires Alice to survive)

Alice the original creator will join you as a companion. Despite her youthful looks, she is quite an experienced Sorcerer, and is willing to teach what she knows. She retains a portion of the power of her Archfiend power as well, along with the ability to create a Wonderland of her own.

Eternal Recursion

Synopsis

By the declaration of the Gods themselves, this world is cruel. An endless cycle of repeated suffering. Magusar will eventually go mad, and try to kill his partner Geoffrey. Geoffrey will eventually succumb to his own wounds and use the last vestiges of his strength to teach successors. Eventually Camlann will become his successor and strike down Magusar. Finally Camlann will wish that the ruined world be restored. The gods grant this wish, by rewinding time back to the beginning. Camlann will begin slowly losing himself to Magusar. Over and over again, unceasingly.

Your goal is seemingly simple: to survive into the next iteration of the world and endure it through to the point where Camlann eventually faces Magusar once more. There are several ways to do this, depending on the costs you are willing to pay.

Rewards

Grimoire Jumper

At the end of each of your jumps, this strange flesh bound book will appear. Inside chronicles the events you experienced over the course of your time there. Reading the pages is vivid enough that it is as if you were reliving the moments. The bigger benefit is you can also re-live a few paths that didn't occur, see the way a different choice would have played out. This doesn't give you any additional time, nor any benefit or detriment that you gained on the other path, merely the ability to see and experience it.

Once you have read this book to your content you can move onto your next jump, and this book becomes an item.

Delta (Requires Completing Eternal Recursion)

Synopsis

The gods intended the world to endlessly reset without difference. However, Camlann had a small amount of time where he hadn't been lost to the personality of Magusar. And this ability to temporarily recall the events of the previous recurrence was enough to break the chain.

Now you too are a free agent in this cycle, another variable in the grand design.

Ultimately, your new goal is to change the cycle enough to break it completely and take down the brother gods that created this unfair world.

Rewards

Grimoire Jumper++

Now your Grimoire will actually provide a few benefits from viewing the other route, an item, or a trick will be taken with you for each of these paths you explore. Not necessarily the most powerful item or trick, but not necessarily not those either. In addition, should you lose powers gained from the jump a particular book is related to for some reason, you can sacrifice the book and regain those lost abilities. Books sacrificed this way are returned after 10 years rather than the standard 6 days.

A Fragment of the Divine

The first time the gods were taken down in a cycle, a fragment of their power remained in Camlann. You too have gained such a fragment.

This grants a level of resistance to divine interference along with knowledge when it interacts with you. As a secondary benefit, you are able to tip the scales a little, effects that require a sacrifice require less of a sacrifice to perform for you.

Should you cultivate this fragment into something more, these effects will grow as well.

End

Once you have spent 10 years here, you may choose one of the following

Stay

You can choose to remain in this world, and see how it develops over time

Go Home

If you are tired of these adventures feel free to return home

Move On

Pick your next jump and continue onward

Notes

- Selecting both Bestial Prowess and Like a Human as an Archfiend allows you to switch between two states at will, one more animalistic, the other more humanlike.
- For an example regarding Vagrancy, someone with a Xeno'jiiva alt-form from monster hunter might be mistaken as a legendary Dragon-type pokemon, and you will likely gain the ability to evolve into a Safi'jiiva when you level up enough. You can immediately benefit from this here by counting as an archfiend using any number of monstrous alt forms and being beaten in them merely returning you to human form. This mostly comes from creatures from other game franchises showing up and all being Archfiends here.
- Orichalcum ingot takes about an extra day because the Orichalcum in game are snails and a pun was possible. If you don't like it, it is about 7 days, and skews heavily to be in line with other items, the longest you'll have to wait no more that an extra 12 hours than you would otherwise, in extremely rare circumstances.
- Leprechaun shoes are made of human skin.
- The Locusts from Gingerbread House Kit are no larger than the size of a Moose, not a Mouse. Think Bullwinkle, not Mickey.
- For Greedy, if you roll 10, 1, 2, 3, 7, 10, you need to acquire 1,012,380 gold, for example
- OC Companions are
  - Lunar Enthusiast - The guy who created the Lunar Wastes in game
  - A Black Knight - An expy of Monty Python and the Holy Grail's Black Knight
  - Mr. and Mrs. Gigas - The soldier and sorcerer from the backstory of Gigas in game, except with a happy ending
  - A Murder of tiny Ghouls - A Group of ghouls from in game, except they are loyal to you, the implied faster way is to feed them the flesh of magic users
- The gender of the OC companions are ambiguous, take your choice

Changelog

- V1.0
  - Released
- V1.1
  - Mr. and Mrs Gygas are now the Gygas couple, so they are in line with the other companions, choose their gender freely
  - Instead of double pages, a single page version is available
  - More images