

The Pantheon of Pleasure Gauntlet

Gauntlet by dragonjek

[CYOA by Sylen](#)

Version 1.1

From far-away lands you have come. I understand your doubt, your fear, and your lust for power. Allow me, the font of Vigil, to guide you through this blasted plane of existence... to forge a new one.

The Blasted Realm has been host to many who have come from other worlds, but you, I think, are from someplace far more distant than any we have seen before. Agreements have been made, and bargains struck, and your Benefactor has sent you here to experience the dangers and delights this world has to offer.

Welcome to the Origan Realm, or more plainly known as Origo... although in more recent times, it has instead been known as the Blasted Realm.

This was created at the dawn of time, made to serve as the primordials' paradise. In time, the goddess Helera gave birth to new realms and universes of equal or greater scale, but even then the Origan Realm served as a center of trade and knowledge. But eventually the realms drifted apart, and worlds were left isolated amidst nothingness.

The old pantheon returned to lay claim to the most important of worlds, Origo, and waged war with one another that split the once-paradisiacal world asunder and plunged it into a dark age. Life grew accustomed to living in the footsteps of their greater forebears and the ruins of greater ages. To gain an advantage in their conflict, the gods shared some of their Sparks with the natives of this world, thus imbuing every last lifeform on the planet the potential for godhood. Eventually, a god was usurped by a

mortal, and Elena, Goddess of Realms, took action to isolate Origo through the Veil, making it nigh-impossible to leave this world.

To this day the war between the gods continues... but it has grown cold, and many of the old gods are dead and replaced.

But even a war between gods was not enough to reduce the Origan Realm to something that warrants the name "The Blasted Realm". Lucira began life as nothing more than a farmer's daughter. But one day she was raped... and she *liked* it. So she returned the favor, and raped the man to death. And then his band of friends. And then their friends. And then everyone connected to them. And then everyone in their entire nation... eventually, she drained entire kingdoms to sate her lust, until eventually she breached the reflection between worlds and marched into the realm of the gods, forcing her own ascension.

The gods, fearing her power and potential, gave up parts of their own nature and power to her, fueling her procession, until she grew powerful enough to rape and consume the goddess Elena herself. But Elena still survives, to some extent, used as a tool and puppet to allow Lucira to spread to new dimensions and devour them as well, in an ever-expanding entropy of lust.

Her "crusade" left Origo as nothing more than a barren wasteland, and what wildlife and vegetation that grows in what is now known as the Blasted Realm, only does so because it was planted in the aftermath of her rampage. Those mortals lucky enough to go unnoticed by the thirsting goddess have spread once more, partially repopulating the world, building their petty kingdoms and false republics. But the wastelands are riddled with deformed elements and depraved residue, for her lusts were so terrible as to twist the very laws of existence.

You receive 0 Choice Points to spend on this document. This is what you might term a "Gauntlet". You will remain here until you achieve the goals you will later define, or until you surrender. Death can allow you to move on in your Chain... but this realm offers many ways to defy death, so it will not do so by default.

If you fail, lose, or surrender, you will forfeit all you have obtained in this Gauntlet and simply move on to your next world none the worse for wear. But if you do succeed, the rewards will be great.

However, although you receive no Choice Points, you can damage your soul if you so desire to obtain **up to 100 Soul Points** – but be certain that you do not spend all of them, or you will have no soul left, and will immediately fail the Gauntlet.

Notes: This Gauntlet is [based on a CYOA created by Sylen](#). It is assumed that you have access to this CYOA, and this document should be played in conjunction with it. For the most part, they are both played at once; at certain points, decisions made in this document will replace or outweigh what is offered in the CYOA. Certain options in the CYOA will be altered to be appropriate to the format of Jumpchain; see the Notes section for a list of these changes.

Locations/Arrival

Where will you arrive in this world? You may freely choose any location in Origo, or you may roll 1d8 to receive **+100 CP** in exchange for letting luck select for you.

1 – City of Westdale:

The City of Westdale is the capital of the Kingdom of Westdale, which despite the name does *not* make up the entirety of the nations taking up the Land of Westdale. It lies on the Sin Coast, facing the Sea of Sins, and is one of the most stable kingdoms in the continent known as the New World. It is a powerful center of trade, but is also notoriously xenophobic; only humans are truly accepted, Light Elves and Dwarves are barely tolerated, and many other races are simply killed or captured on sight. Magick is regarded as unsafe, and requires a license.

2 – Bracken Hold:

The main concentration point of Beastkin in Westdale, it is located between the Crater of Corruption and the fallen city of Valendale, located eastward of the City of Westdale. It is more of a tribal gathering than an actual city, with only the main centers of attraction having true buildings – the chieftain’s great hall, the arena, and the slave market. The Beastkin form raiding parties here to plague the homes of civilized folk, but they also welcome Orcs. Their main exports are gemstones and Lucirite, which they sell at trading posts... when they aren’t selling slaves, at least.

3 – Outremar:

You will never find a more wretched hive of scum and villainy than Outremar, for it has the cruelest and least discriminating slave markets in the land, and flesh is sold for less than bread and water. It is equally intolerant of everyone, and anyone who visits should sleep with a weapon on hand.

4 – Groggmar:

A stronghold of the Orcish tribes that dominate the New World, it is... somewhat civilized, at least by Orcish standards. Bull Orcs, Red Orcs, and even Black Orcs can be found here in addition to the “default” Orcs. The arenas are central to the culture of Groggmar, where the winner in battle is entitled to everything the loser has – even their body. Other races are rare – not because of intolerance, but because non-Orcs stick out, and sticking out is a good way to find oneself challenged in the arena, to be enslaved... although if you’re strong enough, even a non-Orc can become successful due to strength shown in battle.

5 – Xervas’ Landing:

The main Dark Elf stronghold in the New World, lies in the northern parts of the darkened lands cursed by the Crater of Corruption. It consists of a huge and dark tower, devoted to hedonism, slavery, torture, and magical experimentation. They have formed pacts with the demons who inhabit the Crater of Corruption, and have raiding parties to capture slaves and monstrous beasts alike. No species other than Dark Elves is welcome here, and even then “welcome” is a significant exaggeration.

6 – City of Ordenvell:

Capital of the Kingdom of Ordenvell, it lies along the Silver Stream, and is constantly threatened by the Centaurus tribes that stalk the steppes. Merven's Reach is the only protection against bandit country and the slaver city, while demonic cults lurk to the north. Despite facing threats from every direction, they thrived, being accepting of all races and having competent leadership. Although famed for prosperity, its leadership has been reduced to a puppet government with strings in every direction, and factions have formed amongst the races, resulting in prejudice growing until the once-fair city has become a powder keg ready to burst into civil war.

7 – Broken Lands:

Northeast of the Lands of Westdale, this the terrible location where Lucira's crusade began. Her insatiable lust broke the earth, distorted the wildlife, and shattered reality in cataclysmic fashion. There are rewards to be found here, certainly... but just entering risks entropic and degrading lust, and eternal debasement of the soul and self. Considering the risks, if you rolled this location, you may give up your bonus CP and choose another location.

8 – Free Choice:

Perhaps you wish to go to Verdenfall, where the elves practice the Vows of Virtue, and torture or indoctrinate the "profane" into following their way of life? Or perhaps you wish to go to the old world, in Doros and Middenfall, the birth kingdoms of Man and Dwarf alike? They have held an alliance against the elves for thousands of years, and although dogmatic, those nations are quite safe. Maybe you'd prefer the dunes of Astoria, full of slaver cities... or perhaps the northern lands of Scyros, home of cultist war bands, Giants, and Dark Elves, who seek to raid the southern lands to abduct the weak for debauched rituals? There are many places in the world you can go, should you so desire.

Origins/Fate

Before you choose your "backgrounds", you must decide how you will arrive in the Blasted Realm. One option is equivalent to your "drop in", the

Landing of Fire: you will emerge from the sky in a rumble of fire, a meteor descending towards the earth. You will survive unharmed, but be warned that people coming from the sky is not an unknown occurrence, and you may have to fight off slavers or people seeking to profiteer off of your arrival.

Alternatively, you may be subject to the Weaving of the Fates: you will be stripped of your memories, and will have none of your purchases here or in the CYOA, and will be raised in the Blasted Realm from infancy as though you were a native; fate will ensure that you survive until your memories and your purchases activate, which will happen within 6 years of reaching sexual maturity. Fate will likewise ensure that all of your origin options are true and play a role in your life.

There will be no special benefits or drawbacks in the CYOA to choosing either option. Either way, you will be able to choose up to three of the following backgrounds; if you chose the Landing of Fire, these will simply decide which perks are discounted, and will not influence your life here otherwise. You only receive or pay points for an origin if you took the Weaving of the Fates, however.

Streetrat (+100 CP):

You have grown up impoverished and homeless, a child of the streets. Simply to survive, you have developed a host of illicit skills.

Merchant:

You have grown up in a merchant household, and have skills in the trade and distribution of goods. You're no noble, but at times coin can invoke greater loyalty than any "rightful" ruler can.

Traveller:

You are a wanderer, and have experience in surviving far from the comforts of civilization.

Scion (-100 CP):

You are the child of a noble house, and spent your formative years learning court etiquette and the intrigues to which you would eventually grow to perpetuate.

Royalty (-150 CP):

You are born into the royal family of your chosen location – or adopted, if your species doesn't match – and have been provided the finest of luxuries. But there are a host of dangers reserved for those who lead society, and if you aren't careful, you could easily lose your head.

Slave (+200 CP):

You have suffered terribly, and were either sold or born into slavery. You know nothing of your heritage, and your parents were either sold long ago... or were the ones to sell you.

Diplomat:

You've made a study of diplomacy, and have the skills needed to form good relationships with even opposing governments... as long as they're willing to listen to you in the first place, that is.

Dark Raider:

You are a pillager and slaver, skilled in combat and guerilla tactics. People fear your kind, for you can do worse than merely end lives; you can ruin them.

Explorer:

You are at home aboard a ship, and have been taken in as a second-in-command to a vessel that sails the seas, seeking to find new lands and new peoples, always eager to discover something you haven't seen before.

Vampire Hunter:

You are trained in hunting the occult – not merely vampires, but also werewolves, demons, and other threats to decent peoples. But your prey is mighty, so ensure that you don't think the teachings you've received allow you to easily match them.

Soldier:

Maybe you serve a kingdom. Maybe you're part of a mercenary company. The point is, violence is your trade, and in the Blasted Realm, business is booming.

Bandit (+50 CP):

You could have been a deserter, or maybe you just got fed up with the commoner's life. Either way, you've learned thievery, robbery, and looting, and are skilled at exploiting other people. Be careful that you don't attract enough attention that the local governments decide to do something about you.

Cultist:

Although the greater gods will offer you their gifts, there are other, lesser deities out there with powers of their own. This option has you join one of their cults, and you will have lived a life in service to them, even sacrificing people in their name... but beware. The fate of a cultist is to either die with their deity, or buckle from pressure from other, better-established cults.

Disciple:

A powerful being such as a vampire or succubus has seen your potential, and has taken you as a student, teaching you dark and blasphemous lessons. However, such beings typically have long-reaching plans of their own, and students such as you are first in line to be laid on the chopping block to advance their ambitions.

Infiltrator:

There is a secret hidden under Ordenvell, and you're lucky – or unlucky – enough to have stumbled into it. You know the secret that the ruling class has kept from the commoners, that has allowed them to feed on the lower class and keep them in check. But knowing secrets is a good way to find an early grave...

Thief:

You're a pick-pocket, a cat burglar, a lockpick, and a dozen other trades besides, all oriented around liberating people of the burden of wealth.

Farmer (+50 CP):

Being a Farmer in the Blasted Lands is a far more dangerous profession than you may be used to, for everything from demons to cults to bandits to slavers roam the countryside, and life outside of the protection of a town or city is all too often a life cut short. But your job is needed, so you persevere.

Court Physician (-50 CP):

You are trained in curing diseases, mending wounds, and dispelling curses. Yours is a grand calling, one afforded much acclaim... until you fail, at least.

Priest:

The priesthood is known as the ones who pray for the masses, but considering what many of the gods are like in this world, being a priest is often a less altruistic occupation than the common man would like to think.

Court Jester:

Although often thought of as a humiliating profession, the truth is that the position is well-paid and highly sought after, and allows an intelligent fellow to rub elbows with the nobility, or even earn oneself a title from good service.

Pirate Captain:

Unfortunately, the crew that you joined at sea soon went bankrupt, and you were all forced to turn to piracy to survive. Luckily for you, you're quite good at it, and were eventually promoted to captain by the crew.

Prostitute (+100 CP):

The oldest profession, you have taken to selling pleasure for money.

Commander:

You're more than merely a soldier, you are a *leader*, someone who distinguishes themselves from the masses through their grasp of tactics and strategy.

Courtesan:

A prostitute just takes whatever dick pays them. Courtesans, on the other hand, have a host of skills to entertain and provide company... and also

sleep with whoever pays them. But you're *high class*, so that makes all the difference.

Scribe:

You are a well-educated writer and chronicler, with great knowledge of history and the literary arts.

Crusader:

You are in service to the Church of Virtues, obeying the leadership of the church in their quest to purge the profane. Fortunately, you haven't taken it as far as writing runes in your skin to make it impossible for you to disobey.

Dark Apothecary:

Sometimes turned to when a Court Physician fails, your kind is more frequently found in the employ of nefarious folk, the kinds willing to make use of poison, disease, and occultism to accomplish their goals. Just be careful that you don't get killed for the topics of your study.

Monster Hunter:

There are a variety of monsters who haunt this world, and I'm not talking about monstrous people. There are terrible beasts and *things* that can bring slaughter to the innocent, and it is your kind that protects the people from their depredations.

Brush With the Divine/Godly Origins

It cannot be overstated how important the gods are to life in the Blasted Realm. And even more so for those like you, who come to this realm from other worlds, traveling through the Circles to reach Origo. Decide for yourself which deity you find the most affinity with, and it will determine what discounts you receive later on. Do note that this is *not* the decision whether or not to Champion that deity, and gives the god or goddess in question no hold over you.

Agana, Goddess of the Dancing Flame - Goddess of the First Circle:

A goddess of fire, of passion, of pleasure, Agana embodies fire that burns and enflames the flesh with mind-numbing, agonizing pleasure instead of pain. Although she can certainly do pain, as well. One of the few remaining ancient Primordial deities, her followers hold fire in highest regard. It is frowned upon to put out fires, and endorsed to start them; to worship Agana is to bathe in flame, and to praise her through the forceful initiation of the chaste.

Malok, God of Madness - God of the Second Circle:

A god of madness, domination, rape, degradation, and humiliation, Malok seeks to tear down the hierarchies of others to rule over them instead. Violence is a means to an end, to briefly sate the ever-hungering desire for dominance. Although mad and cruel, he is not without mercy, and those who surrender will be granted survival through debasement. With his madness, he has become one of, if not the greatest, sorcerers to exist, and his knowledge of the arcane is beyond compare. Many who follow Malok hope to one day challenge their own god for dominance, and Malok relishes this.

Arina, Goddess of Chastity - Goddess of the Third Circle:

A goddess of chastity, of modesty, of the prim and proper, and of endless denial. Arina embodies the denial of oneself and the denial of release, the search of eternal longing and sexual frustration. She is a cruel goddess who enjoys watching her subjects squirm for attention, or even the most basic of acknowledgements – but none will ever receive it. Arina, alone of the gods, remains pure, untouched, and undefiled. To worship her is to bind oneself to a life of chastity, and it is the tradition of her people to cast tormenting curses of impotence and to bind followers of other gods in cruel devices that eternally deny release.

Vera, Goddess of Seduction - Goddess of the Fourth Circle:

Seduction, charms, exhibition, beauty, deliciousness... Vera embodies the profane practice of sexuality given form, and the display of it, to corrupt the eyes of the chaste. She is a goddess of hedonism, of the pursuit and exhibition of pleasure, and her followers revere cleanliness, sluttiness, and

seduction. Having sex, or even pleasing oneself, is an act of worship, so long as you invite Vera to observe. However, her succubi split in half when Lucira ascended, with the more depraved following the other goddess, while the more civilized remained with her. She is the twin sister to Varo, and ascended together with him.

Varo, God of Deception – God of the Fifth Circle:

Shrouded in shadows, he is the god of deception, of integrity, of nobility, of lies, and of everything that is either honest or dishonest. He adores the night and all who dwell within it—although he has a particular favor for his children, the vampires, and a loathing for the werewolves who have so long harassed them. Although all his worshippers drink blood, he despises killing, for murder leads only to loss. All creatures deserve to live... as long as they allow themselves to be manipulated by his will. He is the twin brother of Vera.

Tharon, God of Perversion – God of the Sixth Circle:

Tharon is the defiler, a being of perversion, of tentacles, of phalluses, and of the breaking of minds. He is someone who takes pleasure in corrupting and abusing the pure and gentle. He has created and summoned alike twisted beings from the farthest reaches of reflected dimensions, and blurs the line between being the master of such tentacled beasts... and being their pet. His followers unleash monstrosities from eldritch planes onto the innocent, and to seek to defile and infect all other beings. Shockingly, he was once a human being studying under Malok, but the god of madness tossed him into a depraved realm that ravaged him for years and reshaped him into the monster he is today.

Helera, Goddess of Provenance – Goddess of the Seventh Circle:

Provenance. Fertility. Impregnation. Creation. Matrimony. Everything that is procreation and fertilization of the womb—but not in holy fashion, but in truly profane ways. She is merciful and loving to anyone who offers their orifices to be impregnated. She abhors all forms of violence, believing only in peaceful procreation. But people who don't share her ideology do not possess the right of consent and must be forcefully converted through repeated impregnation. She is not a deity that came from mortals, but a Primordial being who predated them.

Felicia, Goddess of the Wilds – Goddess of the Eighth Circle:

Goddess of the wilds, the hunt, of bestial knotting and feral animosity. A hermaphroditic deity who eternally searches for something to mate with, she is the god-alpha of the pack, establishing dominance over those she rules over, but also protecting what is hers. She created Lycanthropy, and considers the abandonment of civilization to be a sacred thing. Her followers mate with beasts, and abduct the unwary to become bitches in their packs.

Lucira, Goddess of Entropic Depravity – Goddess of the Circle of Realms:

The Circle of Realms is where Lucira resides, and from which she enters and devours entire worlds, universes, and realities. Once a mortal girl, she now stands beyond all other deities, but is more of a force of nature than a thinking and feeling being. Her beauty is such that merely standing in her presence would incinerate the soul, melt flesh from bone, and turn anything that's left into orgasmic ash. The same applies to hearing her, touching, or at all sensing her. Her mind is gone, and she is little more than an automaton seeking to fulfill her endless desires, lusts, and thirsts, all of which are depraved beyond all reckoning. She does not acknowledge her worshippers, but there are dangerous rituals that allow one to survive perceiving her for a brief instant, and gain wondrous powers from doing so.

Elena, Goddess of Realms – Goddess of the Circle of Realms:

Elena still exists, in part; she is being devoured, soul and all, by Lucira, but she can still reach out to her most devout followers. Her goal as a deity was to guard all worlds and ensure that balance was preserved; when she was despoiled and raped by Lucira, all souls across all realms felt it, and a deep wrong has been fundamentally worked into the fabric of reality. Because Lucira is eating her, the depraved goddess now has power over the Circle of Realms, which allows her to freely travel this multiverse.

The Soul/The Spark

The Soul is fickle and unpredictable, but is powerful, with the potential to become truly unlimited. It is the most sought after resource amongst higher beings, existing in both the physical and metaphysical sense. It transcends what you call reality, and behaves in ways that cannot be reasoned out using common sense or conventional means. So long as the Soul exists, it will – eventually – heal from any injury. As previously mentioned, you can tear your Soul into 100 pieces for purposes of the CYOA, but you can only spend Soul Points at the beginning of the CYOA; once you arrive in the Blasted Lands, you can no longer spend Soul Points.

Oh? You were curious about the Spark? Perhaps you are thinking of a different Spark? In this world, the Spark is the sum and flavor of the mind, body, and soul. Not only is it the strengths that a being relies upon, but is also a means to draw forth arcane energies and mana, and is the very essence of the potential to ascend into godhood. As long as the soul remains even partly intact, the Spark is all-producing, and can be neither snuffed out nor blocked.

However, a Spark also provides circumstances and conditions under which you might be weakened.

As you enter this world as a Sparkless existence, you will be able to select a single Spark for yourself. You may, if you so desire, go without a Spark... but be aware that this will render you completely unable to use the magick of this world, produce mana, or even so much as perceive magickal effects.

Expansive Spark:

The Expansive Spark is one of procreation, spreading, sharing in harmony, and furthering the agenda of existence as a whole. It draws energy from being productive, and is nurtured by creation, both simple and complex. If you perform senseless destruction, it will weaken your soul. The ultimate goal of this Spark is nothing less than to produce an entire universe – and then continue producing more, forever. Notable Expansive Sparks include the Primordial goddesses Helera and Agana.

Hedonistic Spark:

A Spark of self-indulgence, artistic superiority, and cultural exploration. It draws energy from being creative, and is nurtured with pleasure and entertainment. Performing barbarous or savage acts, as well as desecrating civilization, is tiring and weakens your soul. The ultimate purpose of this Spark is to learn, teach, indulge, entertain, and be entertained. Conversion is better than destruction. Notable Hedonistic Sparks include the twin deities Vera and Varos.

Overcoming Spark:

A Spark of champions, thrill-seekers, madmen, free spirits, and rulebreakers. You draw energy from constantly seeking challenges, self-improvement, or overcoming that which seeks to control you. Engaging in stagnation, idleness, and mindless comforts weakens your soul. This Spark ultimately seeks to free oneself of all limits and rise above the very laws of reality. Notable Overcoming Sparks include the mad Malok and the feral Felicia.

Corruptive Spark:

This Spark is inherently malevolent and sinister. Your soul not only draws energy from the shortcomings of others and their suffering, but takes pleasure in it, and feasts upon it. Either through direct torture, or by altering souls until they are unrecognizable. This Spark specializes in turning pleasurable aspects of existence into nightmares by virtue of extremity. It doesn't weaken from anything in particular, but it is easy to get lost in the pleasure of tormenting others, until you ultimately lose track of your goals and even yourself. Notable Corruptive Sparks include the sickening Tharon and the toxic Arina.

Devouring Spark:

[The Devouring Spark cannot be taken here]

This Spark is self-destructive, all-consuming, and inherently, utterly unstable. The soul folds in and unto itself to make a paradoxical black hole which feasts upon all emotions, feelings, and experiences around it. Most people with devouring Sparks don't even last a minute before their soul consumes itself. The only being ever known to have successfully awoken a Devouring Spark is none other than Lucira herself. To survive, you would

need to have extreme thirst and hunger beyond all reason, and those desires would need to continually grow lest the soul undergo soul-cannibalization. It is impossible to weaken a devouring Spark, as it constantly folds into itself in such a way that weakness loses meaning.

No Spark (+400 CP):

You have abandoned the powers of magick and the potential of godhood. However, recognizing the difficulty of this choice, you have been provided with extra CP instead.

Difficulties/Drawbacks

As a gauntlet, if you want CP you will need to make your stay here more onerous. There is no limit to the CP you can acquire in this fashion.

Personal Nemesis (+50 CP):

Normally, to obtain companions in this CYOA, you would need to take at least one Nemesis as well. With this option, you may take a Nemesis without gaining any companions, gaining CP instead for the risk you are taking. The value is +50 CP per rank of the Nemesis in question; for instance, the Rank 10 Nemesis “Résadr” would provide +500 CP, and you would be guaranteed to eventually come into conflict with her during your stay in this Realm. You may take this multiple times for additional Nemeses, but beware; having multiple enemies like this may result in them working together.

“Do not insult or disrespect” (+100 CP):

You are incapable of being rude or insulting to other people. Oh, you can still kill them, but you must be polite in doing so. Flagrant disrespect will result in you failing this Gauntlet.

Truly Baneful (+100 CP):

The Banes the various gods offer consist of some form of drawback, disability, or special condition applied to your Vessel and Soul. However, they aren't actually permanent, and there exist ways — albeit difficult ones — to escape the onus of a Bane. Or at least, there was. Now, each Bane

you apply this drawback to will be completely inescapable for you, and cannot be overcome by any means, including perks. Only the end of this Gauntlet will see them gone. You may take this once for each Bane that you take.

Refueling Flames (+100 CP):

You have been touched by Agana, and your existence is now tied to the flame. You cannot rest, recover your stamina, or recover magick, without being close to fire of some sort.

Subject to Domination (+100 CP):

You seem to lack the favor of Malok, because you have been enslaved at some point in the past (or will be shortly after your arrival, should you have undergone the Landing of Fire). Your master only rules over you physically, by means of chains and whips; there is no particular power keeping you enslaved other than the strength and influence they can exert. And they *are* powerful, in social status and the followers they have gathered, if not in personal ability.

Crusade of the Chaste (+100 CP):

Arina must gaze upon you with some semblance of favor — or perhaps that is simply wishful thinking? Whenever you encounter someone who you know has had sex recently, you are compelled to denounce them and extol the virtues of chastity to them.

Heart of an Exhibitionist (+100 CP):

You have sworn to Vera that you would bear the gazes of all who spy your lecherous actions. You cannot hide your lewd and sexual behavior, but must engage in it openly, for all to see.

A User (+100 CP):

Varo may disdain murder and believe people (who aren't Lycanthropes, at least) should live together peacefully. But don't mistake that for benevolence; he is a toxic user who seeks to exploit others for his own benefit. And now, so are you. You see other people as pawns and tools, and it will be difficult for you to make any close acquaintances.

Befouled Perversions (+100 CP):

At least you aren't as twisted as Tharon himself – but twisted you are, nonetheless. You cannot find enjoyment in any lewd activity unless you are engaging in some form of deviant sexual behavior.

Birth Pains (+100 CP):

Oh, you must have done something to be so cursed by Helera. Every morning, for one hour, you will experience the agonies of childbirth from the mother's perspective.

Needs the Pack (+100 CP):

Felicia is the goddess of the pack, yes, but aren't you a bit needy for one of her followers? You get lonely easily, and find yourself latching onto potential friends and partners unnaturally swiftly, and are quite clingy.

Deadened Senses (+100 CP):

You have been exposed to the barest shadow of Lucira's beauty, filtered through dozens of protective layers of enchantment. Thanks to that, you have not lost the use of any of your senses – but they have been weakened. All of your sensory input is lessened. This provides no protection against supernatural pleasure, however.

Chained to the Realm (+100 CP):

It seems that with Elena's capture, you too have had your freedom to travel the realms restricted... as free as you can be with the Veil, at least. Once you arrive in the Blasted Lands, you will be unable to leave this realm. This includes going to any of the divine circles, including the Circle of Realms. This will exclude you from certain goals and scenarios. If you were a Champion to a deity, and could normally expect to be brought back to life in their circle, your resurrection will not occur, leaving you to the same means of resurrection as someone who has not Championed a deity.

Upstart Tyrant (+100 CP):

Once, Sardre was a great god of tyranny, but was deposed and enslaved during the ascension of Malok. Now, he is but a poor, unfortunate soul, but one who deserves his torment... much like you would deserve yours, if it

happened to you. You have an urge to rule over all other people – and not any sort of gentle rule, either. Yours would be a reign of blood.

Unmatched (+100 CP):

The god of magnificence is a minor deity, Balor by name, who is a friend of the goddess Vera. You have sworn to endeavor to be magnificent in all things. You can only act if you believe you can perform your action to the best of your ability within the present circumstances. You cannot do anything in half-measures; if you cook food, you must make the best food you possibly can. This will make ordinary life more difficult, as you will continuously go above and beyond what is actually necessary, and will cause you to waste much time and effort.

Ode to Chivalry (+100 CP):

An ally of Vera, Ghannon is a minor god, holding sovereignty over chivalry. By taking this drawback, you have sworn to honor him, and have bound yourself to upright and chivalrous behavior.

Champion's Obligations (+200 CP):

[Requires having decided to be a Champion of a deity]

Being a Champion is no idle title. You are now compelled to act to promote your deity's interests in the Blasted Realm.

Sacrificial Pyre (+200 CP):

Unless you sacrifice a living sapient being to Agana every month, you will lose access to all purchases from this document and the CYOA until such time as you have burned someone to death. Fortunately, this sacrifice doesn't require special pomp or circumstance; you just need to set someone on fire until they die. Should you have purchased any abilities that would allow you to burn someone to death, those will still function – but only for the express purposes of performing the sacrifice.

Instigated Insanity (+200 CP):

You have been touched by Malok, and his madness has infected you – or is he the only sane one, because he understands things that even other gods do not comprehend? It does not matter, because you are, without a doubt,

mad. You can choose the particular brand of insanity that plagues you, but rest assured it will have notable effects on your life.

Profane Chastity (+200 CP):

As an act of devotion to Arina, you have rendered yourself completely incapable of achieving orgasm.

Child of Civilization (+200 CP):

You cannot abide being in natural environments, suited to a follower of Vera. Unless you are in a civilized area, you will be constantly ill at ease as you slowly become sicker and sicker. Eventually, only trying to move towards civilization will allow you to take action without feeling terrible.

Honesty and Dishonesty (+200 CP):

You must have been cursed by Varo. No matter what you say, everyone believes that you are lying... except when you *want* them to think that you're being deceitful, in which case they will assume that you are telling the truth.

Soiled Womb/Seed (+200 CP):

Tharon must be pleased with you, for the essence of the dark beings he serves has infested your reproductive organs. Regardless of whether you bear or sire life, you no longer produce your own children; instead, any who bear your child will give birth to a terrible abomination that befouls the very world with its presence. Any attempts on your part to reduce or prevent fertilization will fail, other than abstaining from sex entirely.

Malicious Pregnancies (+200 CP):

Have you been denied the light of Helera? It seems that every pregnancy you experience or cause will be unusually harsh; it will never put the life of the child in more danger than it would already be, but the parent's life will be miserable for the duration.

Rut of Beasts (+200 CP):

Felicia approves of sex with the wild and the bestial. You are now only capable of willingly having sex with beasts – at most, you could fuck a transformed Lycanthrope, but not one in their more humanoid form.

Origin of She Who Thirsts (+200 CP):

Oh, this is... unfortunate. At least you don't have a devouring Spark, too... like Lucira, you have been raped – or at least, you *will* be raped, shortly into the duration of the gauntlet. And you will *like* it. You will seek to be raped again – and if that doesn't occur easily, then you will happily be the rapist in this scenario. Just so long as you can experience more of that depravity.

Defiled Soul (+200 CP):

Many of those who serve Elena claim to have noticed the act of her desecration in their own souls. This is now true for you, too – you will experience a continuous feeling of violation, as though something within you has been deeply wronged, and it will not fade – even if you somehow manage to free Elena from Lucira's grasp, what has been done cannot be undone.

To Refute the Divine (+200 CP):

Select one of the eight deities who rule the eight circles – in short, any of the main deities in the CYOA, other than Lucira or Elena. You are incapable of taking any of their Aspects, Boons, Banes, or Gifts; this includes through alternate means of obtaining them that may be at your disposal other than accepting the deals they offer. You may choose this option up to eight times.

Single Shot (+300 CP):

The CYOA provides a variety of means to enable someone to survive after death; indeed, by default a Champion will be resurrected by their deity upon death, but that is far from the only means of survival. But now, any method you may have of surviving past death will fail to function, and dying will result in you failing the Gauntlet. If taken with **Yet Another Jump**, then this instead cancels out all means of 1-Up you may possess.

"Many have come before you" (+300 CP):

You aren't the first individual to make their way to the Blasted Lands from another world, and you won't be the last. Somewhere in the world, there is somebody who also played through the CYOA. They are not automatically

in opposition to you, but over the course of your stay will grow to be diametrically opposed to you and your intentions. You may take this drawback up to three times, each time adding a new enemy.

“Many will come after you” (+300 CP):

You won't be the last person to play this Gauntlet. That person, somewhere in the world, isn't just going to play the CYOA; they're another Jumper, who will also take this Gauntlet, and their goals will require them to prevent you from fulfilling your own. They have a decent Body Mod and are as experienced a Jumper as you are, and will arrive after 3 years (or halfway through you completing your goals, whichever comes first). You may take this drawback up to 3 times, each time adding a new enemy-to-be in addition to your existing enemies from the previous drawback.

Permanent Vessel (+600 CP):

Normally, any negative features connected to your Vessel, such as Banes, would be removed once the jump is complete, and the Vessel would become just another alt-form. Now, it's still an alt-form, but all of your purchases from the CYOA are now tied exclusively to that alt-form, and all of your Banes, Curses, Ailments, and so on are permanently tied to that alt-form. This overrides the normal rules that drawbacks do not function past the jump or gauntlet they are applied in; at least this drawback only affects that specific alt-form? That's something, at least.

Yet Another Jump (+1000 CP):

Is it so much of a burden to lose your powers, that you would risk failing your chain, instead? So be it. This is no longer a Gauntlet, but a regular Jump, letting you keep all your abilities, but also causing death to mean a chain-fail unless you have a proper 1-Up, even if you have some means to “survive” dying obtained in the CYOA. You must still take at least one Goal, but only to determine how long you will stay in this jump; you will not gain any rewards or points from them.

Vessel/Race

The “Vessel” is the term used to refer to the prime and preferred material form of any given soul. Normally, a reborn soul is given a new Vessel, which materializes into a completely new body. The most common way is simple birth, continuing the cycle of reincarnation. That said, if the Vessel is altered and properly primed, then it will remain. The Vessel will become static, and you will always reincarnate and be reborn into the same Vessel. The Vessel is integral to a Soul, and is forever once altered, unless otherwise altered or reset. Think of it as the template for the body you will inhabit.

You will not enter this world in the body you had before; instead, you will immerse yourself in the Waters of Vessels, and take on a new form.

Race

To begin, choose your race. Each species automatically possesses certain Traits, as are explained in the CYOA proper, but which will be mentioned here, as well. All descriptions of racial behavior mentioned below only extend to other members of the species that you find; your mind and personality remain your own, except where influenced by other options in this document or the CYOA. The Soul Points cost of each race is replaced with a Choice Points cost to be paid here.

However, this only applies to your first race; if you take the Unholy Genesis Aspect of Helera, you will pay for the additional race with Soul Points.

Human (Free):

Traits: *Natural, Mundane, Adaptable, Charismatic, Ace*

Humanity holds the most base and balanced of all forms; indeed, evolution seems to be trending towards a roughly human-like form in all sorts of environments, even without the intentions of the gods. Humans don't tend to reach the same heights as many other races, but occasionally an individual of exceptional potential is born.

Bull Orc (-50 CP):

Traits: *Natural, Masculine, Mundane, Incompetent, Monstrous, Strong, Bound, Unbroken*

If an Orc is volatile and unpredictable, then consider the Bull Orc to be utterly unhinged and comically unruly. Resulting from multiple generations of interracial breeding between many races, combined with Lucira-based biological tampering and dark sorcery. Most Bull Orcs are lumbering, hulking masses of muscle that are only occasionally capable of speech, and do little more than fight, fuck, eat, and sleep. Orc society barely tolerates them... mostly out of pity and their combat utility, truth be told.

Bull Orcs never stop growing; their initial growth spurt lasts for 10 years, which gives them the mass of 2 full grown humans. Then they keep growing, adding another grown man's mass to their own every 10 years or so. Eventually, though, they become so large that they simply can't move anymore... although rare is the Bull Orc who survives so long, considering how stupid they are.

If you are a Bull Orc, you will gain the special ability to halt or continue your own growth to ensure you don't meet such a fate.

Cambion (-100 CP):

Traits: *Hybrid, Spawn, Tainted, Changeling*

"Cambion" refers to any demonic half-breed spawned from a Succubus's womb, most commonly with a Human or Elf. But any being with a soul can impregnate a Succubus, even without semen, so this is by no means guaranteed. Cambions are unique; they are the only demonic entities that have a non-corrupt soul, and are therefore in a permanent state of limbo. They have horns, tails, claws, wings, and sinuous tails, but also a natural capacity to shapeshift that allows them to hide these features.

Orc (-100 CP):

Traits: *Natural, Mundane, Adaptable, Unruly, Strong, Bound, Unbroken*

Orcs are volatile and unpredictable; although most form war-bands that pillage and raid everything they can find, some clans are instead known for their peaceful co-existence. They invaded from a far-off realm, and Elena tried to throw them back where they came from... but they reproduced

faster than she could banish them. No one knows the realm they came from, but signs of an impending invasion are the spontaneous appearance of their kind in writing, literature, and culture years before an invasion takes hold; for instance, a world that doesn't have orcs would start having orcs appear in their works of fiction to presage their actual appearance. Many Orcs are somewhat resistant to magick, and have trouble casting it themselves; not to say they can't use it, but they don't reach the same heights of magick as some other races. Many Orcs resort to shamanism to call on otherworldly forces instead of using magick themselves.

Catfolk (-100 CP):

Traits: *Natural, Beast, Mundane, Craftsmen, Agile, Ace*

A beastfolk people who take up nomadic lifestyles, they still somehow end up returning back to their homeland of Ancient Astoria eventually. They have several tribes, each with different policies on trade, diplomacy, and attitude towards outsiders and "no-furs". The largest tribe is the friendly and honest Dal'sharra, while the smallest is the hedonistic and sadistic slavers of the Purrsa Legion. The Willow Whiskers lie in between, preferring to blend in with other societies while holding true to the cat code.

Dwarf (-150 CP):

Traits: *Natural, Craftsmen, Stoneheart, Unbroken, Stubborn*

Dwarfs are curious, stubborn, and crafty. They originate from a dimensional realm consisting of endless rock and earth, and their tunnels go on for decades, to the point that entire lineages might dedicate themselves to one single tunnel. But eventually, one of these ancient dynasties dug from the realm of Nidavellir into Origo; because Nidavellir naturally connects to all other realms, Elena did not punish them for their "trespass" into a new world.

They are about half the size of a human, but use their size to their advantage. Dwarves are incapable of directly casting magick; however, they can still learn magick, and can imbue it into items and use them as a casting medium by the use of formidable enchantments. Long ago, the Dwarves broke a vow, and in exchange were cursed; it is impossible for a Dwarf to break an oath.

Grellkin (-200 CP):

Traits: *Natural, Masculine, Genius, Weak, Charismatic, Magickal, Ace*
Goblins are typically nothing more than mindless minions serving demons or orcs. However, a rarely-known secret is that Goblins actually have extremely potent gifts in sorcery. However, they are simply so lacking in insight, intelligence, and cunning that they don't even know they have this ability, and for the most part cannot learn to use magick. The most common use of a Goblin's magick is an accident, involving them lethally blowing themselves up out of nowhere.

Except... occasionally, a Goblin is born with accidental genius or gains self-awareness through occult means. This creates a goblin with incredible magickal powers... although they're typically as cruel and malevolent as their more mindless kin, so their presence isn't much of a help to the world at large.

Hellion (-200 CP):

Traits: *Spawn, Mundane, Demonic, Monstrous, Strong, Adaptable, Unbroken*
Hellions are the single most common demon in the Blasted Realm, and are born of rage and an unending lust for power. Their size and strength vary, as does their ability with magick. They prefer to band together for long, depraved crusades of pillaging and raping, with no interest in peace. They don't destroy villages and move on, though; instead, they rape every woman they can over the course of days or weeks, then move on, only to return later to pick up their newborn spawn to bolster their forces... and repeat the rape. They are hated everywhere they go.

Satyr (-200 CP):

Traits: *Natural, Androgyne, Beast, Illusionist, Agile, Magickal, Charismatic*
One of the beastfolk, they are known for their mischievous and deceitful nature. They appear harmless at first, and will take any opportunity to lull someone into a sense of security before robbing them blind in their sleep. This has resulted in a great deal of bias against them.

They are mobile and dexterous, but weaker than other beastfolk. As such, they must rely on their illusionary abilities. They are often seen in the wild

areas rather than anyplace civilized, and gather into bands and temporary clans to raid... or simply to party and mate with anything they can (yes, anything, even animals).

Lamia (-250 CP):

Traits: *Natural, Serpentine, Charmed, Agile, Heat Vision, Mundane, Reclusive, Beautiful*

Also called the Snakefolk or Gorgons, they are an intense species. 11-15 meters long, with unparalleled beauty and six arms, they are incredibly difficult to defeat in battle. Although they seem cold-blooded and unhinged, they are actually overwhelmingly empathic and territorial. They would rapidly fall in love with anything beautiful or precious, and swear to protect it... well, that's what Lamia *used* to be like.

They are now almost extinct due to their worship of Lucira, committing acts of self-sacrifice in her name – starting with their limbs, and then their eyes, and eventually sacrificing their soul. The surviving Lamia are largely devoted to seeking out inner beauty to avoid the fate of the rest of their kin, and willingly wear blindfolds to hide the beauty of the outside world, for their kind all-too-readily devote themselves to that which is beautiful. Instead, they rely on heat vision, instead.

Light Elf (-300 CP):

Traits: *Natural, Lightborne, Fay, Agile, Magickal, Reclusive, Beautiful*

Light Elves come from the bright and wondrous realm of Alfheimr. They didn't intentionally migrate to Origo, but are the descendants of Fay cast out of their home realm. Less fair and magickal than their original selves, they have taken on more human-like traits over time. They are often subject to prejudice, as they are typically held to higher standards than other races. They see lecherous acts as something sacred that are meant to be done only for procreation, making them inclined to corruption once they have been exposed to debauchery. They are graceful and beautiful, but their arrogance prevents them from being anything that could be considered "charismatic".

Dark Elf (-300 CP):

Traits: *Natural, Shadowborne, Fay, Agile, Magickal, Reclusive, Beautiful*

Sadistic and malevolent beings that come from Svartalfar, they have always followed the Light Elves due to their long-standing grudge, as Svartalfar was the place the old Light Elves were banished to when they committed crimes, a torturous realm that turned them into monsters who want nothing more than to enslave others and satisfy their sadistic needs on lesser species. Some rare individuals have given up the ways of their people, but such people are rare, and few societies accept them. Dark Elves are as magickal and graceful as their Light Elf cousins, but far more arrogant, if you can believe it.

Wood Elf (-300 CP):

Traits: *Natural, Forest Spirit, Fay, Agile, Magickal, Reclusive, Beautiful*
Sometimes described as the “in-between” point between Light and Dark Elves, they are neither sadistic nor aloof, but instead fierce and territorial. While both Dark and Light Elves have strayed from the ancient Fay traditions, Wood Elves instead perverted the old ways; those who enter their territory are the property of the wilds, and the wilds belong to the Wood Elves. They take freely from the forest, but also give back to it twofold by procreating with the wild creatures and plants to produce more flora and fauna. Wood Elves are largely unknown by commoners, simply because pretty much no one comes back from finding them.

Eldran (-300 CP):

Traits: *Hybrid, Ethereal, Vengeance, Wraith, Limbo*
Eldran are wraiths that wander the Blasted Realm, seeking revenge for their torment and the suffering brought upon them by She Who Thirsts. They are created from imprints burned into the fabric of reality, when Lucira defiled and despoiled their original Vessels. This was before she ascended, so was not powerful enough to extract and fully consume their souls – and so their broken moans and personalities wrote themselves back into existence. They are not the souls they once were, but tormented imprints of what used to be. They are copies of personalities, only able to remember glimpses of a past they yearn for, but do not understand.

Centuries have gone by since their destruction and creation, and they have regained their material forms with the passing of time. They can even live fulfilling lives... but the touch of She Who Thirsts still reverberates within

them, and their senses and souls are heightened and enhanced in pleasure and lust.

Minotaur (-300 CP):

Traits: *Natural, Beast, Mundane, Strong, Monstrous, Unruly, Unbroken*

A mixture of man and bull with equine virility, they are a mass of muscle and rage. Alone, they tend towards brutality, but peaceful and pacifistic clans are known to exist. But these clans aren't rare because Minotaurs are inherently violent, but because most of them were wiped out by Lucira; the survivors are known as "The Shakai", and are occasionally wiped out by the loner Minotaurs who seek to "test" the strength of those pacifistic tribes, wiping out ever more of their own culture with each death.

Succubus (-450 CP):

Traits: *Spawn, Feminine, Changeling, Demonic, Magickal, Adaptable, Charismatic, Agile, Beautiful*

One of the most common demons, they are bred from pure lust, hate, greed, manipulation, and a need for power. They are the vile and depraved aspects of matriarchy embodied in flesh. Their souls are malformed from the corruptive molten crush of Hell, located beneath the surface of the Origan Realm.

But while any soul can be corrupted from venturing too far into Hell, a Succubus is given birth to by the lustful desires of men and women, their thoughts given shape in the pits. Should their Vessel die, the soul is merely banished back into the pit, where it will be regrown; once this Gauntlet is over, you will only be able to return from death once every 10 years.

Even other demons attack Succubi on sight, but they have powerful abilities of shapeshifting to keep them safe. Incubi are a rarely seen subrace, but do technically exist, should you wish to be one.

Devil (-450 CP):

Traits: *Spawn, Masculine, Changeling, Demonic, Magickal, Adaptable, Charismatic, Strong, Beautiful*

A rare form of demon known for manipulation and deceit. They have a driving need to manipulate, control, and dominate whoever they set eyes upon, and are a counterpart to the Succubus in that they are the worst aspects of patriarchy made incarnate. They are masters of disguise and trickery, but are not given to large-ranging schemes to change the world; their only purpose is to gain power and to exert power over other beings to stroke their pride.

As a counterpart to the Succubus, their seed can impregnate any womb, usually creating more Devils. But because they hate competition, they avoid reproducing whenever possible. Like most other demons, they are usually killed whenever they are exposed.

Mordun (-500 CP):

Traits: *Hybrid, Mordred's Curse, Wraith, Ethereal, Living Armor*

Ethereal beings that exist similarly to the Eldran, they are the result of a curse laid by the necromancer Mordred on the populace of the city-state of Mordrun. Their souls are denied Vessels, forcing them to possess items – particularly armor and weapons – although over the millennia they have learned to temporarily materialize their original Vessels for short periods. They are famed as excellent guards employed by royalty and imperial families, because very few people know how to fight an animated suit of armor – their only real weakness is banishment or exorcism.

Although ethereal beings and magickal and nature, they are less connected to the Otherworld than would be expected, and are more grounded in their binding. The reason is unknown, but while possessing any sort of armor they become much more resistant to magick.

Fallen (-800 CP):

Traits: *Spawn, Disgraced, Curse of Knowledge, Vengeance, Dual Spark, Magickal, Agile, Reclusive, Beautiful*

These are the remnants of the now-extinct Celestial Angels that used to serve the gods and goddesses of old. Almost all of them, even the Arch Angels and Seraphs, were consumed by Lucira and reduced to barren, hollowed-out husks. Most succumbed to madness and willingly destroyed

their souls to embrace oblivion. Those who cling to life and were reborn are now known as the Fallen.

They retain only a sliver of their former beauty, and no celestial grace — which still makes them remarkable beauties compared to most people. Still, they have grown bitter, and hold contempt for most beings. They are typically sadistic and vengeance, although they try to keep these aspects under wraps. Some churches have tried to heal them and restore them to their once-graceful existence, but the stain of Lucira is too great and all have failed. Now some even worship Lucira, although more have sought to find power to destroy her — although their attempts are futile considering that they can barely even claim scraps of power compared to what they once knew.

Draki (-1,200 CP):

Traits: *Natural, Draconic Origin, Primordial Hatchling, Stubborn, Reclusive, Beautiful, Unbroken*

So rare that they are the subject of myth and legend, they are believed by most scholars to be a folk tale. The few that exist avoid civilization to live in seclusion — but those tales always make much of their incredible power. The myths have their origins wrong, though; Draki are nothing more than primordial draconic offspring, the result of an unhatched dragon egg flung into this world from the one it was in before. For reasons unknown, instead of appearing as dragons, the Draki take on mostly-human shape, although they still have tails, wings, and a limited pattern of scales.

Protarch (-1,500 CP):

Traits: *Automaton, Dual Spark, Ace, Adaptable, Beautiful, Monstrous, Heat Vision, Unbroken, Enigmatic Weaponry, Curse of Knowledge*

You are a most peculiar entity, one of the intelligent automatons that come from so far beyond this world that the gods themselves don't know what they are, or where they're from; perhaps Elena knows, but she can hardly speak at the moment. The few that exist have come into being only lately, for reasons that no one understands. They resemble humans, with floating mechanical parts supplementing them that provide the Protarch with potent powers that resemble magick.

Traits

Traits aren't normally something you pick yourself; they're qualities that are provided to you based on your choice of race, as well as selections you might make from the various gods' sections. They normally have no price associated with them... but you're hardly a normal delver into the Waters of Vessels, now are you?

You automatically gain the Traits listed under your chosen race, and will also gain any Traits that are provided by Gifts or Aspects of the gods. However, you may also pay CP to obtain additional Traits here or obtain additional Traits; you may also obtain CP by losing beneficial Traits, or obtaining Traits that have a negative influence on you. Any Traits you obtain via this document will exclusively alter you, not your entire species.

If you already possess a Trait, and give it up, you gain CP equal to the cost of the Trait. If that Trait was a negative one and already provided Choice Points, then you instead need to pay that same value to remove it.

Sexual Traits:

You may freely select or remove any Sexual Traits you desire. However, they are easily changed through Biomancy, Shapeshifting, or Changeling, so don't think of them as particularly powerful constraints on what you are.

Vessel Traits:

Vessel Traits define how you are connected to this plane of existence. Unless otherwise mentioned, you can only have one Vessel Trait. They are a part of your Vessel, and unless otherwise stated, cannot be altered or removed once selected.

Natural (Free)

Spawn (Free)

Bound (Free)

Fay (-50 CP)

Ethereal (-300 CP)

Angelic (-300 CP): You may spend another -50 CP to not lose traits with the [circle in a triangle] icon. These points may be spent even if you obtain the Angelic Trait from your race choice.

Channel x5 (-50 CP): This may be purchased multiple times, and can be taken in combination with other Vessel Traits.

Sparked Vessel (-200 CP): This may be purchased with other Vessel Traits.

Undead (-300 CP): Your lack of a Soul only applies to your Vessel, and will not affect you in future jumps. While in this jump you are functionally immortal, in future settings you will only be able to reform your body once every 10 years.

Defiler (-200 CP): As future jumps will not have Sparks, taking this will allow you to defile any Soul in your possession to make use of any powers or abilities the Soul's original owner possessed.

Dual Spark (-150 CP): You may take this Trait multiple times, each time gaining an additional Spark that is half the strength of your original Spark. You may pay an extra -50 CP to improve the power of the Spark to equal your original. Taking an additional Spark does not provide you with additional Soul Points.

Sparkless (X): Exclusive to the **No Spark** option, this cannot be taken by other means, nor can it be removed.

Quirk Traits:

Unique Traits, Curse Traits, and Vessel Traits always overrule Quirks. It is possible for a Quirk to be lost or temporarily ignored through certain means, but you will always retain the benefits provided by your Quirks.

Mundane (+200 CP)

Adaptable (-100 CP)

Ace (-200 CP)

Strong (-150 CP)

Magickal (-200 CP)

Charismatic (-100 CP)

Stubborn (Free)

Craftsmen (-150 CP)

Agile (-150 CP)

Monstrous (-250 CP)

Beautiful (-150 CP)

Reclusive (+100 CP)
Unbroken (-100 CP)
Heat Vision (-50 CP)
Proto-Hybrid (-100 CP)
Defiled (-100 CP): You will not suffer any ill experiences if you purchase the Defiled Trait here.
Favored (-100 CP)
Seal Connection (-100 CP)

Unique Traits:

The effects of Unique Traits are a permanent alteration to your Vessel, but the *biological* aspects of a trait can be ignored or bypassed through means such as Biomancy or Shapeshifting.

Vengeance (+200 CP)
Limbo (-150 CP)
Weak (+200 CP)
Serpentine (-150 CP)
Forest Spirit (-150 CP)
Illusionist (-100 CP)
Beast (-150 CP)
Demonic (-250 CP)
Unruly (+250 CP)
Lightborne (-150 CP)
Shadowborne (-150 CP)
Incompetent (+500 CP)
Hybrid (Special): Hybrid's cost is equal to the cost of the race you're hybridizing with the one you've already chosen. This may be taken multiple times. You cannot give up the Hybrid Trait if it comes from the Unholy Genesis Aspect of Helera
Changeling (-100 CP)
Draconic Origin (-300 CP)
Exotic (Free)
Infernal Bargain (+100 CP)
Sorcerous Aspect (-150 CP)
Spirit Hunter (-150 CP)
True Form (-400 CP)
Primordial Hatchling (-600 CP)
Living Armor (-200 CP)

Automaton (-200 CP): As a reminder, this provides both complete protection against magick, and prevents you from using any form of magick, unless you also possess Enigmatic Weaponry.

Enigmatic Weaponry (-800 CP): You can spend an additional -400 CP to allow yourself to be able to learn more magick despite the effects of this Trait.

Curse Traits:

Curses are hereditary, and would normally be uniform across a race and impossible to ignore, unable to be bypassed or circumvented by means such as shapeshifting (although it can be hidden with Illusions). They are theoretically possible to lift, but would be an epic challenge. Lifting a Curse removes it for your entire race; however, if you spend points to remove a Curse, then it is only removed for you and you alone.

Stoneheart (+150 CP)

Tainted (Special): This provides points equal to the value of the two Quirk Traits that it negates.

Genius (-350 CP): If you end up lifting this Curse through in-jump means, you will retain its benefits.

Wraith (-150 CP): If you are killed in a future jump, then you will only return to existence once every ten years. If you lift the Curse in-jump, you will retain this benefit.

Disgraced (+300 CP): If you remove Disgraced, then you must also purchase Angelic in this document.

Charmed (+250 CP)

Mordred's Curse (+100 CP): Should you lift this Curse through in-jump means, you will properly regain a body as a physical Vessel.

Insatiable (-200 CP): Should you lift this Curse through in-jump means, you will retain its benefits.

Lycanthropy (-200 CP): You may spend -50 CP to retain your sanity while a Werewolf. Should you lift this Curse while in the jump, you will still be able to turn into a Werewolf, but will gain complete control over yourself and your transformation.

Eldritch Herald (Free): Requires the True Form Trait. You will retain the ability to turn into a humanoid form even if you lift this Curse through in-jump means.

Vampirism (-200 CP): Should you lift the Curse by in-Jump means, you will still benefit from the increase to your Vampiric stats.

Curse of Knowledge (-100 CP): If you manage to lift this Curse, the extra points of Insight will simply disappear.

Affliction Traits:

Afflictions are like Curses in that they cannot be ignored or bypassed by any means in this CYOA, but they are unique to you alone. However, they can be lifted through difficult means – although not so challenging as lifting a Curse. Afflictions may be taken multiple times

Phobia (+100 CP)

Alteration (+100 CP)

Vulnerability (+150 CP)

Addiction (+150 CP)

Compulsion (+100 CP)

Perks/Abilities

Perks are discounted towards their associated options by 50%. Perks of 100 CP or lower that are discounted are instead free.

Undiscounted Perks

Potential for Ascension (Free):

[Requires a Spark]

You hold within you the potential to become a divine being. Although the limits to which your base stats can rise before beginning play are still determined by the number of Rites of Damnation you have performed, once you begin playing the Gauntlet proper, such limits disappear. Like the natives of this world, you will be able to grow beyond those limitations through work and effort.

Additionally, whatever powers or abilities you already possess (which, should this still be a Gauntlet, will likely be limited to your Body Mod) will be added on top of your stats once play begins. If you are already a

physically competent individual, and only have a Strength of 1, then the benefits of your physique will be added on top of that Strength stat.

This likewise applies to the learning of Societal Pursuits and Magick; you are not limited to only learning an additional 5 ranks in a School of Magick after landing in the Origan Realm.

A Greater Soul (-50 CP):

Your soul is larger than would be expected, and as such you gain an additional **+5 Soul Points** to spend on the CYOA.

Rites of the Jumper (-50 CP):

You obtain an additional usage of one of the six basic Rites offered in this CYOA; a Rite of Ascension, Solace, Damnation, Power, Archon, or Seduction. This cannot be used to obtain Rites of Depravity or Rites of Creation.

Thanks, But No Thanks (-50 CP):

Some of the Boons the gods provide do terrible things to you, despite being “beneficial”. This allows you to receive the benefits of a Boon, without actually experiencing the effects of the Boon that would provide those Benefits. For instance, if you take Helera’s Fertilize Soul Boon, you will not have to experience a primordial entity jizzing inside of your Soul, but will still receive +1 Rite of Power. This can also apply to Gifts of the gods; for instance, the Spark of Dragons would give you the benefits of that Gift, but would not force you to endure the sensation of your soul being set on fire for all eternity.

The Sincerest Form of Flattery (-100 CP):

You already know that you can grow in power by behaving appropriate to your Spark, but perhaps another way to grow should be provided – especially considering that some Jumpers may elect to have no Spark. By behaving in ways that imitate your chosen god or pay homage to their divine portfolio, you may increase in power, each action providing you with an increase in all “stats”. Although typically a miniscule boost, larger and more significant actions can provide a greater increase.

This is free to whatever Godly Origin you have, or if you are a Champion of the deity in question. If you are a Champion to the same deity you select for your Godly Origin, the effectiveness of this perk is doubled.

Agana:

Actions of unfettered passion unbound by rationality will trigger this perk, as will setting things on fire – although you'd have to burn a great deal (or something very important) for the growth to be apparent.

Malok:

Spreading insanity and your dominion will trigger this perk, as do acts of humiliation, rape, and degradation. The more powerful the individual you exert your dominance over, the better.

Arina:

Denying pleasure and satisfaction to yourself or other people will trigger this perk; locking people into chastity is a good way to grow in power, with the lewder the individual locked away, the more benefits you receive.

Vera:

Letting people see you in the throes of pleasure will trigger this perk, as will consuming works of art; not literally eating them, but basking in their beauty and artistry.

Varo:

Drinking blood will trigger this perk, and every single lie that you say that someone believes will give you a small inkling of power. Time spent prowling at night will likewise see you experience small increases in power.

Tharon:

Spreading perversion and corruption will trigger this perk, as does the summoning or creation of horrific monsters. The more you influence other people and get them to abandon their morals, the greater the effectiveness.

Helera:

Every child you give birth to or sire will trigger this perk; however, giving birth is worth siring 100 children in terms of its effect on you. Additionally, you grow in power for every child you take care of that matures to adulthood.

Felicia:

Simply living in nature is enough to trigger this perk, but you get greater benefits from advancing the supremacy of nature and helping it spread. Mating with animals also provides a power boost.

Lucira:

Being raped, or raping others, is enough to trigger this perk. The spread of depravity due to your actions and the corruption that ensues increases your power.

Elena:

Elena's is the simplest and the weakest, but also the surest; this perk is continuously triggered, constantly providing a miniscule, growing increase in power regardless of what you do.

An Aspect Apart (-100 CP):

Normally, you need to ally with one of the gods of the Eight Circles to receive one of their Aspects, and they can get quite upset should you find a method to obtain their powers without doing so. But you have made a separate sort of payment, and by purchasing this perk you gain an Aspect of one of the eight primary deities of the Pantheon of Pleasure (aka, an Aspect from any deity other than Lucira or Elena). You may take this multiple times.

Complex Vessel (-200 CP):

Certain Traits are marked with a triangle within a circle, and denote Traits that are mutually incompatible. But why should a dragon be incapable of being a vampire, and why should an eldritch horror not turn into a (still eldritch) werewolf under the full moon? You are able to take options that

would normally be incompatible, including in future jumps, so long as you can create a decent reason for why they would work.

Voiding the Rites (-300 CP):

Lucira does not provide Gifts, Boons, or Banes like other deities do. Instead, one can experience a brief, highly-filtered fragment of her existence through a Rite of Depravity, and exploit that connection to benefit from an Aspect of Lucira (or an Aspect of Elena, who Lucira is to this day still raping and absorbing into herself).

However, you might not wish to pay the prohibitive price of such Rites, for they will each make your Vessel lesser in some way. But thanks to this miraculous “CP” you possess, you can pay for a Rite here to benefit from it without actually sacrificing anything other than CP. Every purchase of this perk allows you to buy one Aspect of Lucira or Aspect of Elena, and you may take this perk multiple times.

Legendary (-600 CP):

You are a breed apart, and should you succeed in this Gauntlet, you will have forged a legend for yourself unmatched by any other. You may select an additional Legend in the Goals/Tasks section, receiving full points for it, but also opening up the possibility to achieve extra rewards... and having more opportunities to fail. Naturally, you can only take this as a Gauntlet

Streetrat Perks

Guttersnipe’s Agility (-100 CP):

You’ve got to run fast when you live on the streets. Increase your base Mobility stat by +1 rank, and also increase the maximum Mobility you can start with by +1 rank. If you have the Streetrat origin, you may purchase this multiple times; the first time is free, but future purchases cost only -50 CP.

Knowledge of the Street Urchin (-100 CP):

You know how to survive in the city even when you have no money. You have a host of skills in petty crime, and have an unnatural degree of luck

when it comes to getting away with criminal activities, so long as nobody else was notably harmed by your actions.

Ragamuffin's Armor (-200 CP):

Even if you can only arm yourself with scavenged gear and makeshift equipment, you make it work as well as if you actually had money to spend. Any armor or equipment you use, no matter how shoddily crafted or improvised, will function as though it were well-made with decent quality materials. For instance, armor composed of beaten pans and belts with a pot for a helmet would protect as well as a proper suit of armor, and a shiv made from a sharpened toothbrush would pierce and deflect blows as well as a fine dagger of steel.

Merchant Perks

Trader's Persuasiveness (-100 CP):

Any merchant worth their salt has a way with people. Increase your base Charisma stat by +1 rank, and also increase the maximum Charisma you can start with by +1 rank. If you have the Merchant origin, you may purchase this multiple times; the first time is free, but future purchases cost only -50 CP.

Proper Business (-100 CP):

You don't only know how to sell goods, but have an understanding of the essential flow of commerce and the impact of economic influences on the buying habits of people and nations. No matter where you go, you will always find someone willing to buy from you, so long as you aren't trying to cheat them. What's more, you will find that any employees you hire will be certain not to try to steal from you or customers, as long as you pay them an appropriate amount for the job they're doing.

Buy Low and Sell High (-200 CP):

You find yourself with an intuitive understanding of how much people are willing to spend on any particular commodity you have to offer, as well as how low an offer you can get away with making when haggling for goods. So long as you deal fairly with your business partners, you'll find that

they'll deal fairly with you, and won't try to intentionally sell you damaged or flawed products.

Traveller Perks

Wayfarer's Intentions (-100 CP):

In a world as dangerous as the Origan Realm has become, any who wish to travel the world must have a great deal of mental strength to endure the hardships that will be thrown at them. Increase your base Willpower stat by +1 rank, and also increase the maximum Willpower you can start with by +1 rank. If you have the Traveller origin, you may purchase this multiple times; the first time is free, but future purchases cost only -50 CP.

Who Needs Directions? (-100 CP):

You might lose your way, but you're never truly *lost*. So long as you know where you intend to go, and so long as you keep traveling, you will eventually make your way to your destination... so long as you can survive the journey. Even if you are misled and go off in the wrong direction, happenstance will bring you to travel the correct way again. Now, this doesn't mean you'll be safe... but if you do manage to live through the difficulties of travel, you'll arrive where you intend to go.

Surviving a Land of Corruption (-200 CP):

There are places in the Blasted Realm where even the very earth has been tainted by the touch of Lucira and her boundless perversions. Such corruption can taint those who spend time in its presence... but not you. So long as a negative effect, such as corruption or a malign magickal ability, does not target you specifically, it will have no influence on you and will leave you untouched. This doesn't apply to direct harm, and does not protect you from someone intentionally capturing you in an area-of-effect spell, but for something like the environmental corruption that plagues much of this world? You will be safe.

Scion Perks

Noble Visage (-100 CP):

The aristocracy has spent generations breeding themselves to be superior to the hoi-polloi, and fortunes have been devoted to Biomancers to give their lineage refined features. Increase your base Beauty stat by +1 rank, and also increase the maximum Beauty you can start with by +1 rank. If you have the Scion origin, you may purchase this multiple times; the first time is free, but future purchases cost only -50 CP.

Courtly Intrigues (-100 CP):

You are trained in the etiquette of court, know how to navigate the machinations of the aristocracy, and can effortlessly present yourself in such a fashion as to make whatever impression you wish to make; you can be intimidating, alluring, respectable, or humble in the eyes of others, as you so desire. But do make note that this isn't mind control; if you present yourself as humble, but constantly brag about yourself, nobody is going to believe it in the future.

Good Help is Hard to Find (-200 CP):

Conspiracies are commonplace among the nobility, but the problem with that is finding conspirators who won't out you to your political enemies. You have a special affinity for this, to help you in your courtly maneuverings; you can immediately tell whether or not someone would be trustworthy for the job or duty you wish to place upon them. This doesn't mean you'll know if someone is generally trustworthy, or if they're lying or not; you just know if someone could be relied upon for purposes of however it is you wish to make use of them.

Royalty Perks

Imperator Rex (-100 CP):

It takes a special kind of strength to look at thousands, or even millions, or people, and decide that you and you alone have the right to tell them how to live their lives. Increase your base Willpower stat by +1 rank, and also increase the maximum Willpower you can start with by +1 rank. If you have the Royalty origin, you may purchase this multiple times; the first time is free, but future purchases cost only -50 CP.

The Onus of Leadership (-100 CP):

To rule is to bear the weight of countless lives, and the knowledge that a single mistake on your part could ruin or end the livelihoods of innumerable people who have placed their trust in you. Although such burdens are not lighter for you, you will find that you will always be able to carry the weight of such responsibilities, and will never buckle under it.

Not that you need much worry; you have excellent leadership skills to lead a nation. You are educated in matters economic, military, and political (although not to the same extent as dedicated specialists), and instinctively understand whether or not someone has the capabilities to carry out whatever duties you would delegate to them.

All the King's Men (-200 CP):

The life of a king is always busy, but they are rarely able to directly resolve the problems that they face themselves, for there are too many problems that face a kingdom for any one man to resolve. Instead, rulers appoint champions, generals, and governors to accomplish their will. But you are especially blessed when it comes to finding such people. You will find that anyone you give the right to make decisions in your name will never exploit their position for their own benefit. Furthermore, people who act on your behalf will experience an increase in competency, functioning to a greater level than they would normally be capable of, improving in both memory and skill.

Slave Perks

Back-Breaking Effort (-100 CP):

The life of a slave is a life of labor, of work without cease and without reward. Increase your base Durability stat by +1 rank, and also increase the maximum Durability you can start with by +1 rank. If you have the Slave origin, you may purchase this multiple times; the first time is free, but future purchases cost only -50 CP.

Not So Disposable (-100 CP):

Servants are paid and may have training, and are thus valuable. Slaves are a drain on your resources, rarely have any education, and are often considered as little more than meat in a human shape. But you? You're

special. Whenever you are subordinate to someone else — be it as a servant, a slave, or simply an employee — they will find themselves holding you in higher regard than your rank or abilities would normally dictate. At the very least, you will become a favored slave, and will not be casually killed for actions outside of your control.

Break the Chains (-200 CP):

Certainly, there exist those who would rather stay enslaved for the certainty and security. But for most, freedom is a tantalizing offer that they would give anything to achieve. You will find that bindings and chains cannot hold you. Perhaps you will briefly grow strong enough to break them; perhaps you can slip free; perhaps someone will free you. It isn't constant, but no matter what form of imprisonment you are placed under, it will never stick for long.

Diplomat Perks

Ambassador's Tongue (-100 CP):

What good is a diplomat who isn't persuasive? Increase your base Charisma stat by +1 rank, and also increase the maximum Charisma you can start with by +1 rank. If you have the Diplomat origin, you may purchase this multiple times; the first time is free, but future purchases cost only -50 CP.

Envoy of Reason (-100 CP):

Befitting a diplomat, you have an excellent understanding of politics and the ebb and flow of power between nations and polities. No matter what setting you're in, you will always understand the current situation of international politics, and will know the reasons why relationships between nations are in their current state. What's more, whenever you are trying to persuade someone to take actions that are in their own best interest, you have the guarantee that they will listen to your words and consider what you have to say. This doesn't mean they'll *agree*, but considering how often words are dismissed out of hand, this can be a potent tool.

Architect of Peace (-200 CP):

Diplomats have many roles, but the most critical is striving towards peace between polities. Your skills in this regard might just be unrivaled. If it is possible to convince someone to resolve a conflict through peaceful means (other than “roll over and give up”), you will know it; you won’t necessarily know what those means are, but you’ll have an inkling of where to begin. Furthermore, you have a keen understanding of what someone else would find insulting, even if it is due to circumstances that you couldn’t possibly predict or due to cultural differences you couldn’t have known about. You will never accidentally insult someone; you know how to criticize without giving offense, how to make requests without seeming weak, and how to give orders without appearing overbearing.

Dark Raider Perks

Despoiler’s Might (-100 CP):

Dark raiders are pillagers and slavers, and those are jobs that require a good deal of muscle – which you have. Increase your base Strength stat by +1 rank, and also increase the maximum Strength you can start with by +1 rank. If you have the Dark Raider origin, you may purchase this multiple times; the first time is free, but future purchases cost only -50 CP.

Marauding is Hard Work (-100 CP):

You are skilled in combat – but even more skilled at making combat unfair. You aren’t here for glorious combat, you’re here to steal, loot, pillage, and plunder, and that means the people in your way need to die. Your attempts to “cheat” or “play dirty” in battle are unnaturally effective, fooling people who should be used to such techniques and laying low adversaries who shouldn’t be defeated by mere tricks. You understand asymmetrical and guerilla warfare, and have an easy time finding weak points in the defenses of settlements.

The Flesh Trade (-200 CP):

Slavery is a trade like any other – and in your hands, business is booming. You excel at judging the potential value of other people, judging what they’d be worth and how much you can get away with roughing them up before their price starts to drop. What’s more is that your attempts to nonlethally subdue a target will never cause that individual permanent

injury. Blows to the head will only knock your targets unconscious, won't inflict brain damage, and any injuries you inflict will heal without scarring. What's more, such attacks are also more effective in your hands, especially if you take your target by surprise.

Finally, you have the ability to make any attack you use – be it physical or magickal – completely incapable of killing people. Dead men can't be slaves, after all. Well, maybe if you knew Necromancy... but that's another matter entirely.

Explorer Perks

Keep Marching On (-100 CP):

An explorer needs to be tough enough to travel to the most dangerous places in the world, and durable enough to come out the other side looking for further adventure. Increase your base Durability stat by +1 rank, and also increase the maximum Durability you can start with by +1 rank. If you have the Explorer origin, you may purchase this multiple times; the first time is free, but future purchases cost only -50 CP.

Set Sail (-100 CP):

Oh, there are plenty of explorers who venture across the land, but those most famed are those who brave the seas. You make for an excellent sailor, pilot, and captain of a ship. You understand the mechanics of how a seafaring vessel operates, can orient your direction according to the stars (your knowledge of which updates with every planet and jump you go to), and have knowledge of the moods of the sea; you can perfectly predict the weather, no matter how supernatural the weather may be, and can easily predict the effect such weather would have upon the ocean. Now, you can't predict supernatural *changes* to the weather, but anything short of that? That's fair game.

A Stranger in Strange Lands (-200 CP):

As an explorer, you will no doubt discover cultures and civilizations entirely unlike those expected in the "civilized" world, and will have to get used to customs and expectations that may be alien to you. Except that won't be a problem; you can perfectly adapt to any culture you encounter,

will naturally understand the social patterns and behaviors that govern civilizations that are new to you, and can become fluent in any language in a matter of hours of exposure to it, even intuiting words you've never heard before. Indeed, you can even become an accomplished reader and writer of language in just as little time.

Vampire Hunter

Secrets of the Occult (-100 CP):

To hunt and banish the horrors that dwell in the dark, one must first become familiar with them and their secrets. Increase your base Insight stat by +1 rank, and also increase the maximum Insight you can start with by +1 rank. If you have the Vampire Hunter origin, you may purchase this multiple times; the first time is free, but future purchases cost only -50 CP.

Hunter of Nightmares (-100 CP):

Although called a "vampire hunter", you are by no means limited to the bloodsuckers. Werewolves, succubi... any of the wretched occult creatures that dwell in this world are your prey, but you must never forget that the line between "hunter" and "hunted" can change in an instant. You have extraordinary skill at finding and tracking supernatural beings, laying traps, investigating behavior and weaknesses, and your skill at combat is such that although you might not match such creatures in a fair fight as a mundane human, you can at least survive a straightforward battle one-on-one against those beasts.

But what really keeps you alive is your ability to recognize whenever your prey has become aware of you, and is either hunting you in turn, or has lain a trap for you.

I Will Not Turn (-200 CP):

Vampires and werewolves are both plagues upon the earth, transforming good men into more of their wretched kind with incredible ease. But not you—never you. You are completely immune to supernatural diseases and transmittable curses such as Lycanthropy, and cannot be transformed against your will by supernatural means. Even if you're bitten by one of these monsters, you will not become one of them.

However, whenever something has *tried* to turn you in such a fashion, they will find that all of your attacks against them become more effective, and your attempts to hunt them become more accurate.

Soldier Perks

Strength of Arms (-100 CP):

Being a warrior is never an easy task, and it only requires more strength in a less technologically advanced setting such as Origo. Increase your base Strength stat by +1 rank, and also increase the maximum Strength you can start with by +1 rank. If you have the Soldier origin, you may purchase this multiple times; the first time is free, but future purchases cost only -50 CP.

Warrior for Hire (-100 CP):

Okay, so maybe you aren't a mercenary, but you are someone who finds employment in exerting their martial might, so it only makes sense that you would be good at fighting. You are an excellent combatant by any measure, able to match even those who are physically superior to you through pure skill and experience.

But a soldier doesn't fight alone; you are skilled at building camaraderie with your allies, and can fight alongside other warriors without issue, each of you moving as though you knew exactly what actions your allies were going to make next.

We Fight as One (-200 CP):

Working with your comrades has never been easier. Fighting alongside allies makes all of you more effective in combat; the more blows your allies land on enemies, the more effective the strikes of your entire group will become for the duration of the battle. What's more, every ally that is lost in a fight will result in the surviving members becoming just a little stronger, faster, and tougher until the battle is over, the better to exact your vengeance upon your enemy.

Bandit Perks

Roughing It in the Wilds (-100 CP):

Take what you want and leave nothing behind, that's what people think of bandits. But less spoken of is the difficulties of dwelling outside of civilization, of the brutal storms that must be survived and of the struggle to obtain enough food for the entire band. Increase your base Durability stat by +1 rank, and also increase the maximum Durability you can start with by +1 rank. If you have the Bandit origin, you may purchase this multiple times; the first time is free, but future purchases cost only -50 CP.

Rapacious Lifestyle (-100 CP):

To be a bandit is to live at the cost of other people. You kill, you rob, you rape – everything a bandit obtains comes at the expense of other people. You're exceptionally good at this style of life; whenever you do anything to benefit yourself in such a way that other people suffer, you are more successful. You're also a deft hand at combat – not a match for a trained warrior from this purchase alone, but more than good enough to slaughter your way through the peasantry or a simple village militia.

Not Worth the Effort (-200 CP):

Every bandit lives in fear that the constabularies will decide to ride out and finally put an end to their marauding ways. But when it comes to you and your group, that just... doesn't seem to happen. Unless you're a clear and active threat to the survival of the government, the law doesn't seem to consider you a high priority. Now, this won't stop individuals from trying to defeat you, or even prevent a village from forming a mob to try to burn you out of your bandit stronghold, but the law and governing body will never act against you unless you prove yourself a danger to them directly, which is more than most bandits can claim.

Cultist Perks

Secrets of the Gods (-100 CP):

Cultists lack the support that established religions enjoy, but they also tend to have a closer relationship with their gods, which can allow them to learn great and terrible secrets on the nature of the world. Increase your base

Insight stat by +1 rank, and also increase the maximum Insight you can start with by +1 rank. If you have the Cultist origin, you may purchase this multiple times; the first time is free, but future purchases cost only -50 CP.

Mysteries of the Dark Gods (-100 CP):

Not that there is much in the way of *good* gods in the Blasted Realm, but cultists still tend to worship some pretty profane entities. You have knowledge of all the rites and rituals that can be used to beseech or entreat the gods of whatever setting you're in, as well as those rituals that can be used to ameliorate their wrath.

Furthermore, so long as you're in a setting where gods (or similar higher beings) exist, you will find that you are able to sacrifice living beings to earn their favor... or at least persuade them to direct their anger elsewhere. Sapient beings have a stronger effect, and the more innocent someone is, the better their influence on the ritual.

Sect of Secrecy (-200 CP):

Cults survive by being hidden. The greater gods are unwilling to share their power and the faith they have garnered with the smaller gods, and many established religions work to stamp out the lesser faiths. And so, you have learned to keep secrets, how to travel without being seen, and how to manage hidden organizations. No hidden group that you are a part of will ever be revealed by an accident on the part of its members, and you know how to run a conspiracy that doesn't spill its secrets due to loose lips. Even if placed under torture, nobody in your organizations will tell the name of any other member, nor give away the secret symbols, signs, and rules of the cult.

Disciple Perks

Blasphemous Teachings (-100 CP):

You have been taught terrible secrets by a powerful being, such as a vampire or succubus, and your magickal power has grown as a result. Increase your base Sorcery stat by +1 rank, and also increase the maximum Sorcery you can start with by +1 rank. If you have the Disciple origin, you

may purchase this multiple times; the first time is free, but future purchases cost only **-50 CP**.

Pawn for the Shadow Monster (-100 CP):

The sad fact of the matter is that disciples are often taken in order to provide a benefit to their master, and this is most usually done as sacrificial pawns; their teachings in the ways of mystery are only to make them more useful at their job.

But you aren't one to let yourself be casually thrown aside. When someone in a position of power or leadership over you intends to sacrifice you in some fashion, you will become aware of it long enough beforehand for you to take some kind of action. What's more, it enables you to take your revenge; whenever a being intends to betray you, or has betrayed you, you will find that your attempts to achieve vengeance and make them suffer will be empowered, and the consequences of your actions will be more devastating.

Secret Lessons (-200 CP):

These lessons haven't necessarily made you any stronger at magick, nor taught you new spells; instead, they have taught you about magick itself, how it works, and its secrets. This perk doesn't directly make you a more powerful mage, but instead ensures that for every world you go to, you will understand the rules by which magick operates, the secret tricks people use to get more oomph out of their spells, and it will ensure that should you learn magick via another means, you will flat-out be a better magician... if not necessarily a stronger one.

Furthermore, if you kill a creature who has knowledge of magick (or equivalent supernatural power) that you lack, you will be able to obtain one of its secrets for yourself in the process of killing it, absorbing the information from them. This can include "teaching" you new spells, but it won't actually make you more directly powerful.

Infiltrator Perks

Forbidden Knowledge (-100 CP):

You have learned of the [REDACTED] beneath the City of Ordenvell, and that terrible knowledge has enlightened you further in the ways of the world. Increase your base Insight stat by +1 rank, and also increase the maximum Insight you can start with by +1 rank. If you have the Infiltrator origin, you may purchase this multiple times; the first time is free, but future purchases cost only -50 CP.

Not Meant to Know (-100 CP):

Some knowledge is dangerous, and isn't meant to be learned. Sometimes due to inherent danger in the act of knowing, sometimes simply because people want to keep it secret strongly enough to silence anyone who learns of it. You have already learned one secret that puts you at risk, shouldn't you at least be aware of any you might encounter in the future? Before you learn anything that would put you in danger by virtue of knowing it, you will become aware of the danger in time for you to avoid whatever the risk is.

But sometimes, information is the entire point. In such cases, you will find your attempts at investigation go more smoothly, and you are luckier when it comes to finding clues that lead you to what you're looking for.

Act the Part (-200 CP):

As someone who infiltrated one of the [REDACTED] beneath Ordenvell, it behooves you to be able to actually play the role you've taken on. You have top-notch acting skills, good enough to put even the greatest roleplayers, actors, and con artists out of business, if you cared to put your efforts in that direction. What's more, when you are playing a role, people will tend to ignore things that would imply that you are anything other than what you present yourself as. Circumstance will never expose you for a fake or a fraud.

Thief Perks

Rooftop Escapades (-100 CP):

A good thief needs to be quick, nimble, and able to react at the drop of a pin. Increase your base Mobility stat by +1 rank, and also increase the maximum Mobility you can start with by +1 rank. If you have the Thief

origin, you may purchase this multiple times; the first time is free, but future purchases cost only **-50 CP**.

Criminal Ventures (-100 CP):

As a thief, it is only natural that you are experienced in illicit acts; unlike most criminals, however, you are experienced in a wide variety of skills rather than those restricted to your trade. Indeed, if there is a skill related to thievery – be it lockpicking, pick-pocketing, con artistry, sneaking, climbing, or even lock-smithing – then you are not only skilled, but something past an expert. You know every criminal undertaking like the back of your hand, and could easily fill up almost every role in the thieves' guild by yourself.

A Little Too Good (-200 CP):

You can steal things that logically shouldn't be able to be stolen. No, this isn't delving into conceptual matters – instead, you're able to steal things that it should be incredibly obvious you are trying to steal, right in the open. You could steal the clothes off of someone's back, steal a statue in the middle of the public eye – and somehow, nobody ever notices until you've already done it. This does nothing to help you escape, though.

Farmer Perks

The Farm Never Waits (-100 CP):

A farmer's life is bound to their farm, and a farm doesn't permit sick days. It doesn't matter how terrible you feel, the pigs still need to be fed. Increase your base Durability stat by +1 rank, and also increase the maximum Durability you can start with by +1 rank. If you have the Farmer origin, you may purchase this multiple times; the first time is free, but future purchases cost only **-50 CP**.

The Cow Whisperer (-100 CP):

You have an intuitive understanding of animals. Now, this doesn't mean you can *talk* to them, but you're able to understand the needs, wants, and desires of even the most intractable beast. Furthermore, you have an incredible affinity for plants, as well; you instinctively understand how much and how frequently a plant needs to be watered, know the medical

and food applications of any plant you encounter, and the plants under your care will grow to sizes that they normally couldn't reach, in half the time it would normally take.

Beyond this, you also have knowledge of how to take care of and raise all the domestic animals and plants that a farmer might encounter in any world you go to.

Harvest Time (-200 CP):

You have a peculiar gift; you are able to harvest from a plant or animal without harming it. Now, for matters such as plucking fruit or shearing sheep, this has pretty plain, straightforward application without a hint of the supernatural. But what's really special is what you can do to other creatures. You could harvest the beef from a cow without killing it or causing it a hint of pain, or chop wood from an oak tree without felling it or so much as splitting its bark. Each creature or plant can only yield as much resources as its body possesses, and you can only make your impossible harvest from a given plant or animal once per year... but I don't think I need to tell you how valuable it is for a farmer to be able to get beef without killing something as expensive as a cow, do I?

Court Physician Perks

Courtly Castings (-100 CP):

In this world, a court physician isn't only expected to cure poisons and diseases, but also curses, so you have some skill at magick. Increase your base Sorcery stat by +1 rank, and also increase the maximum Sorcery you can start with by +1 rank. If you have the Court Physician origin, you may purchase this multiple times; the first time is free, but future purchases cost only -50 CP.

Brew Your Own Medicine (-100 CP):

In every world you go to, your knowledge of medicine, herblore, surgery, and pharmaceuticals will update to be as accurate as possible. You are a physician of notable excellence, and as long as it is possible to save the life of a patient, you are capable of doing so. You are skilled in every category of the medical profession.

But because many worlds feature medicine that is more than physical, you also gain knowledge of the supernatural or conceptual qualities that can be helpful in medicine. This won't help you cast a healing spell, but you might know that certain herbs will reduce the effectiveness of a mystical ailment, or that spending time in the sun might make it easier to fight off a certain curse. It also makes you familiar with common methods of applying curses so you can better defend against them—for instance, you might know if someone could use pieces of hair for sympathetic magick, and would thus know to burn hair clippings whenever they are taken.

Doctor's Eye (-200 CP):

Your knowledge of physical and mystical ailments is so superlative that you can instantly diagnose anything that is wrong with someone—be it curse, negative spell, illness, or injury, you can precisely determine what ails someone in but a moment of looking at them. Treatment still depends on you, but don't underestimate how valuable a completely reliable diagnosis can be.

Priest Perks

Divine Insight (-100 CP):

By communing with your god, you have developed greater knowledge of the world and its secrets. Increase your base Insight stat by +1 rank, and also increase the maximum Insight you can start with by +1 rank. If you have the Priest origin, you may purchase this multiple times; the first time is free, but future purchases cost only -50 CP.

A Prayer for Your Soul (-100 CP):

When you pray to a god, your prayers are heard. This doesn't mean they'll be answered, but the god in question will be aware of you and your prayers... although considering what some gods are like, you can freely disable this feature of the perk, if you'd prefer not to acquire the attention of the divine.

You have in-depth knowledge of the divine in every jump you go to. This won't get you information that isn't available to that god's priesthood, but

so long as the knowledge is out there, you will know who the various gods are, their alliances and enemies, their likes and dislikes, and the best rituals to commune with or beseech their favor.

Between Man and God (-200 CP):

Priests lie between the masses of humanity (and other species) and the gods, serving as intermediaries between them; they tell the people the will of the gods, and speak with the divine on behalf of the mundane. You will find that when you say that you speak for the gods, people will be more likely to believe you, to the point that you could make absurd claims and still be believed. No matter how depraved you behave, people will still consider you to be in good standing with the gods, to the point that it would take divine intervention for people to accept that you do not have your god's favor.

Court Jester Perks

Juggling Daggers (-100 CP):

There are a host of skills critical to being a good jester, but you can't go wrong with a good sense of balance, excellent hand-eye coordination, and more agility and flexibility than you can shake a stick at. Increase your base Mobility stat by +1 rank, and also increase the maximum Mobility you can start with by +1 rank. If you have the Court Jester origin, you may purchase this multiple times; the first time is free, but future purchases cost only -50 CP.

Can't You Take a Joke? (-100 CP):

You can't be a court jester without an excellent sense of humor – which you now have. But more than simply having good comedic timing and a knack for coming up with jokes, you are *witty*. You can lampoon someone in such a way as to invite laughter rather than scorn, have keen insight into people's personal and political failings, and know exactly how to phrase a joke to pierce someone's ego.

You don't only know how to roast people, you can also do it in ways that bring their flaws to the surface. Your insults can cleverly point out the ways in which someone's political proposal would fail, and your puns and

quips are perfectly designed to lay low those who would further themselves in the field of court.

Anything you say or do, so long as it is done for the sake of humor (or deflating a bloated ego) and not for the sake of promoting your goals or furthering your agenda, will be accepted and forgiven, no matter how rude, crass, or insulting you are.

You also are a deft hand at more physical forms of entertainment, such as juggling, sword-swallowing, mundane magic tricks, and so on.

Just the Jester (-200 CP):

You have a way of fading into the background when you aren't actively trying to call attention to yourself. When it would be to your favor, people don't consider you important; like a servant, many in the nobility would simply overlook your presence, thinking as little of you as they do the furniture. People will carry on "secret" conversations in your presence, without ever considering that you might have the agency to listen in or share what you hear. With some care, you could hold the greatest secrets in the lands of Westdale in the palm of your hand.

Pirate Captain Perks

Conquer the Seas (-100 CP):

When a storm comes, it is as though the very sea itself demands that you bend knee before it, or be shattered. But you do not bend, and you do not break. Increase your base Willpower stat by +1 rank, and also increase the maximum Willpower you can start with by +1 rank. If you have the Pirate Captain origin, you may purchase this multiple times; the first time is free, but future purchases cost only -50 CP.

A Pirate's Life (-100 CP):

Your ability to sail the seas is something to behold, and your understanding of a ship and its crew is superlative. You know all your nautical terminology, and have an acute understanding of naval combat; furthermore, it seems that your crew becomes more effective when

engaging in battles at sea. Cannon fire becomes more accurate, and boarding parties have an easier time overwhelming the opposition.

You're quite skilled at combat yourself, but you're no dedicated warrior; you're more of a leader than the strongest fighter on your ship.

Sea Dog's Luck (-200 CP):

You have incredible luck when it comes to ensuring the survival of your crew. No storm will ever sink your ship, and although individuals in your crew can die, you will never experience a catastrophe that sees the entirety of your group die all in one go. When pirating, you seem to find unguarded merchant ships more frequently, and your lookout finds patrol ships on the horizon more quickly than might naturally be expected – sometimes even when they haven't actually crossed the horizon yet.

Prostitute Perks

Successful Whore (-100 CP):

An ugly prostitute isn't going to get many clients... but for you, business will be booming. Increase your base Beauty stat by +1 rank, and also increase the maximum Beauty you can start with by +1 rank. If you have the Prostitute origin, you may purchase this multiple times; the first time is free, but future purchases cost only -50 CP.

It Takes More Than Spreading Your Legs (-100 CP):

Sure, there are some who just lie there while the client humps away at you, but if you want repeat customers you need to actually be *good* at sex – and you are. When it comes to pure sexual skill, there's hardly anybody who even approaches you. What's more, is that you have an intuitive sense of what would be most pleasurable for your partner, even if they are of a different species that you've never lain with before, or if they have special "weak points" that you've never encountered in the past.

The Oldest Profession (-200 CP):

Prostitution may be the oldest profession, but it wasn't always done for money – in the oldest days, it would have been done for goods and services directly. That's something you can now invoke; you can pay for purchases

and services by having sex with someone, with the quality of the sex directly correlating to how much money (or equivalent) it is worth. It's entirely possible that you could pay for everything you need in life by fucking for it, if you were skilled enough. Everyone will accept this as a valid business transaction.

Commander Perks

Leader of Men (-100 CP):

Yes, military skill is important to perform the work of a general, but if you want to truly lead men, you need to win their hearts. Increase your base Charisma stat by +1 rank, and also increase the maximum Charisma you can start with by +1 rank. If you have the Commander origin, you may purchase this multiple times; the first time is free, but future purchases cost only -50 CP.

Military Man (-100 CP):

As a commander, it is essential that you understand military matters. You have made a comprehensive study of tactics and strategy, and can readily identify the purpose behind the maneuverings of your enemies. When it comes to directing men in combat, there are few who can equal you, and fewer still who can claim themselves to be your greater – but an army marches on its stomach, and so you also possess an in-depth understanding of logistics so profound that your armies function as though they possess 20% more supplies than they actually have, letting you feed more troops on less food, and keep archers armed with ammunition even if there technically shouldn't be any arrows left.

You're also deft at personal combat, but nothing truly exceptional; good commanders are chosen by being the best at leadership, not for being the greatest warrior.

The Influence of Morale (-200 CP):

A good leader doesn't underestimate the role morale plays in the effectiveness of their legions. Not only are you skilled in the many ways a leader can raise the morale of their troops, but you'll also find that a high morale will boost the effectiveness of your men and women in ways that

can't be rationally explained. If their spirits are high, their blows will land with more force, they will have an easier time avoiding or blocking attacks, and your mages' spells will cost less mana to cast. Thus ensuring your soldiers are more successful, which will likely only increase morale, which will in turn improve the effects of this perk. If you keep your forces driven and motivated, it wouldn't be a surprise to see your own troops defeat enemies that outnumber them on a regular basis.

Courtesan Perks

A Face to Start Wars Over (-100 CP):

A good courtesan is pretty. A *great* courtesan moves hearts as easily as they move their body, with grace and beauty that warrants immortalization in song. Increase your base Beauty stat by +1 rank, and also increase the maximum Beauty you can start with by +1 rank. If you have the Courtesan origin, you may purchase this multiple times; the first time is free, but future purchases cost only -50 CP.

Providing Entertainment (-100 CP):

A courtesan is more than a whore, who simply has to fuck whoever their client is. A courtesan entertains; they provide music, arts, dancing, conversation both idle and emotional, and are intended to be more than simply an expensive lay — they are meant to be companions who one can be expected to present in noble company without being ashamed.

You have both talent and skill in all the realms that a courtesan should be expected to excel. You know how to play every instrument with ease, can dance everything from courtly waltzes to a commoner's square dance, and have a natural understanding of what people want to talk about, what they're comfortable discussing, and what they actually need to hear, regardless of whether they want it or not.

And, of course, your skills in bed are simply superb.

Mesmerizing Company (-200 CP):

No, you aren't truly mesmerizing people, but an onlooker could be forgiven for thinking that you might be; your ability to earn the trust of

other people, even those who hardly know you, is truly unreal. After only moments of conversation, your conversational partner would be inclined to trust you. After minutes, they might be willing to share their life story with you. If you had repeated conversations with someone over an extended period of time? There are no secrets they would keep from you, simply because they could not fathom that you would ever betray their trust.

Scribe Perks

Book Learning (-100 CP):

As a scribe, you are more educated than the vast majority of individuals, and as such have learned much of how the world works, and have a greater understanding of the supernatural. Increase your base Insight stat by +1 rank, and also increase the maximum Insight you can start with by +1 rank. If you have the Scribe origin, you may purchase this multiple times; the first time is free, but future purchases cost only -50 CP.

More Than Idle Scribblings (-100 CP):

When it comes to writing, there are few who can match you. Your penmanship is flawless, your calligraphy puts the work of professional artists to shame, and the speed of your writing is in the top percentile, without any corresponding increase in sloppiness. You can write faster than anyone can speak, instinctively know the spelling of words you've never encountered before, and have a perfect memory, allowing you to recall anything you've ever experienced in absolute detail (unless you'd rather forget it... considering how terrible knowledge can be in a world like this, you have the ability to forget anything you don't want to recall).

But where you truly excel is when you're writing original content. Your ability to influence emotions with the written word is truly exceptional, your skill at developing characters is something that even the realm's greatest authors could learn something from, and your talent at weaving lessons, morals, and ethics into a story or essay to influence readers is so awe-inspiring that it never detracts from the story you are trying to tell.

Influence of the Written Word (-200 CP):

Your ability to write goes beyond mere skill, and your ability to direct emotions and the will of the people through the written word is something that must be seen to be believed. Your essays cut to the point that lay plain political, religious, and moral truths so clearly that it's impossible to refute them, so long as they are indeed the truth; so long as you communicate truthfully through your writing, no one will ever believe that you might be telling a lie, or even that you might be wrong.

Your dissertations can sway the hearts and minds of the masses, and political movements rise and fall upon the motion of your pen. A passionate written denunciation of the government can inspire revolutions, while a heartfelt call for peace in written form can cause the people to sue for peace.

Crusader Perks

Furious Zeal (-100 CP):

A crusader isn't merely someone who fights for the Church of Virtues, but someone who has devoted their life to the cause – and that takes strength entirely unlike strength of arm. Increase your base Willpower stat by +1 rank, and also increase the maximum Willpower you can start with by +1 rank. If you have the Crusader origin, you may purchase this multiple times; the first time is free, but future purchases cost only -50 CP.

Unrelenting Wrath (-100 CP):

Of course, it isn't only mental strength that is needed to dedicate yourself to the Church; one needs strength of arm to protect the masses and purge the profane, and your combat skills are truly excellent, allowing you to dismantle the defenses of the oft-supernaturally powerful opponents you will face, empowered as they are by their dark lusts.

But you are empowered as well, by your faith and your fury. The more dedicated you are to a cause, the greater your physical abilities become – with true zeal and devotion, you might be half again as strong and tough as you would otherwise be.

Smite the Profane (-200 CP):

There are terrible beings out there, who ascribe to perverse philosophies that are anathematic to all decent peoples. Your blows fall upon such beings like a mighty avalanche; the more profane, disturbing, twisted, lustful, depraved, or outright evil someone is, the more terribly they are injured by your attacks. And not just in combat, either; your attempts to hunt and pursue such beings are preternaturally effective, and try as they might to hide from your gaze, your passionate will can always allow you to perceive them.

Dark Apothecary Perks

Of Poisons and Occult Mysteries (-100 CP):

As a dark apothecary, you have learned secrets that most people shy away from, and secrets of the body that aren't natural – but knowledge alone only accomplishes so much, so you have honed your supernatural powers, as well. Increase your base Sorcery stat by +1 rank, and also increase the maximum Sorcery you can start with by +1 rank. If you have the Dark Apothecary origin, you may purchase this multiple times; the first time is free, but future purchases cost only -50 CP.

Student of the Dark Arts (-100 CP):

You have learned the ways of the body, and although your medical knowledge does not match that of the court physician, you aren't so far off that they could call you an amateur. But where you truly excel is in understanding how to harm the body; you have a comprehensive knowledge of poisons, diseases, and how to brew, obtain, or inflict such ailments.

You can make the symptoms of any ailment worse with but a short amount of study – or even just a description of the symptoms. This can occur regardless of whether the problem is due to a spell, poison, or disease. Finally, no matter what manner of illness or curse or poison you inflict upon someone, you will always be able to whip up a cure or antidote to the wrongs you have caused to someone. This won't cure direct injury, mind you, but it can accomplish a lot.

Twisted Research (-200 CP):

To progress in your study of the occult and the alchemical, study and research is needed – and no progress is as fast or as effective as that taken at the expense of innocent people. The more people your studies cause to suffer, or the more injured or killed in the pursuit of your research, the more effective your pursuit for knowledge becomes, allowing you to progress science and medicine in leaps and bounds, bolstered by the suffering of other people. This doesn't just apply to your knowledge of the occult, poisons, medicine, or alchemy, but anything you care to study or practice, even allowing you to advance your own physique at an enhanced rate if you exercise by slaughtering people.

Monster Hunter Perks

Wrestling Monsters (-100 CP):

First and foremost, if you intend to hunt the terrible monsters and beasts of the Blasted Realm, you need a physique that can keep up with them. Increase your base Strength stat by +1 rank, and also increase the maximum Strength you can start with by +1 rank. If you have the Monster Hunter origin, you may purchase this multiple times; the first time is free, but future purchases cost only -50 CP.

Know Your Enemy (-100 CP):

Of course, if you just rely on a strong body to fight monsters, you'll die the first time you meet a Zivara. A good monster hunter studies their enemies, learning their habits and weaknesses and methods of attack, so they can ensure their survival even as they fight something that might outweigh and overpower them. The more you study a potential enemy, the more effective you become at fighting them. Your blows will land more cleanly, your strikes will pierce through protective plating that might have otherwise stopped them, and your attempts to evade bone-shattering blows will allow you to entirely avoid attacks that might otherwise have come so quickly that you couldn't dodge them. Now, such an example requires quite a lot of study, but knowledge of your enemies will only ever make you better at fighting them.

The Bigger They Are (-200 CP):

The harder they fall. And you are an expert at ensuring even the most enormous of enemies falls before your blade. An enemy's size is never a great advantage in combat against you; even the most adroit enemy, should they be truly large, will find that their own body and mass interferes in their attempts to fight you more than it helps, and your own blows will pierce thick layers of muscle and fat with the same ease as sliding a hot knife through butter.

Furthermore, while those who fight colossi often rely on a death of a thousand cuts, you will find that you don't need nearly so many, even if you are trying to fell an enemy so large that your sword can scarcely reach their veins. The injuries you cause inflict weakness and vulnerability upon your enemy, such that every wound makes them easier to injure and makes them suffer more damage.

Perks of the Goddess Agana

Feed the Flames (-100 CP):

When there is fire in your presence, you can devote a small amount of mental effort towards boosting the flames, causing them to grow in size and potency. This can increase the heat and size of the flames by up to double their present nature – and this isn't restricted to natural fire, either, as it can bolster Pyromancy and other fire-based abilities.

However, if you are of a heretical bent, you can also smother the flames – never to truly snuff them out, of course, but you can reduce their size and heat by half (to a minimum of the lowest possible temperature that can maintain the fire).

Rebirth Through Incineration (-200 CP):

You can voluntarily lower any protections you may have against fire in order to burn yourself alive. But once you die from the flames, it will not end your chain – instead, after 7 days, you will be returned to life in a burst of fire, but all injuries, disease, poisons, and non-supernatural ailments afflicting you will have been burned away, no longer a part of you. This can't help you escape something like a curse, but should you have your

arm severed from your body, it is a useful way to heal over a relatively short period of time.

The flames that burn you to death will cause orgasmic pleasure rather than pain.

Passion of the Dancing Flame (-300 CP):

You have the power to imbue flames with life, personality, and will, creating life-forms made of fire, such as you might consider an “elemental”. These beings have potent magickal powers in the realm of Pyromancy, but are only capable of producing flames as large as the fires that they were birthed from.

These fire elementals will obey you loyally and with devotion.

In addition to animating the fire, you can also reshape fire into physical objects – they are distinctly still made of flame, but you can manipulate them like physical objects, or swing a sword of fire and have it cut through flesh like (hot) steel.

If you possess Agana’s Gift known as “True Immunity”, then the fires that you produce will be able to bypass resistances and immunities to flame, be they magical or mundane – however, it will not pierce your own immunities/resistances unless you voluntarily lower them.

Perks of the God Malok

To Define Insanity (-100 CP):

When you are in a position of dominance over someone, you can manipulate the madness in their mind. This can allow you to cause someone to develop a mental disorder, or control what manner of mental ailments afflict them. You can transform one form of insanity into another, lighten the burden of madness, or inflict knowledge that was never meant to be known onto someone to drive them truly insane.

There is a caveat, however; you cannot make someone insane in such a fashion that they would never be able to challenge you again.

Claim the Unwilling (-200 CP):

Whenever you rape someone, that individual becomes incapable of causing you harm through any means other than directly challenging you to a straightforward conflict (although nothing says this conflict has to be a physical one). Furthermore, you gain the right to command them to do your bidding, and they will be compelled to do so, but only so long as your commands do not prohibit them from challenging you, or if the commands would somehow cripple them and make a future challenge impossible.

Should they manage to overcome you in this conflict, your control over them will be broken.

Disciple of Magick (-300 CP):

Malok isn't merely a god of mighty physiques and physical domination, but also magickal means of establishing control and supremacy. You will find that all of your studies in the realm of the supernatural are preternaturally effective, allowing you to take in knowledge at an even faster rate than you are capable of reading it. Furthermore, attempts to improve your magickal strength will progress at twice the speed they normally would, ensuring that the growth of your power is not limited by the same frailties and inhibitions that limit your lessers.

If you possess Malok's Gift known as "Alter Ego", you become capable of re-absorbing your alter egos, or creating new ones (although they are never stronger than your original Alter Ego). Furthermore, you are not limited to having an alter ego who is your opposite, but can define them with any personality you desire.

Perks of the Goddess Arina

Excellence of Chastity (-100 CP):

You can't be considered pure, not for following as depraved and corrupt a goddess as Arina; but the longer your body goes unsullied, the more powerful you become. You will gradually become stronger and stronger the longer you go without orgasm. This isn't just physical strength, but

mental and magickal as well. This ability resets if someone else ever brings you to orgasm.

Desire Without End (-200 CP):

Arina does not deny lust; she denies the satisfaction and completion of orgasm. People captured in desire, yet unable to resolve or answer their wants, is something she exults as beautiful. The more people who desire you, the more beautiful you become, the more charming your words will grow, and the more elegant your movements; however, if you ever have sex with anyone who lusts after you, this will reset.

Denial of Acknowledgement (-300 CP):

People no longer require interaction with you, affection with you, or even acknowledgement from you, but will develop a positive relationship with you despite negligence on your part, so long as you have *some* form of connection to them. For instance, if you never show your child kindness, they will still love you as their parent as though you were regularly affectionate; if you never permit your spouse to orgasm, they will still hold you in high esteem as though you engaged in regular sexual and romantic interactions; if you never gave your subjects freedoms, they would still exalt you as a wonderful ruler.

If you have Arina's Gift known as "Light of Arina", you can use this light to negate the powers of other people, not just their ability to feel lust or pleasure. This light will negate their supernatural abilities and powers beyond the reach of what an ordinary mortal could accomplish. However, if they are stronger than you, this will not completely nullify their powers, but will instead only weaken them.

Perks of the Goddess Vera

Acceptable Exhibitionism (-100 CP):

Oh, certainly, the allure of being caught is a part of the appeal of being an exhibitionist, but sometimes you just want to be rutted in public without people getting all upset about it. Sexual activity that you willingly partake in will never result in you or your partner(s) getting in trouble, or suffering social or legal repercussions for your passions, as long as that trouble or

repercussions would be based on *where* you had sex, or if you had sex in public. You can disable this if you desire to experience risk once again.

Artistry Beyond Words (-200 CP):

Vera exalts the works of civilization, and holds the arts in the highest esteem... short of sex, of course. Your skill in the arts is greater than can be expected of mundane abilities, and no doubt people will suspect you of working magick in your paintings and music; however, what you accomplish is done purely by skill, albeit skill beyond what mundane people could hope to reach.

You can evoke feelings and emotions through the medium of your art; this can be strong enough in effect to allow you to induce orgasms with music alone, or make a painting with enough hatred in it to drive most who perceive it into flights of terror.

Queen of Dreams (-300 CP):

A number of Vera's gifts grant special powers over sleep and dreams, but nothing approaches what you can do. When you sleep, you can send your consciousness traveling through the dreamscape, allowing you to easily search for the dreams of specific individuals. Once found, you can enter their dreams – but can also inflict terrible effects on them. Through dreams, you can inflict wounds that affect their waking bodies, you can cast spells on them from a distance, or you could curse someone to be unable to dream naturally without your permission.

If you possess Vera's Gift known as "Force Sleep", you will be able to use that Gift of anyone whose Willpower is weaker than your own, regardless of the distance between you – but only so long as you can identify them as a target. You can't generically use it on everyone. It will also work on beings without souls, as long as they are capable of sleeping.

Perks of the God Varo

Sanguine Feast (-100 CP):

Not all followers of Varo are vampires, but the drinking of blood still plays a strong role in his faith. You will find that, regardless of your digestive

system, you will always be able to consume blood safely, and will never experience any negative effects from drinking blood (including not suffering from any blood-borne diseases).

Furthermore, whenever you drink someone's blood, you will for a brief time understand all the knowledge they have ever known; you may select a single fact or secret that the individual knew, and permanently retain this memory, while all the other knowledge of that individual disappears. This only occurs the first time you drink blood from any given individual for any given 24-hour period.

Creature of the Night (-200 CP):

No, this doesn't change you into a vampire, but it does give you an unnatural affinity with the darkness. You are capable of hiding your entire body in an ordinary shadow, and at night you might as well be invisible. You can move twice as fast in the dark, and injuries you suffer will heal faster so long as you avoid the light.

The Truth is a Lie (-300 CP):

As the god of both honesty and integrity, and deception and falsehoods, it behooves a follower of Varo to know the difference between the two. You will always recognize a truth and a lie for what they are. But you can change how the world sees such things; you may, once per month, state a true statement to be false, or a false statement to be true, and reality will rewrite itself to account for what you say to be the "true" way of things. This is limited to changes you would be strong enough to perform on your own, but is not limited to the same means that you are limited.

If you possess Varo's Gift known as "Silver Tongue", you will be able to convince anyone that a true statement is in fact the truth, or that a false statement is definitely a lie, no matter how well-entrenched their beliefs might be.

Perks of the God Tharon

That Which Man Was Not Meant to Know (-100 CP):

Tharon is the god of perversion, corruption, and twisted knowledge, and many of the beings they summon are things that were never meant to walk upon the surface of Origo. Fortunately, you cannot be harmed by such things. Not to say that a monster couldn't kill you, but you will never suffer injury or madness simply from seeing something that you weren't meant to see. Eldritch horrors and "infohazards" pose no threat to you... at least, in regards to the dangers of knowledge. No information, sensory perception, or exposure to knowledge is capable of doing you ill.

Touch of Corruption (-200 CP):

You can draw upon insidious powers to rewrite people to suit your desires. Each individual can only be affected once per month, and it can only target people whose Willpower is less than your own; however, with a single touch, you can rewrite a single trait about them, altering their Body, Soul, Mind, and even their Vessel. You might change a single physical feature, or you might change their mind about something. Nobody will ever notice that this change is odd, allowing you to slowly and subtly rewrite people to suit your preferences.

Master of Mentalism (-300 CP):

Your mind holds prodigious powers; more than the telepathy that is common amongst Tharon's followers, you are capable of outright telekinesis, altering and moving the physical world with your thoughts alone.

However, more terrifying is the synergy if you possess Tharon's Gift known as "Mindlord". For one thing, Mindlord now increases the number of minds you can control with Assimilate Mind by tenfold for every 3 Insight you possess. Assimilate Mind will also function on any individual with Willpower below your own, and affects the Soul as well as the Mind.

Perks of the Goddess Helera

Blessed Are the Children (-100 CP):

Regardless of how willing there were in the process of insemination, anyone you impregnate or who otherwise carries your child will be willing to carry your child to term, and will have the guarantee that their

pregnancy will be free of complications (should you be the one impregnated, you are not forced to carry the child should you wish otherwise).

Once the child is born, the parent (other than you) will find their heart will be instantly won over by their child the moment they see them, and are guaranteed to be as good a parent to your spawn as they are capable of being. Whether you leave the child with them, or simply permit them to see the child you raise, they will do their best to be a good parent.

Acceptable Pregnancies (-200 CP):

People are remarkably willing to be impregnated by you, or to impregnate you. People won't force themselves on you, but if you rape someone with the intent of making them bear your child, they will not raise a fuss or object – it is only Helera's will, after all.

Furthermore, even without force, people are more accepting of your offers of impregnation than they'd otherwise be. Someone who is a devoted and loyal husband would happily help you bear his child if you asked, even if they otherwise wouldn't have sex outside of marriage.

This also occurs across species and cultural barriers; no matter the language the other person speaks, you are always able to make the offer of impregnation, and be understood (as well as understand their reply).

Finally, if someone is bearing your child, or you are bearing theirs, they will not act to harm you.

Universal Conception (-300 CP):

You are able to change what species your unborn children are while they're in the womb. You can even transform them into objects, which will be safely birthed even if it doesn't entirely make sense; you could change your unborn baby into a sword, and the mother would carry it to "term" and birth it safely. Whenever you change your unborn children, the duration of the pregnancy changes according to the value of what you turn them into; a cheap item might result in a pregnancy lasting for mere hours, but trying

to have someone give birth to a full-fledged dragon might result in years of pregnancy before they eventually produce one.

Additionally, if someone is pregnant with an item due to this ability, you may give the item a soul if you so desire, making it into an “intelligent item” and giving it a consciousness of its own.

If you possess Helera’s Gift known as “Cross-Breeding”, you have the ability to impregnate or be impregnated by *anything*, even things that aren’t capable of reproduction, or aren’t alive; you could insert the hilt of a sword into your pussy until you orgasmed, and then safely give birth to a sword. Items that you have impregnated are not vulnerable to the earlier-mentioned effects of this perk (other than the “ensouling” feature); however, if you are the one impregnated by an item, you can apply the effects of the perk to your item-child if you so desire.

Perks of the Goddess Felicia

Breeding With Beasts (-100 CP):

You are able to seduce animals just as easily as you could people. Animals can be sexually attracted to you, and you will find them attractive as well; furthermore, you will be able to reproduce with them, and safely at that, even if you’re a dwarf giving birth to the child of an elephant (and you’ll be able to survive the penetration process, too!). Such children will always be half-breeds. Animals of the same species as any you’ve reproduced with in the past will be inclined to treat you well, will not consider you prey or a threat, and will obey your orders when you give them. The kingdom of nature is yours to command, as long as you make the effort to “reach out” first.

Greenchild (-200 CP):

Plants of all sorts will take independent action to protect and take care of you, as though they had some degree of intelligence and the power of mobility. Vines will seek to tangle the feet of your enemies, trees will smash predators that try to hunt you, and bushes will freely turn their needles away from your skin to offer you their berries. What’s more, the more physically or magickally powerful you are, the more potent the

natural world seems to become when acting in your defense, gaining supernatural qualities and durability when acting to protect you. Nature never seems to want anything in return, only seeking your happiness.

Power of the Hunter (-300 CP):

Felicia is the goddess of the hunt, and you just might be her favored disciple. When it comes to hunting, you excel; you can somehow find tracks from years ago that should have faded entirely, and when you designate a given being as your prey, you will find yourself empowered in your hunt for them. When you fight your prey, your blows land more ferociously; should you seek to fuck your prey, only a single thrust would send them into ecstatic convulsions as their consciousness and sanity teeters on the edge of “mind break”. Should your prey prove more powerful than you, you will find that you slowly, over time, will grow more powerful, until such time as you are capable of matching your chosen target; however, this acquired power fades entirely after you successfully fell your prey.

If you have Felicia’s Gifts known as “Whispling”, “Golden Solstice”, or “The High Bastion”, then you will find that you can consider it to be any season you desire at any time, or even multiple seasons at once, for the purpose of any abilities you possess that are dependent upon the time or passing of the seasons.

Perks of the Goddess Lucira

Entropic Depravity (-100 CP):

When you take someone sexually against their will, your rape will violate more than just their body, but the very essence of their being. This will empower you; the more thoroughly you desecrate someone, the greater the boost in strength you will receive from raping them. This boost is temporary, unless you rape someone to death — not rape them and then kill them, but rape them so much that they die, in which case this increase is permanent.

Walk of Debasement (-200 CP):

Where you go, you make the world worse. People succumb to their desires more – not the positive ones, but their profane desires that people normally hold secret in their heart for fear of rejection. Soil ceases to grow healthy, normal plants, but instead grows things that are corrupted and twisted into perverted things that seek to despoil the world about it. Animals are born with debauched desires and intellect that allows them to act on it. Buildings become more inclined to collapse, and weapons rust more readily. All things that are good about the world become harder and harder to find, the more time you spend in an area.

Evolving Beyond Depravity (-300 CP):

As a follower of Lucira, your ultimate goal should naturally be to rape her. But simply seeing her is enough to destroy a soul, and even through powerful rituals such as the Rites of Depravity, one can only experience a brief glimpse of her, which is enough to inflict inescapable Afflictions. Fortunately, you have this perk. The more sensation you experience and the more pleasure you come to know, the more protected you are from the negative effects of pleasure, sex, sensuality, and beauty. Eventually, you will build up such a tolerance that you would be able to make out with Lucira herself without suffering at all, able to parse the pleasure without damaging your soul or experiencing the many ill effects that are known to plague those who would seek to perceive Lucira.

Perhaps you could even rape to death the goddess herself? Would there be any more fitting form of worship you could perform?

Furthermore, every Rite of Depravity that you perform provides you with an additional “free” Aspect of Depravity, which can only be spent on Aspects of Lucira.

Perks of the Goddess Elena

Balancing Act (-100 CP):

Before she fell to Lucira, Elena was a goddess of balance, who ensured the many cosmoses were protected and did not overly interfere with one another. When you are seeking to protect, preserve, or conserve, you will find that all of your efforts are made more effective, a conceptual increase

that ensures that all of your acts made towards those goals develop greater consequences and will ripple out to influence even more than you originally intended, spreading protection, balance, and preservation across vast swathes of the realm.

Out of Space (-200 CP):

As goddess of realms, Elena ruled over the dimensions of space and time, as well; you have inherited a fragment of her ability to manipulate space. You may make miniature dimensions, such as making a bag that is bigger on the inside, may “twist” space in order to travel long distances over a short period of time, reach something that is far away, and can perform other tricks of spatial manipulation.

The Long Road to Recovery (-300 CP):

Elena is partially consumed by Lucira, still alive, but continuously violated in body and soul as she is merged into the depraved and orgiastic entity that Lucira has become. But as long as there is life, there is still hope. Under your hands, there is no such thing as an incurable wound, or a scar that will never fade. When you are caring for someone, they can heal from anything. It will take time, and it will take effort, but you can eventually cause someone to heal from any injury or wound, and recover from any ailment, even one that affects their mind or soul... or even their Vessel. This healing is not restricted to people, either; given enough time, you could reclaim those lands that have been lost to Lucira’s corruption.

Given enough millennia, you could even heal Elena herself.

Furthermore, every Rite of Depravity that you perform provides you with an additional “free” Aspect of Depravity, which can only be spent on Aspects of Elena.

Items/The Soul Forge

For the most part, you will not buy items directly in this document, but will instead purchase Rites of Creation to use with the Soul Forge feature of the CYOA.

However, standard fiat backing still applies, and items (including those produced by the Soul Forge) will be renewed after 1 week if lost or destroyed, retaining any intentional modifications you have made to them.

If you have similar items, then after the Gauntlet is complete, you can import an existing item into whatever you have purchased here.

Rites of Creation (-50 CP):

You receive +2 additional Rites of Creation, in addition to whatever you may have obtained from the CYOA itself. This can be purchased multiple times. However, certain Templates and Enchantments have their own special rules, which are listed below.

Ranged (Template): If you create a ranged weapon with the Soul Forge, the item will be provided with a replenishing supply of whatever form of ammunition it uses.

Ballistics (Template): If you create a ballistic weapon with the Soul Forge, the item will be provided with a replenishing supply of whatever form of ammunition or fuel it uses.

Eternal (Enchantment): This enchantment is modified to fit standard Jumpchain fiat backing, as mentioned above.

Mystical (Enchantment): You can still only select up to 3 spells for a single purchase of Mystical, but they are not required to be of the same school.

Mythic (Enchantment): If the spell you desire requires more than rank 5 in the school you choose, then you can purchase the spell with Soul Points to let you use it through your item. A spell thus purchased does not have to be of the same school(s) as Mystical, if you also possess that enchantment.

Materials (-100 CP):

You have obtained a replenishing supply of one of the Materials used in the Soul Forge, allowing you to craft your own items; if the material requires enchanted forges, magick, or specific conditions to be shaped, then you will be provided with the relevant equipment to work with the material you have purchased.

For a single purchase of the Materials item, you gain a replenishing volume of one or more Materials from the Soul Forge worth a total of -3 Rites of Creation. For instance, you could get a supply of Mythril (-1) and Adamantium (-2); a supply of Drider Silk (-1), Hydroweave (-1), and Runic Leather (-1); or a just a supply of Unicorn Leather (-3). You may alternatively have a supply of Lucirite, treating the material as though it were worth -1 Rite of Creation.

You will also possess a guide to laying Enchantments on items, the study of which will ensure that you have the fiat-backed ability to lay Enchantments such as those provided by the Soul Forge.

Umbral Stone (-300 CP):

This is a bad idea. But if you purchase this item four times, have rank 10 in Umbramancy, and have either a Devouring or Corruptive Spark, then you can automatically learn the spell "The Elder Shadow". It will probably end the world if you cast it (possibly the entire local multiverse), and the Elder Shadow will almost certainly kill you upon being summoned. In future jumps, you may have the means to survive this, but during this gauntlet, it's probably a death sentence. However... the "Depraved Merge" Aspect of Lucira can be used to combine two different spells to create something new. It's possible that you could merge "The Elder Shadow" with a different spell to create an effect that isn't so... apocalyptic. Or at least one that's more controlled and in your favor.

Companions/Allies

This is a dangerous realm, and you might want some companionship while you're here.

Import/Create Companions (-50 CP):

For the listed price, you can import or create two companions. These companions go through the Gauntlet/CYOA like you did, but instead of selecting drawbacks, they receive half of the points you received from the drawbacks you took (although if they chose Weaving of the Fates, they get the full point value of any negative backgrounds they select). They are

subject to Gauntlet rules like you are, and receive no benefits from anything in past jumps.

You may purchase this option multiple times, each time bringing an additional 2 companions.

Export Local (Free):

If, at the end of your time in this Gauntlet, there are any locals in this world who are willing to travel with you on your chain, you may freely take them as companions. Furthermore, if you have anyone claimed as your personal slaves, or if you own their Soul, then you may bring them with you as followers for free, regardless of their desires.

CYOA Companions (-50 CP):

This CYOA provides a number of pre-made companions that are available for you to ally with, but would normally require you to take an equal value of Nemeses. However, by paying CP, you can gain access to 2 ranks worth of CYOA companions without needing a corresponding Nemesis; each purchase here increases the number of ranks worth of companions available to you by +2 ranks. You are guaranteed to meet them soon after entering the Blasted Realm, and will strike up a good relationship with them; they will be willing to accompany you once your goals are complete.

Goals/Tasks

You will not simply be staying in the Origan Realm for your standard stay of 10 years and skedaddling off; instead, you will remain here until you succeed in all the goals you have selected here, or until you fail/die/surrender (which will result in you failing the Gauntlet and moving on to the next Jump without any of your purchases here).

This replaces the Tasks & Legends section of the CYOA, and adds a few more to it. Points are provided once deciding on a goal, not when you've completed it.

Tasks

Aspiring Cult (+50 CP):

You must establish a cult with at least a thousand members; it doesn't matter who the cult worships, so long as they exist. You could even dedicate the cult towards yourself, if you so desired, although it might be hard to win followers if you have no ability to gift them powers and exchange for service. You must accomplish this in only 10 years.

Blood Dispute (+50 CP):

There are 12 paramount noble families in Origo, who have for ages defined how life progresses in this realm. You must shake up the status quo by completely destroying one of these rich and powerful noble dynasties. You must accomplish this in only 10 years.

Breaker of Hymens (+50 CP):

There is incredible power hidden away in virginity. Release it by deflowering those who have kept their purity intact. Claim the virginity of one thousand souls. You have only 10 years in which to accomplish this.

Grand Arsonist (+50 CP):

Please Agana by bringing fiery ruin to something of great value to a great many souls. Something on the scale of an entire city, or a famous holy monument. You have only 2 years in which to accomplish this.

Gardenkeeper (+150 CP):

Even the death of a world can be averted, if you exert the effort needed. Claim a site of corruption, such as a forest or lake of notable size, and purify it of corruption. You have 50 years to accomplish this task.

Uncover Artifact (+50 CP):

There was a grand and magnificent civilization in the Origan Realm before the War in Heaven. Find one of the great artifacts of this time and claim it for yourself; its power will not remain beyond this Gauntlet, but it may prove useful during your time here. You have 5 years to accomplish this task.

Destroy Altars (+50 CP):

Besides the main deities who provide Gifts and Aspects in the CYOA, there are a large host of more minor divinities. As a result, there are a few too many gods and goddesses, and not enough people to worship them fairly. Thin the herds by destroying an established altar to a divine being. This will likely earn you their enmity for the duration of your stay, but you will only face the ire of their followers, not the unveiled wrath of a full-fledged god. You have 1 year to accomplish this task.

Cum Guzzler (+100 CP):

In a world as perverse as this, semen can be a useful commodity... or simply a tasty one. You must consume one million gallons of sexual fluids over the course of no more than 1000 years. This is almost x20 times as much fluid as a human being would normally drink of water in that amount of time. Fortunately, a high enough Durability will allow you to survive this, otherwise you would risk death just from trying.

Soul Collector (+100 CP):

The Soul is a precious thing, and like all precious things, it has value to those who know how to exploit it. You must collect 1,000,000 souls during your stay here; you don't need to *keep* them the entire time, you can trade and sell them, but at least a million must have passed through your hands, and you must have at least 100 presently in your possession by the end of this goal. You only have 300 years with which to accomplish this goal.

Genocidal Purification (+100 CP):

It is time to perform the final solution and eliminate one of the undesirable races from this world... to your definition of "undesirable", at least. You have 100 years to completely exterminate a single race from the Blasted Realm. There can be individual survivors, but the continuation of their species must be rendered impossible.

The Legend (+50 CP):

There is power in myth and stories, and you must harness it by becoming a household name, a legend famed for your deeds across the width and breadth of Origo. You have 100 years to accomplish this.

Crowned (+50 CP):

The nobility of the Blasted Realm is notorious for their xenophobia and unwillingness to marry outside of their inner circle of families. But nonetheless, you must become landed nobility through legitimate means. You have 10 years.

Prime Parent (+100 CP):

Foremost amongst Helera's dictates is to go forth and multiply, and so you shall. You have 100 years, with which to either give birth to 100 children from your own womb, or to sire 1000 on the wombs of others.

Unbirth Idols (+50 CP):

[Requires the "Unbirth Soul" gift of Helera]

The Champion of a god can be exploited for power, if you know how. You must defeat a Champion of a deity (other than a Champion of Helera), take their soul, and unbirth it into your own body. You have only 10 years to find a Champion and beat them, so get hopping!

Lineage of Champions (+50 CP):

The bloodline of a Champion of a deity is a powerful thing. Find a Champion of any deity other than Helera, and reproduce with them. They do not need to be willing. You have 10 years.

Disciple of Insanity (+150 CP):

The problem with being a god of madness is that sometimes your servants aren't terribly reliable. During your stay here, you will encounter one of the Servants of Malok known as a "Disciple of Insanity". They have many lunatic schemes, and you must help them unravel their schemes into something that is actually functional. You have 100 years.

Order is Disorder (+50 CP):

Carry out the will of Malok by twisting laws into something unrecognizable. You must infiltrate a state or sovereign nation, and distort their laws and rules until they function to the opposite of their original intentions. This only needs to apply to 50% of the laws, but the nation must be intact at the end of this goal. You have 100 years with which to work.

Total Submission (+50 CP):

Dominating others is a challenge, and that is what makes dominating others just and righteous – or so preaches Malok. You must take 100 free-willed souls, and bend them to your will until they are completely submissive to whatever you desire of them. However, you cannot use any powers that are mind control or directly alter their thoughts. You have 20 years with which to accomplish this.

Savory Delights (+50 CP):

This is pretty straightforward – accomplish the will of Vera, and cause orgies. Attend or hold 100 orgies in the name of the goddess Vera, over the course of only 2 years, and this goal will be complete.

Artistic Vision (+50 CP):

Vera enjoys the works of civilization, art in particular. You must create a grand piece of art or craftsmanship, and dedicate it to Vera, who will take it from you upon dedication. You have only 1 year to complete this task.

Holy Debasing (+50 CP):

Vera's hatred for Lucira is without bounds or limits, and you will act as a vessel for that wrath. You must debase or destroy an Altar of Lucira – but don't think you can get away with sneaking in during the middle of the night. They will be prepared for you, so it will be a fight (and possibly a fuck, as well, Lucirites are horribly kinky). You have only 1 year to accomplish this.

Virgin Crusade (+150 CP):

Sex is a delight that you will deny to others, in Arina's name. Find 1000 virgins; lock them into chastity, and then destroy the key. You have 40 years to accomplish this task.

Exorcise Depravity (+50 CP):

The foul, the lewd, the depraved... too long have they disgraced these lands. You must exorcise or banish 100 "depraved" beings in Arina's name by destroying them or casting them into the abyss, which you must accomplish within 3 years. Don't think that you can just start smiting

people who are overly lewd; depravity isn't something so simple in these lands, but a mark of monstrosity.

Ferry Souls (+100 CP):

Willing submission holds a special delight to those who receive it, and Arina has willed that she alone deserves to experience it. You must convince at least 100 souls to willingly submit and give themselves to Arina. You have 5 years.

Seed Corruption (+100 CP):

[Requires the "Dark Seed" of Tharon]

A corrupted world can be cured, but the best way is to overwrite it with corruption of your own, or so says Tharon. You must plant 1,000,000 seeds of corruption, each one obtained from your own Dark Seed, extracted through means that you will now understand. They must be planted at least a kilometer apart; you have 300 years to accomplish this.

Dark Brood (+50 CP):

Creating life is a wondrous thing, but if Tharon has his way, it will become horrendous. You now have access to a metaphysical space containing 1,000,000 eggs from the monstrosities of Tharon. You must insert all of these eggs into people's wombs – any womb can hold a number of eggs, or you could restrict yourself to one per womb, it matters not. The point is that you only have 50 years to spread them all.

Pervert Altars (+150 CP):

That the locations of other gods are permitted to be used for uncorrupt means is anathematic to Tharon. You must defile, pervert, or debauch at least 5 altars belonging to other gods. You have 20 years to accomplish this.

Ritual Cultist (+100 CP):

While in this world, you will understand the steps to initiate someone else in performing Agana's Ritual of Incineration. To accomplish your goal, you must perform this ritual on 1000 willing – or unwilling – souls. You have 10 years to do so.

Emblazon Altars (+150 CP):

The tools and altars of other deities are nothing more than kindling in Agana's eyes, and you must make it so. You must find at least 5 altars to other deities, and must set them ablaze. You have 20 years to accomplish this.

Ignite Nyx (+150 CP):

The Iron Twin-Star that orbits Sylen has lied dormant for an age, and Agana has dictated that it be reignited to once more bathe the Origan Realm in rays of sunlight. You have 100 years to accomplish this.

Packmaster (+50 CP):

As the goddess of the pack, Felicia has demanded that you start your own. You must create a wild pack of creatures and people who have returned to nature, and must grow it to consist of 1000 people. You have 10 years to do this.

Moon Howler (+50 CP):

The howls in the distance may just be wolves... but more often, it is the faithful of Felicia. You must go out beneath the moonlight and howl to the moon a hundred thousand times within the span of 10 years.

Night Hunter (+150 CP):

Felicia's werewolves might hunt at night, yes, but there are darker and fouler things in the darkness. You must kill at least 100 vampires or similar wretched creatures of the night within the span of 30 years.

Truth and Lies (+50 CP):

What is true? What is a lie? If it helps you achieve your goals, does it matter? Varo thinks not. You must use deceit to help 100 people with souls become more successful and get closer to accomplishing their goals. You have 10 years.

Scarlet Collector (+50 CP):

[Requires the "Creature of the Night" Gift of Varo, or rank 1 in Hemomancy]

There are a number of legendary vampiric bloodlines in this world – 24 in total – that hold special significance to the faithful of Varo. You must obtain

and consume the blood of at least 10 of these legendary bloodlines. You have 25 years.

The Whimper (+150 CP):

Wretched and uncivilized beasts lurk in the wild areas, and it is the role of the faithful of Varo to stamp them out. You must slay at least 100 werewolves or forest spirits over the course of 30 years.

Revealing the Truth (+150 CP):

Hidden beneath the city of Ordenvell is [REDACTED], which holds the blasphemous secrets the ruling class uses to keep themselves in luxury and maintain a stranglehold over the commoners they feed off of. You must reveal this secret far and wide, regardless of the consequences. And considering that [REDACTED], it is entirely possible that these consequences will include angering the immensely dangerous (and mysterious) Arch-Protarch, who apart from Ordenvell itself is the only place where you will find [REDACTED]. You have 100 years to accomplish this... not because of the difficulty of discovering and outing this secret, but because of how long it may take you to grow enough to survive the Arch-Protarch's wrath. Depending on your purchases here, one hundred years might not be enough...

Fate (Special):

This is a special modifier that can affect any other task you have taken on. Its value increases by x2, but fate itself will intervene to make things more difficult, placing enemies and roadblocks in your path. This may be taken up to once for each task you have selected.

Soul Debt (+500 CP):

You gain a great deal of CP, but one of the tasks you have selected must now be repeated for the duration of your stay, each completion resetting the time limit to accomplish it. If it becomes impossible to complete your Soul Debt task—such as if you stay here so long that you have burned all altars to the gods—then you will not be penalized for your zeal, and will simply not need to complete the task anymore.

Once you have completed all your other tasks, then you will need to accomplish your Soul Debt task one final time before you are permitted to leave. You cannot select a task that can only be completed once, such as **Ignite Nyx**.

Legends

Unlike tasks, you can only select a single legend. Every legend provides **+500 CP**. Unless a specific timeline is provided, you will stay here until you complete your goal, permanently die, or until you give up.

Regrow the Realms:

A scant few hundred years ago, Origo was a world filled with life; now, the majority of the planet is a wasteland, the spirit of the natural world fornicated to a crisp by Lucira. Your task is to reseed life across this entire planet; you don't need as much biodiversity as, say, the Earth you may be familiar with, but this realm must once more have a lush natural world full of wildlife, and in more than just the occasional pocket of life that remains.

Reward:

In exchange for accomplishing this great deed, you have special permission to bring the Origan Realm and all its inhabitants with you on your chain, as it will turn into a Warehouse attachment. You may selectively exclude individuals from being included in this reward, if you'd prefer not to expose certain individuals to a greater multiverse.

Grand Harem:

Maybe you're keeping them for yourself, or maybe you'll set up pleasure palaces to tend to the needs of the people... or at least, the people with coin. The point is, you must make the largest harem in the world, made up of 1,000,000 souls, all willing to please you... or whomever you tell them to, at least.

Reward:

May your harem never cease to grow. In future jumps, you will gain the ability to invite any natives to come with you on your Jumpchain journey as companions or followers.

End of the Night:

Since the ascension of Vera and Varo, there has been war between the “civilized” and the “wild” — mostly led by Varo, although Vera, as always, supports her brother. For sport, the followers of Varo have slaughtered the werewolf children of Felicia. You must support Felicia by killing the god known as Varo.

Reward:

As a mighty godslayer, you emit an aura of lethality that makes all of your attempts to harm deific beings (or entities of a similar nature) more successful. Light scratches become grievous injuries, and wounds are slower to heal from divine powers.

Ferocious Vengeance:

Now has come the hour of Felicia’s vengeance — the children of Varo have long wronged her werewolf spawn, and for every puppy slain, she desires a hundred vampires to be tortured, knotted, and destroyed. Your goal is a little more straightforward than that — you only need to kill every vampire in the Blasted Realm to accomplish this legend.

Reward:

With your experience hunting vampires, you have gained the ability to give any opponent a final death. No matter what tricks they may use to keep themselves alive in spite of what should rightfully be mortal injuries, your attacks will truly and finally kill your opponent. There will be no regenerating from death, or replacing a severed head, or dissolving into spirit form to recover after a lethal blow.

A Terrible Mistake:

The origin of the conflict between Felicia and Varo has its roots in arrogance and misunderstanding. All Varo wanted was to “help” Felicia and bring her up to his standards of what a goddess would be, although she was naturally offended. Unfortunately, in trying to tear off his helping hand, it started the war between their children. But Varo tires of this war, and seeks you to establish your legend by bringing an end to it. You may do this in two ways; killing Felicia, or taming her and bringing her up to

Varo's standards of civilization (and then punishing her for her perceived wrongdoings).

Reward:

You have learned how to bring civilization and enlightened behavior to even the most wild and feral of personalities. As long as someone has the capacity for conscious thought, you can teach them to be polite a polite and civilized person – and the attempt will cost far less effort and time than it rightfully should. This also allows you to more effectively teach people the moral and ethical codes you would like them to possess.

Eradicate Infertility:

There is nothing more baleful to Helera's sight than seed that cannot procreate, or a womb that cannot bear children. You must put an end to it. If possible, you must eliminate infertility as a concept. Should that be out of your means, you must at least eliminate every instance of infertility that you knowingly encounter for 4,000 years. This could mean that you make the infertile capable of bearing children again, or maybe you just kill them; it doesn't really matter.

Reward:

Eliminating a concept might have previously been out of your reach, but no longer. You have the ability to, once per jump, completely eliminate a concept from a setting. This can't be something core to the jump itself and it can't negate your drawbacks.

Ultimate Chaos:

You must spread madness and insanity across the world, working as an agent of chaos to upend everything everyone knows. You must create an age of chaos that is unlike anything even this world has ever known, a world where madness rules.

Reward:

As an agent of anarchy, at the start of every jump you go to you can select one governing body; over the course of one week, it will completely dissolve and fall apart into anarchy.

Kingdom of Fertility:

You must establish a Kingdom of Fertility, a nation where Helera is the central and matron goddess whose commandments are law. Infertility must be outlawed, and you must rule this nation for a period of at least 100 years. After this, you may leave to continue your adventures elsewhere in this world – but the kingdom itself must stand for 1000 years, even if you must return to take up the reins once more to keep it going.

Reward:

You may keep your kingdom as an attachment to your Warehouse, which you are able to introduce into the setting of any jump you go to. The higher the birth rate of your kingdom, the more efficient all of your properties become; mines output more minerals without mining any harder, farms produce greater harvests without requiring more work, and hospitals cure more effectively without requiring more staff.

Burn it All:

You must put every part of the world to the flame. This doesn't necessarily mean death – there are a variety of means for people to survive the flames, or for flames to take on an orgiastic and pleasing mien; but the fire must spread, and the world must be consumed. Everything must burn. Should you successfully burn the world to the point that you are incapable of surviving on it, that will also count as completion of both this Legend and of the Gauntlet itself.

Reward:

You are provided with a crystal, made from the ashes of everything you've ever burned, compressed into a weightless diamond the size of a thumbnail and set into a jewelry casing of your choice. While wearing this diamond made from the cremation ashes of civilizations, your fire-based abilities will be amplified ten thousand times over, to the point that someone who could barely light a candle would be able to easily burn cities.

Draconic Reawakening:

[Requires “Draconic Familiar” Gift or “Draconic Awakening” Gift]
Dragons are primordial beings of which only tales and legends remain, but some of the most ancient entities – such as Agana – remember them. Dragons are incredibly mighty, capable of weaving the very fates themselves, and have such power that even Agana is scared of tampering with them. However, she does have a supply of eggs which she has restrained from heating into hatching.

If you are (or have) a dragon, then she may be willing to leave such tampering up to someone more expendable (you), and will give you a dragon egg containing the opposite gender of yourself (if you are a Draki or have “Draconic Awakening”) or your “Draconic Familiar”. It will be your goal to create a Dragon Roost and bring about a new Age of Dragons. As it takes 1000 years for a dragon to grow up, you will have 8,000 years with which to create your new Age of Dragons.

Reward:

For every Jump or Gauntlet you have completed or successfully complete in the future, you will be provided with an egg. This egg will hatch into a primordial dragon possessed of powers, abilities, knowledge, and skills appropriate to the Jump/Gauntlet it was born from, and these dragons will always scale in power to be useful to you.

Obliterate Pleasure:

One needs only look at Lucira to see that pleasure is something that shouldn't exist. It is a reward for procreation, nothing more, but something that almost all living beings treat as a drug to which they are desperately addicted. You must carry out Arina's will, and entirely eliminate the very concept of sensual pleasure from existence.

Well, that might be beyond you. But if you spend at least 4,000 years fighting pleasure wherever you find it and endeavoring to stamp it out, that will be considered enough to complete this scenario.

Reward:

Having denied life itself its most fundamental opiate, you now have the power to deny anyone and anything their desires. This only affects one target at a time, but with this ability, you can prevent anyone from achieving anything that they want to do, no matter how hard they try or how certain their victory seems to be.

The Grand Truth:

There is a terrible secret to the world, a truth so terrible that even Varo does not dare to lie about it. Except, despite being the truth, it is also a lie, and is interwoven with the truth – a conundrum that Varo himself does not know what to do with. The only thing to do would be to fabricate a truth that is even more grand.

You must uncover the real truth of this reality, by seeking the lies that keep reality functioning. And then, you must use this lie to destroy the truth of the oncoming end of reality.

Reward:

Having found this truth-that-is-a-lie and having used it to save this world, you are permitted to save future settings from destruction, as well. You can turn any cataclysmic, world-ruining event into a “lie” – this won’t affect events that have already happened, but if the end of the world is coming tomorrow, then all of a sudden it just... isn’t. What you thought was truth was simply a lie.

Inquisition of the Chaste:

Depravity. Wanton lust. Debased self-indulgence. This world is rotten with the impure, and they have forced your hand. If the world will not willingly lock itself in chastity, then it must be made to do so by force. You must start an inquisition, with the end goal of ending depravity in all the realms of men, and keeping the world in such a state for 500 years, where the only sex that is permitted is that done for the sake of reproduction.

Reward:

You may bring your inquisition with you into future worlds; you may allow them to focus on chastity, or you can select something new for each jump or setting to give them something else to

campaign against. However, you might want to keep them focused on ending lewdity, because every time your inquisition locks someone into chastity or neuters someone, every member – including you – becomes a little bit better in all physical and magical regards.

Exterminate Pestilence:

The creatures of the dark forests hunt the innocent and rampage wildly, and hold great powers that most people cannot oppose... and to make it worse, they're base, uncivilized, and wild. Although Varo would also like them to suffer while dying for having killed so many of his vampiric children, all this legend truly requires is that you destroy all werewolves in the world.

Reward:

You experience in fighting shapeshifters has allowed you to see the truth of all things. Whenever someone is transformed, you will see their true form overlaid atop their current visage. When there is an illusion, you will see through it. Where there are lies, your ears will hear the whisper of the truth. This also allows you superlatively ability in identifying the "truths" of a world or setting, should such a thing be relevant.

Infiltrate Insanity:

Long ago, Tharon was betrayed by Malok and tossed into a dark realm where he suffered terribly, entering as a mere student of magick and exiting as the dark entity now known as Tharon. And Tharon seeks dreadful revenge and retribution. Towards that end, you must infiltrate the life of Malok. Become his Champion, join his harem – it doesn't matter, but know that Malok will never allow someone close to him unless he has a grasp upon their soul. But once you do get close to him, you must betray him – preferably by merging the realms of the 2nd and the 6th Circles, which Tharon will teach you how to accomplish. But be warned – if you do not by some method secret away your Soul or get it out of Malok's grip, you will surely be destroyed shortly after the betrayal.

But if you succeed, you will have made the greatest headway in achieving Tharon's revenge, and you will achieve Tharon's favor.

Reward:

You have learned to apply this technique of merging realms in other ways. Whenever you go to a jump, you may freely “hybridize” it with a different setting; if that setting has a jump, you can merge the two together into a single, brand-new setting. Points are calculated individually as though they were separate documents, but you will travel in a single world that is a union of the two. You can dictate how any inconsistencies will work out.

Additionally, you are able to merge dimensions; you can't merge something like the baseline, material plane with someplace else, but merging together Heaven and Hell would be doable.

A Church of Cults:

Tharon is ultimately a merciful being. He knows the dark things hidden between spaces, of the true horrors that slowly approach reality to feast, corrupt, debase, and pervert everything that exists. And he knows that the only way to survive them is to submit. To ensure that the world endures the distant-but-certain onslaught, it is your goal to turn the Church of Tharon from a fearful and rare cult into an openly-worshipped religion, established state-wide within multiple kingdoms, states, and free cities. The survival of everything that lives rests on you. Debase and pervert them, corrupt them – but your actions will ensure that they live.

Rewards:

You can make religions of your choice grow with unnatural speed, expanding over the course of a decade to an extent that normally requires centuries or even millennia; what's more, even the most absurd or extreme of religious practices will take root in the public consciousness with a positive spin. With this, you could turn reclusive cults into global phenomena, to say nothing of what you could manage if you espoused an already established faith.

Reunite the Covens:

It is well-known that the Succubi used to serve only Vera, but with Lucira's ascension, she absorbed fully half of the Succubus race into the worship of

herself. But although Vera could punish them, her true desire is to bring back her wayward children. To accomplish this legend, you will not only need to persuade the succubi to abandon en masse the worship of Lucira in favor of Vera, but convince them that they could be once more accepted amongst their sisters – the very people they have spent generations coming to despise.

Reward:

For your efforts, you have the assurance that so long as you try to achieve it, a peaceful resolution to any conflict between people will always be on the table. The sides involved might not consciously know what it would take to earn peace, but you'll be able to find it out, and can discover a way to bring opposing sides in line with your ideals of peace.

Just know that this is only effective on *people*; when someone has lost their personhood, like Lucira has, there is no form of negotiation that can be effective.

Establish Civilization:

Nature is grotesque, always spreading and seeking to destroy all that is good and civilized. It is brutish and meaningless suffering, and must be put to an end in the name of hedonism and pleasure. Of course, spreading a single city across the entire Blasted Realm may be a bit too much to ask of you. However, you must spend the next 1,000 years spreading civilization and destroying or despoiling nature, making way for the orderly hierarchies of civilized peoples.

Reward:

For all the time you spent blasting apart the natural world, it makes sense that you'd be good at it now, right? Your capacity to destroy and despoil beggars belief. With a tap, you can cause stone to shatter; with a spoonful of common poison, you could turn an entire pond into a deathtrap; by killing an animal, it's immediate next of kin will suffer injury. You can dial this off if you'd like.

Grand Ascension:

The only true path to greatness is one forged by yourself. You must do what many have done in the past; usurp a Circle, and take a seat in the pantheon for yourself. You must defeat a deity to accomplish this, although it is up to you whether you kill them, or simply force them to submit to your dominance.

Reward:

Regardless of how you attained your seat, you are now a god of the Pantheon of Pleasure, and may take your divinity with you into future worlds. You may select three domains to be the god of, at least one of which must be lewd in nature, and one of which must have come from the domains of the god you supplanted. You gain expansive powers related to these domains.

Furthermore, you are able to bring the realm that is your Circle as an attachment to your Warehouse. Finally, you gain an additional Spark at full power, based on the Spark belonging to the deity you supplanted; Agana or Helera would provide you with an Expansive Spark, Vera or Varo with a Hedonistic Spark, Malok or Felicia with an Overcoming Spark, and Arina or Tharon with a Corruptive Spark.

Should you accomplish the incredible and replace Lucira (and the half-digested Elena) from her position in the Circle of Realms, you may take the Circle of Realms with you (as Lucira does not reside in a normal Circle, but has the Circle of Realms instead, which is something like an extradimensional aura allowing her to travel the local multiverse); you also gain a Devouring Spark that has been modified to be safe for you to possess and use, although you do not gain the extra Soul Points a Devouring Spark would normally provide.

Herald of the End:

The twisting end of the universe draws near from the abyss, a surge of power altering and merging with anything it touches. You must bring about the end of this universe by summoning a gate through the Otherworld to invite this mysterious threat into the Blasted Realm. You will die upon completing this – but instead of failing the Gauntlet, it will be

treated as a success, completing all of your tasks, solutions, and goals and returning you to life outside of this doomed reality, to continue your chain.

Reward:

As you have brought doom unto this realm, so too may you carry destruction into future worlds; you know how to open these gates and summon the entities that destroy entire realities, beings that cannot be fought, bargained with, slowed, or halted in any way, shape, or form. By summoning them, it will end the jump in the same way this Gauntlet ended, allowing you to immediately move on to the next world as you are brought back to life.

Rescuing the Goddess of Realms:

The goddess Elena is devastated and despoiled, half-absorbed into Lucira and being both raped and consumed at the same time in perpetual torment. It is a defilement that echoed across all dimensions and all realities, and it is she that you must now find a way to save. This legend requires you to both extract Elena from Lucira, and help Elena heal into some semblance of normality. This does not require you to return her to full health and power, but you must ensure that she is able to live some kind of life afterwards.

Reward:

For saving her, Elena has agreed to take a much-needed vacation with you, as the passage of time is frozen in this setting once you leave it anyways. She becomes a companion, and shares with you the secret to creating new worlds. You won't have the power to make full-fledged dimensions right away, but making demi-planes should be well within your means, and eventually you might grow to the point that you could create a realm as large as Origo itself.

Solutions

Lucira, if not stopped, will become the final resting point of all souls, captured in an endless, depraved orgy consisting of limitless pleasure and limitless suffering as all individuality is destroyed and consumed by her endless hunger. Several gods have come up with solutions for how to address this. Taking any of these options will provide you with **+500 CP**,

but will also ensure that you will be forced to comply and attempt to see to their completion.

You can only take one Solution. Any Solution reward that provides you with Lucira, will allow you to limit Lucira's beauty, sensuality, and devouring/entropic nature to the point that it is not harmful to gaze upon, be near, or touch her. Likewise, protections will be placed on her Spark so she does not need to endlessly consume and rape to avoid her Spark autocannibalizing itself.

The Bitch Goddess:

Malok had a short conflict with Lucira when she invaded his Circle, but upon realizing that all she desired was pleasure, he humored her — her lusting event horizon drained him dry, but she eventually moved on. But she did challenge him, and that challenge has not yet been addressed. Malok has devised insane patterns that warp reality and the mind, to create a means by which one can resist her beauty, her entropic and lusting presence. All so that one or more souls can fight Lucira on somewhat even terms. Should you prove your strength to Malok, he will work with you so that the two of you (and your allies) can fight her. But in the end, only one being can claim Lucira as their personal bitch, tamed and "safe" though she might become by the means Malok has devised.

Reward:

Should you succeed, you can take the Bitch Goddess Lucira with you as your companion, all her powers, beauty, depravity, and abilities subject to your will.

The Perfect Womb:

When Lucira first entered the 7th Circle, she wasn't strong enough to overcome Helera, and was in many ways forced out... however, she has grown only stronger since then. But even so, when Helera considers Lucira, she sees only a new womb that must be made to give birth to universes and realities. To do so, Helera is brewing the Elder Seed, the seed of an Elder God that can turn a womb pregnant for all eternity, just like Helera was impregnated with at the beginning of time. She just doesn't know how to make the seed get into Lucira's womb, and is too busy perpetually giving

birth to be bothered to do it herself. If you take this, you must find a way to insert the Elder Seed into Lucira's womb, and survive the process.

Reward:

Should you do so, all of Lucira's power and depravity will be redirected towards birthing new realities. You will not receive these realities, but you will receive the perpetually pregnant and birthing Lucira; what she births will be passed on to other places in spacetime, not something you can exploit, but you will be able to do what you wish with her and her body, as your new Companion. Everything that makes her dangerous will be redirected towards the process of birthing, so you will not be in any danger from her. Furthermore, each release of new realities will result in a great production of energy, which will harmlessly dissipate if not collected and used; perhaps you may find a use for that?

The Blazing Promise:

Lucira forced Agana to sear her flesh and inflame her with pleasure beyond imagination. Agana was infuriated, and decided to burn her for her sins. She began to nurture an eternal flame, placed in a different realm following different laws of space and time. She will give you access to special Pyromantic knowledge to allow you to access this eternal flame, so long as you use it to set Lucira on fire.

Reward:

Should you do so, you will gain access to a perpetual flame, able to set anything on fire for eternity, or which can be snuffed at your will (and your will alone). You will gain incredible powers with any sort of fire powers or magick that you possess.

Beyond Perversion:

Tharon actually is rather fond of Lucira, and is pleased by her depraved crusade – to the point that he wants to force her even more into depravity. Not only to see what happens, but to answer the question of how does something so debased become even more wretched? But most importantly, he wants to know if he can steer her towards the otherworldly

monstrosities that ever-so-surely seek to ravage the realms that he wishes to survive.

Reward:

By taking this, you will gain the ability to survive any acts of perversion, lust, lewdity, beauty, or debased extremity that you ever encounter. Furthermore, you will be able to summon the storm of debased perversion that is Lucira in future jumps, directing her towards great and cosmic threats that would otherwise be unstoppable, and her desires and perversions will put an end to them. You can unsummon her at any time, removing her before she can despoil that reality beyond what you are willing to accept.

A Glorious Cage:

Nothing would make Arina happier than seeing the most successful slut in existence brought into line where she belongs, to make her unable to feel pleasure at all. What delightful torment that would be. Of course, Lucira would rather be erased from existence than experience this, but that is your goal.

Reward:

Lucira will be enslaved to your will, unable to do anything but obey you, but equally unable to experience lust or pleasure, nor fulfill the lusts and pleasures of others. Still, in terms of power, she is incredible. Furthermore, whenever you feel emotions or sensations you don't want to feel, you can offload them onto Lucira in place of yourself.

Grand Reprisal:

Vera loathes the bitch-whore Lucira, and seeks to end her once and for all. By taking this option, you have aligned with Vera's goals, and seek to kill her. By any means necessary – after all, if one could procure more souls with Devouring Sparks, and then sacrifice them to create a meta-soul, then such an entity would be able to destroy Lucira. Of course, such an act would have disastrous consequences... which Vera doesn't care about, beyond getting revenge.

Reward:

Should you participate in the creation of this meta-soul, then you will gain a special ability that will mean you would have no need to go to such means in the future; you will be able to truly kill or destroy anything, no matter the protections it may have, or how difficult it may be to fight. You will be protected from existential threats from your target – such as the very danger of looking at Lucira – and anything that would prevent you from being able to kill your target will fail to function. This doesn't guarantee that you will succeed, but anything that would normally guarantee your failure simply will not be an issue anymore.

Conclusion/Ending

You have spent your time in this Blasted Realm, and your trial is complete. Your Vessel – and all of its Curses – becomes nothing more than another alt-form to you, any Afflictions you suffer from disappear (although you still benefit from any abilities that may have been associated with them), the drawbacks you take drift away, the negative effects of your Banes or Boons are removed, and you are no longer affected by the weakness of your chosen Spark. Any obligations or effects decided by being a Champion of a deity will no longer apply.

Any ability that references specific stat comparisons (such as a power only affecting people with a Willpower of 5 or lower), will instead apply to beings who would have an appropriate stat level if they were in the CYOA in the first place.

Any ability or effect you have which damages the souls of others may at your discretion allow the affected soul to heal from damage, so long as the soul still exists.

Beyond this, you have a choice to make.

Remain Within Origo:

Did you find something in this world to enjoy? If so, you can remain here, and receive **+1000 CP** to spend on whatever you like from this Gauntlet, as one final gift.

Return to the Rock from Whence You Came:

Did the suffering you experienced here remind you of the life you left behind? You return to the world you were in before you left on your Chain, and receive **+1000 CP** to spend on any jump or gauntlet you've previously been to.

Continue into the Great Unknown:

There is a multiverse here, yes... but you know that there are entire multiverses of multiverses of multiverses to be seen elsewhere. Even this vast realm is not enough to sate your lusts, your desire for power, and your will to see what no one else has seen. But it would be a bit rude to send you off without a parting gift... gain another **+400 CP** to spend in this document. Go onwards, and continue the Chain.

Notes

Potential for Ascension is necessary because, frankly, the CYOA doesn't let you start off very strong, especially in comparison to the rivals you can choose... to say nothing of the fact that you're supposed to eventually get strong enough to challenge the actual Gods. But your stats can only get as strong as you've performed Rites of Damnation, and the CYOA gives you no way to obtain more of them other than what you get starting out. And I mean, only getting to learn 5 ranks of Magick once you land in the Blasted Realm? How the hell did any of the NPC's get above 5 ranks, when none of them got to create their Vessel like you did? If you're going to actually accomplish the goals in this CYOA, you need some method to grow beyond what you start with.

Gifts, Aspects, Spells, etc.:

There are a great many Gifts, Aspects, spells, and so on in this CYOA, and some of which must be specially addressed, to discuss how they would work in future jumps or how they operate in the context of Jumpchain.

Binding:

One of the stats, Binding is special. A lower binding makes you better able to use magick, but also makes you more vulnerable to magick being used on you. However, a higher binding makes magick more difficult – and eventually impossible – but also protects you from magickal effects. Your Binding score is limited to your alt-form from his jump, and does not inhibit your ability to use your perks and so on; however, in future jumps, if you are in this alt-form and have a high Binding rank, it will provide you with protection from the magickal abilities used in different worlds, so the protection stays.

The Dancing Pyre (Agana):

Your soul will not be attuned to flame beyond the extent of this Gauntlet.

Spark of Dragons (Agana):

Your soul will not be on fire after the jump is over. Dragons even in different jumps will see you as one of their own.

Rekindle (Agana):

You will only return from death once every 10 years after the Gauntlet is over until you achieve your Spark, and the requirement of a seventh solar wake is no longer present.

Brightsight (Agana):

Although you will only experience the Affliction Alteration (Burning Eyes) while in your alt-form, you will benefit from the immunity to supernatural Beauty effects even when you aren't in your Pantheon of Pleasure alt-form.

Enflamed Skin (Agana):

You have the ability to remove the Affliction if you decide someone has experienced it for long enough.

Draconic Familiar (Agana):

This dragon is considered a follower.

Malok's Challenge (Malok):

Losing the challenge against Malok will simply be considered to be a failure of the Gauntlet, you will not be consigned to eternal slavery.

Summon Malok (Malok):

This ability does not function after the Gauntlet is complete.

Mark of Servitude (Malok):

The features of this negative feature disappear after the Gauntlet is complete.

Aural Spirit (Malok):

Now it applies to any being with a soul who possesses mana or magick, and does not require a Spark.

Aural Hegemony (Malok):

Whenever you defeat a souled being who is stronger, faster, or more durable than you, you will leech a bit of their power from them.

True Madness (Malok):

Once the Gauntlet is complete, you will absorb the other soul within you. Alternatively, you can create a brand new body for them and bring them along as a Companion.

No Surrender (Malok):

Instead of activating automatically, this Gift only activates if you intentionally do so.

Úr-Magick Chains (Malok):

In future jumps, anyone wrapped or locked in your chains will simply be incapable of using magick, and at your discretion may become immune to magick while thusly wrapped/locked, as well.

Challenge (Malok):

As a reminder, due to the metaphysics of this jump there is a distinction between Mind, Soul, and Body; just because you claimed someone's soul doesn't mean they can't still think and act normally.

The Fall (Malok):

You may disable the effects of this Gift whenever you desire.

Alter Ego (Malok):

Once the Gauntlet is complete, you will absorb the alter ego within you. Alternatively, you can create a brand new body for them and bring them along as a Companion.

Ritual of Locks (Arina)/Champion of the Chaste (Arina):

Your chastity cage will become a part of your alt-form from this Gauntlet, and will not plague you in other forms.

Curse of Incontinence (Arina):

You may selectively prevent individuals from being affected by this curse.

Curse of Infertility (Arina):

You may selectively prevent individuals from being affected by this curse.

The Hymen Herald (Arina):

The benefits of this Gift will persist even after rank 20. If you don't have a vagina, then you can designate a vagina within 24 hours of starting each jump.

Elemental Impotence (Arina):

The effects of Light of Arina can be applied to any elemental powers you possess, not merely the Schools of Magick.

Rebirthing Light (Arina):

Once the Gauntlet is over, this Gift only comes into effect once every 10 years or once per jump, whichever comes sooner.

Manifest Key (Arina):

After this jump, you can summon a key to any lock except for chastity devices.

Guardian of Morality (Arina):

At the start of each jump, you can designate a single entity, code of ethics, or moral guidelines to use as a basis for this ability instead of Arina.

Elder Succubus (Vera):

As an Elder Succubus, your powers as a succubus will be improved beyond others of your species.

Direct Royal (Vera):

In every jump you go to that features royalty, you will receive an invitation to be adopted into a royal family. They will have no relationship with Vera.

Occult Coven (Vera):

In any world you go to, you can at your discretion be inducted into and protected by a coven of occult beings, so long as they exist in the setting at all.

Occultism (Vera):

You will receive equivalent occult knowledge in every jump you go to.

Changeling (Vera):

Taking this Gift does not require the Spawn trait or Endless Thirst.

Null Brilliance (Vera):

You can disable the effects of this Gift at will.

Nightmare Harbinger (Vera):

You may selectively target individuals with this Gift.

Endless Thirst (Vera):

You have the guarantee that you will have enough self-control to not consume the entire soul when feasting on them, and will be able to simply “nibble”.

The Cleansing (Varo):

You are under no obligation to oppose lycanthropes in future settings.

Macabre Visage (Varo):

This Gift will have an effect on even non-mundane beings, and can be disabled or re-enabled at will.

Manablood (Varo):

You can restore your mana simply by feasting upon a being with a soul; Sparks are entirely unnecessary.

Circle of Enhancement (Varo):

You can apply any targeted perk or power you possess to these magickal circles.

The Dark Seed (Tharon):

After the Gauntlet is over, there will be no influence on your body or soul.

Profane Conversion (Tharon):

The effects on your soul will end when the Gauntlet does.

Champion of Perversion (Tharon):

The influences of this option disappear when the Gauntlet is complete.

Prime Abomination (Tharon):

Your abominable pet is considered a Follower.

Corrupt Lineage (Tharon):

Offspring born assimilated through this Gift do not count against your limit of assimilated minds.

Dispense Filth (Tharon):

Any monstrous offspring conceived beyond the rank of your Willpower will instead consider you neutrally, rather than being hostile.

Manifest Creation (Helera):

In every jump you go to, 10,000 random wombs will be impregnated with the same “custom” species as your alt-form from this Gauntlet.

Soul Birth (Helera):

This ability will only activate beyond this Gauntlet once every 10 years, or once per jump, whichever comes first.

Into the Wilds (Felicia):

Your fate will not be entwined with the wilds after the Gauntlet is complete.

The Knot (Felicia):

Anything your cock is inside of counts as a “bitch” for purposes of this Aspect, regardless of sex or gender.

Familiar (Felicia):

Your Familiar is considered to be a Follower.

Territorial Supremacy (Felicia):

Once every 10 years, or once per jump, whichever comes sooner, you may establish dominance over a new territory.

The Path (Felicia):

You will no longer experience distress from staying in one location too long, but your stat boost will still be temporarily lost if you stay in place.

Oakenborne (Felicia):

Just so you know, you can still transform back to your flesh-and-blood body.

Turn Feral (Felicia):

Instead of requiring Familiar, this requires the Gift “Cry of the Wolf”.

Arcane Symbolism (Fundamentals of Sorcery):

You do not require that souls be sparked in order to draw upon their mana reserves.

Null Spark (Fundamentals of Sorcery):

A soul doesn’t need to have a spark for you to stop the production of mana.

Wilds of the Wellspring (Hydromancy):

The elementals you summon will obey you without question or hesitation.

The Golden Flames (Pyromancy):

When burning something to ash with this spell, you may at your own discretion rebirth them, regardless of the opinion of Agana.

Holyfire (Pyromancy):

If you also possess "Fire Immunity", you can temporarily copy your immunity onto the people burned by your Holyfire, to allow you to use flames as a viable method of healing without risking killing anyone who isn't immune.

Blood Manipulation (Hemomancy):

You can manipulate the blood inside of any being whose Willpower is lower than your own.

The Elder Shadow (Umbramancy):

You can only learn The Elder Shadow if you purchase four Umbral Stones from this document, after which you learn the spell for "free", even if you don't possess a Devouring Spark or Corruptive Spark.

Lux Fortuna (Luxomancy):

Even if someone doesn't believe themselves to be good-natured, as long as they actually *are* good-natured and want the best for other people, they will still be able to be blessed with this spell.

Lightwire (Luxomancy):

This spell can be put to lewd purposes if you so desire, but only once the Gauntlet is complete.

Realmlight (Luxomancy):

The use of Realmlight will no longer consume the light and goodness of the world, but instead represents an inexhaustible well of power for you to access.

Chain Lightning (Astrapomancy):

You can now home in on any soul, not merely one with a Spark.

The Otherworld (Othermancy):

In future worlds you will be capable of traveling through other dimensions that it is possible to travel to. In any setting you go to, you will be able to access an almost-Otherworld-like place, where one step is equal to a hundred in the real world; however, unlike the Otherworld, such dimensions are entirely empty.

Changelog:

- Version 1.1:
 - Added a qualification to Grand Ascension's reward, particularly the domains you get.
 - Created the Rescuing the Goddess of Realms Legend

- Created Revealing the Truth Task
- Created Legendary perk
- Clarified in Yet Another Jump that you don't get points for the Goal you select.
- Version 1.0:
 - Spelling and grammar corrections
 - Created An Aspect Apart perk
 - Changed Passion of the Dancing Flame's interaction with True Immunity.
 - Created The Sincerest Form of Flattery
 - Added rewards to all Legends
 - Properly labeled the Solution rewards as rewards, and added to a couple of them.
 - Added a stipend upon Gauntlet completion
- Version 0.5:
 - Created gauntlet