



Dark Deception Jumpchain

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Welcome, mortal (or monster – we can't really tell until you pick an origin, now, can we?). Such an unfortunate soul, having wandering into my domain. Wait, you say you came here of your own volition? What kind of soul would willingly subject themselves to such torment? Perhaps you were tempted by the promise of power like so many before you, or perhaps you are a monster as twisted as I, ready to cause as much torment and suffering as possible! Regardless, I welcome you to your new fate. Without further ado, take these:

+1000 CP

It's time to see what your soul is made of. Choose wisely, mortal. Your life depends on it
obligatory evil laughter.

What is Dark Deception? Dark Deception is a survival horror game created by Glowstick Entertainment, where you must navigate a variety of Pac-man-style mazes, collecting the Dark Deception equivalent of Pac-Man Pellets (i.e., soul shards). Each maze (known as a nightmare realm) is a section of hell designed to punish a certain type of sinner (greed, lust, etc.), and at their hearts contain ring alters. Each alter holds a ring piece containing a power of the demon who created them: Malak. If all the pieces are brought together, one will gain Malak's power, allowing them to grant their darkest desires...

Disclaimer: Yes, content from the spin-off title Monsters & Mortals will be included here as well.

Origin:

Mortal: Ah, so you are a victim after all. As a mortal, you will squirm within a nightmare of your own creation, forced to survive against the odds as you flee from your worst fears brought into reality. Truly, I wish you the best of luck. Oh, but before we move on, I should mention that this is potentially the shortest stay in my domain. If you escape your nightmare, you may leave with all the boons, powers, and companions you have amassed. Alternatively, you may choose to brave more nightmares for the chance to gain more CP. Just know I will try and stop you if I find you tampering with too many of my nightmare realms.

*Listen, I know this is the least appealing option. I mean, why be a puny mortal when you could be an awesome monster! Well, to sweeten the deal, mortals get **Malak's Mystery Box** at the end of this document! No peeking ahead of time (I mean, I can't stop you, but please don't).*

Monster: A soul as twisted as me! Excellent! I'll be sure to put you to work right away. As a monster, you'll be working alongside your new coworkers to slay any mortals whom I send your way. Defend your realm's ring altar with your life. You'll be out of a home if a mortal manages to steal your realm's ring piece. If everything goes smoothly in your realm, then at the end of your ten-year stay, you'll get to keep all your boons, powers, companions, and I'll even let you keep your new monster body as an 'alt-form', as I believe you call it.

This is perhaps the most balanced of the origins. The boss and demon origin may offer more, but also force you to face more trials, and carry greater risk of death. Even if you fail to protect the ring altar, you'll simply spend the remainder of your time in this jump being punished by Malak. Not a pleasant fate, but in the end you leave with your life.

Boss: Oh! I sense more potential in you than the average monster. Are you perhaps...? Yes! A 'boss monster', as I like to call them. I'll get you set up with your own realm right away – or you can choose to assist one of my existing boss monsters in their realm as a co-owner. I normally wouldn't extend such an offer, however due to recent thieving that has occurred within my realms, I honestly could use all the help I can get.

Hard mode! As a boss, you'll be more powerful than the average monster, however, your form is tied to the stability of your realm. If your ring piece exits your realm for any reason, you will die, ending your Jump Chain adventure. Remember, being a boss isn't just about power, it's about being able to direct your underlings as effectively as possible.

Demon: WHAT?! OUT! GET OUT NOW! I WILL NOT ALLOW ANOTHER COMPETITOR! IF YOU TRULY WISH TO CONTINUE DOWN THIS PATH, KNOW I WILL HOUND YOU AT EVERY TURN. MY MONSTERS WILL STOP AT NOTHING TO RIP YOU TO PIECES!

Go big or go home, am I right? Even harder than the boss origin, but with even more benefits. You'll have to micromanage several nightmare realms of your own, and wage war on several fronts, driving back the forces of Malak while also protecting your own nightmares from ring piece thieves. Like with the boss origin, you have no safeguards here. Die, and it's the end of the chain for you. For your sake, I hope you know what you're doing.

Scenarios – What can you expect for each origin?

Since this is a survival horror universe, it would kind of ruin the point to be too overpowered, however I also know being overpowered is the entire point of jump chain for some people. Because of this, you may choose to keep all powers and items when entering this world, or choose to ‘equalize’ yourself, removing all preexisting powers and items for the duration of the jump, as well as reduce your physical, mental, and magical stats to be more on par with an average individual. You get everything back at the end of the jump. If you choose to do this, see the “Equalization Powers” section of this document.

Mortal: *You are a mortal. You’ve been dropped into a nightmare realm embodying your greatest fears and most vile of sins. You have five lives while in this jump, and if you lose all five, you perish for real, and your Jump Chain ends. Your nightmare realm has a variable number of zones (detailed more in later sections). In each zone, you will have to flee from four monsters while collecting all soul shards present. Once you’ve completed all zones, the heart of the nightmare – the ring alter – will become exposed. Steal the ring piece and escape the realm via a portal that will appear near the starting point of the realm before the now-desperate monsters stop you. They will be accompanied by a much bigger boss monster who will undoubtedly have taken note of your presence by now. Once you flee, you may choose to end the jump here, go into another nightmare realm for bonus CP (see drawbacks section), set off and do whatever else it is you want to do in this jump, or enter ‘sandbox mode’ where you will live out the rest of your jump with your powers and items prematurely returned – assuming you chose to equalize them in the first place, that is. Don’t forget: you also get **Malak’s Mystery Box** once you complete this jump!*

Monster: *You are a monster. You are one of four assigned to guard one of Malak’s nightmare realms, alongside a boss who will step in if things become dire. Mortals will regularly infiltrate your realm, either alone or in groups, and it is up to you to stop them before they collect all the soul shards and flee the realm with the ring piece. When you kill a mortal, all the shards they collected will be redistributed back into the realm, and you will gain a new soul shard housing the soul of the mortal you’ve killed. As a monster, you are immortalized by the power of your ring altar, respawning after twenty seconds if killed. If your ring piece is stolen, however, your immortality is lost. It also does not carry over once you complete this jump – you’re going to have to try harder than that to achieve immortality (or just find a Jump maker willing to hand out that kind of power more liberally). You do have a chance to escape if the realm collapses, but when you escape, Malak will personally see to it you are adequately punished. You won’t be killed, but you’ll probably wish you were. When you finish the jump, you may keep your monster form as an alt-form.*

Boss: *You are a boss monster. There is only one of you per-realm (unless you choose an option that allows for more), and your authority is second only to Malak himself – the four monsters of your realm are yours to command. You are more powerful than the average monster, and unlike them, you downright cannot be slain. You can be stunned or knocked unconscious, though all harm done to you is temporary and surface-level. This is because the ring alter is directly linked to you. On the downside, this does mean if your ring piece is removed from your realm, your form will collapse and you will perish with no chance of escape. Like with the monsters’ immortality, your invulnerability goes away at the end of the jump. Upon successfully defending your realm, you may gain your boss form as an alt-form, and keep your minions as companions (all four take up a single companion slot).*

Demon: *You are a demonic nightmare lord like Malak, directly competing with him and various others in vying for dominance of Hell. You have your own slew of nightmare realms to look after. You’ll have to divvy your attention between your realms, and defending your little pocket of the underworld from Malak’s forces. You don’t have to become the most powerful demon in the underworld to win the jump – just survive for ten years. If all your realms collapse, you’ll lose all your powers and be left at the mercy of Malak’s monsters. This is easily the most difficult role – even harder than being a mortal – though it provides some of the best reward if completed; you retain all three of your realms when traveling to other jump worlds for free (see the nightmare realm’s entry in the items section for more information), and keep your demonic form as an alt-form.*

Monster Maker – Monsters, Bosses, and Demons Only!

So, you want to be like us? Well, that form isn't going to do at all! You'll need a little more... how do I say this... You aren't menacing enough! Let's amend that, shall we?

*For your monster form, monsters and bosses work pretty much the same, separated instead by their perks and drawbacks. Demons can create two separate forms which they can switch between at will (this is preserved when you complete the jump in your alt-form as well). By default, you may take one of these monster maker options for free (or two for demons – one for each form). For **100 CP**, you may combine another option into one of your forms, making a hybrid which possesses both monster type's abilities. You can do this as many times as you want, so long as you have the CP.*

- **HUMANLIKE:** Like Ayano Aishi or the Reaper Nurses, you are a human-like monster who could be mistaken for a mortal. Until you reveal your true nature, that is...
 - **ABILITY – BLEND IN:** Become undetectable and invisible to your opponent(s) for ten seconds. Bypasses all forms of sensing like telepathy, supernatural reflexes, etc. Cooldown of one minute.
- **UNDEAD:** Like Agatha, you are an undead. Death is one of the most universal fears of the mortals, so your form is sure to strike fear into the hearts of all who see you! (Note you can take on the form of another option without spending 100 CP, such as an undead human or animal, though you will not gain their ability unless you spend the 100 CP).
 - **ABILITY – NECROPHOBIA:** All opponents within ten meters will be filled with dread when this ability is used, forcing them to flee, as they are rendered unable to attack or use any offensive/stunning/status ailment afflicting powers for twenty seconds. Cooldown of three and a half minutes.
- **MASCOT/TOY:** Like the Joy Joy Gang, Murder Monkeys, Trigger Teddies, Dread Duckies, Robbie the Rabbit... wow, I have created a lot of monsters with this option, haven't I? Regardless, like them, you are some kind of child-friendly object or character perverted into something sinister. The disarming innocence of the humanlike, combined with the terror caused by the undead, though not as proficient as them in either art.
 - **ABILITY – HAUNTED DOLL:** For any one enemy you are currently thinking of, you will teleport twenty meters away from their current location. You will not appear in their direct line of sight, will be able to see them through walls for five seconds, and will not warp to somewhere where you will not be able to reach your chosen target quickly. Cooldown of four and a half minutes.
- **ARTHROPOD:** I suppose the Clown Spiders are a hybrid of this and human-adjacent...? Essentially, arthropod is the fancy word for insects, spiders, and all the other creepy crawlies out there. While I have not created many of these monsters myself, I am familiar enough with them to know they are glass cannons: very strong and fast, but lacking in durability.
 - **ABILITY – CREEPY CRAWLIE:** Gain three pitfalls (note these are not initially physical things, but rather a currency like energy or mana). When placed, they

will create an invisible trap. Two seconds after an opponent passes over a trap, an NPC clone of yourself will emerge and autonomously attack whoever triggered it, not stopping until killed or a full minute passes, at which point it will vanish. Clones have all the abilities and stats as you, though are not as intelligent. You are always aware where your traps and clones are. Traps last indefinitely until triggered or removed manually by you. Once no traps are left (either on the field or in your 'inventory'), a cooldown of four and a half minutes will begin.

- **MACHINE:** Like the Joy Joy Gang or the Murder Monkeys, you are robotic or machine-like in nature. Your mechanical efficiency makes you an utter powerhouse, though your precision-focused coding may struggle to cope with magical or status-afflicting powers.
 - **ABILITY – OVERCLOCKED PISTON:** Perform an incredibly powerful punch attack capable of liquifying several meters of solid concrete. Lacks range and is hard to land, but is basically a one-hit kill if it does. If your powers already grant you this level of strength and you have not taken equalization, this ability will allow you to perform a punch at three times your current level of strength. Cooldown of four minutes.
- **CONSTRUCT:** Like the Mannequins or the Gold Watchers, you are a living being made from inorganic matter (differentiated from mascot/toy due to not being some kind of children's character, and from machine due to being powered by magic like a golem, rather than technology or electricity). You are durable and difficult to stun, though are somewhat limited in terms of intellect and variety.
 - **ABILITY – MIGHTY GLACIER:** Gain a minor speed boost, high damage resistance, and the ability to afflict moderately powerful contact damage for twenty seconds. Cooldown of two minutes.
- **HUMAN-ADJACENT:** Like the Fiend, you are something that is almost human, but isn't quite. While humanlike necessitates that you can be passed off as a normal human, human-adjacent is essentially any type of uncanny valley humanish creature. Clown gremlins and the Evil Nun. would all fall into this group. You are stealthy, though not as much as the normal humanlike. As a tradeoff, you have greater attack power.
 - **ABILITY – NOT RIGHT:** You can reduce all opposing mortals' stats by 20% (speed, power, defense, etc.) for fifteen seconds. Cooldown of one and a half minutes.
- **SPECTRAL:** Like my own Phantom Form, you are ghostly in nature. Whether this be the classic bedsheet ghost, to the floating glowing transparent person, to a shadowy wraith. All that matters is that you are some kind of ghostly, incorporeal entity. You are incredibly difficult to damage physically, but are vulnerable to magic.
 - **ABILITY – INCORPOREAL:** Turn incorporeal for ten seconds, allowing you to fly and phase through solid walls, and gain immunity to physical damage. If this ability ends while inside a solid, you will be jettisoned out in the direction you were currently looking. Cooldown of two and a half minutes.
- **DEMON:** Like my Business Form, you are some kind of demon or devil-like creature. I myself prefer the classics - red skin and horns are all you really need to get the point across, but if you want to play with the traditional demon appearance a bit, go ahead and be my guest.

- **ABILITY – CURSED DEAL:** Gain a dark aura for twenty seconds. Any opponent damaged directly by you during this time will have their powers and abilities neutralized for forty-five seconds. Cooldown of four minutes.
- **BEAST:** Wait, out of all of the monsters I have ever created, there is nobody in this category!? Hold on, let me check my documents... I mean, we have monsters which are machines or mascots *resembling* beasts, but no actual beasts!? My oh my. Such a common fear I have neglected to create a monster form of. Perhaps you'll be the first? If I had to draw comparisons, suppose the Air Screamers from the Silent Sacrifice trap count as beasts, even if they are not true monsters. Beasts have high attack and can tank a hit, but aren't all that great at intelligence and using magical abilities. By the way, a beast can be any animal aside from Arthropods – mammals, birds, fish, and reptiles are all fair game.
 - **ABILITY – BLOODLUST:** Enter into a rage state where your damage is increased by 50%, and your movement speed is doubled for fifteen seconds. Cooldown of three minutes.
- **PLANT:** Another monster I have neglected to create a form of? Perhaps I have been getting lazy... Nevertheless, plants are magic adepts, able to pick up all sorts of unique powers and abilities, and their natural regeneration lets them take immense amounts of damage, but they are painfully average in terms of speed and raw attack power.
 - **ABILITY – REGENERATION:** When used, you are restored back to full health. This ability increases your health in increments, meaning it is not immediate. Cooldown of five and a half minutes.
- **ESOTERIC:** Essentially, this is the miscellaneous option for those of you who decided to get a bit too cutesy with your monster design. Glitches manifested in the physical world, amorphous piles of goo, incomprehensible eldritch abominations, whatever you can think of that I already haven't offered you an option for. For your stats (*should you choose to partake in equalization powers*), you have five points to divvy up wherever you like. You may gain more points by forfeiting points in another stat, though you may not go below or above -5 or 5 without additional modifiers from weapons, perks, and so forth.
 - **ABILITY – BUILD-YOUR-OWN:** Choose any other ability in this section and add it to your form.

Equalization Powers – Deciding Your Stats

*You don't have to do this section if you don't want. I get it. Part of the appeal of Jump Chain is using overpowered abilities to tamper with the canon of your favorite fictional worlds. If you want to keep your existing abilities, go ahead, but if you indulge and allow yourself to be nerfed, I'll offer you a special deal. Firstly, any stat gains you obtain here will be added to the abilities of your base form at the end of the jump, without any stat losses you take here being subtracted from your build. Secondly, I'll give you a free **+500 CP!** Monsters (aside from the esoteric type) have a premade loadout seen below. Mortals get four points they may dump into any stat they wish. If they want more points, they may sacrifice a point in another stat for every bonus point they gain. However, they cannot go below -5 or above 5 in any stat without additional modifiers from things like weapons.*

Monster Form Loadouts:

	STRENGTH	MAGIC	SPEED	DEFENSE	MAGIC DEF.	HEALTH
HUMANLIKE	+1		+2	+1		+1
UNDEAD	+2			+3		
MASCOT/TOY		+2	+1	+1	+1	
ARTHROPOD	+3		+3			-1
MACHINE	+3			+4	-2	
CONSTRUCT	+2	-2	-1	+3	+3	
HUMAN-ADJ	+2	+2				+1
SPECTRAL		+2	+2	+5	-3	-1
DEMON	+2	+4			-1	
BEAST	+3	-2	+2	+2		
PLANT	-1	+2	-1		+2	+3

STRENGTH – attack power										
-5	-4	-3	-2	-1	0	1	2	3	4	5
MAGIC – magic attack power										
-5	-4	-3	-2	-1	0	1	2	3	4	5
SPEED – movement speed										
-5	-4	-3	-2	-1	0	1	2	3	4	5
DEFENSE – how severely physical attacks affect you										
-5	-4	-3	-2	-1	0	1	2	3	4	5
MAGIC DEFENSE – how severely magic attacks affect you										
-5	-4	-3	-2	-1	0	1	2	3	4	5
HEALTH – how much damage you can take before perishing										
-5	-4	-3	-2	-1	0	1	2	3	4	5

Note: a zero is what the average individual of your species is capable of. A 1 is 25% above average, a 2 is 50% above average, a -1 is 25% below average, etc. Monsters automatically get a +1 added to all stats. Bosses automatically get a +3 to all stats. Finally, demons get a +5 to all stats. Yes, this does mean monsters, bosses, and demons are capable of going over 5 in terms of ability, though you cannot purchase more than five points in any given stat using esoteric points.

Weapon

Don't worry! Mortal, Demon, and everything in-between – we aren't sending you in empty handed. Pick a weapon you'd like to use to defend yourself with. If you really wanted you could take multiple, but most people make do with just one. Alternatively, purchase multiple weapon types and fuse them into a single weapon. For example, taking blunt melee weapon and sharp melee weapon would allow you to get a spiked mace.

- Free - Unarmed: Really? Bringing nothing with you? Very well, then. For your bravery (or foolishness), take **+350 CP**! Keep in mind you cannot take this weapon if you take any other weapon.
- 100 CP - Blunt Melee Weapon: Like Nikson's baseball bat, you gain a melee weapon which inflicts blunt force damage. Bats, frying pans, warhammers, and the likes. Slower than sharp melee weapons, but deal more damage. Take **+1 Strength**.
- 100 CP - Sharp Melee Weapon: Like the Murder Monkey's blade arms, you gain a melee weapon which inflicts slashing or piercing damage. Swords, axes, knives, etc. Faster than blunt melee weapons, but deal less damage. Take **+1 Speed**.
- 150 CP - Light Ranged: Like Cybill Bennett's pistol or Dread Ducky's extendable second head, you gain a light ranged weapon with unlimited ammunition, though of questionable range and damage output. Still, you can damage enemies without getting within attack range. Examples include a pistol, slingshot, bb gun, etc. Take **+1 Health**.
- 200 CP - Heavy Ranged: Like Joy Kill's laser, you gain a heavy ranged weapon like an assault rifle, shotgun, plasma rifle, etc. It also has unlimited ammo, and is rather powerful, though has horrific recoil and poor range for something called a *ranged* weapon. Take **+1 Defense**.
- 150 CP - Trap/Explosive: Like Mama Bear's trigger teddies or bear traps, gain either something that can be placed down as a trap such as a mine, spikes, pitfall, etc., or something capable of exploding, like a grenade or dynamite. Combine with ranged for some fun results, like an RPG or grenade launcher. Powerful, but requires more strategy and planning than other weapons. Take **+1 Magic Defense**.
- 100 CP - Magic: If you have a four or higher in your magic stat, take this option for free. You have some kind of magic weapon like the Fiend's psycho hand pulses. Magic weapons operate differently to other weapons, damaging opponents through the magic defense stat rather than the defense stat, meaning you can shred through certain types of enemies incredibly fast. Take **+1 Magic**.
- 100 CP - Motorized/Enhanced: More of a weapon modifier than a weapon. Motorize or enhance your weapon to upgrade it in some way, like how the Murder Monkeys have blade arms while the upgraded Chef Monkeys have spinning circular sawblade arms. Axes can become chainsaws, swords can become lightsabers, you get the idea. Take **+1** to whatever weapon you are applying this to (*for example, if you apply this to a blunt melee weapon, take +2 strength instead of +1*). You may enhance one weapon per purchase of this modifier. Alternatively, enhance a weapon you've gained on a previous jump through this purchase if you did not take equalization powers.
- 250 CP - Elemental Affiliation: Again, this is more of a weapon modifier than a weapon. Add an elemental affinity to your weapon to upgrade it in some way, like Prisoner Borisov's ice elemental fire extinguisher which slows whoever it hits, or the Boss Brutes' fireball attacks which ignite enemies for additional damage. Choose any element you can think of and apply an appropriate effect. This doesn't give a +1 to any of your stats, as this is already enough of an upgrade as is. You may enhance one weapon per purchase of this perk, or enhance a weapon you've gained on a previous jump through this purchase if you did not take equalization powers.

Perks

Any perk belonging to your origin are 50% off, rounded up to the nearest multiple of 50!

MORTAL PERKS:

- Free, Mortal Only. Must be taken. - Your Worst Nightmare: This is more of a drawback, but did you truly expect me to show any more mercy than necessary to one of my victims? Think about your personality. What are your greatest sins? Your greatest fears and regrets? Don't be shy. Have some ideas in mind? Good. Either choose a realm I have already created (*i.e., from the Dark Deception canon*), or create your own personal nightmare (*see the realm builder for more info*). This nightmare realm has to be one which exploits your greatest sins or fears. Are you a harem protagonist? Then perhaps the Torment Therapy realm created to punish sinners of lust will be your destination. Do you have emotional trauma from your childhood? Then mayhaps I should set up a playdate for you and Agatha in the Elementary Evil realm. *If you create your own realm, make one boss and one monster using 600 CP each. The realm will contain a single copy of the boss, and four copies of the monster.*
- 400 CP, Mortals Only - Logistical Error: Curses! Who was in charge of filing this mortal's paperwork? Send them to me this instant! My apologies, mortal. It looks like you were sent to the wrong nightmare realm. By default, your starting realm has to be one which preys upon your sins or fears. With your files gone, I suppose I have no choice but to let you choose whatever starting realm you want. It can have nothing to do with your personality at all, since as though I possess numerous powers, lie detection is not amongst them.
- 150 CP - Secrets: Well well well, it appears you have a knack for stumbling upon secrets. Just by doing what you normally do, you'll tend to stumble upon secret insider information about your opponents and surroundings. If someone has a secret, weakness, or useful background information you don't know about, the information will end up miraculously falling into your lap. I suppose my ambush monsters will be of no use against you now.
- 400 CP - Support Mortal: You are a support mortal. The most annoying kind of mortal out there. Did you know my arch nemesis is a support mortal? When you attack an ally, you instead heal them proportionally to the amount of damage you would otherwise do to them. This works for yourself as well. I suppose it will be amusing to watch you punch yourself in the face.
- 400 CP - Monstrous Negligence: How unfortunate. It would seem as though the realm I am sending you to is one I have been having a fair share of trouble with as of late. The monsters there are much too distracted in their own affairs. By Satan's goatee, the realm boss won't even get out of bed until you're already well on your way back to the exit portal. How are you so lucky, mortal? I sense it may have something to do with your

soul. Do you by any chance possess supernatural luck? *Yes, this perk basically grants you luck, causing the enemies you face to tend to be much lazier and more negligent, both in this and future jumps.*

- 900 CP - Soulokinesis: The power to telepathically manipulate and even summon soul energy. I have only ever before seen this power wielded by Bierce. Are you by any chance related to that old bat? By default, you can only summon souls which are solidified into crystals (aka soul shards). These can be harvested from any living being you kill. Like Bierce, you can use these as projectile spears to impale your enemies. As you train, you'll get better with this power. Eventually, you may even be able to pull a soul out of someone's body while they are still alive using this power. As much of a nuisance as I can already tell you'll be, I would be lying if I said I wasn't interested in seeing that kind of power in action.

MONSTER PERKS:

- Free, Monster Only. Must be taken. - Nightmare Realm: You now inhabit your very own nightmare realm! Either choose one I have already created (*aka from the existing Dark Deception canon*) to be assigned to, or create your own. I've been thinking about adding a new nightmare realm to my collection for a while now (*see the realm builder for more info*). *If you make a custom realm, create a boss monster with 600 CP to help manage your realm and eliminate trespassers. You'll also get three clones of yourself to help you patrol the realm.*
- 200 CP - Kamikaze: You can now blow yourself up. Don't worry, as a monster, boss, or demon, you'll just respawn (*and the same goes for outside of this jump, assuming you perish through self-destruction*). Detonating will almost always kill everyone around you instantly, though it leaves behind quite the mess and is prone to friendly fire. I just don't see what my executioner sees in those bomb teddies... more trouble than they're worth. Still, it is none of my business. If you do wish to pursue this power, know you have to wait three minutes before you respawn after detonating. I wouldn't recommend taking this perk if you're a mortal. Actually, please do. It would be amusing to watch.
- 200 CP - Disguise: You are now able to blend into your environment, whether that be through disguising yourself as a common prop similarly to the Dread Duckies, camouflage, or some other method of stealth. It will be much easier for you to sneak up on your prey. It is personally not my style, but I can't argue with the effectiveness of the results.
- 300 CP, Also discounted for Bosses - Swarmer: Every individual instance of yourself is now divided into five identical copies capable of communicating with one another telepathically. For those of you a bit slow in the head, if you had the usual four monsters each possessing this perk, you'd have twenty monsters instead. Each instance is weaker than they'd normally be, but make up for it with sheer numbers.

- 400 CP – Frenzy Mode: An emergency backup most of my monsters possess. Whenever your ring piece is removed from the altar, all of your stats will be increased by 66%, and your powers and abilities will have their cooldowns halved until the ring piece has been returned. *Once the jump is finished, this perk will activate as a sort of 'adrenaline rush' whenever you are in extreme danger.*
- 400 CP, Also discounted for bosses and demons, mortals may not purchase - Late-Game Realm: Impressive! It would seem a little extra love went into your realm. I mean that literally, by the way. An entire extended family entered this realm to try and rescue their child that had entered in by mistake. The monsters make quick work of all of them. With all those extra soul shards, the realm will be larger than normal from the get go. Rather than 100 shards per zone, it will have 200 shards per zone. All **NPC** monsters and bosses created get an extra 400 CP each to spend, or alternatively you may create a second monster using 600 CP to co-habitate the realm alongside the original monster. The boss still gets 1000 CP to spend. You also get 600 free CP which can only be spent on realm traps. Happy building.

BOSS PERKS:

- Free, Boss Only. Must be taken. - Realm Boss: Congratulations! You now have your very own realm you hold domain over (*see the realm builder section for more info*). Alternatively, you may choose one of my pre-made realms (*aka anything from the existing Dark Deception canon*) to co-rule with the existing boss, or to replace them and become the new boss yourself. If you are making your own custom realm, you can create one free monster to serve as your minion using 600 CP. You get four copies of your created monster, and they are completely loyal to you. Well, they're completely loyal to me. You're just an extension of that loyalty. I'm trusting you to lead them well. Don't let me down.
- 150 CP - Titan: Your form is massive, likenable to the Goliath Clowns and the Titan Watchers. You may have immense difficulty navigating smaller spaces, but on the upside, you're so strong that you can squash most mortals like bugs, killing them instantly.
- 300 CP - Run, Coward!: When you decide to finally confront a mortal in final combat, the area you confront them in will be sealed off, preventing them from escaping until they either defeat you in a 'boss battle', or are slain themselves. There will always be some means to fight back against you, but through and through, this will make it a lot easier to deal with mortals who just like to run away. You wouldn't think it, but those are the ones who have caused me the most problems. You can only do this once per mortal, so use this ability wisely. *Once your jump is over, you may use this ability on the same individual multiple times, with a two-day cooldown between uses.*
- 400 CP - Hello, Friend!: It can be hard to manage an entire realm on your own. I know from experience. It's why I have bosses in the first place. Maybe you would like to

recruit some help as well? Some realms have more than one boss, after all (the Goliath Clowns & Clown Spiders, the ABC Letters & Agatha). With this perk, create another boss with 600 CP to aid you in protecting your realm. *Once this jump ends, you can bring this boss with you as a companion.* If you are a monster, your realm will have an extra boss protecting it. If you are a demon, choose a realm you own to add a second boss to. If you are a mortal, this will instead be a drawback which will net you **+400 CP**, adding a second hostile boss to your starting realm. *Also, you still get to take them with you as a companion once the jump is over, assuming you're willing to forgive them for trying to kill you.*

- 450 CP - Just Right: Putting all your eggs in one basket can be a really bad thing, hence my genius strategy of several unique nightmare realms. However, spreading your resources too thin can be just as deadly. This perk finds the perfect balance, granting you three copies of yourself which function similar to the swarmer perk, but are individually much stronger. While swarmers are about on par with the Clown Gremlins or ABC Letters, this perk puts you about on par with the Spider Clowns or the Boss Brutes.
- 450 CP - Drone: Having copies of yourself can get annoying. I mean, isn't the purpose of minions to have someone who is inferior to you? Well, you're in luck, because I have the perfect perk for you. Like Mama Bear or the Clown Goliaths, you can summon minions to assist you in combat. If you are a realm boss, you may summon whatever monster occupies your realm, though they only exist for a temporary time. If you are a monster, you may either choose to summon your comrades to your location, or summon miniature, weaker versions of yourself. If you are a demon, you may choose any monster from a nightmare realm you own to summon. If you are a mortal, you may summon mini versions of yourself. As a mortal, you summon three drones at a time, and may summon a new one once one of them perishes and has been dead for three or more minutes.

DEMON PERKS:

- Free, Demon Only. Must be taken. - Nightmare Lord: you may create three nightmare realms which you hold domain over. These may be your own creation (*see the realm builder section for more info*), or a copy of one of my own creations (*aka anything from the existing Dark Deception canon*). For each custom realm you create, create one boss and one minion each, using 600 CP for every unique monster and boss you make. You gain four copies of every unique monster you create.
- 150 CP, Demon Only - Extra Realm: Take this as many times as you want. Being a demon, you realistically should be able to make many more realms than a mere three, but your benefactor told me I shouldn't scare you away from this origin by giving you a mountain of homework. I wanted to tell them that if you weren't willing to put in the work, you shouldn't become a demon in the first place, but as I'm sure you know, arguing with a cosmic entity is a foolishness not even I am willing to partake in. *For every time you take*

this perk, take a nightmare realm from the Dark Deception canon, or create a custom one, and add it to your collection of realms.

- 200 CP - The Hellbear's Necessities: A simple, but practical power. Summon any mundane object, furniture item, or appliance to your location, and poof it away just as easily. Electronics will be infinitely powered, phones will have reception regardless of location, etc. Anything you try to sell using this power will vanish instantly. Anything more complex than a laptop or sports car cannot be summoned through this power. Any item summoned which is damaged beyond function will instantly vanish, as will any item which ends up more than a mile away from your current location.
- 350 CP - Demon Eye: Like my ballroom eye, you may project an extension of your consciousness to any location you desire. This form will always appear as a disembodied eyeball capable of speaking to those around it. Both you and the eye will act independently, though will share thoughts and senses with one another. You don't have to know the exact location for this to work. You could say, for example, 'show me the current location of [person's name]', and your eye will appear at their current location. I personally find this a great means of bypassing magical barriers. Your eye cannot interact with anything within the barrier, mind you, but it still is an amusing way to taunt your enemies.
- 450 CP - Nightmare Portals: Gain the ability to create portals between nightmare realms at will. *Outside of this jump, you can also use it to access parallel or alternative dimensions within a jump you are currently in.* So long as a portal is open, anything can pass through it. *If you are a mortal and take this perk, gain the Doug Houser's "Escape Plan" ability for the duration of the jump, after which you may use this ability normally.*
- 900 CP - Phantom Form: You may temporarily take on a phantom form similar to my own. You will achieve invulnerability of the highest degree. When in phantom form, you move significantly faster, are immune to damage, and cannot be affected by any powers or abilities whatsoever. You become an unstoppable force! You can do this once per day maximum, and can remain in this form for up to five minutes. I can't be giving you too much power, now.

Powers

All powers cost 100 CP each unless otherwise stated. Can be used by any origin.

- Alt. Power: *Take any ability used by any other monster type (see Monster Maker section) without having to hybridize your appearance with that monster type. Cost is doubled if you are a mortal.*
- Speed Boost: *Double your movement speed for ten seconds. Cooldown of one minute.*
- Teleportation: *Instantly blink forwards several meters, dodging any traps or monsters in your way, as well as crossing over gaps and through certain obstructions. Cooldown of ten seconds.*
- Telepathy: *Know your enemies' location(s) via seeing them through walls for five seconds. Cooldown of one minute.*
- Primal Fear: *Stun any enemies in a six-and-a-half-meter radius around yourself for eight seconds. Cooldown of two minutes.*
- Telekinesis: *Attract any items your currently desire to yourself within a twenty-meter radius around you. Items will phase through walls to reach you, even exiting out of locked containers. Cooldown of one-and-a-half-minutes.*
- Vanish: *Turn invisible, though not undetectable, for twenty seconds. Cooldown of one and a half minutes.*
- Heal: *Regenerate 50% of your maximum health. Cooldown of six minutes. Occurs instantly.*
- Frenzy: *Your movement speed, attack power, and attack speed are all increased by 25% for fifteen seconds. Cooldown of three minutes.*
- Invincibility: *Gain an immunity to all forms of damage for eight seconds. Cooldown of one and a half minutes.*
- Recharge: *Only useful if you have other powers or abilities. When used, all powers/abilities on cooldown are instantly returned to full charge. Cooldown of eight minutes. Costs 200 CP instead of 100 CP.*
- Ring of Fire: *Summon a ring of fire around your current location. It will not harm you, but it will deal massive damage to any enemy which steps inside (and light them on fire), and will block incoming projectile attacks. Lasts for thirty seconds, after which it will go on cooldown for three minutes. The power does take a moment to come out, and is quite telegraphed, meaning it isn't a great offensive power, though it is great for defense and blocking off pathways for a time.*
- Blizzard: *The ice equivalent of ring of fire. Functions identically, though enemies who touch the ring are chilled as if they were hit by Borisov's fire extinguisher rather than set ablaze. Like the ring of fire, it lasts for thirty seconds before going on recharge for three minutes.*

Items

- Free - Dem Funky Fearful Beats: Say what you will about the moral practices of my realms, but you cannot deny: they have excellent music. If you want, you may take a personal music player which will play the music of my realms at your discretion (*basically the OSTs from Dark Deception*). If you already have a music player item, you may instead opt to download the tracks onto it instead. This one is on the house. I'm flattered by your excellent tastes in music.
- 350 CP, Free for Mortals - Tablet: A tablet which gives you a simplified map of your current location which is updated in real time. If you are currently taking part in a quest, it will point you towards your nearest objective(s). It will also tell you when your limited-use/cooldown powers are recharged, and warn you if any of your powers have been neutralized or disabled. I don't know how that tablet found its way into your hands. I killed its original creator, only for it to find its way into the hands of an even more irritating foe. Now it is in your hands. I choose to take this as an omen for things to come. I will be watching you very carefully, mortal.
- 50 CP - Green Shard: Oh please. Don't tell me you're one of those people who thinks murder is 'morally objectionable'. Don't you understand you need to kill and harvest souls to expand your nightmare realm? Fine. If you're so insistent, you may have this: a green shard. They will passively absorb the life force of living beings who perish through natural means. They don't imprison human or animal souls, no, they only take in organisms so insignificant that not even a bleeding heart such as yourself could possibly care about them: microorganisms such as bacteria and the likes. Once the green shard has absorbed enough life force, it will pop out an ethically-sourced soul shard. The process is slow, but perhaps if you buy several of these, you'll get a decent production line going.
- 200 CP - Red Shard: A crystal which acts as a consumable item, respawning within your possession three hours after use. When used, the user will become aware of all potential threats to them, even seeing through walls for one full minute. Essentially, you will be aware of anything that can harm you and where it is in comparison to your current location. A number of these have somehow ended up scattered within my various nightmare realms, though they cannot be taken as items, gone forever once used. My theory is that they originate from beings who possessed particularly strong souls. I wonder, what kind of shard will you create upon your demise?
- 250 CP - Orb Shard: A crystal which acts as a consumable item, respawning within your possession one day after use. When used, all active threats to the user (defined as any sapient or sentient entity who wishes harm upon the user) within a half-mile radius will become immobilized and disoriented for a forty seconds. Like the red shards, these have made a nuisance of themselves throughout my nightmare realms. You won't be able to take any you haven't bought with you. I must wonder what kind of twisted creature had to die to birth a shard as deformed as this...
- 250 CP - Flashlight: A flashlight which never needs a new battery, though I wouldn't go using it willy nilly. Whenever you turn it on, it will emit a blinding flash of light which stuns and immobilizes anyone caught by the beam for eight seconds. It needs an hour to recharge after being used. This particular item once belonged to one of Bierce's earlier puppets – a detective, if I remember correctly. Perhaps you will find the shard containing their soul during your trials.

- 300 CP - Ring Barrier: *More of a phenomenon than an item. You know how your warehouse can seal to prevent other people from getting inside? Well, this allows you to apply these effects to any property you own. Only you or anyone you allow is allowed in or out of your properties. Any trespassers will be blocked by an invulnerable purple forcefield. If taken as a monster, boss, or demon, you can make it so your nightmare realm(s) have areas which cannot be accessed until all shards in a given zone have been collected. If taken as a mortal, you are granted a safe zone near the entrance to any nightmare realm which bosses and monsters cannot access, though no soul shards will exist within this zone.*
- 450 CP - Ring Altar: *A powerful artifact which is in any given nightmare realm by default. With this purchase, you will gain a ring altar installed in your personal warehouse. It will absorb the souls of anyone you or a companion kills, and convert them into shards, effectively allowing you to negate opponents who can reincarnate or linger on as a ghost. Additionally, you can spend shards to create new additions to your warehouse. Want more security? Want your warehouse to have a nice carpet and gold-plated walls? Want a giant portrait of yourself above your desk? Just go on a killing spree! Note the bigger the ask, the more shards you'll need. If you're uncomfortable with the whole killing thing, you can spend an extra 50 CP to make a green ring altar which will slowly build up shards over time.*
- 550 CP, 250 CP for Demons - Eye of Suffering: *My own personal weapon. If you are willing to relinquish an adequate amount of CP to yours truly, perhaps I will gift you a copy. The eye of suffering fires a beam of concentrated hellfire which can melt through walls and liquify any monster or mortal in seconds. Requires several minutes of cooldown once it's been used, however.*
- 600 CP - Nightmare Realm: *Take a nightmare realm with you – whether it be one from the games' canon, or one you designed yourself. Nightmare realms function like usual for the most part – anyone aside from you or anyone you allow who ends up inside must retrieve the ring piece before they can escape, and if killed will become a soul shard you can use to expand the realm. If someone does steal the ring piece, the realm will collapse, disabling its boss and monsters as well until and if you manage to steal the ring piece back. Your nightmare realm(s) work like pocket dimensions. You can open portals into and from them at will, either to banish those you despise into them, or to summon forth the monsters contained within to aid you in combat. Monsters will respawn so long as the ring piece is present within your realm. Bosses cannot exit their nightmare realms unless you also purchase them as a companion in the companions section.*

Companions

Wana take someone with you? Sure. Just a note, however, I'm going off of the logic you can take anyone with you so long as they agree to come along. Purchasing these just gives you a practical guarantee they'll want to tag along unless you deliberately try to sabotage your relationship with them. It can be incredibly difficult to get some of the monsters to come with you given their important positions as ring piece guardians, and especially the bosses.

- 100 CP - Import: *Import one of your own companions or create a new OC to join you. For an additional 100 CP, import eight companions instead of just one. They will be with you from the start of the jump, and must be of the same origin as you (unless you are a demon or boss, in which case they can be bosses or monsters instead). Each companion has 600 CP to spend on them, or a full 1000 CP if you use equalization powers on them as well.*
- 150 CP - Mortal: *Take an existing mortal from the Dark Deception canon as a companion (including ones from crossover DLCs with other franchises in Monsters and Mortals). This will ensure the two of you cross paths somehow, and that you will end up as allies – even if you're a monster, boss, or demon. Maybe they just have something you really need and are willing to work with you for the sake of their own survival?*
- 200 CP - Monster: *Take an existing monster from the Dark Deception canon as a companion (trap monsters such as the Air Screammers count for this as well). If your monster is a swarm monster, like the Clown Gremlins, then take five under one companion slot. This will ensure the two of you cross paths somehow, and that you will end up as allies – even if you're a mortal. Maybe they see enough of their own represented sin in you that they want to train you to one day become one of them? Note characters who serve as enemies but are also their realm's respective boss (like Agatha or Mama Bear) count as bosses.*
- 400 CP - Boss: *Take an existing boss monster from the Dark Deception canon as a companion. If your boss is a swarm boss like the ABC letters, then take five under one companion slot. You'll pretty much need this perk to recruit a boss, as without some extreme meddling with fate, there is no way they'd be willing to abandon their vital positions to go on a romp through the multiverse.*
- 450 CP - Malak: *Take Malak himself as a companion. In all fairness, you probably could convince him to come with you through the sheer evil business opportunities infinite worlds offer alone, but actually getting him to stop and chat with you in order to make this happen is going to be difficult – especially if you've peeved him off already.*

Drawbacks

GENERAL

- +0 CP - Ability Weapon: With this drawback, one of your weapons is now five times more powerful, however can only be used once every four and a half minutes, much like how most monster and mortal powers work.
- +0 CP - Power Loss: It looks like the ring pieces containing your powers have been lost. How tragic. *You'll get them back at the end of your jump, but for the duration of your jump, you'll have none of them. As a tradeoff, all powers cost 50 CP instead of 100 CP.*
- +300 CP - No Cooldown: *So, you know how a bunch of your abilities and powers have cooldowns? With this drawback, they don't anymore. How is that a drawback, you say? Well, this only applies to once your jump has been completed. During this jump itself, it does nothing. Well, aside from making all power cooldowns 33% longer, that is.*

MORTAL ONLY

- +150 CP - Another Round: *Can be taken as many times as you want. For every time you take this perk, you will have to venture into another nightmare realm after escaping the first. These should be easier, as they aren't specifically tailored to prey upon your weaknesses, however the more realms you infiltrate, the more likely you are to draw the attention of the owner of said realms...*
- +200 CP - Unfortunate Soul: I have been after you in particular for a good long while, mortal. The power contained within your soul is invaluable to me. I have studied everything about you in order to ensure you don't get away. *Basically, all enemies are made more difficult.*
- +250 CP, Requires at least one Companion - Team Effort: As entertaining as watching mortals get torn to shreds is, sometimes I desire to shake up the formula a bit. Every now and then I hold a tournament known as 'Monsters and Mortals', pitting a team of my most despised adversaries up against some of my most powerful monsters. You and your friends will now be participating in such a tournament. *The victory condition for you and your allies are linked. Normally, if a companion perishes, they'd respawn in your warehouse. If you take a monster or boss as a companion, they may not be a monster or boss who would be chasing you in your nightmare realm, only joining your group once the jump is complete. The same goes for Malak himself. Monsters and bosses will have their immortality/invulnerability disabled for the duration of the jump. Now, no matter who goes down, you all fail as if you were killed. Keep your allies close.*
- +400 CP - Lord of Darkness: Normally you'd have to really get on my nerves for me to even consider coming after you. Fun as it is, I am much too busy with other affairs. You, however, are a special exception to the rule. I will not risk a soul as powerful as yours escaping my grasp. If I catch wind my ring alter has been tampered with, you'll have to

face me in addition to my monsters and bosses. Through my demonic power, I cannot be harmed by any of your abilities, cannot be stunned, and am incredibly fast. Good luck.

- + 400 CP - Canon Power Levels: Now none of your attacks are capable of harming or even slowing down the monsters. You'll need items for that. You are just a puny mortal, after all.

MONSTER & BOSS ONLY

- +200 CP - Adept Opposition: Mortals are pulled from all walks of life, but most of them are frankly rather useless. After all, what kind of normal person trains to run through trap-filled mazes while being hounded by demons from hell itself? Well, quite a few people, actually. Do me the favor of allowing me to send you these abnormally competent individuals and I will reward you handsomely. Be warned, a good number of them may even have powers they've stolen from realms they've bested in the past.
- +250 CP - Fixer-Upper: Remember earlier how I said I've been having problems with ring piece thieves? One of my realms was attacked by them recently. My monsters managed to fend them off, but just barely, and the realm has been left in shambles. This is a realm I have a personal interest in preserving. That's where you come in. You'll be allowed to jump between your origin realm and this second one (*which can be an existing realm from Dark Deception Canon, or an original creation*), and must defend both, ensuring neither falls during your stay here.
- +400 CP - Meddlers: *It looks like your stay here is going to coincide with the events of the original Dark Deception. That means Bierce and Doug will be entering into your realm with the intent on stealing your ring piece. Even if you're lucky and encounter them near the beginning of their journey when Doug is still weak, he has plot armor, and will be incredibly difficult to put down.*
- +400 CP - Monsters & Mortals Canon Power Levels: *So, you know how overpowered mortals are in Monsters & Mortals? Well, they're like that here, too. They can be stabbed, skewered, and blown up yet still remain standing. Many of them have powers, and can take out monsters in one-on-one fights. Do not combine this with adept opposition unless you are really confident in your abilities.*

DEMON ONLY

- +200 CP - On Your Doorstep: Unfortunately for you, my forces have found a back door into your personal domain. Most demon lords simply allow their hordes of monsters and bosses to fight off incoming threats. You will not be afforded such luxury. In addition to your usual duties, you will have to deal with my monsters coming in to ambush you at any time. You'd better sleep with one eye open...

- +250 CP - Adoptive Demon Dad/Mom: How kind. Unfortunately for you, kindness is seldom rewarded in the underworld. Instead of pristine nightmare realms with well-trained monsters, you'll be taking in nightmare realms orphaned by a demon who was far too incompetent to live. Being said demon's creations, the monsters and bosses aren't the brightest, and are going to need an excellent tutor to help whip them into shape. You'll likely have to step in far more often than you'd like in order to prevent mortals from collapsing your realm, and expect your monsters to be useless in a fight against my own forces.
- +400 CP - The World is a Crummy Place: Oh my. That is a lot of sinners. Just what is happening up there in the mortal world? Your nightmare realms will be swarmed with incoming sinners looking to use your ring pieces to escape their fate. This may seem like a good thing – more souls mean more fuel to expand your realms, after all. Only problem is there are far too many mortals for your monsters to handle. I hope you either have really good monsters/bosses, have invested into a lot of traps, or have enough companions to help you pick up the slack. Now if you'll excuse me, I need to prepare my own realms for the incoming horde.
- +400 CP - Monster Infiltration: Mortals won't be the only ones sneaking into your realms, anymore. I have seen how powerful you are, and have decided to send my own monsters into your nightmare realms – complete with their superhuman stats and abilities – to try and topple your nightmare realms. *Consider this the Monsters & Mortals Canon Power Levels Monster/Boss drawback cranked up to eleven.*

Realm Builder

So, you want to make your very own nightmare realm? That's a big undertaking, you know. To make the process easier, let's go through this step by step. If you're just skimming this jump document and ended up here without reading anything above, you need to pick an origin which grants you realms before you're allowed to make your own, by the way.

#1 – Aesthetics

So, what is your realm going to look like? First, we need to choose a sin and theme. The sin is what kind of people this realm specializes in tormenting. Sins can be broad things like lust, greed, wrath, etc., or more specific, like child abuse, murder of animals, stealing from the poor, etc. Whatever sin you choose, your monsters will specialize in hunting people who are guilty of that sin, and those kind of people are more likely to end up in your realm. The more specific your sin, the less people will appear, but the more soul energy you'll get from killing them. Soul energy is gained from killing people within your realm, and can be used to expand and upgrade your realm, adding new zones and monsters as time goes on. Keep in mind the kind of people who come to your realm will be ones who are guilty of its respective sin. A realm themed around a sin of aggression will have mortals with generally higher strength stats, while one themed around devil worship will have mortals with generally higher magic stats, for example. Once that's done, you have to pick a theme. A theme should relate to your sin in some way. A greed realm may resemble a gold-filled mansion while an animal murder realm may resemble a bloodied forest with a hunting lodge in the center. Before we move on, take this time to design your realm's bosses and monsters if you have not already, making sure they adhere to your realm's theme as well.

#2 – Zones & Layout

Now that we have a general appearance, it's time to start making something actually functional. Your realm has two zones by default. You may add one more for 200 CP, remove one and gain 200 CP (inverted if you are a mortal). Each zone should have a sub-theme pertaining to the overall theme of the realm. The manor realm may have zone 1 be a hedge maze in front of the manor, while zone 2 takes place within the manor itself. The bloodied forest realm may have zone 1 be the forest itself, zone 2 may be a cavern complex beneath the forest, while zone 3 takes place inside the hunting lodge. Choose a layout for each zone. Is it made up of a maze of claustrophobic corridors like Monkey Business, filled with larger open chambers like zone 2 of Torment Therapy, or something else entirely? No traps, yet, though. That's a later part. Before that, however, you can also add three 'mini' zones for the realm's entrance, ring altar, and boss arena. You can also design the transitions between zones for added flavor. Keep in mind the realm has to be filled with the soul shards needed to sustain itself, and the realm has to be beatable; no hiding shards behind impenetrable walls or across mile-long gaps.

#3 – The Power

Your ring altar is the heart of your realm. For everyone you slay in your realm, you gain another soul shard, starting with 100 shards in each zone. If all shards in all zones are collected by a single mortal, then they may steal your ring piece from your ring altar. If they manage to escape with the ring piece in tow, then your realm collapses and is destroyed. Monsters may be able to escape in time, however realm bosses have no choice but to go down with the ship. Your ring altar isn't just your Achilles heel, however. Choose one power from the powers section for free, and endow your ring altar with that power. All monsters and bosses in the realm will gain a boosted version of that power; rather than teleporting short distances, they will be able to teleport anywhere like Agatha. Rather than needing to turn telepathy on and waiting for it to cool down after, they will have the power active at all times. If someone manages to steal your ring piece, they will gain whatever power your ring altar was imbued with. If you can steal the ring piece back and return it to the realm, it will be rebuilt, though will be in a vulnerable state, losing all soul shards aside from the original 100 in each zone.

#4 – The Traps

You may have as many traps as you want, though each trap costs 50 CP to make, with additional expenses needed to modify and upgrade them. Once you make a trap, you can place multiple copies of it throughout your realm's zones, however; no need to pay for every individual instance of the same trap. The stronger a trap, the less you may place down. Use your best judgement. Traps can be a useful tool to hinder and eliminate mortals, but keep in mind that even with traps, your realm still has to be realistically beatable. By default, your trap will do nothing. You need to upgrade it with one or more of these:

- 100 CP - Terrain Trap: Inherently non-damaging, these aim to hinder the player's movement in some way, like the water of Stranger Sewers, the banana peels, the red ring barriers, or the moving floors of Crazy Carnevil.
- 100 CP - Damage Trap: A damaging trap which will not instantly kill its victim. Can be a weakened version of either the melee, mid-range, or ranged trap, like the steam traps from Monstrum Madness or Agatha's Portals from Elementary Evil (Monsters & Mortals version). For 150 CP, you may imbue the trap with an element to provide an additional effect. Rules are identical to the elemental affiliation weapon modifier.
- 150 CP - Support Trap: A non-damaging trap which seeks to aid monsters rather than hinder survivors, like the cameras from Mascot Mayhem or Monstrum Madness. It doesn't have to be purely a spying trap. "Traps" which heal or boost monster stats for a brief period would fall under this umbrella as well.
- 250 CP - Melee Trap: A lethal trap with limited range and a predictable pattern, like the spear or pendulum blade traps of Deadly Decadence, or the bear traps of Bearly Buried.

The electricity traps of Torment Therapy would qualify as a melee trap since they have such little range.

- 250 CP - Mid-Range Trap: A lethal trap which has more range than a melee trap, but isn't quite a range trap, such as explosives or horizontal fire vents.
- 250 CP - Ranged Trap: A lethal trap capable of dispatching foes from a distance. Despite this, it possesses a predictable behavioral pattern which makes it easy to dodge for more aware mortals, like the cannons of Crazy Carnevil.
- 250 CP - Area Trap: A trap which may or may not be lethal. These could be ceilings which slowly lower to kill everyone in an entire room, slowly moving platforms, etc. Basically, while terrain traps slow, or stun/block temporarily, area traps can downright make areas inaccessible for an extended period of time. The most situational, but with the greatest potential to completely screw a mortal over.
- 250 CP - Minor Enemy Trap: A damaging trap adding a minor enemy to aid you to the maze. They tend to patrol a smaller area and give up chase easier than the average monster, but even to the most well-equipped players will at the very least slow them down quite a bit, like the Air Screamers of Silent Sacrifice or the bomb-throwing Lucky from Mascot Mayhem.

If you are a mortal, traps are free for your nightmare realm(s), and you get to keep them to fortify any structures you come to own in future jumps. They will disappear and reappear as you gain more property or move to new jumps.

MALAK'S MYSTERY BOX

REMEMBER: YOU CAN ONLY OPEN THIS ONCE YOU HAVE COMPLETED THE JUMP AND ARE PREPARING TO MOVE ON TO THE NEXT ONE.



MASTER YOUR FEAR: Well, mortal, color me impressed. You actually managed to survive your worst nightmare. As much as I hate to waste my powers on mortals who I did not make a deal with, I suppose a reward is in order. As my gift to you, take your own worst nightmares with you. That's right, my gift is your own nightmare, but don't think my gift is a curse. Through surviving your nightmare realm, you have proven yourself able to conquer your own fear. As such, you will now be able to wield your own fears as weapons. By now you may be well acquainted with my phantom form: superhuman abilities, invulnerability, immunity to being affected by any sort of powers whatsoever. This is the form your fears will take. Summon forth a single phantom version of the monsters which pursued you in your personal nightmare (*your starting nightmare realm*). They cannot do everything – they are limited only to the powers and strength their original counterparts possessed. Still, they are invulnerable to all forms of damage, and cannot be affected by any powers: telekinesis, mind control, being teleported away. I'm sure you'll find them useful minions. Until next time, mortal. Business calls elsewhere.