Dominions 5: The Warriors of The Faith Jump

v1.00.1
by Rooster

”In the beginning, there was Chaos.”
”Out of Chaos rose worlds populated with multitudes of beings. Wars were fought, kings and emperors rose and fell and civilizations were built and crumbled as millennia passed. Gods, dark and strange, were worshipped in pagan temples. Still, there was Chaos. The gods fought among themselves, bringing even greater ruin to those who would serve them. At last, there was One, a Being of great power and enlightenment, who rose above His immortal peers and cast them out of the Heavens into Oblivion. From Chaos came Order, and with Order came peace, and the creatures of the worlds flourished. The Age of Chaos had ended.”

”Now the Wheel has turned once again.”
”The supreme God has suddenly disappeared. Prayers are left unanswered and the smoke of offerings rises in vain to the heavens. No one knows why He disappeared, but it is certain that the people of the worlds are once again left without direction, without guiding principle. without order. Now is the time for the beings of great power and ambition to try their strength. The Throne of the Heavens stands empty and only the strongest can rise to supremacy over all. Only the most powerful can ascend to take the place of He Who Came Before. This is a time of great strife and suffering. This is a time of magic unequaled. This is – The Ascension Wars!”

Welcome to Dominions 5: The Warriors of the Faith. It’s a game made by Illwinter about would-be pretender gods battling it out to determine who will become the supreme ruler of all creation. It’s mythological thunderdome where the Jotun of Niefelheim duke it out with the Oni from Yomi, where the lizard pharaohs of C’tis taught necromancy to the republic of Ermor, and where the merfolk of Atlantis desperately fight a losing war against the Illithids from R’lyeh. Can you survive the coming apocalypse as gods fight without mercy, scouring the land of life to defeat their foes in a war to end all wars, or will you join in as one of them, making alliances in one moment then breaking them the next with the ultimate prize being true godhood?

Gain **1000 CP**.

Starting Location: You'll start in the capital of your nation. Alternatively, if you're Independent or a Summon, you get to pick where in the world you appear.

Starting Era: Roll a 1d4 to determine where you start. Alternatively pay **50 CP** to choose your Starting Location.

- **1. Early Age:**
- **2. Middle Age:**
- **3. Late Age:**
- **4. Free Choice:** Choose any era within the setting to start at.

Choose your age, sex, and gender freely. Considering you can become a sentient monolith in this jump, it doesn't really matter.

Origin

- **Independent(Drop In) [Free] -**

  You're not someone who gets involved in the affairs of others and neither do you have an ambition to become the Pantokrator - the God of All Things? That means you're neutral. A fence sitter. Someone who's just trying to live their life. In that case you'll have it easy coming and going as you please as all the independent provinces in the world are often unremarkable in the grand scheme of things and their inhabitants insignificant in the face of a clash of gods.

- **Warrior of Faith [Free] -**

  Some people want to believe in something higher than themselves. Too bad. The capital G god is long gone. A score of his mistakes now fighting amongst themselves to claim his place now that he isn't there anymore to stop them. Still, these Pretenders to the throne have the need of capable soldiers loyal to their cause. You are that soldier, living, killing and if need be, dying for the cause of the pretender god of your nation.

- **Summoned Being [200] -**

  Way beyond the realms of humans dwell all kinds of creatures. Ogres, Vine Men, Devils, Elemental Royalty and Undead Tartarian Titans. For a price these creatures can be summoned to fight for the summoner's cause. Whether a mercenary creature that will fight for anyone or a national summon, you're one such creature. Summoned beings are usually stronger than mortal beings, but are bound to fight for their summoner's cause even if the summoner dies, so beware.

- **Pretender God [600] -**

When the Pantokrator left, he left the throne empty, opening the opportunity for anyone and anything that is worshipped as a god to use them to ascend to the title of Pantokrator. These beings vary wildly, from giant trees and monoliths, to sentient glyphs or spirits inside fountains. There are titans and dragons, half-lion half-ant monsters to even magically powerful archwizards and crones. Anything and everything can be worshipped as a god. And there are many of such beings, all bitter rivals for the throne. As a Pretender God, all other gods are your enemies, and they can never be persuaded to join your cause. They will go to the ends of the earth to be the first to activate the thrones and banish or destroy their rivals from the world.

This origin gives you an alt-form that can be anything your mind can conjure up, though this form will conform to some sort of existing mythology, such as Jotuns of Niefelheim being led by a titan named Father Winter, or the tribes of Ulm worshipping a giant sacred tree called Irminsul. Immobile forms that are some sort of sacred object are usually more potent in their divine might, while a monster like the giant white bull can trample entire armies underneath them on their own with ease. Humanoid gods are usually versatile magically, knowing many if not all eight elements of magic and researching new spells quickly. All pretender gods have abilities that they share, such as needing worship to survive, spreading ambient environmental effects known as Scales to the land they hold dominion over, choosing someone to become their prophet, returning from death when killed and being able to bless their worshippers. While in this jump you also get these abilities and drawbacks (meaning that holding no worshippers/dominion in the world at all will banish you from it, potentially making you fail the jump, and thus the entire chain, unless you can come back from such banishment). After the jump you'll retain your godly alt-form and lose the need for worship, though without worship, none of the other godly powers coming from this form will work either.

Perks

100 CP Perks are free for each Origin. All Perks are discounted to half price for their respective Origin.

Independent(Drop In) Perks:

- **Commander[100] -**

  You have the skills and the authority to command others into following. At first it may be only 10 individuals, but if you're not absolutely awful at it, this capacity will grow into 40. If you're particularly charismatic or talented you'll be able to lead even more people. Combined with knowledge of death or blood magic you'll be able to lead both mindless and intelligent undead and demons. If you are skilled at astral magic, you'll be

able to command magical beings that won't take orders from mundane commanders. As a bonus, the more units you lead the braver they all become, and giving more complex orders becomes easy. A commander that can lead at least 160 individuals is considered a great general whose soldiers nearly never run away and fight until the last man.

- **Mage[200] -**

  You've acquired the power to cast spells within the 8 magical elements that exist here. Those are divided into two sub-elements. Elemental magic (Fire, Air, Water and Earth) and Sorcery (Astral, Nature, Death, and Blood). While initially you might be able to only cast the weakest spells without assistance from magical items or magic gems, in time and with study you'll eventually be able to cast more powerful spells and even combine two elements together.

- **Sacred[400] -**

  There's something about you that responds well to godly grace. It's fairly trivial for you to receive a blessing from a holy priest or to be empowered by the presence of your god. Any such empowerment will last for the entire duration of a battle, or an entire day (your choice). Additionally, any costs you have, whether it's the upkeep for your equipment, laboratory, or whatever you need is halved. If there's no particular god that has your allegiance you'll find that you have the strange ability to receive any and all blessings from any god willing to give them to you and even multiple blesses won't conflict with each other. In future jumps you can treat any energy from a divine source as a blessing, increasing their duration and effectiveness.

- **Hall of Fame[600] -**

  Seems like you've committed some heroic act that made you famous nearly world-wide. What's that? What you did wasn't that impressive? Doesn't matter. Sometimes the chicken comes before the egg. While this perk makes you immediately famous, it also gives you a defining heroic trait that will grow with you without limit, and quickly at that. Whether it's something like unequaled obesity which makes you the toughest example of your kind, or heroic speed which means you can outrun horses, any such heroic bonus is applied on top of your abilities, meaning it'll stack with anything else that would boost such a trait. As a bonus you even get to pick what trait to be famous for (and thus which trait will grow on it's own, with time). Also all your statistics will grow with time and proportionally to your fame, though much more slowly than that one trait. Last, but not least, it's extremely easy to bring such famous heroes like you back to life. Should you be resurrected from death before your jump ends you won't fail your chain, though you might still fail it for whatever other reason (such as not fulfilling a jump goal which is needed to progress).

Warrior of Faith

- **Chosen People[100, Free Warrior of Faith] -**

You belong to the species of your chosen nation. You receive a body that's typical for a normal member of that nation and get all advantages and disadvantages they usually get. For example you could be a nearly fire-immune red-skinned Abyssian, a water breathing merfolk that can turn his tail into a pair of legs and walk on land, or even a Niefelheim giant, which are twice as tall as humans and incredibly strong. If you also have the sacred perk, you get to become a rarer version of such races, or belong to a venerated elite group of warriors, such as the Vanir or the shapeshifting Jaguar Warriors of Mictlan. Some of the races in the world are: Winged humanoids, Aboleths, Illithids, Humans, Giants, Elves, Merfolk, Demons, Skeletons, Vampires, Ghosts, Halflings, Sentient apes, Nagas and many more.

- **Elite [200 CP, discounted Warriors of Faith] -**

  While the typical soldier in any nation is only cannon fodder thrown carelessly into the grind you are something much better. Unlike the chaff you are well worth keeping alive. That's why you are entitled to the best equipment your nation can manage as well as the best training. You have no problem hitting you opponents in melee while avoiding getting hit, even when outnumbered. You also can demand higher pay for your services. Should you wish it, you could even be a mounted fighter or a knight if your nation trains such units.

- **Blessed [400 CP, discounted Warriors of Faith] -**

  Seems that whatever god you worship is not shy about sharing his power. Should you find yourself worshipping a deity, or just swearing your allegiance to it, you'll be able to partake in a share of its power. To activate a blessing you'll need some sort of blessing ritual from a genuine holy priest, though holy water applied to yourself can work just as well, and it won't last forever. Even if you request assistance from lesser supernatural beings such as faeries or demons you'll still get a proportionally smaller boon. Curiously enough a god's permission or knowledge isn't required. You can still receive blessings from uncaring gods and beings. The effects of the bless are associated with the magic affinity of the deity and can range from fire resistance to a fire aura or flaming weapons for fire gods, or being able to breathe underwater to being made twice as fast for water gods. Gods of Death grant boons associated with fear and undeath, while Nature gods grant health and regeneration. The strength of the bless is entirely dependent on the domains and strength of gods you worship, but you can switch your allegiance whenever it's convenient for you without suffering a reduction in blessing received. Jump-chan does not grant any good blessing and should you find yourself without a patron the blessing will default to making you very courageous.

- **Prophet[600 CP, discounted Warriors of Faith] -**

  Whether for convenience, chance or because you really are the chosen one, your god has appointed you as his genuine prophet. You are the embodiment of your god's voice wherever you go, spreading faith in your god's name just by your sheer presence. If your god is one of happiness and plenty the ground itself for miles away will become

more idyllic. If you god is one of death and decay, you too will spread disease and death in life all around you. Whatever domain your god has, you as his prophet can spread it just by waiting long enough. Without any gods or prophets to oppose you this effect will spread to the entire planet, converting it to the faith of your god without you needing to do anything. You also become incredibly skilled in the priestly arts if you weren't before. Even a peasant boy can smite foes with pillars of fire from the sky when a fire god appoints him as his prophet. You also gain the ability to bless things considered sacred, such as priests, sacred beasts or holy warriors, effectively granting them the Blessed perk. If you already possess the Blessed perk, you can make yourself permanently blessed, and any blessing that is put on you will automatically spread to whoever you choose to bless with your blessing spells in any future world you go to, not just from Pretender Gods in this jump. If you are a Pretender God, you can spread the faith in yourself just as if you were your own prophet, and also appoint another one under you. Should your prophet die, you can appoint a new one in a few months. Resurrected prophets however keep their priestly magic powers even if you get a new one.

Summoned Being

- **No Upkeep[100, Free Summoned Being] -**

    As a being of magic you need not concern yourself with worldly desires. Food, Water, Air, Sleep, are not things you need to sustain yourself. You can still enjoy those things, but you don't need them to survive. Your equipment never needs repair, nor do you need shelter as environmental temperatures don't bother you anymore. A sudden fireball to the face is a different matter.

- **Thug[200, Discounted Summoned Being] -**

    Isn't it nice being a creature out of legend? The investments of magical gems or slaves made to purchase your service means that you are no mere foot soldier. Wherever you go your superiors will find themselves obligated to equip you with whatever they can afford to let you operate on your own with no backup and win. If they can't get their hands on such equipment they'll damn well try their best. Outside of this equipment your overall combat ability is boosted. Untrained or poorly trained soldiers will fall to you like chaff without you ever taking an injury. It would take you being outnumbered 50 to 1 to ever make you feel fatigued enough to be overwhelmed and every hit you deal out in melee will be a hit and a kill. Unfortunately without other abilities you might still fall quite easily to things meant to counter you or threaten you or those like you specifically. In future jumps whenever you are faced with mooks, foot soldiers or other unremarkable opponents you'll find yourself never having to expend any resources when taking them on. Whether it's by never tiring and never taking injuries or because you have abilities that regenerate or heal you, those opponents just won't be able to phase you without having some special ability to injure you.

- **Elemental Royalty[400, Discounted Summoned Being]** -

If there are four winds, it would be quite silly if a fifth one appeared and took physical form. If a certain summoner wants to summon a named devil, what happens when it's already serving another? They jump ship, of course! Now the same applies to you. You're unique. The one and only. Should circumstances arise that a copy of you appears, you can choose which instance of you remains and which poofs out of existence. It's optional, of course, however should you ever change your mind, you can instantly slay or remove from existence any instance of "You", whether it's a temporal copy, a DNA matching clone or what have you. There's only one You after all. This comes with a free bonus of always being able to return to the quintessential You, no matter what happens in due time. Lost a limb? Regenerate. Someone possessed you? Kick the spirit out. Someone forced you into slavery? It's temporary. Fell into depravity so much that the younger you would be disgusted by your evil? Your whole objective self from across time can help you ask yourself if who you are is who you really want to be. Those changes to default settings are usually slow acting(Taking a couple of months to kick in) unless you also have other perks that do similar things, in which case this perks helps them overcome any scarring, or permanent damage, making sure you can always return to 100% You. Oh and in the case that you acquire a Drawback Fiat enforced doppelganger that copies your perks, this perk cancels itself out, so no worries. It would be quite silly if your drawback doppelganger could instantly kill you with your own perk.

- **Banished[600, Discounted Summoned Being]** -

  So, you've been slain? For a mortal being that would be a problem. For you? Not so much. Sure, you may be dead, but that's no reason to refuse being summoned the next time around. As long as someone knows how to perform the ritual to your summoning and successfully does so, paying all the required costs of magic (which scale in magic gem cost and complexity with your power), you'll pop back into being fully alive as if nothing ever happened. There's no limit to how many times you can use this, but if you're dead at the end of a jump you'll fail your chain. If you have this perk while also having the Pretender God origin, it doesn't cost any gems to summon you from the dead. You'll require many priests performing revival rituals for many months instead(For example 1 priest will have to pray non stop for many years, while a hundred will manage after only one month).

Pretender God

- **Dominion[100, Free Pretender God]** -

  Dominion is the physical representation of your presence in the world, as well as the faith thinking beings have in you. They are interchangeable without being contradictory. For example, if a thousand people in a city of a few thousand convert to another religion your dominion score will lower, while preaching to the people will raise it. And yet deserts and wastelands devoid of all life are just as capable of holding your dominion, and conducting sacred rites can raise dominion in such places even though

there is no one to witness it, your divine presence sinking into the land itself. This dominion score is counted on a scale of 1 to 10 depending on how awe inspiring your shape is, with you starting with dominion of 1 if you are human shaped, 2 if you are some sort of mythical creature, 3 if you are a giant or titan, or 4 if you chose the shape of an inanimate object. You can purchase each new point of dominion for 25CP up to a maximum of 10 dominion score. After that building temples can raise it above the maximum capacity, usually requiring 5 temples for 1 point of dominion. This dominion is necessary for a number of things. The more you have it, the more followers in a given province can be infused with your holy might, with each point allowing you to infuse one priest or sacred being with your holy might, allowing them to be blessed further on the battlefield and giving them authority to create temples in your name and for priests cast spells that come from their power of worship. Also, the higher the dominion the harder it will be for other gods to convince others away from their worship of you. While in this jump this perk is mandatory and can't be turned off if you are a pretender god (this doesn't apply to other backgrounds), as having no dominion means you're effectively not a god. Should you pick the appropriate scenario in this jump, having no dominion anywhere in the world will also count as a loss condition.

- **Godly Magic[200, Discount Pretender God]** -

    Spread across 8 elements(Fire, Water, Air, Earth, Astral, Nature, Death and Blood) and 7 schools(Evocation, Conjuration, Alteration, Enchantment, Construction, Thaumaturgy and Blood), magic in this world is difficult to master, yet with meticulous planning it reveals just how powerful it is. Being able to cast spells that suck out the unhappiness of the entire world and convert it to magic gems, making everything in the world age 20 times faster, covering the entire world in a perpetual thunderstorm. These are the kinds of spells that can be thrown around by gods and incredibly powerful spellcasters in this world. Yet, due to their complexity, it's usually only gods that can cast them. Now, so can you, provided you have the magic power and knowledge necessary. You can cast spells that affect the entire world or planet that you are in. A world can usually handle so many, and if there are too many of them, then the weakest one will be unraveled. While they cost magical energy that is harvested from dozens of magic sites for months and usually need to be researched by dozens of mages for entire years, actually casting them is worth it for the sheer impact they have on the world. Doing so will turn the entire world into your enemy, as killing the caster ends the spell, and many don't enjoy knowing there's someone out there controlling world-changing spells to their benefit.

- **Scales[400, Discount Pretender God]** -

    Each god has something called the Scales. They are called that because they are always opposites and thus either positive or negative ends of a spectrum. They are wide sweeping environmental effects that affect the land influenced by a god's dominion. Now, wherever you go, unless someone more powerful than you is influencing the land

already, your own scales will seep into the land and change them according to your nature. They are:

- Order/Turmoil: These scales represent how peaceful a land is. Gods of order enjoy peace and prosperity as criminals are unheard of, and riots never happen. Everyone is content, knowing no negative feelings, with only major bad events being able to increase unrest in the population. However Order scales decreases the likelihood of bad luck, so this is rare. Turmoil is the exact opposite. Nothing is stable. Criminals are likely to shank you in a dark alley, and riots break out frequently. Bad luck is increased in its frequency, and negative emotions take hold easily and remain for a long time.
- Productivity/Sloth: These scales represent how motivated the land is. Gods of Productivity encourage work from sunrise till sunset with everyone being ready to do it again the next day. Churning out equipment for hundreds of soldiers or completing great works is no problem. Sloth is the opposite in that nothing gets done, nobody cares about their work, laying about wherever they can. A cart can block the road for days without anyone caring about moving it.
- Heat/Cold: These scales represent the weather of the land. Heat means mild winters and scorching summers. Fires break out in dry places and mountain ice caps are permanently melted. Cold causes mild summers and freezing winters. Rivers are permanently frozen and if you spit it'll turn into ice before it hits the ground.
- Growth/Death: These scales represent the fertility of the land. Lands of Growth enjoy prosperity, with many births being twins, crops growing faster and bigger. Lands with Growth scales rapidly increase their population each month. Death causes pestilence, early death, and stillbirth. Food rots easily and it's easy to starve. Lands of Death never increase their population, with everyone dying or fleeing until there's no one left. It'll usually take a couple of years in lands of Death for every person to die, but it'll inevitably happen.
- Luck/Misfortune: These scales represent random events in the world. In lands of Luck, stumbling onto a large pile of gold by tripping over it is a frequent occurrence. Minor good luck is an everyday thing, and all good events are amplified, while bad luck is usually lessened in intensity. Misfortune is the opposite. Stubbing your toe then falling from great height is only a minor thing. Ridiculous accidents that result in disaster dominoes are common. Everything that can go wrong, will go wrong. Both Luck and Misfortune increase the frequency of random events happening and how strong they are, good and bad.
- Magic/Drain: These scales represent the power of magic. In lands of Magic intellectual innovation is widespread and learning comes easy. Magic is easy to cast and less tiring. Magical resistance is lowered in lands of magic. Drain is the exact opposite. Magic research is slow and costly, casting spells is incredibly tiring and the resistance to magic is higher in everyone.

Purchasing this perk allows you to raise any scale to the positive spectrum by the same amount you lower another to the negative one. For an additional 50CP each you can raise one

scale without lowering another. Each scale can be lowered up to three times each, with each time you do so stacking linearly.

- **Bless[600, Discount Pretender God]** -

    Some beings are considered sacred, either due to the role they have in their society, or because they are perceived as such. Priests and Paladins, Sacred beasts and so on, all can receive a blessing from their god. This blessing lays dormant until a priest blesses them with a prayer. This blessing can change the nature of the being receiving the blessing in a wide variety of ways. From granting regeneration, intangibility, being covered by a heat aura or breathing underwater, this and more is possible when blessed by a god. You can design a power or combination of powers that you have and put them into a blessing. Everything that is considered sacred or holy to you can receive this blessing for a time when blessed by a priest. You can change this blessing in every new jump you go to. If you are a Pretender God you also receive additional power added to the blessing based on how magically powerful you are, with the blessing being stronger or granting more complex powers the higher your elemental paths. You will also be always blessed by yourself as long as you are in your own dominion, and all your sacred followers will be automatically blessed without the need for a priest while in your presence. For example, if you are very powerful in water magic, you and all of your sacred warriors might emit an aura of freezing cold, while powerful nature gods get regeneration.

Items

100 CP Items are free for each Origin. All Items are discounted to half price for their respective Origin. Items that are 600CP can't be bought repeatedly.

Independent

- **Me and the boys [100 CP] -**

  It really sucks when you live in a world of would be conquerors who want to kill your men, rape your land and ruin your life, still you are in command. Ahem. Enough with Dreamevil references. Basically, to defend your lands you'll need some sort of militia. While they might not be much, they are dangerous in numbers and cost effectiveness, at least until magic comes into play. You don't actually get a set amount of militia. What you do get is a group recruited from among the local populace for a set cost that you pay only once. Should your entire militia be wiped out to the last man you'll have to rebuy them, but even if only one survives then all of them will be back for the next fight. The cost is exponentially higher. For one soldier it's one pound of gold, for the second is two and for third is three. So for three soldiers you'll have to pay six pounds of gold in total. The cost is adjusted for how powerful the militia is, so for provinces with poorly trained men, you might get a two for one deal: an archer and a spearman, while provinces full of abyssian heavy infantry or cavemen might be twice as expensive. This isn't necessarily an item per se, but an ability to buy an "item" wherever you go. The militia won't follow you in jumps unless the land itself does. You retain your ability to purchase province defence in all properties you own in future jumps, adjusted to how appropriate it is. For example, a skyscraper that you own might have a staff of bodyguards, while a castle might come with mounted knights.

- **Site of Power [200 CP] -**

  There are places in this world where powerful magic converges. Call them ley lines or whatever you want. Such places usually gather between one to four games of one or two types. Rarely there are places that allow you to gain more gem types, or give you a bonus, such as a place where nature mages can summon giant spiders, or a place where fire mages can summon fire elementals. Sometimes such places make casting magic of a certain school cheaper, or they're a place where a convent of magicians trains in secret. Whatever this place is, it's up to you. Design this site with how many gems it accumulates each month and what colors they are (up to 8 total). You can also pick a percentage decrease in cost of magic cast here for 50CP per ten percent off one school. So, for example for 100CP you could make all Construction rituals or forged items twenty percent cheaper at this site. You can also pick for free a type of unit that this site gives access to, such as acolytes of wind magic, or librarians which are incredibly efficient at researching cheaply. Alternatively for a discount of 150CP (before applying an origin discount) you can give your site a negative consequence, such as

spreading pestilence or scorching heat to the population in the province. Once picked these choices cannot be changed and the magic site will follow you to future jumps just like any other property.

- **Mercenaries [400CP] -**

It's tough making a living out there. That's why some beings out there sell their lives as fighters for the highest bidders. And most nations ruthlessly take advantage of that using them with little regard for their lives. After all they're expendable. You'd think these guys would be actually more mercenary than they are, but it's not so. Whatever you pay them for their three month contract, it'll take someone paying double for them to even leave you. That's actually the only thing that would cause them to leave mind you. They don't even have enough preservation instinct to not accept orders that are unreasonable or suicidal, though they might get scared and rout should they suffer losses in combat, or fight something that causes supernatural fear. These mercenaries also won't ever pillage your lands, or hurt you when they leave should they even be bribed to leave you in the first place. How nice of them. Getting them back is as simple as paying them double of whatever the other guy is paying them. Yes it can get a little ridiculous. And because this item actually only gives you access to the option of buying mercenaries, not just mercenaries themselves, in whatever jump you go to, should they die or you want to replace them, you absolutely can. There's so many varieties of mercenaries it's pointless to list them out, but they truly come from all walks of life. Elephant cavalry, Pegasus archers, Heavily armored atlanteans and more. In future jumps these mercenaries might adjust to be jump appropriate. Whenever you buy a mercenary contract it'll cost more, the more powerful the mercenaries, and each payment lasts three months, though you get the option of renewing each contract after that point. Should the mercenaries die or a contract expires they'll simply disappear and a different contract will be made available with a different mercenary company with you being able to hold five different offers which update and change every month.

- **Throne of Ascension [600 CP] -**

Many of these thrones lay scattered throughout the land. They don't really belong to anybody, yet they're guarded by the most dangerous creatures and sacred orders these lands have to offer and for good reason. Not only do these thrones act like a Magic Site, generating magic gems and sometimes training elite mages, they also come with many benefits not found anywhere else. They can for example improve the bless of the god who claims it in some way, such as granting extra health or elemental resistances, or even change the domain scales of the god who claims them, like for example making everyone in the god's domain more productive. While this makes them important, the true reason that they are guarded so heavily is that they are a key for ascension of pretender gods. The god who owns the vast majority of them in any given plane of existence will ascend to the title of Pantokrator - the god of all things. In this jump this particular throne isn't as powerful and doesn't grant any ascension points, but it might grant any other benefit a throne gives. However after this jump some of its powers

will be unlocked as it follows you into future jumps. Not only will a throne that follows you create some more thrones for you to find in each jump you go to, but also its divine powers might be unlocked in time. Someone divine that controls these thrones should be able to ascend to become Pantokrator of the reality the thrones are in, at least in theory, however on first inspection this throne isn't anything like that. While actually using these thrones while on the chain won't grant you any omnipotence or even any additional power unless you're a god(In which case they might improve your blessing and domain scales powers), they might still be useful to non-gods. Each throne is so potent in magical energy, that magic sites are guaranteed to be spontaneously created in their proximity. Each site will have enough power to create magic gems and even grant other benefits that magic sites have. After your jumpchain is over this throne will function properly again, regaining its ability to grant proper divinity to those who use it, with one exception. If there already is a being that can be considered Pantokrator (as many realities do have one), the throne won't function until that being is gone.

Warrior of Faith

- **Magic Trinket[50CP, Free for Warrior of Faith] -** These items are only lightly enchanted and rarely hold complex effects. Swords that are a little sharper, rings that help resist heat, boots that let you walk on water. Create an item with any miniscule enchantment you can think of. Additional purchases are undiscounted.

- **Lesser Magic Item[100CP, Free for Warrior of Faith] -** Weightless Tower shields, Bows that are incredibly accurate at any distance, quills that write down what the owner says. These items are enchanted with minor spells and can hold slightly complex effects, though almost never more than one effect per item. Additional purchases are undiscounted.

- **Greater Magic Item[200CP, Discounted for Warrior of Faith] -** Sword that blasts enemies nearby the target with cold, bow that shoots lightning, flaming helmet that boosts your fire magic, these are the seriously important magic items. While not prohibitively expensive to make, they are seriously useful, usually dedicated to a specific task or purpose, while excelling in what you need it to do. Additional purchases are undiscounted.

- **Very Powerful Magic Item[400CP, Discounted for Warrior of Faith] -** Research to create these items took serious dedication, thus these items are incredibly powerful, while still remaining non-unique items. Rings that boost your power in all elements of magic, boots that slow down your aging by 90%, crossbows that shoot banefire bolts. These items can get quite complex and powerful, as well as very expensive to make. If you can think of a powerful item that isn't some legendary artifact owned by a hero then it's probably this thing. Additional purchases are undiscounted.

- **Unique Magic Artifact [600CP, Discounted for Warrior of Faith] -** These items are often as bizarre as they are powerful. They hold the property of being unique. When forged, no additional copies can be made until one is destroyed or lost forever. The Sickle whose Crop is Pain for example is a sickle that harvests pain inflicted with it into magical power contained in gems. The Trident from Beyond boosts your water magic and any cut made by this sword can annihilate the soul of the target unless they are immune to their soul being shredded. Boots of the Planes allow the user to step through the fabric of reality, teleporting with each step. Draupnir is a golden ring that creates eight identical golden rings each day. If it has a specific or powerful effect then it's probably this item. Additional purchases are undiscounted.

Summoned Being

- **Slaves [100CP, Free for Summoned Being] -**

  Are you a demon? Are you a horror from beyond mortal's understanding? Or maybe just a vampire, hungering for the blood of the living? Doesn't matter. Some beings just enjoy sacrifices made from the blood of innocent virgin girls. Such murder is necessary to do any blood magic at all and only the rarest cantrip or spell requires no ritual murder whatsoever. That's why these slaves represent such a valuable resource. You'll receive six slaves a month. They are one and all permanently drugged out of their minds to be only barely conscious of their surroundings. It's necessary to bring them with you to the battlefield if you need to cast any blood magic in battle, which puts them at risk from stray arrows or spells. Should a slave be defiled in any way they'll lose their magic potency and become useless. In that case the slave will just disappear. And because blood magic is inherently messy, should these slaves die they will also just vanish into thin air. No corpse disposal necessary. Should you also possess a magical laboratory, you'll receive for free a way to teleport them into convenient storage and retrieve them as necessary while standing in such a laboratory.

- **Magical Gems [200CP, Discounted for Summoned Being] -**

  The key to elemental magic. These gems come in many colors. Seven, to be exact. They represent the elements of Fire, Air, Water, Earth, Astral, Death and Nature. They also possess the strange property of being easily alchemized. Any of the six colors of magic except astral can be turned into Astral Pearls and vice versa. Two gems make one pearl and two pearls make one gem. The gems can't be alchemized into each other however, except for this method. For example, you could turn four water gems into two Astral Pearls, and then into one death gem. Now what's so special about these gems? The fact that they are magic itself. They can be used for anything magical you can think of. You could turn five fire gems into a flaming sword. You could summon an ogre for an earth gem while performing a ritual. You could enchant an arrow to fly away and seek the heart of an enemy. The possibilities are endless. All the most powerful magic requires these gems. The limit in using them is your skill in the element associated with

these gems. Your skill with magic determines how many gems you can use in the spell. Should your skill be insufficient, then you can use a gem to supplement your missing skill. For example, a level 2 Fire mage can simply cast a fireball and then immediately prepare to cast another. However a level 1 Fire mage can't cast a level 2 spell. Should he have a Fire Gem however, he will be able to expend such a gem to cast fireball, but he won't be able to cast a more powerful level 3 Fireblast, as he is limited to only using 1 fire gem per spell. You get one gem of each type every month.

- **Contract from Below [400CP, Discounted for Summoned Being] -**

Please sign on this dotted line. Yes. Perfect. Might I compliment you on your handwriting? Most excellent. Does this contract cost a soul? Yes. Yes it does. Not yours though. Not necessarily. You see, what you have here is even better than a contract with the devil. It's a draft of such a contract. And getting more is as simple as copying it word for word and sacrificing the blood amounting to around eighty human adults, or half that if it comes from female human virgins that die in the process. Benefitting from this drafted contract is as simple as giving it away for someone to sign. If they do so it'll be impossible for them to physically part from the contract for long periods of time. The contract will also taint the soul of whoever signs it bit by bit, and claim said soul should the signee ever die. How will the contract ensure getting it's due? By putting a mark on the soul that will attract horrors from beyond reality to kill the signee. The horrors will take months or even a year to appear at first, but then their numbers and power will escalate more and more, until such nice sounding beasts like Eater of Gods and his buddies appear. In exchange for such doom, whoever signs this contract will be able to summon unlimited amounts of imps, which while not that good in combat individually, they easily can outnumber and outlast near any foe, as well as one devil a month. By devil, I mean a red skinned creature with wings wielding a pitchfork and emanating an aura of heat and fire. All the demons summoned are completely loyal and listen to all orders. They won't cause mischief even though they are evil.

- **Gate [600CP, Discounted for Summoned Being] -**

You get your very own set of doors. Design of your choice comes extra for free as long as it's ominous enough. What makes these gates special is that they are the absolute best at keepings things sealed. What things? Terrible things. Ephemeral things. Impossible. Immortal. Primordial. Pick one or more or anything you can think of. As long as you can put someone somehow behind these doors and close the gates there's no way for them to get out ever, unless you let them out. It's not even as simple as destroying or opening the gates either, as the amount of crystallized magical gems or blood of slaves needed for destroying and opening the gates is substantial in the first place and requires someone skilled and powerful in the type of magic that you've chosen as the key for the seal, so anyone opening the gates without your say so is unlikely. The gates are very useful in that you can also use them to seal things you shouldn't be able to. If you want to seal away for example the northern winds themselves, no matter how ridiculous that sounds? Getting only a part of them inside will do to seal the whole thing,

and even if the existence of the thing you've sealed props up all reality, the world will be remade so that it's existence isn't necessary anymore. Should you actually use the gates to seal someone you won't be able to move it anymore and they will stop following you to future jumps, instead you'll get a new replacement gate. If you want, you can begin each jump with the gates hidden somewhere in the world in a location known only to you.

Pretender God

- **Fortress[200,400,600CP, First Free and Discounted for Pretender God] -**
  A Fortress usually refers to a walled fortification of some sort. They are essential to train soldiers of your own nation. Without a fort you can only recruit from among the local independent population, and those troops are usually vastly inferior. While the first free level that Pretender Gods get is typical for the nation that they start with, there are actually three levels. A Wooden Palisade, a Stone Fortification and a Citadel. Each level costs 200CP, and is upgraded for 200CP to the next level, with a total of 600CP for a Citadel(Or 300CP for Pretender Gods). This purchase comes with blueprints to make more. If you make a purchase of a Fortress while also taking the Pretender God background, you'll start with an upgraded fort rather than two forts in the same province you start with. The fort that you've purchased will follow you to your warehouse or insert into each jump as appropriate.

- **Temple[400CP, First Free and Discounted for Pretender God] -**
  No self respecting god can resist the allure of having their own temples dedicated to them and now you are the same. You own a temple, plain and simple. If you are a Pretender God it's dedicated to you and spreads your dominion. If you're not a god it will spread the dominion of a god you worship. It's also a useful tool for training priests and converting the locals to your faith. While a temple is free to Pretender Gods this jump, by purchasing it for 400CP(or 200CP for Pretender Gods) it will follow you to your warehouse or insert into a jump as appropriate. Also you'll acquire blueprints to construct temples that spread faith and do all the other useful stuff just like this one. Note that some nation's temples have additional functions, see the nation notes section for that.

- **Lab [400CP, First Free and Discounted for Pretender God] -**
  A Laboratory is not just a place where mages run their experiments. It's also a place where the bulk of serious magical activity occurs. Whether it's training new mages, casting rituals or forging magic items, laboratories are necessary for all of those things. This nifty little thing is already equipped with anything you might need for any magical working, barring the really valuable fuel for such work like magical gems. However anything less than that is always readily available, for example chalk for drawing magical circles and such. While free to Pretender Gods, if you purchase it, it will follow you in future jumps like all buildings. Comes with blueprints to build more.

- **Capital [600CP, Free for Pretender God] -**

  No god can be called such without a people to call his own. And people need a place to gather. The holy land. The capital. Filled with thirty thousand people and possibly growing by one percent every month, this place can supply you with enough income to equal four hundred pounds of gold per month. Not only that, but this province can also equip and train soldiers and commanders for your armies. Along with a laboratory or temple it can also train one priest or mage per month. If it's a particularly powerful mage you'll only be able to recruit one every other month. While a capital is free to Pretender Gods this jump, you can also keep it for 600CP in future jumps, or 300CP if you purchased the Pretender God background. In future jumps you can insert it into the warehouse or jump location of your choice and customize it further by choosing which troops and mages can be trained inside of it. Adding new provinces around the capital to your rule won't make them follow you in jumps, but they will improve the production capacity of the capital.

Companions

- **Single Import/ Companion Creation [50 CP] -** Import or create one Companion. They get 600 CP to spend on the options presented. If you are a Pretender God they can't take the Pretender God origin unless you've taken the disciples scenario.

- **Group Import/ Companion Creation [300 CP] -** Import or create up to eight Companions. If you are a Pretender God they can't take the Pretender God origin unless you've taken the disciples scenario. They get 600 CP to spend on the options presented.

- **Followers [200CP] -** Can be purchased many times. Each purchase gives you 10000 beings that worship you. They are non-combatant civilians, though they can be trained in other roles in time. Should any die, it's permanent, though they will marry among one another and have children, with those children also following their parents to each jump. If you are a Pretender God, these followers will zealously worship your name, doing anything you ask of them without question.

- **God [600CP] -** Should you have need of one, you can create a god to put your faith in. They will have all perks and items in the Pretender God section. You will automatically become a high priest in good standing to such a god, getting all benefits including a god's blessing. Your nation will follow you to each jump for free, inserting as appropriate though it's not automatically under your control, rather it's under the control of this god.

Since this god is of the rarely interfering kind it costs nothing to import it, and it can exceed the allowed number of companion slots without problem. Should this god successfully win the Ascension War they will become a Pantokrator in their own right, becoming as distant and non-interfering as any god could be, though you'll still benefit from it's blessing. If you ever encounter something that requires divinity or a divine being, this god can be used instead (for example it can grant spells in jumps where gods grant spells). You can't take this companion option if you are a Pretender God or if any of your companions is a Pretender God.

Drawbacks

You can only take 600CP worth of Drawbacks, with the exception of the Horror Marked and Power Loss Drawbacks, which don't count towards the limit.

- **Modded[0 CP] -** While the nations of the Dominions world are many, the modders of the game have added many mods since release. Pick a mod and add it to the world. Spells, Items, Pretender Gods and so on are all added to the game for good or ill. Both you and your enemies will be able to use these changes equally. Can be taken multiple times.

- **Conquest of Elysium [0 CP] -** If this world is too complicated for you or maybe you'd rather explore a different setting, then you can. You are inserted instead into the world of Conquest of Elysium games, which shares many similarities with Dominions (considering that they're both games made by the same people).

- **Dominions 1-4[0 CP] -** This series of games has been around for a long time, with many changes made with each release. If you'd rather revert to a world where there were fewer nations, or where quickening magic allowed you to cast two spells at once, then you can.

- **Longer Stay[0 CP] -** Instead of staying for 10 years, stay until someone or something ascends to become Pantokrator, however long that takes, or if you'd prefer that instead, just stay an additional 10 years.

- **More Thrones[25 CP each] -** There's usually a couple of thrones sprinkled throughout the world for gods to fight over. This drawback adds one new throne to the world, thus increasing the amount of thrones needed to become Pantokrator. Can be taken multiple times. The level of the throne is chosen randomly. Gives zero points if you're not a Pretender God.

- **More Enemies[50 CP each] -** The scale of this war can be utterly massive. Without this drawback it would be a one on one fight between two gods, unless it's a war of disciples. This drawback adds one more god to the war.

- **More Difficult Enemies[100 CP each] -** These enemies cheat. They have more gold, more resources, more everything. While this can be taken multiple times, it raises the difficulty considerably as gods start to rely less on strategy and more on drowning you in bodies. If you're not a Pretender God, this just makes all enemies you fight slightly stronger.

- **Enemy Alliance[100 CP] -** Last two standing. That's an unusual pact and now two Pretender Gods agreed to such an alliance. They are inseparable and completely loyal to each other until no one else is left standing.

- **No Diplomacy[200 CP] -** Why bother? You can take everyone on as they come. You can't engage in diplomacy ever. That means you can't send emissaries, can't trade information, or even trade items in general. Can't make non aggression pacts and so on. Can't even be polite to anyone. Your enemies are still free to do so.

- **Binding Non Aggression Pact[100 CP] -** If you mean that you're not going to do someone harm, then you mean it. If you've agreed with someone not to attack them, then come hell or high water you will keep your word to the letter specified in the agreement. Yes, even if they attack you first on "accident".

- **Bad Events[100 CP] -** You will be plagued by bad luck. Nothing good ever seems to happen. Everything that can go wrong, will go wrong. That province you conquered will be captured by bandits. Crops will be destroyed by floods and so on. Don't count on anything good happening that came from a lucky break.

- **Cataclysm[300 CP] -** In three years, the world will end. Horrors from beyond reality will begin to descend on the land and devour the thrones of ascension one by one. If a victor isn't determined before the last throne is devoured, then the hordes of unreality will never cease until everything and everyone is dead.

- **Slow Research[100 CP] -** Magic research takes considerably more time. What took one year, might take three. Fortunately for you, this applies both to you and your enemies.

- **Less Resources[100 CP] -** You can never get enough resources. Your sword frequently breaks, your armor dents and there is no iron in sight. Outfitting yourself and your armies will be difficult without considerably high expense.

- **No Spying[100 CP] -** Gathering intelligence is dumb. You never consider what your enemies might be doing. You'll only ever consider what you can see with your own eyes.

- **No Assassination[100 CP] -** Knifing someone in the back is dishonorable. You'll never engage in combat that isn't on the battlefield or in the open.

    - **Storm of Assassins [300 CP] -** Your enemies however, hate your guts and have no scruples. Every month, dozens of assassins will come for you and your people. Better watch your back. Especially considering that beings you'd never expect are assassins. Succubi and Dryads and even giants whose hearts have been replaced with a magical item make for especially powerful assassins.

- **Horde of Barbarians[200 CP] -** Barbarians everywhere. And I don't just mean primitive tribes of people. These are maniacs wielding two handed swords and maces, running into combat in vast hordes, fearing no death. The world is filled with them, and wherever you go, you can be sure that hundreds of barbarians are already waiting for you.

- **Tougher Independents[200 CP] -** They can take our lives, but they will never take our freedom. The people have spoken, and they don't want to be ruled by gods. The world is divided into independent provinces and they have spared no expense preparing to defend their land. Any outsider entering a new province will be drowned under a charge of fully mounted knights. You better not leave your home or else.

- **Dormant[200CP] -** It seems stuff has been going on without you. You enter this jump a year and a half after you would have normally. This is bad because the Pretender Gods have been already warring for all this time, conquering independent provinces and consolidating power. For an extra 200CP you can enter the jump 3 years later instead.

- **Obligatory Power Loss[600 CP] -** Since this jump is made based on a multiplayer game, letting you retain your power would be unfair. All out of jump powers, perks, items, companions and anything else is locked out for ten years. You are brought down to your Body Mod, or to peak human capabilities, if you are not using the standard Body Mod.

- **Obligatory Scaling Enemy(Horror Marked)[600 CP] -** You've been tainted. Marked by something that can never be removed. And now you're catnip to monsters from beyond reality. While at first it'll be minor horrors, in time the increasing horror mark will be so strong that you'll attract things with cuddly names such as "Slave to Unreason" or "Eater of Gods". They'll never stop coming until you are dead. Even if you are a Pretender God and can be summoned to the world again, they'll just wait for your return to slay you and destroy your soul. Don't think your out of jump powers can save you either. You're never immune to the powers powerful horrors can throw at you, nor can you run away without magic coming from things like the ring of returning.

Scenarios

Pretender Wars

In the beginning there was chaos. Then, a supreme being emerged. It's power supreme. No one and nothing could challenge this inscrutable being. It had many lovers, some were titans, others mortal beings. It imprisoned many monsters. It created many spirits to oversee it's domains. And then, it disappeared. No one knows where or what could entice the Pantokrator to abandon all creation, yet it still happened. Now it's throne is empty. The choice was clear. Having nothing else to do what remained was to claim godhood.

- **You must choose the Pretender God background**
- **You must choose to lead one nation. They will fanatically obey your orders as your divine mandate.**
- **You start with one province of 30000 people. This is your capital. It has a Fortress, Temple, a Laboratory and a special magic site that will supply you with 4-6 gems of various combinations of colors, depending on the nation you chose.**
- **You can appoint a prophet of your own that will receive incredible priestly powers, no matter what background they come from.**
- **You must capture 75% of the power invested by the previous Pantokrator in Thrones of Ascension. Thrones have three levels of power, with each giving ascension points equal to their level so if there exists one lvl 3 throne, two lvl 2 thrones and thirteen lvl 1 thrones in the world, you'll need to capture 15 levels worth of thrones to ascend.**
- **If your dominion is erased from the world with no one worshipping you, or should you lose your last province, you'll be banished from the world, forfeiting all purchases made in this jump.**

- **Reward: Should you manage to successfully defeat the other pretenders, your reward will be divinity itself. While this won't give you any new abilities until after the jump chain is over in some way, it still means godhood in all forms becomes inherent to you forevermore. And like the Pantokrator this godhood can be cyclical in nature. You become inherently able to shed and regain your divinity at will. For example, if you go to a jump where you've gained any measure divinity in some way, even if only temporarily, from then on it'll take only a moment of willing your divinity to return and it'll do so. Alternatively you can shed your divinity to become mortal just as easily.**

Disciples

While every Pretender God desires the thrones for themselves, there exists a curious loophole in the Ascension Wars. Gods can take on other gods as disciples. Forfeiting the power to empower prophets, they instead take on things similar to their own power level. Proper Pretenders must either be Immobile things such as Monoliths or Titan gods, while their disciples can be monsters or human sized mages. This comes from the fact that the former have more potent dominion than the latter. Now, you've entered one such alliance. The alliance you're a part of will now work together to take control of the Thrones of Ascension. The Pretender God will become Pantokrator. You'll make sure of it.

- **You must have at least one companion**
- **You or your companion must have the Pretender God origin**
- **More than one person can take the Pretender God origin, but only one will be considered such. The rest are disciples.**
- **There will be other teams of Pretender Gods with their own disciples competing for the thrones**
- **Pretender Gods can't appoint prophets**
- **Pretender Gods grant blessings and control the Scales, disciples can't do those things**
- **The other parameters are similar to the Pretender Wars scenario**

- **Reward: As a reward for your alliance winning the war, you'll receive the ability to create pantheons. You can grant anything that is yours and copy it over to whoever you choose. Those who were given anything by you in this way can never turn on you, always working with you for the same goal, never leaving you of their own volition. You can lower the power of your allies at will, making them less powerful than yourself.**

Apocalypse Now

Death, Poverty, Starvation, Cataclysm. Boy, it sure is raining toads today. It's almost like the world is ending. Wait a second. It is! All these Pretender Gods have shown no restraint when fighting each other at all. Every single virgin in the world has long been found and sacrificed for their blood. Every ounce of magical power is being used to fuel the war. Most provinces in the world have been depopulated. The gold is running out. The food is running out. And there's no end in sight. No Pantokrator to bring order to the chaos. Good luck. You'll need it.

- **You can't take the Pretender God background, and neither can your companions.**
- **The world has been long destroyed. Food is rare. People are rarer.**

- **Cosmic Horrors and Demons roam the world**
- **Rain usually means "Rain of meteors"**
- **You better not be a female virgin, or else this scenario got a lot harder. Immortal vampires can track you for miles, and there are hordes of them**
- **You must survive for 10 years**

- **Reward: For surviving this hellscape you gain the ability to restore life to destroyed worlds. Even if every single last person has died, you'll be able to resurrect any and all animals and plants, even long extinct ones and bring balance to the world, terraforming it into something capable of sustaining life. If you do so, you can also decide to restore all renewable and not renewable resources or even create new ones when there were none before. If you find yourself in a place where there is no life and there never has been, you'll temporarily gain the ability to terraform on a massive scale, changing even entire dimensions to your will as long as they're lifeless.**

Final Choices

After ten years in the setting you are required to choose one of these options:

- **End your Jumpchain game and return home:** Choose this option to end your Jumpchain game and return home.
- **End your Jumpchain game and remain within the setting:** Choose this option to end your Jumpchain game and remain within the setting.
- **Continue your Jumpchain game and move on to the next Jump:** Choose this option to continue your Jumpchain game and move on to the next Jump.

Notes:

- Don't cook and write jumpdocs. Managed to burn a pot while writing this.
- Yes, if you know the game inside and out, this jump and it's drawbacks are incredibly cheesable.
- I might not finish the jump's notes on Nations and Magic unless there's interest. Good thing I did the jump for me.

Changelog:

- Fixed some remaining stuff from the template.

- Added the iconic messages that greet you at the start of the game of Dominions. They are exactly the same as the first two messages that you get in-game.
- Formatting got improved some. Still having trouble making sense of using google doc properly though.
- 0.5 -> 0.7 Added Pretender God and perks for it
- 0.7 -> 0.8 Added items to Warrior of the Faith
- 0.8 -> 0.9 Added near everything else. Only Scenarios and helpful notes are left. After scenarios there'll be version 1.0 and then only formatting will be left.
- 0.9 -> 1.00.0 Everything seems in order. It's just that the formatting is wonky. Might return to finish the notes if somebody asks me to, but if no one does, they're free to research the game on their own. The lore for this game is incredibly rich, so it's daunting for me to have to write it out.
- 1.00.1 Fixed the sentence that referenced the notes that aren't going to be written anymore and corrected the word Turmoil to Misfortune in the Luck/Misfortune Scales section. If you, the reader, still want to read some Dominions lore then there's a much more robust and exhaustive Dominions jumpdoc out there. Not written by me, but by FlashzappaMekbrain. It contains a lot of Dominions lore. We actually published our jumps at nearly the same time, only hours apart. Funny story that.