



Demon Conquest (Demon Side) Jump

Version 1.1

The author of the Original CYOA & Concept is unknown, the Author of the DLC is: TehToymaker, Jump Document by LJGV/SinGod

This is but one of a thousand cookie-cutter fantasy worlds. This world's history is a tale as old as the genre; a powerful demon king rallies unholy beings into a war against the neutral and benevolent beings of the world. The aforementioned demon king falls. The heroes return home,

sometimes in a box but sometimes truly triumphant. The evil forces of the world slink back into shadowy corners to lick their wounds. Eventually, a new demon king arises, and the tale repeats, but perhaps with more or less success from the wicked and sinful forces of darkness.

You, dear jumper, are entering this conflict the day after Demon King Asagoroth the 3rd falls in battle to the latest warrior to claim the title of *Hero*, though in fairness to Asagoroth the 3rd he does succeed in slaying the hero at the same time as he falls, and so he paves the way for the emergence of a new Demon King. Who will you be for the decade you're to be here, dear jumper? Are you but a lowly grunt, a clever and mighty lieutenant, or are you one with ambitions as dark as your heart; an aspiring Demon King?

You now have 1000 Demon Points. Use them wisely.

This is an NSFW CYOA Conversion Jump, which also incorporates elements from the unofficial Demon Realm fan DLC. Have a link to the [source](#). Have a [second link](#) to the DLC.

Origin:

All origins can be taken as drop-ins. You can decide your age and gender for free in this jump. There are also two sets of origins in this jump: your rank in the unholy hierarchy of the demonic forces, and also your species. Your species is less important than your rank in the unholy hierarchy, but also offers discounts on a set of perks and determines your form and initial, innate powers.

Foot Soldier (+200 DP): It's not much but it is dishonest work and that's what matters. You are a foot soldier, a rank-and-file warrior under the command of some demon or monster mightier than you, who occupies a fairly low rung in the infernal hierarchy. You're extremely likely to personally face off against forces aligned with the light before the end of your stay. You are beginning this jump as a warrior stationed on the outskirts of the starting location you select.

Lieutenant (+100 DP): You are a more important warrior or advisor at this rank. You, in all likelihood, have a powerful squad of personal bodyguards and warriors, and you are probably aligned with a greater demon such as Eligor, Marchosias, Pazuzu, Ashmedai, or someone particularly unique like an up-and-coming demon said to be the offspring of Asagoroth the 3rd himself... Or maybe the rumors are true, and Asagoroth lives and you serve him? You begin this jump in an outpost in your selected starting location, serving the lord of your starting location (Eligor; Wrathlands, Marchosias; Blackweald, Pazuzu; Eldermire, Ashmedai; Pandemonium, Eden; custom Aspiring Demon King (or; the location of Demon King Asagoroth's revival!)).

Aspiring Demon King (Free): Ah, I see you're one with a heart as colorless as that of Asagoroth! You are an aspiring demon king, a being of profound power and profane wisdom. You've already amassed a healthy level of influence, and are beginning this jump as the duke or duchess of one of the starting locations, whichever you select as your starting location.

Species

You retain access to the option you pick here in future jumps as an alt-form.

Malphan (Free): Malphans are the rugged, powerful, physically intimidating *Knights of Hell*. These bruisers are incredibly powerful, able to go toe to toe with titanically powerful monsters, heroes, and other demons. Malphans lack esoteric prowess or the subtlety of other kinds of mightier fiends, but in exchange for their lack of finesse, they are overwhelmingly physically powerful.

Asmodean (Free): Asmodeans are mystically mighty, frighteningly charismatic demons. These strange beings are terrifying in arcane confrontations, capable of weaving illusions with as much ease as they can fire mystical missiles at their enemies. Beyond the skills asmodeans naturally have with magic, they are also eerily charismatic and capable of luring those without steel wills into their clutches or into cleverly laid traps.

Belian (Free): Belians are hellhounds; savage, sapient, fiery monsters with devastating mastery over explosive magic. Belians specialize in destructive, speedy strikes that decimate entire groups of their foes. As a Belian, you are a right terror on the field of battle. You do not have the immense power of a Malphan, but you do have stunning speed, and the power to obliterate entire groups of foes in one go with a single instance of a quickly cast explosive spell.

Molochite (Free): Ah, an eldritch horror. As a Molochite you have a tentacled form that can corrupt with a touch, a presence that saps at the minds of your foes, know death and corruption magic, and have an inhuman level of regenerating durability that lets you take brutal beatdowns without ever stopping or dying. People will learn to fear your alien form or they will die at your tentacles.

Cambion (Free): Cambions are demonic royalty, the children of King Asagoroth the 3rd. These mighty demons are the children of the corrupted hero and the fallen demon king. They possess both mighty genetics and powerful armaments, as well as a gifted upbringing that has allowed them to hone their individual talents. Fear these demons, for they are among the mightiest of the demonic forces and each is equal to entire groups of heroic, benevolent warriors.

Starting Location:

You select your starting location. Your exact role in your starting location depends on your origin, with foot soldiers being normal grunts, lieutenants being elite warriors and leaders, and aspiring demon kings being dukes or duchesses of a given starting location.

Please note, if you are an Aspiring Demon King and you select somewhere other than Eden as your starting location then the ruler of whatever location you selected will become the ruler of Eden and you will be the ruler of your chosen starting location.

1. Wrathlands

This is the largest region under the control of the arrayed, aligned demonic forces. This violent, blasted wasteland, consists of many plains and volcanoes, and is inhabited by a healthy portion of the empire's populace; many different orc tribes as well as tribes of tauros (brutal, minotaur-like infernal beings who are among the hardiest of the empire's most common types of shock-troopers). Numerous cities dot this region, and while they don't produce much food they do produce much of the empire's military infrastructure, so their contributions to the empire are vast and essential.

2. Blackweald

This region is critical to the empire as it is one of the few fertile, verdant regions in it. It is a vast, dark woodland and is home to many prominent dangers such as mind-twisting fog, powerful wild beasts, and local undead (only some of whom are affiliated with the demonic empire!). Monsters such as fiends also haunt this place, but wise travelers know that they are not the only, or biggest, menace one might find here.

3. Eldermire

This fetid swamp sits between the demon realm and other, non-demonic kingdoms. This place is home to tauros tribes, and packs of fiends, and is the natural birthplace and home of crawlers, making it incredibly diverse ecologically. Many natural resources found here are quite rare, however, farming here is difficult, and settling in the mire is ill-advised due to natural and unnatural monsters lurking around every corner.

4. Pandemonium

Pandemonium is the capital of the demonic empire. It is a vast city-state, home to the mightiest demons and devils, and is the location of the palace of King Asagoroth the 3rd. This elaborate city is home to influential figures like the former demon queen Lethice and the twisted heroine who was corrupted by the mighty fallen king. This dark metropolis is home to cosmopolitan devils, many slaves, and demons subordinate to the noble and civilized devils.

5. Eden

The ruins of a strange floating city, comparable to the current home of the angels Sunhome, this crashed wreckage of an angelic fortress has now become the most alien of the territory under demonic control. The technology here is celestial, and the wreckage's prison still contains strange, corrupted angels who've been imprisoned here for as long as anyone knows.

Perks:

All appropriate perks are innately toggleable. All origin perks are discounted to the appropriate origins, and 100 DP perks are free for their affiliated origins.

General Perks:

A Dark Heart (Free): You are in a world locked in an archetypal conflict between holy and unholy forces. And you, specifically, are here in some sort of military context. It is only fitting that you have a heart, and stomach, made of dark steel. You can stomach evil, wicked acts, and can perform them with as much ease as you do anything else. It'll be as easy for you to kill the children of parents in front of their parents as it is for you to decide what you want for breakfast.

This doesn't confer skills in unholy or evil acts, but when the time comes to get down to dirty business you'll be able to stand beside even the most grim executioners or brutal tyrants without blanching or hesitating.

Reputation (200 DP): Demons benefit from their reputations in a multitude of ways. A demon with a reputation as a charismatic speaker may find themselves gifted with opportunities to speak to crowds, able to either rally their forces or terrify opponents. Beyond this, your reputation has a strange ability to spread unprompted which can easily result in you gaining allies unexpectedly or in you winning battles through your raw charisma. Behaving in ways consistent with the reputations you develop can lend them new life and intensity for a short while, especially in the wake of an influential event like a momentous victory or a narrow defeat.

Rite Of Conquest (200 DP): Demons are nothing if not adaptable. You have a strange way of learning from military campaigns you participate in, gaining power from conquest. When you conquer a land, or even participate in the conquest of a place, you draw power from the place you've conquered. The sort of power you draw, and how strong the power is, depends on the place you've conquered and the extent to which you were pivotal to the conquest of the location. A foot soldier who participated in a battle that ended with a victory against a farming village may become a little hardier as a result, but a would-be-king who coordinated a successful siege of a kingdom blessed by a god of light may gain unholy powers related to light and heat, able to launch searing rays of infernal radiance against the forces of light or the power to create chthonic darkness if they destroyed the kingdom and executed every citizen.

Tyrant Of Torture (200 DP): You have honed your wicked mind and dark soul on something special; the cries of the innocent. You are uniquely skilled at a specific facet of demonic life; torture. You understand people's fears even with a glance, though if you get to study them you become especially good at pinpointing their precise mental weaknesses, and you know how to torment people with a cruel ease. What's more, however, is that you go beyond being good at making people suffer but actually excel at warping people through inflicted torment. You understand how to be cruel for the sake of cruelty and how to apply targeted cruelty for specific ends. If you got your hands on a noble prince or princess and had time to really go to work you'd understand how to make them do anything from become a devoted worshiper of yours to making them hate the place they came from. This boosts your skill with applying pain generally but is a really strong boost to your ability to inflict pain with a purpose, such that with this perk and a few hours (if the victim is weak-willed) or a few days (if the victim isn't) you can extract real value from even the meekest and lowest class victim. If you got your hands on someone significant, such as a general or princess... Well, the things you'd be able to discover and get away with are significant. This also minorly buffs how painful your blows are even in battle, making you better able to defeat and capture your foes. Your underlings get minor versions of this as well, with it increasing in potency if they are loyal to you and if you teach them how to torture directly.

Conqueror (400): Your benefactor enjoys seeing you in the role of a powerful general. To that end they have decided to give you a special incentive to occasionally indulge in wartime

pastimes. With this perk any conquests of yours that are still under your control at the end of a jump become fiat-backed, following you on your chain even when you are not completing scenarios that grant them traditional fiat-backing. This also works for kingdoms you gain through things like origin backgrounds, so long as you are still in charge of the kingdom at the end of the jump that grants them. Never fear leaving your kingdoms behind again! This is also toggleable, so you don't have to take any given kingdom with you on your chain. Kingdoms that follow you can be imported into future settings and history in future settings is rewritten to make sense of the kingdoms, unless you'd prefer for this not to happen and for the emergence of your kingdoms to be an *event*. You have pretty free control over the precise nature of the importation of your kingdoms so long as you don't use this to give you an undue advantage (beyond the advantages of being a monarch).

Racial Perks:

Martial Master (200 DP Free for Malphan): Like many Malphans, you are an exceptional martial combatant. You understand, on an instinctual and intuitive level, how to use your body as a weapon. This persists even when you are not in this alt-form, and this grants you a substantial, to the tune of a 5x, learning boost when it comes to learning martial arts and how to use multiple weapons.

Prince of Pain (400 DP Discounted for Malphan): You have a very unusual, and terrifying, ability. The more pain you inflict on others the more durable you become, to the point that if you are an active participant in battle you'll be able to shrug off incredibly heavy blows, such as attacks from a titan or the heaviest attacks of a dragon. When you stop inflicting pain on others this boost to your durability diminishes and eventually fades away entirely.

Malicious Magic (200 DP Free for Asmodean): Your magic is a hateful, cruel thing. When you use magic to cause pain, be it emotional pain or direct physical damage, your magic is bolstered in effectiveness. You are a cruel being, and your magic is touched by that cruelty. You'll always be a terrifying sorcerer with this.

Sinful Whisperer (400 DP Discounted for Asmodean): You are a seductive, sinful entity. When you prepare to tempt people to sin you find that you can make sin alluring, be it tempting someone to cheat on their spouse or luring someone to join you in some slothful drug use you can make your sins look good and you are particularly adept at weaving lies into your temptation.

Shock & Awe (200 DP Free for Belian): You are a prodigy when it comes to the most common Belian battle tactics. Your mastery of explosive magic is sublime, letting you use explosive magic creatively from turning people into bombs to using explosions that inflict status effects on people who come into their radius for some time after the explosion occurs. You are also a terrifying expert at guerilla warfare, able to leverage speed and ambush tactics with uncanny ease.

Sylvan Sovereign (400 DP Discounted for Belian): You are an eerie beastmaster. Animals of all sorts, particularly predators, understand your commands and follow them to the best of their abilities. This is effective on natural animals, but infernal beasts are downright affectionate to you. The only animals that can meaningfully resist your commands are celestial, holy, and/or outright divine beasts.

Eldritch Coils (200 DP Free for Molochite): You have unusual control over the way that your touch corrupts and destroys your foes. Most molochites only have a tiny amount of influence over the way that their presence and their touch corrupt their foes, but you can influence the nature of your corruption whether your touch infuriates your foes, fills them with despair, or even lust. Your foes will either become obsessed with your touch, or they will learn to dread it.

Unstoppable (400 DP Discounted for Molochite): You embody the most terrifying facet of molochites; their indomitable endurance. Your regeneration is strong enough that you can heal from your wounds before the eyes of your foes, and you possess instinctual control over bits of you that get cut off. Your senses also still work through bits of cut that get sliced off, and by grabbing them you can reattach them! Your corruptive touch also works through bits of you that get cut off, which means you can leave nasty surprises behind for foes in case you get defeated but don't fall in battle.

Dark Upbringing (200 DP Free for Cambion): You are devilish royalty and you had a childhood that reflects that. You were taught by countless devilish tutors and developed special skill in an area of considerable note of your choosing, be it battle tactics, strength of arms, what passes for diplomacy among the wicked and unholy forces of the demonic empire, or some other area. You are also educated and capable of feigning refinement and elegance, letting you give off a rather fascinating impression.

Devilish Charisma (400 DP Discounted for Cambion): You are inhumanly charismatic. Among all of your father's children with the corrupted heroine you stand the most popular, the one with the biggest fanbase, the largest number of suitors, and the most fanatical cults. You possess the charisma needed to sway people to your side through speeches alone, and can easily sway the more impressionable and easily influenced people to dark fanaticism or even reckless and self-disregarding defenses of you.

Location Perks:

Wrathful Countenance (200 DP Free for those who start in Wrathlands): Campaigns in the Wrathlands have hardened you and filled you with one of the simplest, but also mightiest, sins; wrath. You are a wrathful beast, a monster capable of using rage to amplify your endurance and your physical might to bolster yourself to extremes. Your wrath also colors your reputation, making others fear you.

Infernal Engineer (400 DP Discounted for those who start in Wrathlands): Life in the Wrathlands is filled with opportunities for demons willing to learn and at a young age you

exhibited a fascination with something important; engineering. You are a skilled infernal engineer, capable of leading teams of engineers and coordinating complicated infernal industrial machines. You already have enough knowledge to create unholy factories, and can more easily appeal to and recruit your fellow engineers letting you lead complex industrial complexes of infernal terror. This comes with enough knowledge to design things like a doom engine, even if it comes with zero resources to actually sit down and do it.

Necromantic (200 DP Free for those who start in Blackweald): Some demons and devils of note have particular talents they enjoy using. Yours, it seems, might well be necromancy. You are a skilled user of the dark, defiling arts of necromancy, and can appeal to both those already undead and to those fascinated by this most unholy arcane profession. Undead view you with respect, with the simplest undead viewing you as a natural leader and following your commands unless animated by those opposed to you, and you can easily tutor people in necromancy.

Soul Sage (400 DP Discounted for those who start in Blackweald): Your fascination with necromancy has evolved into something more powerful; an obsession with the soul. You have taken to magic that interacts with the soul like a fish to water, and your magic reaches deeper its targets than it should. Your healing magic powerfully affects those you use it on, and your fear magic is sanity-rending. There is a purity, a dark power, to your magic. Those your magic touches will be changed by it, shaped more to your liking. A skilled enough soul sage can figure out more fun ways to use this, such as touching personalities and identities through the soul, and the fel art of making phylacteries but that level of skill is beyond you with just this perk alone.

Fetid Fecundity (200 DP Free for those who start in Eldermire): You are a being of dark prosperity. You have an unusual ability to promote fertility in other beings, and in land itself, able to promote growth in a range of capacities. This weird ability makes you incredibly valuable as a bringer of harvests, growth, and life. You are also especially good at promoting fecundity in vermin, pests, weeds, and other supposedly useless things and creatures. Things you promoted growth in become more receptive to your magic. Additionally, eldritch lifeforms are more receptive to your will and more friendly to you but be warned; even their friendly overtures can be dangerous to the unprepared.

Swamp Sovereign (400 DP Discounted for those who start in Eldermire): You are an especially insidious foe, one who has been blessed by the sickly, insane will of the Eldermire. You are capable of doing things like manipulating plantlife with the same ease as some elven sorcerers and druids, and you can innately damage the willpower and sanity of your rivals and foes, as well as command insects and eldritch lifeforms less powerful than you. With this you'll be a dreadful foe to battle, as you can do more than end the lives of your enemies; you can drive them to madness.

Cosmopolitan (200 DP Free for those who start in Pandemonium): You are a devil of class and elegance, one with an uncommon appreciation for refinement and civilization. Your enemies with more sophisticated tastes and habits can come to appreciate you and you will gradually

push your allies towards more civilized activities and interests. You can also use this against your foes, able to easily sway them to see the elegance and civilization you represent while painting their less refined allies as brutes undeserving of their loyalty. This is especially effective when you have enemies captive, and can easily paint their allies as undeserving of their loyalty with zero protest from their allies. This alone can be enough to sway enemies that are elitist, or ones you've begun to corrupt.

Hellish Politics (400 DP Discounted for those who start in Pandemonium): You have a steel-trap mind, and a cutthroat instinct for politics. You are every bit the strategist that more experienced veterans and generals are but on a different sort of battlefield; that of noble courts and imperial palaces. You can sense the ambition and loyalty in others, and have a way with words that you can wield as deftly as a skilled warrior wields a sword able to inspire coups without the aid of even a single other demon through words alone, with enough patience or a fractious enough court.

Inescapable (200 DP Free for those who start in Eden): You are an eerily effective warden. You know how to make prisons comfortable, and can easily persuade prisoners that life under your watchful eye is better than the chaos of freedom. You are also skilled at administering a prison, and know how to balance the needs of your staff with the attention your prisoners will need. You have an appreciable level of skill when it comes to extracting genuine information from your prisoners, knowing how to mix olive branches with pain to make telling you or your underlings the truth seems like a good idea.

Unholy Saint (400 DP Discounted for those who start in Eden): Your time as a guard or even overseer in Eden has allowed you to both see and feel the powerful might of radiant magic and holy energies. You've gained a scientific understanding of these strange energies, as well as are starting to exhibit a resistance to them that can terrify sacred beings and those who channel holy energies.

Foot Soldier Perks:

Discipline (100 DP): You are a disciplined soldier, one who is well-trained and knows how to follow orders. You are also a paragon among your fellow foot soldiers and your presence rallies them naturally, preventing them from breaking rank and fleeing unless you turn and run and thus ensuring that you will never have to face your foes alone. This also gives you skill at improvising when you're actually on the field of battle facing off against the forces of light.

Merciful Master (100 DP): You have an uncommon level of luck when it comes to finding and holding power over people in need such as you being given control over the daughter of a town mayor due to your role in the conquest of the town or you getting someone indebted to you. Circumstances will arise with some regularity that see you getting power over people, particularly people you find attractive. They will be especially vulnerable to your charisma perks and can easily fall in love with you or become obsessed with you. If you are merciful, or manage

to convince them that you're being merciful, they will be much more vulnerable to any other charisma based abilities you have.

Grunt Work (200 DP): Grunt work, things like establishing bases and constructing barracks, is something you are skilled at. You are not bored by such rote work and you quickly learn how to excel at such tasks. You're also perceptive and won't be caught off guard by enemy ambushes.

Unholy Luck (400 DP): In massive battles between the forces of light and darkness artillery strikes and other massive impersonal attacks are common. They routinely decimate entire squads of both demons and angels, fiends and elves alike. Many demons who lack steel wills are wary of such things, with good reason. You don't have to be. You will not meet such a nameless, anonymous end, in this world or any other. For someone to strike you down they'll have to do so with intent, knowledge, and purpose. Someone who sees you, recognizes you, and charges up a strike designed to take you down specifically will still be able to do so, but you'll never have to worry about stuff like a random cannonball aimed in your direction forcing you to use a 1-up or an attack by a drone in your hometown ending your chain.

Advancement (600 DP): Your contributions are not just those of a nameless grunt, one cog in an infernal, unholy war machine. Those above you will see you, and remember you, and when you stand out in positive ways you will be rewarded appropriately. You can count on advancing in hierarchies regardless of normal considerations and standard blocks on advancement such as gender or sex restrictions, restrictions based on the circumstances of your birth, or other such normal limiting factors that stop others from advancing. You are treated as though you live in a meritocracy, even in the most nonsensical dystopian societies. If you have talent, you will advance.

Lieutenant Perks:

Appealing Qualities (100 DP): You appeal to those above you. This is a physical, attractiveness booster, but it's also more than that. You have one area you are hyper-specialized and profoundly skilled in that makes you an appealing lieutenant and ensures that your betters see the worth in keeping you around. You're also a bit luckier at finding bosses and superiors who are at least somewhat attractive to you.

Seductive Spy (100 DP): You have all the skills needed to make for a stealthy, subtle, seductive spy. You are easy for people to accept, to like even, and you have a natural luck for finding people beneath people of influence, the sorts who know what is happening but are not themselves the people in charge, and swaying them to tell you things they shouldn't be loose-lipped about. You are also skilled at training spies and organizing spies into handy, effective spy corps.

Battlefield Leadership (200 DP): You are a battlefield commander. You have a keen eye for tactics and effectively command legions of soldiers. You also have a personalized approach to battle that is more effective than it should be, whether it is subtly targeting enemy commanders

or using raw power to brutally annihilate legions at a time, and if you are personally in the deep of the battle you're quite good at putting your strategy into practice guaranteeing enemies will either die by your hands or learn to fear reports of your personal presence on a battlefield.

Advisor (400 DP): You are a prodigiously skilled advisor, able to persuade even the most hard-headed of bosses and leaders of salient facts and wise courses of action. You have an especially sage-like reputation concerning areas of interest, be it ones relevant to your build in this jump or ones that take into account your composite build from all past jumps. A mad science jumper with this perk would be incredibly likely to be heard and respected concerning science and a divine jumper with this perk would be seen as an expert on religious matters.

Symbol Of Authority (600 DP): You are, in the eyes of your enemies, a living symbol of the might of those above you. You are the terrifying face of your superiors, of your kingdom, of your company, in the eyes of your foes, and you wield the full symbolic might of the people you represent. When your foes see you they know that they are dealing with a true infernal being, one who will bring the full weight of the unholy empire down upon them. And this obviously benefits from the success of the demonic empire, with the more success it has the more weight this gives you. In future jumps you retain echoes of the influence you've wielded, with you retaining more if you worked hard to expand the influence of those you worked for. This also makes it so that your foes are more likely to capture you if they defeat you, and enhances your worth in the eyes of your bosses so they will at least consider paying a ransom for you.

Aspiring Demon King Perks:

Apocalyptic Herald (100 DP): You are an embodiment of infernal might, with charisma that appeals to those like you in incredible ways. Even mindless beings who have some similarities to you can be appealed to and swayed by this. Those who are like you will be remarkably easy to persuade to join you, such that a cambion with this can persuade other cambions to their faction, or a malphan with this can make an elite legion of malphan siege-engines and shock troopers. This is also effective on those who've met you even if they hate you. Fear is a powerful tool after all.

Corruptive Crown (100 DP): You are particularly adept at corruption. You know how to slide into the hearts of those with different viewpoints and slowly, subtly drag them towards the dark. This tends to be a slow process, but you have an unearthly, inhuman charisma and even with a monstrous appearance and an otherworldly voice you could corrupt those who consider themselves paragons of goodness if you had time to work on them and if you didn't it'd be even easier. You can do this through powerful charisma, your words slowly sinking into the minds and souls of those you meet, or through sanity breaking means that in breaking their minds expose them to the hidden truths of your worldview. This also makes you more skilled at enthralling people through nightly activities, showing off a different type of royal jewels or national treasures.

Treasure Finder (200 DP): You are quite skilled at finding or acquiring treasures through a range of means. You are especially good at extracting treasures from places you conquer or otherwise rule over. Beyond that, you are skilled at actually using the treasures you find. Sapient objects are receptive to your ownership of them, pets are uncommonly obedient, and you exhibit great skill at using more mundane or at least less temperamental possessions.

Persuasive Prince (400 DP): You possess an uncanny level of skill at effective leadership, able to delegate with an impressive eye for picking the best people for different tasks and you have a cool head for the more day-to-day facets of running a dukedom, kingdom, or empire. You're also quite able to persuade your foes to join you, having an easy ability to pick up on other people's personalities and tendencies which gives you an instinct for how to best appeal to them. This works best if you have ample opportunity to study them, such as if they are a prisoner of yours or otherwise under your power. This also makes it easy for you to earn the loyalty of your underlings.

Dueling Duke (600 DP): When you take to a battlefield personally you attract the attention of battlefield commanders. They'll see your presence as an opportunity to capture you and destabilize your forces. It'll make them impatient, greedy, and more likely to believe that they are necessary, compelling them to take to the front lines themselves. When you encounter them, if you focus on them, other forces will matter less and you'll be given an opportunity to battle them one-on-one, at which point you can unleash your full force. If you defeat, capture, or slay enemy commanders the effect on the morale of your foes will be devastating, and can determine the outcome of battles altogether. Expect to have many climatic encounters and epic duels from here on out jumper.

Items:

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Species Items:

Tower Shield (200 DP Free For Malphans): This brutal shield is forged from the same infernal metals as King Asagoroth's palace in the heart of Pandemonium. Some say that that has left it scarred in ways that are esoteric and eldritch in origin, as your enemies whisper that to look at it saps the mind and weakens the body. This shield is also capable of enduring tremendous damage without a scratch and can allow even a weaker malphan to go toe to toe with a titan. It has chosen you, and in your arms, it can be used as a mighty blunt weapon.

Cloak Of Shadows (200 DP Free For Asmodeans): This cloak is the product of a ritual that required the death of many asmodeans as its final act. It took their illusionary powers and integrated them into itself, creating a sinister shroud you can wield with deftness. This tremendously empowers illusions and attempts at deception, making you much better at driving foes into your arms and clutches, or at driving them to madness.

Monarch's Mane (200 DP Free For Belians): This is the mane of a particularly powerful beast from somewhere in the Wrathlands who was felled by the last Belian demon queen before she took the throne. This grants you enhanced charisma, speed, and bolsters your ability to appeal to those with violence in their hearts. It also makes you more appealing to people like the animalistic and primal natives of Ghuranka. Some say the mane still retains some vestiges of consciousness or willpower, and it drives the unworthy mad with bloodlust. Thankfully you are not the unworthy, so instead it serves you, warning you of danger and allowing you to leverage your speed to evade attacks and to better execute ambushes.

Necronomicon (200 DP Free For Molochites): This corrupted tome is a sickly, sinister thing. It is filled with arcane power that is dedicated to twisting minds, decaying organic matter, and making life worse. This spell tome has chosen you to be its latest master, possibly (preferably, even) your last. This tome creates new spells and rituals in future jumps, which it is eager to teach you.

Rend (200 DP Free For Cambions): The holy sword *Rend*, once the weapon of the corrupted heroine, has chosen you as its new wielder. This is a radiant blade that is incredibly powerful against demons and forces of darkness as well as capable of firing energy blasts that can decimate castle walls. This blade, blessed by a god of some sort, is incredibly powerful when wielded against magic users.

Location Items:

Infernal Factory (200 DP Free For Those Who Start In Wrathlands): You are a master of manufacturing with this. This is a mighty factory that is staffed by an army of demons and it is filled with blueprints from throughout the unholy empire. It constantly churns out vital pieces of demonic technology and you can easily provide blueprints of your own to create more customized pieces of infernal infrastructure. Things produced in this factory benefit from your crafting perks.

Graveyard (200 DP Free For Those Who Start In Blackweald): Somewhere in the dark forest there is a small chapel dedicated to unholy gods and ancient spirits. Beside this chapel is a tiny graveyard, one that is filled with mysteriously sourced bodies in peak condition (and of various humanoid species, such as elves, orcs, dwarves, humans, and goblins) that are uncommonly receptive to the necromantic arts. With this a clever necromancer will have a supply of a few dozen bodies to practice their dark arts on, one that replenishes every week. Corpses you reanimate from here benefit from your necromantic perks. You can put in corpses yourself and

find that a replenishing stock of them will appear in the future, though how many is inversely proportional to the strength the corpse you put in had in life (Stronger corpses get fewer copies at a time). How many potential corpses you can get is not capped, but initially there are only a few dozen at a time until you start adding corpses of your own.

The Eldritch Heart (200 DP Free For Those Who Start In Eldermire): Deep in Eldermire is a vast plant. This thing towers into the air and also has deep, profane roots. It is the beating heart of some eldritch consciousness, one that views you as its lord and master. It supplies you with corruptive energy that you can configure and use to fuel abilities of yours that need power like spells (giving them a corruptive edge that makes them sap at the sanity and wills of those you use them on, making them either less desirous to fight you or twisting and reinforcing their loyalty towards you), and once per year can gestate and birth a lifeform that suits your aesthetic preferences and that is attuned to the swamp. These lifeforms will never equal the raw power of Lily of the Vale unless you use OCP to buff the heart. These lifeforms will be loyal to you, and will have eerie powers over non-sapient life. Any biomancy or floramancy based perks you possess will be present, to some extent, by lifeforms spawned from the plant.

Infernal Court (200 DP Free For Those Who Start In Pandemonium): You have seized one of the smaller palaces in Pandemonium for yourself. This palace is filled with guards, eager haremetses, and riches. In each jump from here on out you'll quickly find an echo of this suited to the new setting that effortlessly becomes yours, with its staff and occupants becoming loyal to you. If you wish past inhabitants of any given version of this can follow you as followers in future jumps. Those in this place are affected by your charisma perks.

Perfect Prison (200 DP Free For Those Who Start In Eden): You have a set of personalized jail cells that you have utter control over. These jail cells can fit any being you can bring into them, adjusting as necessary to do so. They also perfectly depower anything you get inside and lock in, making them a perfect trap for your foes. Those trapped here are incredibly susceptible to charisma and intimidation perks you possess.

Foot Solider Items:

Equipment (100 DP): You have the standard gear a warrior should be expected to have. You have appropriate armor and weapons, some rations, and equipment suitable for roughing it outdoors in ways congruent with your species. This stuff is repaired and replenished as appropriate whenever you enter a town controlled by your forces, a fortress friendly to you, or your faction properly establishes itself in a newly conquered territory. In future jumps this updates to include standard gear for soldiers of the jump's time period and historical context, without losing any of the old stuff.

Quartering Pass (200 DP): You are a warrior. It would be unbecoming if you as a soldier were left homeless, wouldn't it? Well you don't have to worry about that anymore. Now you have a quartering pass, a form you can give to anyone with a home who is affiliated with those you fight for, who upon accepting it will give you a place to stay and some food to eat. This also works on

those your people have conquered, meaning you won't be homeless even in places that were once controlled by your foes, so long as your ruler is the one in charge of a place now. In future jumps this becomes more broadly applicable to citizens of the same country or equivalent that you're a citizen of.

Mount (400 DP): You have become an elite trooper, perhaps a wyrm rider or some sort of experimental fiend cavalry. Regardless of the circumstances you have the loyalty of a fully trained mount, one that will direct its destructive tendencies towards your foes, while speedily and protectively carrying you from one place to another. In future jumps you can decide if this mount changes forms, or if people just don't mention how your ride is some sort of snarling monster. You are also quite skilled at riding and controlling your mount, though this skill doesn't translate perfectly to riding other, similar monsters or taming or training them.

Lieutenant Items:

Standard (100 DP): This fluttering flag is a symbol of the fierce overlord you serve. Those who see it are filled with fear of your master and are reminded of their ferocity and power, and when they see you that fear is reinforced. This may not be enough to make heroes flee, but normal foes, on their own, might well surrender at the sight of your standard if your forces have won enough recent victories.

Lair (200 DP): You have a luxurious, personal retreat somewhere in the territory that is under the control of the greater demon you serve. This retreat is both a perfect sanctuary for you and also a place where you can get to work on your interests, passions, and hobbies, outfitted with considerable resources to let you better invent, research, and invest in the armies and tactics of your master.

Symbol Of Might (400 DP): You have a mighty artifact in your possession that reflects the nature of your master. This artifact is a powerful thing and it is a visual reminder of who you serve that is also keyed to you and serves you loyally, empowering you in a way that is reflective of your boss. For example, an artifact of Eligor would be a heavy, brutal thing that smashes hope and cuts through goodness. This artifact can take on new forms in new jumps representing organizations you work for, or being keyed to a specific boss you have and empowering you in ways congruent with that person's interests and skills (and can morph back into older forms freely).

Aspiring Demon King Items:

Demon Lord's Raiments (100 DP): You possess a regal outfit that morphs as necessary to fit and suit you. These clothes are stylish and show off your most attractive features, while also enhancing your most prominent physical traits such as your speed, strength, grace, or any other such features. These clothes can also morph into battle armor, and do so when you are in danger. Those who see you in your battle armor form will feel a need to obey you, though this

effect is tremendously diminished on foes, but if they are weak-willed enough or fear you enough this can break them.

Unholy Scepter (200 DP): This mighty rod is filled with arcane power and serves as a powerful mystical enhancer, giving even normally magically useless malphans a decent amount of arcane power. This rod can also shapeshift into another weapon, turning into a cruelly adorned sword or a powerful battle axe with a thought. This weapon magnifies all spells cast through it, turning even simple fire bolts into mighty flame-spitting spells and also lowering their costs and making them simpler to cast. Those who see it are either filled with reverence, if they are dark-hearted, or with fear if they are neutral or skew towards the light.

Symbol Of Rulership (400 DP): This ornate artifact is a crown, a ring, or some other powerful unholy accessory. It is a perfect, unbreakable artifact that has selected you and foreshadowed the darkness of your reign. It contains concentrated versions of all of your charisma perks, and mixes the best parts of them, giving you an aura that blends your influence into the world around you. In each jump this crown grows in power and adds the effects of each new charisma perk you possess to your aura.

Companions & Followers

Importation & Creation (50 DP): You can import a companion and they gain all the freebies, discounts, and get to pick an origin themselves, as well as 600 DP to spend themselves on perks, and items. Companions cannot take drawbacks. You can also create companions through this, following the same rules: 50 DP per person, they get to devise their builds and have 600 DP to spend on things.

New Friends (50 DP): This option is for companioning other Demon-Conquest-Verse beings. By paying here you gain a token you can use to give someone, or something (so long as it's sapient), native to this setting the ability to come with you to future jumps, if you can persuade them to come with you.

Harem (50 DP): This is a group of followers; a devoted collection of individuals native to one of the starting areas who you can acquire through this option. If you wish, they don't have to match the starting area you selected (Wrathlands; imps, Blackweald; Risen Maidens, Eldermire; Brood Daughters, Pandemonium; Succubi, Eden; Fallen Angels), and you can instead select a harem from another place. This option can be selected more than once.

Legions (50 DP): By paying 50 DP you can get two armies of your command of the unit types outlined in the base CYOA or in the DLC. You can select which legions you get freely, and each army is a few thousand troops unless the text of the legion's description says otherwise (as is the case with the Doom Engine which is one vast object staffed by a small army of mechanics, operators, and cannoneers.). This option can be purchased more than once.

Supplement Mode:

You can use this as a supplement. If that is what you wish to do, import another jump of your choice and fill out both jumpdocs. Remember to keep the point totals separate. This setting and that setting will then fuse, though you can select the extent to which that occurs, such that if you want only the tracest elements of the... *Demon-Conquest-Verse* will affect the other setting, or vice-versa.

Scenarios:

Failure in a scenario doesn't necessarily mean you jump-fail, though death would certainly cause scenario and jump-failure. Each completed scenario awards, at a minimum, 200 DP, in addition to any other, explicitly stated awards.

Infernal Realm Scenarios

All Infernal Realm scenarios give you fiat-backed duchies that follow you for the rest of your chain, in addition to their unique reward(s).

Warlord of the Wrathlands:

The task is simple: become the ruler of the Wrathlands. How you do this is up to you, though outright conquest would in all likelihood be a difficult task given the enormity of the Wrathlands. That said, it may be possible for a clever jumper to blend tactical warfare with strategic diplomacy to swiftly take over enormous swaths of this infernal province.

Reward:

The reward for this scenario is a perk named *Infernally Industrious*. This perk fills you with infernal knowledge regarding powerful mechanical inventions, and makes you a dark master of demonic engineering. Among other things this gives you knowledge to create mechanical wyrms animated by magic, and how to create doom karts; smaller, one-man versions of doom engines that are incredibly powerful and a bit explosive.

Baron Of Blackweald

Blackweald is a strange, haunted place. Ancient, primeval ghosts stalk this dark woodland. Some of these ghosts are more powerful than others, and the three greatest ghosts (one of a dragon, one of a mighty werewolf, and one of a powerful lord from an era in the distant past) here are a local power in and of themselves. To truly conquer Blackweald and to extract the most value from this place you must be more than a duke of the living, you must gain the respect and acknowledgement of the mightiest spirits that stalk this place. To succeed here, you must either become acknowledged by the ghosts, or banish them and in so doing show your might.

Reward:

The reward for this scenario is the *Duke of Death* perk. This perk grants you immense power over, and respect from, the undead. Simple undead obey you instinctively and even intelligent undead like liches and vampires have an instinctive, though sometimes grudging, respect for you. It is much, much easier for you to persuade intelligent undead to join you in your campaigns, and with the power to command simple undead you can easily turn shambling hordes into armies and muscles for your forces.

Master of Monsters

Eldermire is an alien place, filled with unnatural, eldritch beings. The crawlers are actually only some of the bizarre abominations that call this place home, and to your surprise part way through your first visit to this eerie environment you meet a beautiful stranger. This intriguing woman is fascinated by you and shows you some of the strange monsters in this place. She has a bizarre command over them and offers to teach you some secrets, in exchange for you completing a “fun” task for her. This figure, Yaldabaoth (though she doesn’t tell you her name) asks you to create a new breed of monster. If you succeed, through whatever means are available to you, she promises to share forbidden secrets with you.

Reward:

Yaldabaoth is delighted by the strange monsters you have created. She eagerly offers her services to you, and is happy to share her wisdom with you. She begins the process of turning you into a *Master of Monsters*. This perk allows you to command wild monsters, and gain a strange level of skill when it comes to creating new ones. You keenly understand monstrous genetics and can predict what sort of monstrous offspring different types of monsters might have if allowed, or encouraged, to interbreed. Your foes will learn to learn your monstrous menageries.

Prince Of Pandemonium

Pandemonium, the capital of the infernal empire, is in shambles in the wake of the shocking death of King Asagoroth the 3rd. You return to your holdings mere hours after the news drops and find the city in chaos. Opportunistic demons retreat to their homes and rally their forces, while loyalist elements in the city try to retain control over vital pieces of infrastructure and critical artifacts. Sadly, the loyalist elements in the city quickly fracture and some vital government officials are deemed lower priority in being kept safe. Beyond that some individuals who should be given priority are overestimated, and those individuals are at tremendous risk. Among them are the Corrupted Heroine (who may or may not be your mother, and who is desired by both heroic spies risking their lives to execute a daring rescue and by demons who want her for her body and the propaganda they can put out if they capture and dominate her), and the former demon queen Lethice (whose underlings betray her at a critical time and seek to sell her to a demon who is obsessed with her). Can you find a way to secure control of the city and save one, or both, of the demons in time? To succeed here you must save one, or both, of the women and successfully retake or retain control of the city.

Reward:

For managing to secure control of the city and saving its two glittering jewels, not only do you secure the loyalty of the city's Blackguard watch (as well as the loyalty of the one, or both, of the women) you also become known as a bit of a *Chivalrous Demon*. Being a *Chivalrous Demon* makes you one gallant individual, talented at appearing in places at the nick of time and protecting your friends, allies, and underlings, as well as skilled at other facets of chivalry that could allow you to pass as a real knight in another world.

Emperor Of Eden

Eden is a special, frustrating place. When *Eden* first crashed the resulting holy radiation produced by the wreckage mixed with the naturally toxic demonic gases that the surrounding region naturally produces. This has made the land entirely useless as far as purposes like agriculture or habitation. The only habitable region is, somewhat curiously, the actual wreckage of *Eden*. If you can fix this place, through some sort of incredibly powerful natural magic or through some mighty out of context perks, you'll be heralded as the *Emperor of Eden*. There may be a clue aboard the vessel or deep in the memory stores of the Celestial Cortex that a technologically sophisticated jumper could extract...

Reward:

The reward for this is unusual. Not only do you get to take *Eden* with you, you get the ship-city in a restored state. This vessel is now an invaluable marshalling ground under your control, and in figuring out how to fix the land around *Eden* you've given the infernal empire both a lot of land and the knowledge needed to make more land in general fertile and viable for agriculture. You also get the *Sacred Scientist* perk which you attain by learning from the Celestial Cortex. This gives you knowledge of the holy sciences that the angels use to create flying cities and other celestial wonders.

Conquest

This is the ever-reliable **Do the CYOA** scenario, though your exact starting circumstances can vary wildly depending on your origin. Nonetheless, this scenario requires that you conquer the world, which consists of the demon empire (which at the start of the jump consists of the Wrathlands, Blackweald, Eldermire, Pandemonium, and Eden) and the combined forces of goodness and neutrality (Alyriose, Litriya, Shyreen, Ghuranka, Valeron, Utgar, and Skyhome). How you go about this is entirely up to you, as a clever demon with some healthy OOC perks and items can conquer the world through raw charisma, while other demons might unify the world through complex political scheming, or through brutal warfare. Regardless, when the world is a part of your empire (and everyone in it serves you, even unknowingly if you prefer to rule from the shadows) you have completed this scenario.

Aspiring Demon Kings start with the things the CYOA says they start off with, such as two generals, a legion based on their species and two generals (as well the legions belonging to the generals) and the duchy their starting location represents under their control, but all of the other aspiring demon kings start off about as powerful with builds keyed to their duchy and species.

Reward:

First and foremost you get a DP reward that depends on your origins. Aspiring Demon Kings get 300 DP, Lieutenants get 400 DP, and Foot Soldiers get 600 DP. These differing rewards reflect how much more challenging this scenario would be depending on your origin, as each origin has wildly different starting conditions relative to this adventure and still needs to end up at the same place to complete it.

Beyond that, if you successfully complete this scenario, this world becomes a fiat-backed part of your empire. Treasures, boons, "Flowers", "Jewels", harems, legions, generals, and the actual lands all become a part of your warehouse and follow you into future jumps. One thing worth noting is that if you complete this scenario you get all of the treasures, not just some of them. This does not bolster your number of boons, but over the course of your journey you will gain the boons you select as fiat-backed mini-peaks that follow you into future jumps.

If you partially complete this scenario but end the jump without conquering all of the world then what you have conquered and are the leader of follows you on your chain but you do not get the stipend bonus. You also only get the normal number of treasures you'd qualify for, but they are still fiat-backed. Completing this scenario, even to the extent that you are the sole leader of the starting empire grants you the *Conquest* perk, and if you purchased it you get the points refunded to reallocate as you wish.

Drawbacks:

Extended Stay (Varies): Each purchase you select allows you to stay for another ten years and gives you 100 DP each time. You can take this multiple times, but stop gaining points after the 3rd time you use this to add to the length of your stay here you stop gaining points.

Stereotypes (100 DP): How this perk manifests depends on your personality, dear jumper. Whatever you are like, in terms of your most basic skills, people will assume the opposite. If you are a warrior they will think you are a pacifist, if you are a general they will think of you as a novice soldier. Going further though, people will be opposed to your goals on the basis of these stereotypes and will often need supernatural persuasion to be convinced to be at least neutral towards you.

Arrogance (100 DP): Potential enemies are incredibly likely to be filled with arrogance and think they could take you despite the sheer lack of evidence supporting that view. Expect to have to do something about foes, despite how obviously outclassed they are.

Chaos (100/200/400 DP): In the wake of Asagoroth's fall the demon lands are in shambles. For the first tier of this, only demons seek to take advantage of this, with neutral and benevolent lands concerned about the fate of the hero and too worried to really try and capitalize on this. If you take the second, 200 DP tier, some greater forces of good manage to rally their most fanatical servants and march into outlier territory to try and break the demonic empire. At the third, 400 DP, tier goodness and neutrality keep fragile alliance long enough to seize the

moment and fully invade, with “flowers” and “jewels” leading powerful armies into demonic lands and trying to shatter the hold evil has on this part of the world. This could be an opportunity for a powerful enough jumper, but the “Flowers” and “Jewels” at full power, at the head of armies, are considerably powerful foes, and many of them would fight to the death, hoping that every second they fight you gives their allies an opportunity to rescue them and destroy an army of yours.

Realism (100 DP): No matter the power you have, the most common problems you’ll face are mundane ones. They may be solved with laughable ease, but that won’t stop them from coming.

Strong Vulnerability (200 DP): This drawback can be taken multiple times if you wish, and each time you take it you become vulnerable to something. This doesn’t make you fatally weak to something, but this does mean you’ll be in pain if you’re at all exposed to it, and can be killed by it with enough exposure. Holy energy is one fantastic example of a possible weakness, though you can also include things like fire, water, or religious iconography.

Apex Legion (200 DP Each): Somewhere in the world are rogue demons of various sorts who have struck out on their own. These forces can be recruited, but are tremendously powerful and well-organized. You can take this drawback multiple times for each type of monster and inhuman entity found in the CYOA (Everything from malphans to orcs are eligible for this), but each time you do they will become rivals who will vie for power and influence, though if you recruit them they will become powerful allies and servants.

Disruptions Abound (200 DP): Somehow you can never just travel from point A to point B with the appropriate ease. An endless cavalcade of small disruptions will conspire to make you late constantly.

Dramatic Bastard (400 DP): Something about you refuses to do things small. You are an immensely annoying showboat, especially when it really matters. This does not affect talent, so a talented performer can get away with this to an extent. It’s still really annoying though, and people who are unphased by your acting or musical chops will really hate this. This can be kind of kick ass at the end of big, really cool moments though, but on occasion you’ll deeply embarrass yourself, which for someone here can be a way to court disaster.

Sly Snake (400 DP): This is the opposite of the drawback just over it. You loathe people and the public eye and are a recluse broadly. You even use your powers to avoid detection, and are a silent, deeply graceful warrior, who goes out of your way to avoid being the center of attention.

Courtly Politics (400 DP/600 DP): Expect to have to deal with far more political intrigue than you may like. If you take the lower tier of this your own servants and allied equals are relatively unaffected by this drawback, but your superiors and rivals are far more treasonous and ambitious, seizing opportunity if granted it and willing to do what they can to cut you down and take what is yours, even when supposedly allied with you. If you take the higher tier of this even your own court is filled with snakes and dangers, and those who see a moment of weakness in

you may well be tempted to try and take action and claim what is rightfully yours. This includes ambitious servants who are near you in terms of power, though the stronger you are compared to them the weaker the effect this has on them.

They Know You (600 DP): This drawback automatically informs any enemies you make about you, complexly, instantly, and thoroughly. This doesn't automatically mean a victory is impossible, but it certainly shores up the challenge. If you know about some of your foes, this means your foes do also, which means team-ups between foes who survive your actions are possible.

Godly Foes (600 DP): The godly forces hinted at throughout the CYOA come to life, and opt to intervene more actively than they would normally. Divine clerics are empowered by the gods they serve, places like Eldermire are frighteningly haunted by alien intelligences, only some of whom are friendly, and even the titans stir to powerful life and actively aid druids and shamans throughout the world. This presents a fascinating opportunity for jumpers brave, insidious, or clever enough, as not all gods are opposed to darkness, but corrupting or outright facing and defeating a god is no small task, one only the mightiest of demon kings have done before.

Revived Menaces (800 DP (600 DP if you pledge loyalty to King Asagoroth the 3rd)): The Demon King and the Hero did not die at each other's hands. They were defeated, yes, but their indomitable amounts of willpower were so conceptually mighty that their hatred for each other kept them alive and allowed them to reject death. Both of these titanic warriors were explosively banished, and sent streaking across the skies to their homelands, but both also quickly recover and rally their forces. Anyone not affiliated with one of them quickly gets two powerful enemies, while someone who pledges loyalty to King Asagoroth is heralded as a wise figure who will be promised rewards for loyal service in Asagoroth's genocidal campaign as he swears to hunt down and exterminate those who do not return to his command. Meanwhile, the forces of humanity rally around the revived hero, heralding his victory (incomplete as it is) and swear to permanently cut out the darkness at the heart of the infernal empire.

Ending:

Return Home:

Return home after your long journey. By selecting this option you take everything you've earned on your chain with you, including what you selected here.

Stay Here:

Take another 500 DP and add any final bits to your build you wish, in exchange for making the Demon-Conquest-Verse your new home.

Continue Your Journey:

There are many more places to go and people to see. Go on jumper, return to your warehouse, and select your next jump.

Notes & Mini-Changelog

- Version 0.3 of this jump document was first released for public viewing on December 8th, 2024.
- With the completion of all of the perks on December 9th, the version number was updated to 0.5, marking the beginning of a downhill jog towards completion and publication. We then moved to 0.8 status when everything but the drawbacks was finished also on December 9th. This jump reached publication status, version #1.0, also on December 9th.
- Rite Of Conquest is based on the rewards you get for conquering territory, the skills and abilities you get.
- Reputation is based on the attitudes you can take towards those you conquer, but generalized to make it suitable for jumpers who don't want to conquer every world.
- All of the items will be original but should feel like they make narrative sense and fit within the world.
- Version 1.1 of this was started on December 14th, and adds the *Tyrant of Torture*, *Merciful Master*, *Seductive Spy*, *Conquest*, and *Corruptive Crown*. It also includes several new scenarios related to the Infernal Realms DLC.