

SPLATTERHOUSE

In a dark and stormy night...

The promise of blood stirs ancient memories.

A maniac laughs, his blasphemy sundering life and death.

Something howls in the dark, plotting its return.

...Rick and Jennifer, parapsychology majors, race across a muddy forest. An uneventful trip to the abandoned manor of the famous Dr. West grows manic as the sky splits open. Entering the dark mansion, the unsuspecting couple are beset by horrible monsters. Jennifer is taken away, and Rick is left to slowly die on the ground. As his life pools around him, something approaches the young man, and binds itself to his face.

The Hell Mask walks the world once more, and the pair slaughter their way across West's home.

If you do not interfere in their rampage, Jennifer will die, corrupted into a monster and slain by her own lover's hands. Three months later, the Hell Mask will demand Rick brave West Mansion once again, to return Jennifer to the world of the living. In doing so, he will inadvertently unleash the Evil One, master of the Wicked God Clan. Several years later, the psychic potential of Rick's son David will draw the Evil One to him, hoping to use the child to awaken the Dark Stone and grant him the power to conquer the world. Rick and the Hell Mask will join forces one final time. This is the course history would take, in one possible future.

But you are here now, in the jaws of West Mansion, with **+1000 Choice Points** to change your fate.

Will you be just another corpse in the pile, or something more?

Origin

A young man or woman with a promising future. A brilliant psychopath reaching beyond life. Something ancient, far older than even the sheep's faith. The specifics of your being are for you to decide within reason, bearing your later choices in mind, but your place in the world and immediate history is defined by the choice here. Any can be a Drop-In as well, trading away your place in the world but also any unwanted memories.

Avenger

It happened so fast. You shouldn't have been here, but you were, and now it's all gone wrong. These creatures took something from you, so now, you'll take their lives.

Monster

An undead beast, a hulking brute, or just a disgusting abomination. You are one of the many creatures haunting West Mansion, ready to tear Rick to bloody pieces or die trying.

Prisoner

How pitiful. Whether your prison is the world of the dead, your own body, or simply that you are not almighty enough to conquer everything, you are denied some form of freedom. But that could change.

Bystander

...from a certain point of view, at least. You are a more or less normal person that is not equipped to battle monsters hand-to-hand. This doesn't mean you are entirely normal.

Perks:

Discounts are 50% off. Freebies are Free.

Hymn - 50 CP

The screams of the dead are loud, but these jams are louder. From now on, you can have the music of the Splatterhouse series as your life's soundtrack, emphasizing carnage and battle with sinister synths and serenading emotional moments with gentler melodies. You'll even get new tracks following this style over time, ensuring your foes and victims mustn't suffer the indignity of dying to the same old sound you've killed dozens by already.

Reunion - 50 CP

Whether you're a pretty bombshell any man'd want to rescue, the spitting image of a dashing action hero, or some other model of beauty you'd prefer, the fact is that you're incredibly attractive. Don't expect mercy from monsters for your looks, or for those looks to remain so good if you're horrifically transformed into a disgusting abomination.

Taking Control - 50 CP

After spending a few years away from the mask and the bloodshed, Rick came back to play with some new moves, despite leading a life free from violence. Maybe he watched some wrestling? It'd explain the grappling he picked up, and which you now share. Get a firm grip on a fool, and you can make 'em hurt with headbutts, chokes, belly punches, throws, or a genuine pile driver. Of course, you can also do the Quad Spin Kick, as well as more basic moves like the sliding and jumping kicks.

From Dust & Dreams - 150 CP

Few people would call trading away your body and agency a good idea, but what do I know. You are a cursed mask, just like the Hell Mask. You can perceive the world and talk with others despite being an object with none of the required anatomy. In fact, as you have no anatomy, you're harder to put down in general as long as you don't abandon this form in favor of some other body. While worn by someone, you can give them as little or as much of your power as you wish to grant them. Also, the actual design of your mask body is... malleable. You can't exactly shapeshift, but changing your aesthetics over the course of a month is no problem.



Adrenaline - 100 CP (Free to Avenger)

Even before putting on the Hell Mask, Rick was built like a wall of bricks. Whether you went to the same school as him is up in the air, but it looks like you shared a gym, because you are jacked. Not that it'll help you put up a fight against the weakest monsters waiting for you at West Mansion. On the bright side, living for so long with natural muscles has taught you how to be gentle, both physically and in the sense of emotionally comforting others.

They Wanna Eat Me! - 200 CP (Discounted to Avenger)

So if you wanna live, better get ready to kill them first! Your fists are good for that, but a nice cleaver or shotgun would be even better. Thankfully, you're pretty damn lucky when it comes to finding weapons. Even in the midst of a monster-infested hellhole, you can keep on finding wooden planks sturdy enough to turn some creep's head into soup, or a heavy machete, or yes, an actual shotgun with a handful of rounds. I'd guess it belonged to their previous victims, so let's hope you put those weapons to better use.

The Nightmare Ends - 400 CP (Discounted to Avenger)

Damsels in distress are traditional, but it's hard to imagine the freaks running around here worrying about collateral damage or hostages. Thankfully, anyone threatening those you love will settle for capturing them over killing them outright. Whether they'll stay alive for long depends on their captor, but at least there'll be a chance of rescuing them. Should you fight to save them, you'll find your efforts bolstered. You'll gain the bravery to leap into the void and challenge the most unholy of beings for their sake, the foes standing in your way will battle you in groups that can be fought properly instead of crushing you in a tide of flesh, and you'll follow the best path towards your loved ones on instinct.

The Mask Cometh - 600 CP (Discounted to Avenger)

Despite being a simple university student, Rick was chosen by the Hell Mask over any serial killer or burgeoning psychopath as its true host for a simple reason. It was destiny. Much like Rick, you are quite literally fated to claim (or, perhaps, be claimed by) intelligent items of a malevolent nature. Usually arriving in your time of need, you will find yourself a natural at wielding their power, brutalizing and eviscerating foes like a slasher movie villain. You will also be able to preserve the item's powers as your own for a fight or two should it abandon you or be destroyed. Just as Rick was able to assume the Mutant Rick form in his third joining with the Hell Mask, time and experience will grant you a super mode in which your partner melds with your flesh to grant you even more power. While this won't change their personality, the fact that you are their destined one does mean such artifacts will keep trying to make you theirs instead of settling for a more obedient or capable user, though whether they'll spare your life if you actively fight them is another question.



Into The Dungeons - 100 CP (Free to Monster)

This is gross as hell, but if it works, it works. Whether by mutation or nature, you've got some type of biological trick or abnormality of your design. Being able to projectile vomit acid every few seconds, sharp claws that can extend a meter or two, or maybe an arm inside your torso containing a second brain. If you really want to, this can make you one of the weaker monsters haunting this world, like a feral bat, body eater, or zombie dog.

Can O' Worms - 200 CP (Discounted to Monster)

Now that's more like it. You're a right proper monster, strong enough to rip apart a human being with your bare hands, tough enough it would take ten shotgun shells to put you down, and agile enough to leap clear over someone's head or run twice as fast as a man. So long as it looks right at home in horror media, your new form can be whatever you want it to be, be it a flayed brute or a grotesquely overweight beast or a blood-filled spider made of mud. Any natural weapons, like claws or a proboscis, will be as deadly as sharpened blades.

The Nightmares Come Floating In - 400 CP (Discounted to Monster)

On this unholy night, let the dead live, and let the dead kill. With this, you can become a restless spirit, or the one who summons them. As a spirit, you'd be a wisp that can inhabit physical objects and move them, throwing knives and chairs around hard enough to kill, and being harder to kill as damaging your vessels only partly hurts you. If you wish to summon the dead, you will gain the power to revive nearby corpses as mindless zombies under your command with a simple chant and summon your own bespoke type of undead from the netherworld to act as your loyal servants, be they cute ghost girls or flying decapitated heads. Either way, you'll also be able to levitate at decent speeds.

Herzeleid - 600 CP (Discounted to Monster)

Not all monsters are made equal. Some are tormented humans, made into a grotesque parody of what they were. Some are abominations from the start, made wrong by their masters. But you? You're the reason why the night isn't safe. A mother or father of monsters in your own way. You could be something like Mother, a man-sized heart that infests wherever it takes root in until even an entire mansion is subsumed unto its flesh, all while spewing monstrous embryos fast enough to gestate a legion of monsters over the weekend. Or perhaps you'd rather focus on yourself, and become something like the Hideous Pantheon, a terrifyingly fast flying blob of monstrous face howling into the night. With such a form, you'd be able to expel your many faces as projectiles and minions, each eventually regrowing their body to fulfill your dark designs. Regardless of your specific powers, you will also gain a healing factor capable of giving you a second or even third wind in combat. With a reprieve from harm, it could regrow your entire body from a decapitated head in a single minute.



Is Your Family Safe? - 100 CP (Free to Prisoner)

Some people are so ungrateful. All you did was give them the power to save their lives. But even if they throw you away, you'll make them come back one day. All it takes is reminding them what's at stake. If she doesn't have to die, as long as he puts you back on, then it's only natural he'll be wearing you soon enough. These words aren't the kind to engender love or loyalty, but as long as it keeps you away from the dust and dreams...

Escape From The Void - 200 CP (Discounted to Prisoner)

It's been so long, so very long. Before fire, before science, you were here. Waiting for the right chance to arrive. For the right tool to be in reach. It'll be here soon. When you find yourself unable to act, whether because you're bound in some type of prison or suffer from a body that can't move on its own, fate will draw others to be placed in the position to free you. It might take a very long time, depending on how tight your bindings are, but they will arrive eventually. Whether they'll do it without encouragement or trickery is another story.

Flames Couldn't Get Much Higher - 400 CP (Discounted to Prisoner)

The world shall be yours to rule, in more ways than one. The power to control an element of your choosing lies within your grasp. The Evil One commands electricity, letting him summon bolts of lightning and throw plasma balls capable of incinerating any normal person. The Hell Mask is a master of flesh, empowering its wearers, warping their muscles into crushing tendrils, and even bringing them back from death by regrowing their tortured body in a safe locale. Note that all of these feats cost spiritual energy to achieve, the mentioned revival especially so. No matter the element chosen, what you can do will depend on your spiritual strength, and will always be fairly straightforward in nature.

The Evil One - 600 CP (Discounted to Prisoner)

At the end of the day, you're looking for the same thing as any other god... a little faith. But faith for things like you, oh, that doesn't mean prayer and compassion. You're an evil deity, just like the Evil One or (possibly) the Hell Mask itself, sustained and empowered by suffering. In old times humans offered their own people's still-beating hearts as sacrifice. Nowadays, helping some wannabe hero tear monsters to shreds works just fine. Death fills you with spiritual energy, greatly strengthening you over time, but you'll slowly return to your normal state should no more blood flow in your name. Because of your ethereal nature, you can manipulate your spirit, letting you raise and empower corpses with a piece of your evil soul or fake your own death by appearing to shatter into little pieces. You could even jump ship to another body, if its nature was compatible with yours and it had no means to resist you, such as the corpse of a recently murdered evil god. Also, you may communicate with those touched by your power via dreams, even from beyond the grave.



Introduction - 100 CP (Free to Bystander)

Much like Rick and Jennifer, you have studied the field of parapsychology as your university major. The utility of this is dubious, but at least you know how to test individuals for ESP and psychokinesis, and how charlatans fake such powers. More importantly, your grounding in the research of supernatural phenomena lets you easily figure out what items and legends are genuinely supernatural, and which are simply a cultural construct.

Jennifer's Scream - 200 CP (Discounted to Bystander)

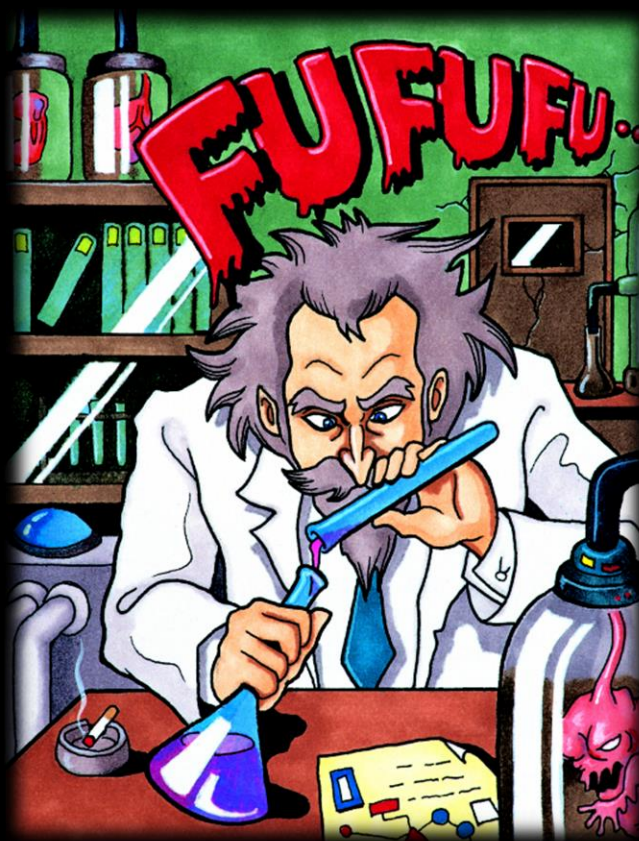
Even if you're more than an innocent civilian, odds are, you won't excel in a fight. But if someone loves you the way Rick loves his family, you might be safer than you expect. When you're in danger, your loved ones gain a small boost to their competence and bravery. This won't turn a meek nerd into a master of combat, but even someone like that could punch and shoot horrible monsters without hesitation. Also, their overall luck in finding you will rise, to the point of completing a journey that would normally take four minutes in three.

The Gallery of Horrors - 400 CP (Discounted to Bystander)

Such wonderful subjects they'll make... delving into things man ought not to know, you have become something of a reanimator. Turning your victims into zombies capable of living even with their legs and lower torso missing takes only a few chemical mixtures. Overloading the poor creature's production of stomach acid such that they become a living trap belching a deadly concoction at intruders? A little more complex, but immensely satisfying. Should you tire of kidnapping hapless sheep, you know how to forge life inside test tubes, abominable homunculi comparable to West's creations. Beyond chemistry, your surgical skills are no less gruesome. With a big boy and a pair of chainsaws, you could easily make your own Piggy Man.

Freeing The Stone - 600 CP (Discounted to Bystander)

If the inhuman monsters weren't clue enough, the field of parapsychology isn't just quackery in this world. Among humanity, there hide genuine psychics. Unspeakably rare, but real. As a matter of fact, the eventual child of Rick and Jennifer is one of them. You are too. You can sense presences with your mind, alerting you to enemies both physical and ghostly in nature, and speak with the dead using props like ouija boards or seance rituals. With effort, your mind can exert a physical force, letting you throw knives around hard enough to cut flesh or firmly grip a stray ghost and thrash it into submission. More importantly for your continued safety, you can interface with artifacts like the Dark Stone under arcane circumstances, such as during a lunar eclipse at an altar consecrated to an evil god. This would let you bypass any safeties or restraints on the item in question, forcibly drawing out its power. Similar control could be gained over spells like the Forbidden Seal, as well, making you something of a skeleton key for any ancient evil hoping to escape its prison.



Items:

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Demon Heart - 50 CP

Warm and fresh, beating even far away from the unfortunate sod it was ripped from. You get three of these to begin with, and whether kept on your person or somehow absorbed, they can be sacrificed to grant you a burst of healing strong enough to fully heal a gaping wound or butchered organ. You get one more each hour up to a maximum of five.

Eldritch Orb - 50 CP

Blue spheres the size of a human head. They act as a consumable source of spiritual energy, enough to let the Hell Mask form its host's pectorals into crushing tentacles or to manually strengthen one of their limbs. Depending on the abilities available to you, these may be more or less useful. You get one each minute up to a maximum of four.

Chainsaw Toothache - 50 CP

A pair of chainsaws, ready for your use. They chew through flesh and bone with no risk of jamming from the gore, and can be powered by the blood that coats the cutting chain rather than just gas. They are also designed to be operated one-handed. In fact, if someone cut off your hands and a bit of the bones, you could just slide them in and wield them using only internal muscles. Also, the chains can have normal or literal teeth, as you prefer.



Choose A Door - 100 CP (Free to Avenger)

That degree you've been studying for might lead to a lucrative job, but a better way to make money is by watching and waiting. You've got a stock portfolio and your own little place in Wall Street. Your passive income is just enough to live on your own, but if you wanted to raise a family or buy a mansion, you'd need to knuckle down and apply yourself. It could be tough, but hey. Feral commodities traders are much nicer foes than zombies.

The Portal - 300 CP (Discounted to Avenger)

A small excerpt taken from a certain diary, containing a spell for giving life. Via chanting the names of ancient gods, you can open a portal to the underworld, summoning a soul of your choosing until something on the other side reclaims them. You may also enter the land of the dead to physically bring them back with you through the portal. If you succeed, your target will be returned to life with a new body. While you can find a similar spell in Dr. West's second mansion, that one requires a specific gate to the underworld to function instead of working as presented. Or the Hell Mask's power? Sources differ on the details.

The Mask Speaks - 600 CP (Discounted to Avenger)

A strange artifact taken from a temple in Mexico. Rather than just some gruesome religious garb, it is a supernatural entity that feeds upon suffering, granting its wearers brutal power. Superhuman strength and durability, the stamina to carve through hundreds of victims, even resurrection should it stockpile enough energy. In due time, it can offer more power by warping your flesh in horrifying ways. But you need to know, the mask is-

"DON'T LISTEN TO HER."

"I CAN GIVE YOU THE POWER YOU WANT."

"TO SAVE EVERYONE YOU LOVE. TO HURT EVERYONE YOU HATE."

"WE'LL HAVE SO MUCH FUN."

"LIKE A BEAUTIFUL, ETERNAL DREAM."

"WE CAN PLAY TOGETHER."

"FOREVER."



"I'LL BE WAITING FOR YOU."

Rotary Blades - 100 CP (Free to Monster)

Perfect for dealing with home invaders and escaped victims. A wooden contraption fitted with a blade as long as a man is tall, that can spin it around indefinitely. It's a bit slow, but it'll maim anyone who stands in the wrong spot just fine. Despite the name, it can also be assembled to push and retract the blade vertically, letting you mount it as a spear hidden inside walls or floors. You get enough of these to install a dozen in each property you own.

The Requiem - 300 CP (Discounted to Monster)

It's the man, the myth, the legend... Hell Chaos! Also known as Captain Mozzarella, it's not entirely clear what this freak really is. Some think it's the Mask, or maybe just a portion of the evil inside it, while others believe it's Dr. West himself. For the giant zombie that now follows your will, all that matters is that it obeys faithfully. This creature is strong even for something the size of a small manor, and just as tough, with the ability to burrow under the earth stealthily despite its gigantic height. Whether you use it as a hidden body guard, or as a protector for your property, it's certain to be helpful.

The Forbidden Seal - 600 CP (Discounted to Monster)

Whether by the doings of ancient warlocks or some strange quirk of the universe, you have become the lynchpin to an interdimensional barrier linking to the land of the dead. Your presence can darken your surroundings, creating a strange zone in which the living world and the afterlife mix together in chaos. Using this, you can attempt to wrestle beings into the other side of the barrier, trapping them in the underworld. This isn't absolute, but even an evil god would struggle to influence the world past the seal, needing some mortal to open it from the other side in order to escape. Beyond this, a section of the underworld is yours to rule, such that only particularly strong-willed souls could resist your commands if their final destination ended up being your domain. It's not very hospitable, being an empty abyss illuminated only by the maelstrom of screaming souls, but perhaps you can make something of it. If nothing else, merging with your subjects to become a half-biological half-phantasmal giant that breathes tormented spirits as projectiles would make you quite powerful.



From Mexico City - 100 CP (Free to Prisoner)

Once upon a time, there was a place in which you were worshipped like a god. That era is long gone, but your church survived. No power or energy is left within it, but it remains a monument to your being designed to your liking, a match for any Aztec pyramid or Gothic church in glory. In fact, its cultural value ensures the locale will not be left forgotten by mankind, which might be useful if you're ever forced to go dormant.

The Embryo - 300 CP (Discounted to Prisoner)

Just as the Evil One is served by the Wicked God Clan, you have your own cult to enact your evil plans, a hundred strong in numbers. Most of them are zombies and abominations, capable of easily murdering normal humans but chaff in the face of a Hell Mask wearer's wrath, led by four unique creatures strong enough to at least put up a fight. Among these elites is a Great Boreworm, a mildly phallic armless monster who can spawn boreworms in large numbers, and infest victims with brain-eating parasites that make them into mindless monsters within minutes. Two more are brutes, the last a spirit, each customizable within reason.

The Dark Stone - 600 CP (Discounted to Prisoner)

In ancient times, the Elders bound all of the world's Black Magic within a single jewel, to seal away the evils that plagued mankind. But it seems the world held far more evil within it, for in your grasp lies another Dark Stone, a crimson gem holding an unspeakable amount of dark magic. It was not designed to be used as a source of power, the very opposite in fact, but even partial access would let you corrupt a mansion into a bloodstained nightmare or bend space to connect distant locations together. Maybe you could make your own play for Rick's son, a few years from now? If you unlocked its true might, you would become powerful beyond reason, capable of summoning enough darkness and monsters to challenge the world or forging entire dimensions to your liking. Still, perhaps it is best not to let such power go to your head. The darkness was sealed away once before, and none of this is particularly optimized for combat. If an enraged hero wants to rip you apart limb by limb, bashing you against the ground until your brain is wet mush, you'll still need to fight for your life.



A Night In The Woods - 100 CP (Free to Bystander)

What better way to find victims, than to make them feel honored to enter your parlor. You're famous in academic circles, being well known and genuinely respected for your research in a pseudoscientific field or theory of your liking. If you make yourself available, people will visit your home unprompted, and unsuspecting of any malice on your part. If you'd like, your fame can expand to cover your more "out there" academic qualifications from other worlds.

The Mansion - 300 CP (Discounted to Bystander)

Some experiments are best kept away from the eyes of the ignorant. This mansion is a great investment for that purpose. Situated on an island in a lake, haunted by ghosts that harass intruders via confusing their nervous system and possessing their own corpses to fight, this manor is a bit rustic. But with a library full of unsavory scientific and occult tomes (that can update with similarly taboo books from new worlds as you Jump) and a laboratory full of tanks and replenishing chemicals perfect for making an army (or explosives) in the basement, the lacking amenities may be worth it. Just don't stand under the ram trophies.

The Splatterhouse - 600 CP (Discounted to Bystander)

Welcome to your new home, a large manor with multiple stories, a labyrinthine floor plan, and utilities you don't have to pay for. Besides the libraries and bedrooms you'd expect, there are more unsavory rooms available, like torture chambers and butcheries. What's truly dreadful is its nature. Your residence is genuinely evil, drawing monsters and spectres to it like moths to a candle, eager to serve and kill in your name. None stronger than you, or at least your loyal creations, and limited by what the world has to offer. But when you can gather an army of darkness without even doing anything, that is no comfort to the sheep huddling in the light. Even if you are slain, the sheer malice of the house can serve as a phylactery of sorts, twice over each Jump (each decade, post-Chain). Even if the house is burned down or wrecked, as long as some of its walls still stand, it can save you. The first time you are killed, your spirit will be revived in the form of a fleshy colossus made from the corpses within its grounds. The second time, your body will rise anew as a zombie.



Companions

When the sun rises again, will anyone stand by your side?

Companion Import - 50 CP

Import a previous Companion, granting them an Origin and 600 CP to spend.

Companion Creation - 50 CP

Create a new Companion, granting them an Origin and 600 CP to represent their native traits and gear. You may design their character beyond this as you see fit.

Companion Export - 50 CP

Purchasing this will twist fate to ensure a positive first meeting with a character of your choice, who can become a Companion if they agree to join your journey. Property held by them which overlap with the choices available here may be kept by them as proper Items, as well.

(For example: Rick can take the Hell Mask with him directly instead of it needing its own Companion purchase, Dr. West will keep his mansions and academic fame, and the Evil One may take the Wicked God Clan and Dark Stone with him.)



Drawbacks

Blood and agony is the measure of power. You may gain up to +600 CP here.

Goodbye Jennifer - +100 CP

Perhaps you are strong. Perhaps you are unfortunate. Either way, those you love are far too often chosen as targets by the forces of darkness. Whether they are pursued with immediately lethal intent or taken hostage is not set in stone, but either way, you ought not to leave them alone for longer a day. One side effect of this is that, in absence of Companions or the like, you'll be assured to meet people here whom you can hold dear to your heart.

Glorious Yet Fleeting - +100 CP

A temple, a tomb, a joyful dream painted in crimson red. No matter the nature of your being you now find yourself dependant on bloodshed to persist. Without victims, you will weaken and wither, losing much of your power after a day abstinent of murder and dying outright should you refuse to slake your thirst for longer than three months. Even if you kill with glee, your full power can only be unleashed temporarily, built up over time by slaughtering.

Part 2 and 3 and... - +200 CP

This world does take its inspiration from horror movies, so this should come expected. Your adventures and quests are never over when the dust first settles. It may be that the foe you vanquished did not truly die, or was merely the pawn of a greater threat. Maybe a detail was left to your dissatisfaction, and you'll walk into mortal combat to resolve it despite your better judgement. Maybe you just released an ancient evil from his jail like a complete dope because you didn't think beyond your desires. Either way, there's always a sequel.

This Was An Arcade Game If You Couldn't Tell - +200 CP

Whenever you are engaged in combat or otherwise "adventuring" through perilous terrain, a massive cloud of purple gas will hound your steps, decently slower than you yet inexorable in its advance. This cloud halts when you are fighting equals or in situations where movement is out of your control, but in such cases strange flying spheres only a step slower than you but not quite as agile will begin to appear over time attempting to touch you. Contacting or physically overlapping either of these menaces instantly kills you.

Evil Unchained - +300 CP

This world's dark magics were sealed away, but now, the evils of worlds you have previously gone to shall fill that void. Like mold and vermin infesting a house's walls, everything grows darker as monsters and villains do what they are known for. Even beyond those who might seek vengeance against you, their presence will make life increasingly miserable if none stop them. Visiting only or mainly kinder worlds will not avail you, for light can not banish all shadows. Individuals who could have gone astray if a helping hand did not grasp them, monsters smothered or redeemed in their cradle... you will see firsthand how bad things could have been, in a darker and bloodier world.

Darkness Risen - +300 CP

Speaking of bad endings, not only have you arrived years later than normal, but in a world where things have gone astray. The exact details are hazy. All you need to know is that Jennifer was killed in such a manner Rick gave in to the Hell Mask entirely, their dark symbiosis giving it the cunning needed to hijack human society and rebuild its ancient faith, growing unspeakably mightier. Despite this, the Evil One not only escaped his prison, but awakened the Dark Stone. Now, the world is carved in two, mankind trapped in the midst of a bloody war between evil gods at the apex of this world's power... both of whom shall believe you key to their ultimate bictory, whether as soldier, or sacrifice.

The End

After ten years, it is once again time to choose.

Go Home, Stay Here, or Move On.

If you died, you may only choose the first two.

Notes

Generally anything that changes your body can be considered an Altform post-jump, but it can also be kept as a normal Perk if you want. This is most relevant for Into The Dungeons as it effectively gives you a new ability without making you a monster, but I can't write off the possibility of someone so committed to the bit they want a mask to be their base form.

The Mask Speaks is meant to be a more or less loyal copy of the actual Hell Mask. If you buy The Mask Cometh as well and did NOT take Darkness Risen, it can be the original Hell Mask, but he's kind of a dickhead. Since destiny is apparently a thing, doing so probably means Rick and Jennifer never visit West Mansion.

...If you and a Companion (or multiple Companions) get both then all past the first have to be copies, smartass.

Changelog:

>0.1: Wrote the Jump.