

EXALTED

DESCENDING HIERARCHY



Creation is a place of many wonders and horrors. But it did not always exist. As the name implies, it was once created by powerful beings, each of whom brought something to add to Creation, whether that be the elements, colors, hierarchy, or even the gods themselves. These beings are known as the Primordials, and for many Epochs they ruled the world, wrecking it and the mortals on it at their whim, leaving the overworked gods to fix the messes they made. However, they made a mistake; they gave the gods free will. And with that will came ambition, and the unwillingness to be nothing more than a cog in the machine that was Creation. Thus the greatest among the gods, the Incarnae, began scheming. They obtained the help of Autochthon, the Great Maker, who was weak and mocked for it among the other Primordials, and ensured the neutrality of Gaia, whose essence imbued Creation with life and elements. Autochthon crafted the Exaltations, artifacts of great power, and each of the Incarnae imbued a set amount of them with their power, coloring them with their own essence. Thus was the Exalted Host born, who warred against the Primordials. From their hands came the first deaths among the Primordials, which shocked and horrified them and broke Creation, resulting in the existence of the Underworld and the Well of Oblivion. After much fighting, the Exalted achieved victory over the creators of the world.

But they were not content with mere victory, no. The Exalted imposed upon the losers the Surrender Oaths, twisting and mutilating the surviving Primordials to prevent retaliation. No longer could the Primordials cooperate fully, no longer could they create freely, no longer could they roam wildly. The King of the Primordials, then called Theion, was mangled, forced inside out, and forced to become the Demon City, prison of his own subjects. Cecelyne's endless sands became a cage, trapping the losers in Hell even if they somehow escaped Theion, now Malfeas. Thus the Primordials, once proud makers of worlds, become the Yozi, spiteful and resentful mockeries of the glory they used to be.

But not all is lost for the Yozi. Escape may be impossible, but they are the very beings who designed possibility, so it matters not. The Ebon Dragon, a Yozi who was particularly vile even before the Primordial War, has found a scheme to liberate the Yozi that may work; 50 Exaltations from the greatest of the Exalted Host, the Solars, who alongside four other Yozi he has twisted with their own essence, repurposing the very artifacts that allowed the usurpation of the Yozi towards their own liberation. Additionally, the Ebon Dragon has another scheme, with far greater chances of working, which he keeps zealously secret. Perhaps he intends to free only himself.

You now find yourself in this world, as one of the demons that form the hierarchy of souls each Yozi possesses, or perhaps even as a Yozi yourself. Depending on your choices, you may be free and whole, able to roam Creation and the Wyld beyond, or trapped in the hateful prison of Hell. Free or not, you will remain in this world for 10 years, likely enough for any plans you may have to come to fruition. You can choose to stay for longer if you wish of course. And lastly, you may have the following:

+1000 Creator Pieces

Good luck, demon, you will need it.

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STATUS

But first, you must decide your status among those who created the world. What are you, jumper?

SERF +300cp

You are a soul of the First Circle, considered a serf, little better than mortals and just as irrelevant to the Yozi that spawned you. Each such demon is spawned as a species capable of reproduction, albeit never the same sort of reproduction of humans, and always with some purpose in mind, which influences their nature and thoughts. Some of the First Circle demons are prostitutes, while others are fierce warriors. Still others are restless builders, living immune systems, exquisite musicians and dancers, or proselytizers of hopelessness to the Yozis' enemies. While most demons of this Circle allow themselves to be ruled by their instinct and purpose, you retain your own mind, and will likely distinguish yourself enough to be a legal Citizen in the laws of Cecelyne. This does not, of course, mean that you may achieve power comparable to your betters. You may be an Erymanthoi, simple blood-apes, a Neomah, fleshcrafters, one of the Anuhle, various spiders of Hell, or any other strange being. In case of doubt, feel free to come up with your own original form of demon, as long as it is an innately weak one and not able to overwhelm Heroic Mortals. You may be ageless or possess an incredibly long lifespan, but you are ultimately as vulnerable to death as any mortal is.

CITIZEN -0cp

The next step up from Serfs, Second Circle souls are the lowest souls of the Yozi and Primordials, influential on the nature of your higher self to some extent but ultimately expendable. You are a legal Citizen by birthright, and your nature defines and is defined by the Unquestionable that birthed you. At this level, you are very much greater than any individual mortal, although the Exalted and particularly powerful gods can still match you, should they have great experience and skill. You are free to carve out a territory for yourself in the Demon City, and no Serf may gainsay you or question your authority for any reason. You may be perhaps a structure, such as a tower, able to also manifest in the form of a creature, humanoid or otherwise, or simply possess one form of a creature, similar to the spirits of Creation. Either way you have some power to yourself, and freedom so long as you do not rebel against the authority of those above you.

Citizens like you are also the most common source of Serfs; with a significant investment of essence and some work, you can spawn a handful of First Circle souls entirely of your own design. You decide the nature and forms that such spawn take on, and they will be able to reproduce on their own, eventually forming into a whole species of their own. And of course, as their creator, you may command any members of such a species with a minor exertion of will, which they cannot resist without immense willpower of their own. You can also reform any First Circle souls from species you spawned, should you wish, but this is usually not worth the effort it takes to do.

Lastly, you are as immortal as the gods made to manage Creation; without supernatural powers designed to kill the immortal or destroy and shatter souls, you will simply reform 426 days after your death, retaining your powers, memories, and self. Any objects, such as Artifacts, that you are attuned to with your essence (or are otherwise bound to your soul or mind) will follow you, albeit anything else will remain behind. Should this ever happen to you, remember to punish your killers and reclaim your possessions.

UNQUESTIONABLE -300cp

You are Unquestionable, a Third Circle soul and among the most important of the Yozi you belong to. Your nature represents and defines an important aspect of the Yozi you come from, and your death would be crippling to them, even if temporarily. However, you will also feel great attachment to your progenitor, and will be compelled to be loyal to them. In the Law of Hell, only other Unquestionables may contest your will, and anyone below you must obey you or die. Your power is such that only the greatest Exalts or gods can rival you, and you possess immensely powerful abilities. For example, Orabilis, sixth soul of Cecelyne, is aware of any who learn a secret the Yozi wish to keep to themselves, and can immediately manifest next to the criminal, and with a touch he can banish them to the skies of the Demon City, doomed to burn and die in the light of the Green Sun.

In addition to your power, you are also the source of 7 Second Circle souls, the Warden, the Indulgent, the Defining, the Messenger, the Expressive, the Reflective, and the Wisdom soul, which embody and express your ability to protect, gratify, define, communicate, express, reflect, or understand your own essential nature, respectively. You can also create First Circle souls just like Second Circle souls can. While all these souls operate independently from you, you may command them with a minor exertion of will, albeit this can be resisted if they possess immense willpower of their own. And of course, while you will suffer little more than a mild diminishment in power with the permanent deaths of one of your Second Circle souls, you may create a replacement for them with a significant investment of time and essence. Even if they are expendable, it's still wise to make sure they don't die.

But of course, just like how Second Circle souls are more resistant to death than mere mortals, so are you more resistant to death than your Second Circle souls. Not only must your enemies destroy every body you are manifesting in, they must also wield great powers designed to kill the immortal, or which can destroy and shatter souls. Even in such cases, as long as at least one of your Second Circle souls yet lives, you will reform 426 days later, albeit greatly diminished by the experience. This diminishment can't be avoided without ensuring that all your Second Circle souls are alive, unfortunately, but at least it is temporary.

And lastly, the proto-divine composition of your being and the eternity of your age grants you skill and ability beyond most beings; being innately a legendary master of any discipline you care to indulge in, and even the most skilled elder Exalted need great effort to match your casual puissance, not to mention the heights of capability you can reach in subjects you actually focus on. This also extends to your physical presence, allowing you to manifest simultaneously in many places at once, whether as a massive structure or geographical feature, a humanoid (or otherwise) creature, or both. Unfortunately the Surrender Oaths restrict you so that you may only have one manifestation outside of Hell at any given moment. Still, you may even appear on every layer of Malfeas at the same time, if you felt so inclined.

REPRESENTATIVE -400cp

While Third Circle souls represent and define great aspects of their Yozi, one among their kind is special; their Fetich soul. While a Third Circle soul in many ways that matter, such as possessing 7 Second Circle souls, their resistance to death, and proto-divine puissance, they are particularly important as they embody and define the core principle that defines the entire nature of the Yozi. While the permanent deaths of any Third Circle soul will inevitably change the Yozi as they lose the aspect such soul represented and potentially gain a different one due to their replacement, the permanent death of their Fetich soul destroys their self and identity, forcefully and fundamentally changing the very principle that serves as the foundation for their existence. Just like how Adrián, River Of All Torments, became Adorjan, the Silent Wind, the Yozi will become a completely different being, whether by the generation of a new Fetich or by the promotion of some other Third Circle soul they have that may still remain.

This special status confers little practical benefit. You may be noticeably mightier and more puissant than your Third Circle peers, but the difference is not a large one, certainly not like the difference between Third Circle and Second Circle souls. It does mean, however, that your higher self will value you above any other Third Circle soul of theirs, although this may result in them hiding you away.

COSMIC PRINCIPLE -1000cp

You are no mere demon or deva. You are beyond even the gods themselves, being among those who created the gods to delegate the task of maintaining Creation. You are not a singular being, for you possess many important souls that compose what you are, each of which possesses 7 souls of their own. The immensity of your being also produces whole species of beings, that to you are as numerous and replaceable as body hair might be on a human. Such is your power, that you are among those who provided the building blocks of existence.

Your own personal abilities, as much as a cosmic force like you can be a person, are beyond even the greatest Exalted who have ever lived, comparable to the Incarnae themselves. And while the Unconquered Sun and Luna might be able to strike you down if it weren't for the Geas preventing all gods from harming your kind, they would find such a fight to be a struggle. You possess the same egregiously casual puissance as your Third Circles, and while it is restrained to your themes instead of being applicable to any action you care to perform, you can go unimaginably far beyond if you truly exert yourself, reaching a level of cosmic skill that even the Incarnae are hard-pressed to match. If you keep exerting yourself, you'll find that your serious efforts become easier and easier to wield as your essence saturates your surroundings and warps reality itself in your favor, quickly becoming as trivial as your more casual puissance, although this effortless dominance does 'reset' after a few hours of not exerting yourself. And of course, any such actions of yours that are unopposed (and fit within your themes/Excellency) simply automatically succeed with egregious levels of excellence, going far above and beyond the minimum needed to succeed. And this is all, of course, not taking into account the vast host of Charms that you possess, yielding you a great many powers appropriate to your themes, which you may leverage with your cosmic puissance.

Choose some fundamental principle to define you. It may be an acid sea, a murderous wind, an infinite desert, a royal sun, or utter evil. This will be the most fundamental aspect of your existence, embodied and defined by the nature of your Fetich soul. You will also have between 12 and 24 Third Circle souls, each of which will expand and elaborate on your fundamental principle. While having more Third Circle souls will not increase the potency of your abilities, it will expand on your themes and allow you a greater spread of ability.

Your soul hierarchy is not all glory and power, however. They define your nature and personality, for they are who and what you are, manifested as entire souls of their own due to the immensity of your own power and status. Permanently destroying one of your Third Circle souls will harm and lessen your self. You'll have to spend a massive amount of your power to create another Third Circle soul as a replacement, and even with extreme effort in the design of the new soul it's unlikely you will recover from the diminishment in exactly the same way you used to be. You can also gain new Third Circle souls by making your Fetich spawn an eight Second Circle soul, to serve as a Progenitive soul. Unfortunately, it is difficult to predict how the nature of such a Progenitive soul will develop once they rise to the status of the Third Circle and evolve their nature as a result, even if you have designed them to great detail.

Perhaps, if you are truly foolhardy, you may invest truly immense effort to surgically kill your own Third Circle souls and replace them with carefully crafted Progenitive souls, to modify the nature of your own powers and abilities in a partially controlled manner. Why would you want to do this? Who knows. Such actions will certainly horrify most of your kin, and permanently killing a Third Circle soul is no simple matter, even for one such as you.

Suffering the true death of your Fetich, however, is tantamount to a complete mental breakdown, the pillar of your psyche shattered and removed. Your very nature and domains will change by the birth of an entirely new Fetich. You cannot stall this process either, being irresistibly compelled to gestate a new Fetich the instant you are capable of doing so. As a mercy, you will miraculously retain your self, even as you are changed by this experience, and you'll be able to choose which Third Circle soul you may still have to turn them into a Fetich. Still, the result that such a change will bring on your nature and domains will be hard to predict, just like the ascension of a Progenitive soul to a true Third Circle soul. While this is obviously a truly worrying weakness of your new self, it is worth stressing how powerful each individual soul of the Third Circle is, and how your Fetich will rival the Incarnae on their own. The true benefit Primordials and Yozi have over the gods is that they are legion, and never fight alone in the sense that the gods and Exalted do.

If even one Third Circle soul of yours survives, so shall you, diminished and changed as you would become. The loss of such powerful souls is not something easily recovered from, after all, but it is not impossible to one day regain your former glory and bring vengeance on your enemies. But what may happen if truly none of your souls remain? The answer was revealed in the Primordial War, and it is very much not pleasant, turning the Primordials who died into the ever-suffering Neverborn. Needless to say, it is highly recommended you avoid such a fate. One interesting way of doing so is allowing the Green Sun Princes that the five Yozi of the Reclamation created to learn the Charms that compose your being. If even one of such Exalts who know your Charms survives, then you may be spared of the worst consequences of your Fetich permanently dying, being able to retain the principle that already composes the foundation of your existence and letting you recover with a Fetich that, while not identical, will have the same nature as the one you lost.

It is worth noting that you can possess any of your souls regardless of where they may be, allowing you to remotely control them even if they were summoned to Creation. While possessed in this manner, said soul is free of any bindings, albeit the Surrender Oaths might be too mighty to bypass this way. You can also communicate with your souls with a similar lack of limits in distance, although this is only a transfer of information and does not allow you to socially manipulate them. Finally, the influence of your souls is two-way; you will feel great attachment to the motivations and goals of each and every single one of your Third Circle souls, and this attachment cannot be removed or changed save by interfering with said Third Circle souls directly.

But enough about your souls. You possess two types of bodies; one, your World-Body, lives up to its name, being an entire world in its own right, and possibly being truly endless, transcending the limitations of space. The other, your Jotun body, is a titanic form, fit to crush all in your path, which resembles an individual creature like spirits or mortals more than the totality of your being. The specifics of both of these are entirely influenced by your natures, each Third Circle soul affecting their form and function, just like how the King of the Yozi possesses endless urban layers composed of brass and basalt. Your Jotun body may also be shrunk down, in case you want to interact with those infinitely your lesser as your whole totality, rather than leave such a meeting to one of your souls. You'll begin with two or three Jouten bodies of your own design, and you can also create more Jouten for yourself with some effort, if you prefer to be in multiple places at once both within and without your World-Body. It is worth noting that while you possess some awareness of anything within your World-Body, this awareness is vague and works at a scale appropriate to your size, so using your Jouten to inspect details is a wise move.

It is truly unfortunate that the Primordials were imprisoned and mutilated. Even more unfortunate that you are no exception. You must take the Crippled and the Now What? drawbacks, receiving no points from them. If you wish to be a healthy Primordial rather than a Yozi, then you must purchase the Swallowing The Scorpion perk. You still won't be able to obtain cp from the Crippled and Now What? drawbacks however.

ORIGINS

Now that you have decided your new status, it is time to decide your origin. As a Cosmic Principle, you may choose to either replace the Yozi (or Primordial) of your choice, becoming them, or having been some other being that somehow learnt the Cosmic Principle Charm that serves as the fundamental essence of said Yozi. This would mean that you are a second, fully independent albeit identical, instance of your choice. Truly a strange option, and likely one that will raise many questions from others.

Malfeas, The Demon City and King Of The Yozi

Malfeas, King of the Yozi, hates Creation. He hates the Exalted, and he hates his imprisonment. But above all, he hates the fact that he was defeated and bound. Before the Primordial War, he was Theion the Empyrean Chaos, and now he is diminished. If Malfeas could kill himself, he would. Sadly, he cannot, and thus torments his own World-Body, the realm of existence referred to as the Demon City, in his humiliation. While he was shaped into a city against his will, he does have some control over his own body, and the entirety of his environment seethes with such spite that any mortals that find themselves in Malfeas without some form of aid will die in seven days, no more or less. He cannot deny the magical materials, but steel decomposes into its component ores to sabotage anyone foolish enough to bring mundane equipment into the Demon City.

The humanoid body he personally takes tends to take the form of a tall and brass-skinned man, and he is known for his ecstasies and viciousness. He likes to dance straight through his streets, and tends to direct great dramas in the largest square available. He does restrain himself in this form, however, to avoid feeling the disdain of Ligier, the Green Sun and Malfeas' remaining Fetich.

Cecelyne, The Endless Desert

Past the borders of Malfeas lies a silver desert. If one walks deeper into the dunes, they'll find the sand blackens and becomes rainbowed with tarnish, and the sky changes from the sickly green light of Ligier to a starless black void. Anyone who explores thoroughly will find any kind of desert landscape within Cecelyne; baked red earth, dunes of fine sand, and even the occasional ocean devoid of life. It is Cecelyne's endless form which binds the Yozi together. Should a demon break through the prison of the Demon City, they would only find themselves amongst endless lifeless sand.

Cecelyne delights in her own growth. Tiny vermin at her edges burrow into the earth and spread her sand, and her priests bless newborns and sponsor new citizens, for such expands her legal and social authority. But in order to grow, restrictions must exist, and Cecelyne implements such things as well. It is her obsession with growth and expansion that lead her to silver the sands that intersect with the Demon City, in pursuit of earning Szoreny's attention.

She Who Lives In Her Name, The Principle Of Hierarchy

Before the Primordial War, Creation was greater. Its current state is but a fraction of the true design of the Primordials. This diminishment was caused by She Who Lives In Her Name, sacrificing three of the one hundred thousand orbiting spheres of her form, in order to spite the Solars who denied her surrender and integration into the bottom of the hierarchy the Solars would later create during the First Age. When the fires of the Three Spheres Cataclysm faded, only the Terrestrial Sphere, Yu-Shan, and possibly Zen-Mu survived the devastation.

She Who Lives In Her Name always takes on one specific form, that of a central sphere-trapped fire, orbited by 99,997 smaller, identical spheres. When moving, she simply relocates, and it is impossible to witness her in transit. She is often found in the Silver Forest that is Szoreny, where her sphere-flames illuminate the mirrored trees and hang like lamps among the branches. Mortals and demons who comprehend her true name, only obtainable through an inaudible whisper in her heart, are instantly and utterly subsumed to her will and become her subordinates.

Adorjan, The Silent Wind

Adrian, River of All Torments, was a terror to the Exalted Host, with the razors and ice whipping through her currents slicing to pieces any who attacked her. But one Solar slipped past her dangers and killed her Fetich, Lilike. The Solar harvested Lilike's final cry to create the Demon-Wracking Shout Charm, and as Lilike faded, so too did her river, evaporating into the cruel and dry Silent Wind. It is because of Adorjan that there are entire classes of serfs tasked with nothing more than to create as much noise as physically possible, in order to ward away the silent killing winds of Adorjan. Little do most demons know, Adorjan can choose to overpower the noise and bring silence with her through force.

There are some sounds Adorjan never silences. The Demon-Wracking Shout, crafted from Lilike's final cry. The laughter of a child, trapped in a shell and combined with gold and silver. And finally, the noise produced by her own First Circle souls. Perhaps she secretly appreciates these sounds, or maybe she just abhors them above all. No demon knows for sure, but the latter possibility is more likely. Adrian was capable of showing mercy, but Adorjan never does. Even the most powerful demons flee her path, and any who survive her passing bear horrible scars.

Adorjan's madness drives her to actions most would consider incredibly hostile in the name of love, such as violently ripping away her victim's attachments. Likewise, she avoids such insanities against those she hates, forming a reputation in Hell that Adorjan's hate is far safer than her love. Adorjan has been known to manifest in gentler forms however. Once, she took on the form of a young maiden with white jade teeth, and visited an Exalt seven times in seven days. And even as her winds destroyed the dreamscape, her maiden body bore seven daughter-winds. Three of her daughters joined their father in Creation, and the remaining four wander throughout Malfeas. Adorjan's daughter-winds are unfortunately mindless, but they held sentience before and could be granted such again.

The Ebon Dragon, The Shadow Of All Things

It is the nature of solid things to cast shadows; and the nature of minds, hearts, and souls to contain them. It is the nature of night and anguish to bring darkness. But when mortals and demons walk beyond the light, they shall find the Ebon Dragon at their limits and its own. The flight of the Ebon Dragon is the one thing allowed to blot out the light of the Green Sun. It is the Ebon Dragon's passage alone which dims the fires of She Who Lives In Her Name.

Even before the Primordial War changed Creation, he loved only the doomed and knew secrets unknown even to the Lidless Eyes That Sees. Now, the claws and whiskers of the Ebon Dragon creep through the cracks in the prison all Yozis are bound to. While Malfeas may abhor his prison the most, it is in the very nature of the Shadow Of All Things to struggle against his bonds. Thus he is the leading Yozi of the Reclamation, and works tirelessly to find an escape to the Surrender Oaths.

Kimbery, The Sea That Marches Against The Flame

Beneath the cities formed by Malfeas' twisted form, sleeps the endless sea of Kimbery. An acid ocean with no bottom, Kimbery slumbers as a churning and tempestuous collection of solvent and marine life. She is both a helper and an outcast among the Yozi, willing to give aid to her siblings in time of need but forever distant and unwilling to fully commit to any of their schemes. It was Kimbery's akuma who ferried the stolen Exaltations from the Deathlords to the Yozis in Malfeas, but she herself did not partake of this bounty. It is her demons who help shape and mold many structures of Malfeas, but few of them live on its surface. From her watery womb came the great Demon-Blooded Lintha, who rose to greatness and fell to near extinction before the gods and their Exalted servants ruled. When the Primordials were mutilated and twisted into the Yozi, Kimbery flowed into Malfeas' wounds. She burned and ate away at his insides as she passed to finally pool in his depths. Even today, some of the oldest areas of the Demon City still show where her waters smoothed and eroded the city's walls and buildings, and ancient waterways carry some of her more agreeable children.

Szoreny, The Silver Forest

The Silver Forest is always the first to consider and the last to act. According to First Age records of the Primordial War, he struck no blows against the Exalted, instead withdrawing behind veil after veil of illusion and folded space. Even now he has no taste for direct confrontation. But this is not to say that he is kind. Even his reflexive love for those he reflects is tainted by a loathing born out of five millennia of exile. His best-known form is that of a vast tree whose countless branches, buried in the black earth of Malfeas, rise like the trunks of a silvery woodland. It is Szoreny's nature to imitate his environs. He has been a silver sun hanging at zenith, shining with reflected emerald light. He has been a quicksilver sea, his burnished tides swamping hellships and drowning demons in metallic deeps. He has been ten long-haired men and women with mirror-bright eyes, a figure formed from snarls of fine silver thread, each thread tipped with a faceted hematite gem, a magnificent palace of silver and black stone rising at the heart of the Demon City, a congeries of thousands of perfectly mirrored spheres.

It is said that the endless rings of recursive reflections that form Szoreny's noetic heartwood contain perfect replicas of everything and everyone whose images he has ever encompassed. If this is so, then all that he has ever witnessed persists beyond destruction or death in the infinite vistas of his hidden mirror-worlds. Indeed, by the lights of certain scholars, both infernal and Exalted, these facsimiles are superior to the originals, for they are the results of a Primordial's ratiocinations, reified and refined by his superior sapience.

Oramus, The Dragon Beyond The World

Sometimes, when he sleeps most deeply, the Dragon Beyond the World appears as nothing more than an egg-shaped mass as large as a mountain, a colossus wrapped tight in his own wings, encircled by vast plains of rubble. But when his dreams are fitful, the Wyld-light shines around and through him. Then he takes forms other than his own; an opalesque temple with seven minarets a cyclopean lantern burning with seven varicolored flames, a seven-sailed galleon of blue wood and starmetal, chained to an anchor carved from a single pearl, a titanic snow white bird with seven broken wings. In these forms, he may be encircled by a forest of liquid trees, or an inverted mountain range, or an ocean of serpents, or illimitable empty sky, or any number of other mad landscapes. But in every form he remains bound. Boundaries lose cohesion and meaning; one can leave a forest while still being surrounded by its trees, or find oneself within the Dragon's aberrant innards without ever having entered his body. Parts of one's own physiognomy may be temporarily subject to sudden (albeit harmless) eversion.

The Dragon Beyond the World is an artist, but he has little scope to exercise his aesthetic sensibilities while he lies bound and sleeping. Nonetheless, his urge for self-expression finds a way. Singular creatures sometimes rise from the stones around him or squeeze out from between his wings like infants from the womb, each of them like nothing that has ever been born before or since. At other times, he appears in the dreams of demons or mortals as a psychic muse, overwhelming their souls with impossible visions that can only be exorcized through imperfect mimesis in painting, sculpture, dance or song. Such accursed artists are deemed mad by their peers, and this is too often true, for what lesser mind can encompass the hurricane of inspiration that is Oramus?

Isidoros, The Black Boar That Twists The Skies

The Black Boar That Twists the Skies bears as much resemblance to ordinary swine as the legendary Clay Man does to mortals. His skull is too broad, his thews too heavily knotted with twisted muscle. The pupils of his burning eyes are many-lobed, like the asterism in a star ruby. His bristles are bladed and barbed like harpoons. Such is his might that space and matter subjugate themselves to his movements. With each step, those things that he passes are pulled into his slipstream. Dying stars dim as they whirl in his wake, and those who draw too close and touch his ebon flesh expire with a sizzle and hiss, like cinders in water. Stone and sea twist like taffy as he goes by. They usually snap back into place once he is gone, but sometimes these deformities linger: warped and distorted buildings, persistent mountains of water, aerial chunks of levitating landscape.

Isidoros' boar shape, the form in which he strides across the emerald skies of the Demon City, is but a shadow of his true self and his true strength. His core, his fundamental Essence, is a midnight universe so unimaginably vast and heavy that not even Malfeas could bear its weight. When he chooses, which is seldom, for it would smack of vulnerability, his boar shape becomes a fire-rimmed portal opening onto that incalculable mass. So dense is the dark matter of which Isidoros is made that light quails and turns from it, cloaking his ebon worlds in coronas of ghostly flame. Even the boar's reflection, an image of an image, is too great for reflective surfaces to contain. Mirrors shatter as he passes, strewing the ground with their twisted, blackened fragments. Bodies of liquid boil beneath the pressure of his reflection, veiling themselves in steam and smoke. Only the silver surfaces of Szoreny can encompass him.

Elloge, The Sphere Of Speech

Elloge spends most of her time in the empty spaces between Malfean layers. There she is invisible but for the peculiar distortions and evolutions that ripple across those causeways, clouds and dying stars that cross her path. Her passage is far more dramatic when she descends upon the Demon City. Then it can be clearly seen how all things that enter her sphere of influence dissolve into whispering glyphs that hang upon the air—writings that spell out their own identities and qualities in the numberless languages that are Elloge. Everything inside the Sphere of Speech exists within a multidimensional web of unplaces defined both by linguistics and by correspondences. Perception and travel are difficult there for intruders hailing from conventionally physical realms.

Unwary travelers may plunge headlong into lacunae, meander through musty catacombs of subtext, spiral across endlessly looping motifs, succumb to the soporific allure of violet-hued corridors burgeoning with efflorescent prose, or be savaged by wild packs of paradoxes and koans. Demon scholars have roved through countless chapters of Elloge, acclimating themselves to formless aural or textual existence so that they might explore the peculiar volumes of her inner spaces. There they have discovered all manner of marvels and wonders. Traps baited with erotic expressions, waiting to snare victims with barbed hooks and pull them into prefaces. Strangely compelling arcing paths that only one member of an expedition may follow. Locales separated by beauty rather than space. Peculiar doublings and inversions of explorers and entities. Dizzying ambiguities that cast prismatic shadows of alternate interpretations and connotations. Anagrammatic transmutations. Unfathomable neologisms. Cryptic devices existing only to thrust one further into the Yozi's bowels. Inscrutable mechanistic entities of godlike power.

As a rule, the inner worlds of the Sphere of Speech have little to do with reality as it is—or even as it was. Some of her hidden environments depict the Time of Glory, albeit through a romantic lens that does not match even the fragmentary records of the Exalted. Others portray the Wyld, or legends of lost Zen-Mu, or countless other realms presumed to be fictional. Recently, however, explorers of Elloge have reported recent narratives focusing on Creation and the activities of the Exalted, featuring both untainted champions and the Green Sun Princes. Whether this merely indicates interest in a world more to her liking or an attempt at symbolic manipulation of reality has not yet been determined. Though the Sphere of Speech is largely solitary, she has been known to roam among the world-bodies of her fellow Yozis, there to drink deep of their qualia and absorb them, creating within herself new vortices of vocalization and tangles of text. Elloge appears especially fond of the enigmatic dream-glow shed by Oramus, whose broken wings are immune to her transliterating touch.

Hegra, The Typhoon Of Nightmares

The Typhoon of Nightmares is a creature of flux. She moves to no set pattern, traveling wherever her mood takes her. Sometimes she pours down her dream-rain to fill the demons beneath her with euphoria. Sometimes she withholds her precipitation and lashes out with ebon lightning that drains all feeling from those it strikes, leaving nothing but soulless husks. When her rage runs cold, her dream-rain turns to opalescent sleet, like a hail of pearls. When her fury burns hot, her clouds glow with a sulfurous blaze and her rains boil out as billows of broiling, coruscating nightmare-steam. Hegra's other forms are even more evanescent than the Typhoon of Nightmares. Sometimes she is a compulsion, an impalpable presence that compels lesser beings to chaffer and deal. At other times, she manifests as a pervasive glamour of wonder, or envy, or regret. At no point does she don a shape so crassly solid as mortal flesh.

For a creature as ephemeral as she is, Hegra is fascinated by things. She is a creature of interaction, of commerce, of exchange. She deems both gift and theft to be degenerate, albeit appealing, forms of trade. She gives dreams and passions, and takes them away; her waters nourish the metal vegetation of Malfeas, not from any natural law, but because it pleases her to provide rather than withhold. Hegra is one of the few Yozis known to dabble in the politics of Hell. She does this not out of any meaningful interest in demonic society, but rather as a child plays with dolls or pokes a stick into an anthill. She might, in passing, endow a slave of the First Circle with Essence-fueled power and unquenchable ambition, or fill all of a Second Circle citizen's subjects with some specific and peculiar monomania. Then she watches what befalls in black flashes of lightning beneath the shadow of her rain.

Metagaos, The All-Hunger Blossom

Metagaos devours everything. Those who approach the swamp that is Metagaos first discern that he eats light, for the light of the Green Sun grows dim at his borders. Likewise, they observe that he eats color, for his enfoliated flanks are a tangle of gray. Upon entering the trackless maze of the swamp, one sees that many of his plants bear the contorted marks of other life: a branch may have the scaly form of an amphilisia's limb, or a knotted trunk may reveal the frozen face of a long-lost demon of the Second Circle. For Metagaos also devours independence and identity, assimilating lesser creatures into his body and self. There are places within Metagaos that bear the marks of his hunger on the fabric of space, where a single step covers many miles of distance, or where all paths lead in but one direction because every other course has been devoured. And an hour's passage in other places is as a day elsewhere, because he has gnawed there at the bones of Time. And then there are the places where, in his rapacity, Metagaos has chewed holes in himself. Silver sand spills in from these gaps, mixing with the swamp's stagnant water to create vast murky tracts of quicksand. Even the great beasts of the demon realm find it difficult to wrest themselves free from these traps.

Metagaos himself is not the only one here who hungers. Many of his vegetative creatures share his appetites, and they feed on one another and on unwary travelers with equal glee. Some are swifter than serpents and stronger than tigers. Others are as stealthy as shadows despite their impossibly brilliant plumage. They rarely devour their victims' lives, preferring to steal their victims' strengths for themselves. Those they feed on become, step by step, like unto ghosts: colorless, gaunt and faceless, drifting like shadows through the trackless gloom. And those who pass through Metagaos and survive find that it would be better if they had not. For in devouring their health, he riddles them with disease, and his ailments are so numerous that not even the demon physicians know them all. His vegetable plagues spread where these travelers pass, devouring victims from within, transforming colonies of demons and hell-beasts into tangled, tortured groves of the not-quite-dead. Thus does the All-Hunger Blossom spread across the layers of the Demon City. Few of Metagaos' peers enter his mazy ways. Even Adorjan seldom joins him, despite his silence. For she seeks silence for its solace, and there is no solace, no serenity, in Metagaos. He has devoured that too.

Qaf, The Heaven-Violating Spear

The endless mountain Qaf was once great among the ranks of the Primordials. He was the primeval axis mundi in the time before Creation, when the titans marshaled themselves amidst the Faraway against the first reflexive efforts of the Unshaped to dissolve them back into the primal Chaos. He invented the principle of perfection as a defense against the hunger of the Wyld, a concept he shared freely with his Primordial peers. He was a symbol of generation, of procreation, engendering and enhancing entities, objects and concepts throughout Creation's Time of Glory. Now, neutered by the Exalted and cast into the deepest pit of his peers' imprisonment, he is all but forgotten.

Sacheverell, He That Sees The Shape Of Things To Come

Once having been the Lidless Eye That Sees, Sacheverell has been in deep slumber since the imprisonment of the Yozi. Now he sees all that is present in his sleep, and whenever lessers rise up to defy their lessers, he stirs. None, not even the Yozis, wish for his sleep to end, for Sacheverell's waking would allow him to see into the eternity of the future, bringing absolute predestination to all that is. It shouldn't be difficult to imagine why even the Yozi, in their spiteful rage, desire desperately for Sacheverell to remain asleep. Never has Sacheverell come as close to waking as during the Usurpation. Even the geomancy of Hell itself is not allowed to form a demesne of Sacheverell's essence, as that would surely guide him to wakefulness, and such things are immediately destroyed by the nearest Third Circle demon when they realize what is happening.

We shall speak no more of him.

Cytherea, The Mother of All Things

The Yozi Cytherea bears the title 'Mother of Creation.' Her very essence amplified the act of creation, and it was her that first woke among the Primordials, and it was in her flame that the Primordials were cradled in their first moments of wakeful existence. Zen-Mu was formed within her flames by the cooperative effort of the Primordials, but once they tired of it, they crafted Creation out of her white flaming sea. It was with her white flame that the Unconquered Sun was forged, it was from her essence that Luna coalesced from the possibilities of the Beyond, and it was her sea of mind that was carved into Creation. Noteworthy is her infatuation with Gaia, an unreciprocated fascination due to Gaia's focus on finding the Shining Answer. Now, little is known about her despite the best efforts of the scholars of the First Age, but one of her Third Circle souls is directing their Second Circle souls to maintain a fiefdom in the Demon City with strict rules and regulations. A plan to escape, perhaps, but not even the other Yozi know for sure what Cytherea may be planning on doing.

Autochthon, The Great Maker -100cp (Requires Swallowing The Scorpion)

Perhaps the least among the Primordials, the Great Maker is a massive sphere of metal and technology, implanted with six Elemental Poles. He was the Primordial perhaps most interested in mortals, and it is him who joined the divine rebellion and crafted the Exaltations that would allow the gods to win the Primordial War. He is not very healthy, however, as uniquely among the Primordials he was infested with death, a blight upon his being that diminished him. Perhaps his understanding of death sourced from his own disease is what caused his interest in mortals. It was the Great Maker who created the Mountain Folk, the first mortals of Creation, out of the fossilized remains of those Raksha caught in the creation of the Elemental Pole of Earth.

While unbound by the Surrender Oaths, and thus free and unmangled by Exalted hands, he feared that a terrible fate would befall him eventually should he remain in Creation, thinking that he'd be a reminder of the time before the divine rebellion and thus an affront to the authority of the gods in the new order of the world. So he grabbed millions of humans, shoved them into his World-Body to serve as a population, and retreated into Elsewhere, sealing himself behind the Seal Of Eight Divinities, isolating him from Creation and even the Faraway. Shortly after he entered hibernation, leaving the management of the mortals within him to his Third Circle souls. Unfortunately, his disease only grew more dangerous, even spawning the Viator of Nullspace, a Third Circle soul of Autochthon representing the advanced stages of his disease, and the terrible thing he might become should he succumb.

If the blight of Autochthon is not cured, he will eventually become the Engine of Extinction, a cannibalistic horror worse than even the Neverborn, which would seek to consume all that is. To avoid this, the mortal population of Autochthon, with the aid of his Alchemical Exalted, broke the Seal of Eight Divinities and opened pathways to Creation, hoping to find a solution. Who knows what the future might bring to the Great Maker?

Gaia, The Emerald Mother -100cp (Requires Swallowing The Scorpion)

When Zen-Mu was being made, it was Gaia who created integrity and the Elements to stabilize it. When Creation was forged, it was Gaia who designed the five Elements and who rejected Theion's suggestion of the element Theion To. It is from Gaia that the five Greater Elementals, dragons coiled around the Elemental Poles to regulate it, emerged. Gaia is perhaps the Primordial most connected to Creation, due to her deep involvement in its geomancy, and in fact Creation may be Gaia's repurposed World-Body. Unusual for one of her kind, she has very few Third Circle souls, but what those are are unknown. Perhaps the Greater Elementals are five of Gaia's Third Circle souls? Whatever the case, she has left for the Faraway, searching for the Shining Answer. Still, a humanoid Jouten of her remains in Luna's bedchambers, leaving a tie, however small, to Creation. Luna, Gaia's lover, still welcomes Gaia back from her journey in the very rare occasions where the Primordial returns to Creation in full, offering the Emerald Mother rest and recuperation before she continues her search.

Other

Or perhaps none of these options interest you. That's fine, this is not an exhaustive list by any means. Many Primordials chose to leave when Creation was made, rather than witnessing the fruits of their efforts. Some didn't even contribute to Creation at all, choosing instead to wander the Faraway. Some didn't even bother to interact with their kin, leaving for the Faraway immediately before even Zen-Mu was formed. Even beyond those Primordials who did not stay, there are at least 23 Yozi imprisoned in Malfeas, and as you can tell by the list above not all are known to any extent. So with this option you may instead decide to be born of another Yozi, one of your own design. This is also the option you'll want if you wish to be an independent Cosmic Principle without having to copy one of the already existing Yozi and Primordials. Just know that, without certain purchases, you'll be one of the demons of Hell, rather than part of a free Primordial or Deva.

WHERE

Well, it's almost certain that you will find yourself in Hell, but each Yozi is a whole world in their own right, so perhaps you'd like to start in a specific place within the Demon City. There's also other options available should you pick a certain option later on.

The Demon City

Malfeas, King of the Yozi, is a living city. From him emanate countless layers filled with urban sprawl, not generated according to any design but built randomly, in mockery of planned architecture. Still, the buildings of basalt and brass can provide shelter for the many demons living in Hell with very little work. Each layer has urban sprawl on either side, and some caverns allow those who cross them to reach the other side of their layer. It is worth noting, of course, that as Malfeas seethes in rage and self-hatred, he occasionally smashes two of his layers together, killing anyone trapped without escape and forming a new, larger layer out of the collision. Many locations of interest can be found, of course, and below is a list of some locales you may wish to know a bit about.

The Illustrious Forge Of The Green Sun

Directly below the green sun of Hell, in the layer closest to it, is the Illustrious Forge Of The Green Sun. Part foundry, part workshop, and part temple, it is here that Ligier works his craft. It is the size of a mortal city by itself, and made of black stone and brass specially treated to withstand the heat of Ligier and his forge. Within, many demons capable of withstanding the flames work to extract ores from veins beneath the forge to smelt into ingots for Ligier's use, collected by mobile workshops that walk on mechanical legs. Work songs dedicated to the glory of the Green Sun are sung perpetually, praising his light, skills, and power. In the center of the forge is a building-sized anvil made of Malfeas' hardened black bone, where Ligier himself forges Artifacts. Whether an automaton the size of a city or thread fine enough to weave into dreams, Ligier can craft it on his anvil. While he doesn't strictly require such equipment to forge, he likes the aesthetics and thus regularly uses it. Hopefully you're allowed to be present here.

The Empire Of The Green Sun

One of the largest and most powerful fiefdoms in Malfeas, the Empire of the Green Sun is devoted to the glory of Ligier. The green sun himself is a frequently absent ruler however, content to leave the rule of his holdings to his various souls. In truth, this fiefdom is merely a social experiment famous mostly for its policy of urban remodeling and public works. Ligier drew the borders and crafted his empire as a model for what he one day hopes to make of Creation. To this end, he has any homes and buildings not constructed already of black stone and brass rebuilt using those materials. He then has them reworked to remove roofs and widen windows. Finally, the very skyline is rearranged. Anything that gives shade is moved or destroyed.

The final result are great expanses of brass and stone where the Green Sun shines in every room, every corner and onto every street. These cities must be constantly worked to accommodate for stone rain, damage from the Grinding Wind and other environmental hazards. To aid in the constant repairs and remodeling, Ligier and his craftsman have created several construction automata. It is a common sight to see these brass and black iron monsters moving through the street, tearing down buildings and crushing the unwary. Still, Ligier does allow his craftsmen and lieutenants to customize and refine his projects as long as they do not stray from his original designs too much. The result is a vast empire that looks the same but upon closer inspection is a place of countless variations on a central theme. Demons remold and remodel the Demon City to bring a bizarre order to the chaotic landscape. Such is the Empire of the Green Sun. If Ligier has his way, it is the future face of Creation.

The Ministry Of Records

In one of the middle layers of Malfeas is a massive block of black marble. Being more than a thousand feet tall and miles wide in every direction, the Ministry of Records is one of the rare buildings of Hell with no windows or external decorations. The inside of the building has a great open reception area, where a huge stone wall can be found, on which is mounted an enormous brass plate. The plate is a directory of the building with the contents of each floor carved into its surface. A great iron spiral staircase large enough to march an army up leads from the ground floor all the way to the top of the building. There are entrances at each floor where a visitor can exit or enter. Each floor is filled with one long counter and miles of shelves. This counter is worked by a handful of lesser demons who serve as clerks. The shelves are carved stone and on them are countless scrolls, documents and records separated by brass dividers.

Those who wish to see a particular record bring their request to the clerk. Provided they are citizens or have proper authorization from a high-ranking demon, the clerk will retrieve the requested records. Bribes can also sometimes work with the clerks, though like all demons they are fearful of angering their superiors. Inside the Ministry, one can theoretically find a copy of every legal deal, contract, claim and action in Malfeas since the Yozis were imprisoned. In truth, many records have been lost or lay buried in the old Ministry of Records. Others have been stolen by various parties interested in hiding or exposing them. In these cases, the various priests and lawgivers of Cecelyne should be able to provide the documents from their personal records. In practice, however, these requests often take years to fill as the lesser demons who toil at the Ministry have no power to compel the production of these documents.

The Palace Of The Ebon Dragon

Not long after the Ebon Dragon announced his wedding, he bid his demons to raise a great palace in one of the wealthiest neighborhoods in the outermost layer of the Demon City. This palace is where his bride would be until the wedding, and the Ebon Dragon has arranged for Infernal Exalts to be her bodyguards. The palace itself is built of black marble, gold, and brass. The Ebon Dragon's demons have had great tapestries and works of art procured from his cults in Creation and transported to Malfeas. The Palace rivals any in Creation, as great as or greater than the Imperial Palace itself. In fact, those demons with intimate knowledge of Creation have noted a remarkable similarity to the Ebon Dragon's new home and the Royal Palace of the Dragon-Blooded. Halls, ballrooms, bedchambers, libraries and other rooms are laid out in a fashion that almost seems to shadow the mortal structure. The only major differences are the building materials and the slightly off angles of the Ebon Dragon's palace. Otherwise, it seems the Palace of the Ebon Dragon is a home fit for the Scarlet Empress herself.

The Street Of Gold Lanterns

In Creation, red light often suggests the carnal and the perverse. In Malfeas, it is the golden light of the Unconquered Sun that invokes a similar reaction. Brothels, torture theatres and other such establishments operate in Malfeas under gold-colored lights. One such place is Ipithymia, the Street of Gold Lanterns and 13th Third Circle soul of Malfeas, for short. This soul of Malfeas and personification of the Yozi's lust and urges is the model for all other lesser avenues of sin and vice throughout the Demon City. The street is paved with the bones of virgins and lined with vast pleasure houses of brass and crystal. It stretches on for miles in each direction no matter where one stands on it, and it can be found on many levels of Malfeas simultaneously.

Her golden lanterns illuminate the entire street, pushing aside the greenish light of Ligier to cast golden rays on all manner of strange and fantastic pleasures. Ligier allows this as part of an ancient agreement with his fellow soul, the details of which are a secret between the two of them. On Ipithymia, patrons can find the most profanely original diversions in any realm. Noteworthy establishments include the Black Lotus Pagoda and the Stockade. Ipithymia is aware of all that transpires around her, so no secrets are kept from the Street of Gold Lanterns by its patrons. She can twist and tweak the desires and appetites of those around her and can cause insatiable lust to literally burn and consume those who displease her. She is both festival and festival grounds. None who visit her curving streets and back alleys leave untouched.

The Crucible Of Brass And Iron

Suntarankal, 15th Third Circle soul of Malfeas, is perhaps the greatest martial arts academy of Hell. When the demon deigns to manifest in a human form, they are also one of the greatest martial artists in existence. The academy itself sits in a deep basin near the forest of Hrotsvitha Brass and iron bolted to Malfeas itself form barricades that follow the slope of the basin to form a great bowl-like outer wall. Living quarters, dojos, shrines and open courtyards paved with bone spiral out to the sloped walls, all built around a great pagoda in the center of the school. The pagoda has seven levels, and within each level are seven rooms, forming the fabled Forty-Nine Chambers. It is here that Suntarankal tests the faithful and crushes the unworthy.

While entering the academy is easy, leaving it is not. Without permission from Suntarankal himself, which he rarely ever gives, students cannot leave the academy. The training is brutal and regularly cripples or kills students, and lasts for seven whole years. The demon teaches many martial arts, almost randomly, as there is no set curriculum, and a given student only graduates once the demon is satisfied with their mastery. When a student is finished with their training, they are taken to the Forty-Nine Chambers for one last test, and those who survive are branded with the sign of Suntarankal to show that they have passed his trials and learned his arts. The brand, depicting an eye surrounded by 49 spines, quickly fades but becomes noticeable again whenever the student uses the martial arts they learned at the school.

The Manse Of Echoes Ascending

In each layer of the Demon City, one manse inexorably draws the eye from the surrounding architecture. Each differs in nature and purpose. Some are manors, others fortresses, still others cathedrals to the Yozis. These manses do not dominate the skyline through cyclopean size or gaudy splendor. No, what they share is a beauty that makes one's breath catch in one's throat and one's heart skip a beat. These manses are the bodies of Amalion, 5th Third Circle soul of Malfeas. She is the gentlest of Malfeas' souls, and the finest architect of Hell.

The Boulevard Of Candied Nightmares

This street can be found in the outermost layer of Malfeas, where it runs for miles along the edge of one of Malfeas' more affluent neighborhoods. The buildings here sprout from the ground at unnatural angles and are made of polished brass turned a rainbow of colors by a process known only to the most skilled architects. Multicolored gems glisten at travelers' feet, embedded in the basalt road. The prime businesses on the street are a horrible mixture of confectioners and the dream parlors of Creation. Patrons come to these establishments to consume the dreams and nightmares of living beings. Shopkeepers employ thousands of human slaves and lesser demons with sufficient imagination to supply their stock. These victims are strapped into elaborate machines that place them in a tortured slumber. While the mortals are in this state, the machine's operators can then flavor and adjust the dreams to produce particular scenes or emotional states. These nightmares are then placed into specially treated hollow brass balls from which a buyer can drink in the feelings and sights of the dreamers.

Nightmares of war, death, defilement, loss and torture are popular delicacies. More exotic or specific dreams, such as being tortured to death by an unrequited love, fetch higher prices and have a smaller client base. Some shops on the street, such as the famous Mazarine's World of Final Slumberings provide the chance to suck the final death dreams of a person. This is usually done by devouring the dreamer's brain. Only certain demons enjoy this, and they pay a premium for the chance. These death dreams are also available in traditional brass ball form, though true connoisseurs swear this dilutes the flavor and ruins the banquet. In addition to a place of recreation, the Boulevard of Candied Nightmares is also a great place to uncover secrets and rumors. Dreamers sometimes let bits of information they possess slip through while slumbering, and the dreams of prophets are highly sought after. Clients may also let a secret or two slip while indulging in a particularly potent nightmare. Many of the workers on the street are spies for one powerful demon or another as a result.

The Way Of Weights And Measures

This rather literally named street is found on the second innermost level of Malfeas. The street itself is made of interlocking blocks of black pavement stone in a variety of shapes, sizes and shades. These blocks are arranged in a variety of patterns. Some of these patterns seem random, while others form vast mosaics. Those who travel here unaware quickly learn where the street got its name. The various pavement blocks combine to form a network of pressure plates. Stepping on one stone might cause brass spikes to shoot up from beneath to impale. Another might raise a whole city block suddenly into the air, invert it and slam it back into place. Still others open trapdoors that drop into the Kimberly-flooded ruins below. Many stones are linked to others elsewhere, meaning that one must step on them to avoid obstacles farther down the street. Frequent travelers of the Way of Weights and Measures rush over the stones in an uneven dance, dodging hazards and unlocking alleyways and side-street access as they move. Tourists are visibly more cautious, making them easy marks for harassment and ridicule. Leading the unaware toward embarrassment, pain and death is common pastime here, and only the most agile or foolish non-native would attempt a battle or foot chase on the treacherous Way of Weights and Measures.

The Behemoth In Submission

No one is quite sure why Envela came to Malfeas. This miles-long nanopede briefly rampaged through the streets of the Demon City shortly after the prison's creation. Eventually, it was defeated and nearly slain by Ligier, who had grown bored with watching the creature disrupt the order of the city. Ligier's light blackened and burned the great insect-like thing, and his sword split it. Nearly dead, Envela lay where it fell. The Green Sun then decided with a whim some might mistake for mercy not to finish the beast. Instead, he crafted a billion leg shackles of iron and brass to hold the wounded beast to the ground. Then he poured a mix of black stone, sand and vitriol over these shackles and dried it with his own blazing heat. The result was a winding road that still entombs the behemoth. There, Envela lies on its back, facing Ligier forever in half-dead submission.

Travelers on Envela walk upon the segmented belly of the great beast. The behemoth's paved-over legs form sidewalks upon the main avenue created by Envela's body. Ligier left the creature's head unfettered, but other demons long ago encased the beast's huge maw in iron and brass. This huge mask has been decorated and carved with a scene depicting the beast's rampage and defeat. Placed at the intersection of Envela and other streets in the Demon City, it stands as a marker of the street's end and a reminder of the power of Malfeas and Ligier. Walking on Envela, one can still feel the faint pulse of life in its trapped body. More sensitive pedestrians can sense the beast's impotent rage and desire for freedom mixed with a desire for a fatal end to its humiliation and torment. No one has dared try to put the beast out of its misery, though, despite its exposed underbelly. To do so would be an affront to Ligier, and it is unlikely the Green Sun would let such a merciful act go unpunished.

The Quarter Principality

Octavian, the Living Tower, Defining Soul of Munaxes, 4th Third Circle soul of She Who Lives In Her Name. Octavian *sa* Munaxes *sa* She Who Lives In Her Name for short, is one of the most powerful Second Circle demons that care about ruling territory. Those Citizens who are stronger generally do not care about such petty concerns as ruling their lessers. He is not concerned with aesthetics, demanding only that those he rules hang his banner and are subservient to him when he cares to order them around. After his conquests, he's reached his limit in how much he can control after conquering a full fourth of one of Malfeas' layers. Due to this, he is called the Quarter Prince, and his empire the Quarter Principality. Unsurprisingly, he's looking to expand his empire into Creation.

There are two constants across the massive Quarter Principality. One, all the buildings are made and reinforced to withstand the earthquakes that follow Octavian whenever he proudly strides through his domain. Additionally, places where the Living Tower frequently walks are marred by mottled white sear marks from the oil the demon's skin produces. Second, the whole Principality is mired in war. Every block and street bears some mark of Octavian's dream of creating the largest empire in history; armed patrols and press gangs roam everywhere, weaponsmiths and armorers are common, trophies from battles are displayed prominently, and news of Octavian and his army's latest exploits are shouted for all to hear. Even the parks in his domain bear trees of twisted iron with razor-sharp leaves, populated by the demon's hunters, the *luminata*. The Principality itself is always pushing to annex or invade some nearby territory, often with Octavian himself leading the charge. Whenever he's not campaigning in Creation, Octavian can be found in his Tower, formed of long strips of brass and black iron twisted into spirals and fused into a great spire over a mile high. The demon's great hall is at the tower's top. Here, Octavian sits on his throne carved from the bones of a long-dead behemoth surrounded by the heads and weapons of his vanquished foes. A scroll containing an account of all the Living Tower's victories is also kept here, made from the skin of the same Solar Exalt whose head adorns his belt.

The Twelve Points

So named for being the intersection of a dozen major streets, the Twelve Points is a small fiefdom encompassing several blocks in every direction. A three-demon council rules the area, consisting of the heads of the most powerful gangs in the area. The fiefdom itself is contained within one of the Quarter Principality's slums. All within pay Octavian homage, but the gangs rule in local matters. The gangs in and around the Twelve Points are a good sampling of those found throughout the streets of Malfeas; most of its members are First Circle demons, though a few weaker Second Circle demons sometimes form gangs of their progeny and servants. They are twisted, colorful and violent. They are also usually not very deep thinkers, which is why they are ruling city blocks instead of cities. Those who are more intelligent are careful to avoid taking more territory than they can defend. Still, most of the bigger gangs in the Twelve Points also have chapters in other parts of the Quarter Principality or even elsewhere in the Demon City. The Twelve Points itself looks much like any other slum from a distance. Upon closer inspection, one can see the symbols of various gangs stamped, burned or carved on various blocks and buildings. Gangs roam the streets collecting tribute and looking for trespassers. When Octavian calls for more troops, these gangs can often be seen pressing nonmembers into service so that they can keep their members at home. Gangs proudly display their colors and symbols on hideouts and businesses, and Octavian's other demons usually leave well enough alone as long as the Twelve Points obeys the Living Tower's edicts.

The Equitable Market

The Equitable Market is the domain of the demon Makarios, the Sigil's Dreamer, Warden Soul of Erembour, 7th Third Circle soul of the Ebon Dragon. Makarios *sa* Erembour *sa* The Ebon Dragon for short. This vast collection of merchant houses, trading stalls and businesses all pay tribute to Makarios, who looks over all his holdings from his citadel of chrysoprase and alabaster. In the Equitable Market, one can barter and bargain for nearly anything. If a good is not readily available, then it can usually be obtained through demons who function as procurers of various rare goods. Makarios owns most of the major businesses, while manufacturers and trade shops in the Market must pay him a tax to be allowed to operate here. Laborers, mercenaries, liquor and weapons make up a good portion of the sales. Malfean delicacies of various sorts are also quite popular. Commodities such as water and artifacts are rarer and more expensive. Goods deemed illegal by Cecelyne's priests can also be found here, though both seller and buyer must tread carefully. For some rare requests, buyers must negotiate directly with Makarios himself. The demon can give a prospective buyer nearly anything they wish and is usually happy to do so. His price, however, is always the same; surrendering one's dreams and possibly their chance at life beyond mortal death.

Makarios has little interest in trading directly with other demons unless they have something truly exceptional to offer. In truth, much of what is offered here is rather mundane to a native, and most wise visitors hire guides to keep from getting conned into buying fanciful junk. Despite the prevalence of common goods in much of the market, there are strange wonders truly unseen in Creation to be had for one wise enough to find and rich enough to afford them. Makarios worries little about claiming or holding his territory. He long ago put a self-sustaining system in place in the market and is happy to let it run while he concentrates on trading with mortals in Creation. The merchants who work for him or with his blessing know that the demon can destroy their fortunes and seduce away their customers with little effort. Those rare few who try to disrupt Makarios's territory, the demon either quietly buys out or turns over to Cecelyne's enforcers for violating the countless contracts and trade agreements the Sigil's Dreamer holds.

The Herd Hills Of Chissano

In a section of Malfeas near the shores of Kimberly, in a place where Szoreny does not quite come to meet the Sea That Marched Against the Flame, are located the Herd Hills of Chissano. Chissano was once a great behemoth and beloved pet of the Primordial Adrián. When the war with the gods came, Chissano fought with his mistress and was sliced into a hundred pieces by the great Exalted swordsman Blade of One Hundred Cuts, whose sword dealt a hundred blows every time he struck. Chissano's scaly armor turned aside the fatal blow that would have pierced his heart, but lay in pieces before his foe. Just as the Chosen prepared to finish the beast off, the Yozis surrendered, and the battle ended. Unfortunately, Chissano was forgotten by his mistress, her affection for him dying with her fetich-heart, Lilike. The behemoth was dumped into Malfeas, half-living wreckage of the last battle of a terrible war.

Chissano still lies where he was cast, his segmented body is alive but in pieces. Black dust from Malfeas has clung to the beast's form over the years, obscuring his limbs and flesh. Now, he appears as a number of rolling hills between the shores of Kimberly and Szoreny. While he is terribly wounded and barely alive, Chissano still moves. Slowly, he pushes himself along the ground, inches each year. When two sections come together, the behemoth's incredible stamina and healing powers begin the process of knitting them back together. Slowly, Chissano pulls himself back together, and observers note that the Herding Hills are growing fewer in number and greater in size as time goes on. Uninterrupted, the beast will eventually rise again, masterless, hungry and burning for revenge upon the Chosen. No one dares attack or slay the beast, as the demon Jacint has declared the creature to be under his protection. Why the demon does this, no one can say. His mistress has long forgotten her loyal beast. Still, few see the point in angering the Prince Upon the Tower, so Chissano continues his long healing process unmolested.

A Thousand And One Petty Kingdoms

While not as endless as the sands of Cecelyne or the depths of Kimberly, Malfeas is still a titanic city, likely larger than Creation itself. As you can no doubt imagine, this leaves plenty of space for things to happen and petty conflicts to break out, even with the thousands of citizens and Unquestionables which carve their own kingdoms in the bowels of Hell. If none of the options above interest you, you may use this one to begin your stay in this jump in some other nondescript location in Hell, maybe even a layer with little to no demons to populate it. Or perhaps you're a geographical feature yourself, and don't wish to be pushed up against some other demon or Yozi?

The Silver Forest

On the banks of Kimberly, under the green skies of Malfeas, can be found Szoreny. The great Primordial tree once stood tall and upright, reflecting greatness from his quicksilver leaves and chromed branches. After the defeat of the Primordials, Szoreny was uprooted and cast into Malfeas. Szoreny landed inverted, the impact driving his branches into Malfeas' crust with his roots reaching skyward. Since that time, the Yozi has remained there. His many trunks and branches meld with the ground while his mass of silvery roots spreads up and into the air to form a forest of tree-like branches centered around great trunks scattered throughout the area, stretching for hundreds of miles. The roots of the tree fill the sky with a canopy of silvery foliage that often filters out much of Ligier's light. Quicksilver sap gathers in places, forming drinking pools for the creatures of the forest, which have adapted to living on such deadly poison.

As it was before his imprisonment, Szoreny's mirrorlike form reflects. Imprisonment and rage at the indignities thrust upon the great tree, however, have caused these reflections to take on their own warped life. No image seen in the polished bark of Szoreny reflects a true, or even properly reversed, image. Something is always amiss. A virtuous man might find his reflection turned evil and murderous. A shining sword might appear as a broken bloody axe, and a small empty hut might become a vast castle full of life. Expressions of joy can become glares of hatred or silent wails of sorrow. Some changes are subtler, such as slightly different hair or eye color, but they always hint at profound differences lurking unseen. At times, these reflections slide free and become solid. These fun-house doppelgangers usually last only moments before melting into quicksilver pools, but some mirror images have persisted for Ages.

Travelers in the forest soon find that not just their eyes play tricks on them. Senses can become mixed and altered. Sounds become sights, sights become smells, and so on, until the disorientation gives way to insanity. Szoreny's demons and creatures native to the forest are immune to these effects, but all others must take precautions. and effective protections available for sale in Malfeas are small brass mirrors that hold a frozen image of their user and quicksilver elixirs made from the sap of Szoreny itself. The elixir is more effective than the mirrors in general, but prolonged use of it can produce hallucinations of its own.

The Quicksilver Highway

Bostvade, 2nd Third Circle soul of Szoreny, is a path of mercury rimmed with brass, leading out of the depths of the Silver Forest into the Demon City proper. The highway goes on for miles, through walls, into homes and over existing streets. He leaves lesser demons and mortals sickened and dead from his touch. He is never quite in the same place from day to day, as he shifts and flows constantly. Bostvade represents the Yozi tree Szoreny's desire for exploration, conquest and escape. Bostvade does not rule the streets and blocks through which he flows. Instead, he rules the reflections of these places that are trapped in his silver surface. His demons can be seen walking on its reverse surface and living in the reflections of its homes. Those wishing to enter this mirror-place need only dive into the silver depths of Bostvade and swim to the other side of the road, being careful not to lose their bearings, swallow the poisoned liquid or fall prey to the hungry demons that live in between. If they survive, they emerge on the other side of the road in a twisted mirror realm of the streets they left.

Bostvade draws powers and life from the places it reflects. Neighborhoods through which Bostvade flows sicken and wither as their mirror images grow and prosper. This realm is not an illusion or a trick, it is a real place linked to the very nature of Szoreny itself. It is possible to live an entire lifetime in Bostvade's reflected places without ever returning to the rest of Malfeas. Bostvade's demons often travel to the surface for trinkets and slaves to take back to their mirrored dwellings. Some who live in the places Bostvade runs through choose to join these demons, preferring to live in a vibrant reflection rather than a drab and dying original. Bostvade's demons often actively recruit and even sometimes kidnap locals to come to their realm, causing the mirror place to grow at the expense of its source. Eventually, when an area is stripped bare of prosperity and life, Bostvade moves on.

The Forest Of Chimes

Unlike many places in Malfeas, Vitalius is more well known for who does not dwell there than who does. The Forest of Chimes is a place of constant noise, some pleasant and some maddening. Due to the eternal clamor, the Yozi Adorjan rarely comes here, preferring instead to blow through quieter places. The forest itself is located near the outermost city layer of Malfeas, and it continues on for miles, skirting the edge of various neighborhoods. Vitalius is a forest of gold, filled with metal trees from which hang all manner of chimes, noisemakers, and instruments. In some cases, the trunks of the trees themselves grow into shapes that produce musical tones when the winds blow through them. Other times, forest-dwellers brush the chimes and forks that sprout from these flora and set off series of notes that echo through Vitalius. Musically minded demons can even learn to play the trees through their movements and breath to create an orchestra like no other.

Despite the beautiful music created in Vitalius, the forest is not without its dangers. Songs from the trees have a variety of effects, from disorientation to madness. It is not unheard of for passersby to be drawn into the forest by a sweet melody only to find they are unable to find a way out. Others return maddened by the music that has burrowed into their minds and taken root. Not all folk are affected the same way, and some find the sounds pleasing and harmless. Nevertheless, wise travelers and those who live close to the forest often stop their ears (or what passes for ears) with a waxy paste to quiet the noise. The paste is made of the crushed crust of Malfeas and the bones of one killed by Adorjan's perfect silence. Those who live near the forest soundproof their homes with a variety of materials, most of which are taken from the wake of Adorjan's constant wanderings throughout the city. Despite the dangers the forest presents, many demons reside inside and near Vitalius. Most of the houses built near the Forest of Chimes are owned by powerful demons and their most valued servants. This is because the forest and its constant noise is avoided by Adorjan. In fact, the Yozi has not blown through the gold flora of Vitalius for Ages and shows no interest in doing so. Many residents of Malfeas are willing to risk madness or mania to be safe from the Silent Wind.

The City Of Mirrors

Kagami *shin* Szoreny, Fetich of the Silver Forest, is a realm that exists only in reflections. No mirror in the Demon City is exempt; in subtle ways, their reflections stand at variance to the things they reflect. Objects and their images appear in different places, or one's reflected face evinces a different expression from one's own. When the Ebon Dragon blots but the light of the Green Sun, those who dare can step through such a mirror, arriving in the City of Mirrors. Within the mirror city, phantoms tread the brazen streets bearing the likenesses of those who dwell in the real Malfeas. A traveler can walk among these phantoms, speak with them or even fight them to the death. These figments are not real, however. Addressing or slaying a being's reflected self has no effect on the original, nor may phantom treasures be brought from the false city into the true. Moreover, the City of Mirrors does not adhere so closely as other realms to the normal understanding of space and time. One might encounter phantom tableaux from times past, meet friends rendered unfamiliar by altered histories and differently led lives or confront the shades of those as yet unborn. Information gathered in the mirror city cannot be trusted, for it reflects the world as it might have been rather than as it is.

Nonetheless, the possibility of winning secrets among the phantoms is sufficiently enticing that demons and Exalts travel there in search of insight. Intrepid explorers may enter the mirror realm from elsewhere in the demon prison. When the Ebon Dragon is in the sky, hardened pools of Cecelyne-glass display a different desert, while the glittering icebergs of Kimberly open on a reflected sea. And in the forest Szoreny, it matters not whether Ligier's light is hidden, for one can pass through the polished trunks and quicksilver pools at any time to enter the forest's reflection. Hidden among the shadows of the reflected realm lie roads, doors and corridors that do not exist at all in the real Malfeas. These lead to deeper layers of the City of Mirrors, layers where Malfeas itself manifests in different forms. While one might wander through these strange worlds in search of singular experiences and adventures, travelers most often use the deep layers as shortcuts for travel to other parts of the real Demon City.

The Sea That Marched Against The Flame

Once a sea without end, Kimberly both gave and took life as she wished. She pushed against the fires of Creation lest they run rampant and consume all, and she washed away the spark of life as it pleased her. Kimberly is both toxic and acidic. Those few who can weather the corrosive effects of her seas often find themselves poisoned by even a small mouthful of her waters. No mortal-made boat can travel her waves without melting and rotting beneath its captain's feet. Beyond the corrosive waters themselves, her depths hide many horrors as well. These monsters are infernal reflections of the worst and most ravenous marine life. Demonic sharks the size of small islands, great ever-hungry sea worms and schools of marrow-eating fish await any who fall into her vastness. And if these things were not all horrible enough, Kimberly can lash out directly, striking with great tendrils of green-black water that can crush warships and melt flesh.

The Endless Desert

Before her binding, Cecelyne cast herself out, continuing out in every direction toward infinity and touching all with her sense of evenness and equality. After the Primordials' defeat, Cecelyne's very nature was torn asunder, and one of her endless borders has fused to the edges of Malfeas. This act both created a buffer zone to further confine the rest of the Yozis and their demon servants and gave Cecelyne herself an end point that served to anchor her in place. While her other borders still expand to infinity, she is now lashed to the edge of the Yozis' prison, unable to tear herself free for as long as it exists. Being able to brush the edges of Creation and beyond with her unfettered borders makes the Yozi one of the freest of her kind. Yet, the inability to taste true freedom makes this fact more torturous than pleasurable and renders Cecelyne one of the most unforgiving and empty of the Yozis. Her inner nature is embodied in the pitiless and barren waste that surrounds Malfeas.

Those traveling through Cecelyne move through vast shifting sands under a cloudless, starless sky. At times, the green glow of Ligier can be seen on the horizon, while at others, all is black. During Calibration, where travel between Creation and Malfeas is easier and more ordered, the dim light of the Unconquered Sun is sometimes seen over the distant dunes. Mortals traveling Cecelyne to reach the Demon City or to return from it must survive the five-day trip across her wastes. Despite the vast size of the Endless Desert, the trip always takes five days. In all of history, neither the fastest run or slowest crawl has altered this. Still, experienced travelers have noticed that many travelers who travel lazily and with supreme confidence that they will reach Malfeas anyway usually run afoul of the creatures and harsh storms of the desert. While Cecelyne must abide by the cosmic rules that dictate the length of the trip, there is no rule that says she must tolerate mocking arrogance from lesser beings.

The Skyless Cathedral

The greatest of Cecelyne's temples, the Skyless Cathedral is located in the center of Makarios's Equitable Market. The exterior of the temple consists of seven vast, towering walls of brass topped with inward curving spires. This exterior structure, like so much of the Demon City, is part of Malfeas' inside-out form. Those who pass through the seven-angled arch of the cathedral to the interior, however, find themselves upon the Endless Desert. The spires visible from the outside reach up to support a vast brass inner temple that floats inverted overhead, and the inner walls are seen to rise up from the horizon in every direction. Upon the walls can be seen carved the current laws by which the city is governed. Many of these laws remain constant, such as the edict naming the Yozis and their Third Circle representatives as unquestionable, but others change with the shifting of allegiances, power struggles and the like.

No matter how far one travels along the desert while within the Skyless Cathedral, they can always see the inner temple directly overhead and the laws written in the sky walls. The temple attendants, a number of lesser demons, regularly move to and from the inner temple. One attendant is always placed by the entrance to guide worshipers in and out. Those who have the means to reach the inner temple are free to do so under their own power. Others may, for a small donation, be transported by one of the temple attendants. Once reaching the temple, visitors are free to pray, make offerings or conduct whatever business they wish. Upon completion of their affairs, visitors are guided from the temple back to the desert floor. Leaving the cathedral requires a small prayer or offering. Afterward, one simply exits where the attendants are posted. Those who refuse to make an offering or give a prayer to the glory of the Endless Desert find themselves unable to leave until they see the error of their ways.

The Screaming Cathedral

The Screaming Cathedral is found amidst several temples, theological retreats and other structures dedicated to the Cecelyne priesthood. The great brass temple rises hundreds of feet into the air, its spires gleaming in the green sunlight. Glass crafted with scenes of violence and stained with blood are set into vast frames all around the structure. Two great doors carved with images of the Yozi form the entrance to the building. The Screaming Cathedral is nominally a hall of worship, but it is more famous for its chief function: to repel Adorjan and keep the surrounding area free of her killing winds. To accomplish this, the priesthood long ago contracted the Green Sun to use his unparalleled smithcraft to construct an instrument unlike any other. The result is the Organ of Agonies, a massive device that is the centerpiece of the Screaming Cathedral. A great network of pipes, blades, bludgeons and spikes attached to towering clockwork of incredible complexity, the Organ of Agonies quite literally turns suffering into art. To play the instrument, first human slaves, beasts and minor demons are strapped into harnesses and impaled on spikes set all throughout the Screaming Cathedral's concert hall. Once these unfortunate creatures are ready, an individual trained to play the Organ of Agonies begins his concert.

As the main organ plays the central tune, spinning blades slice flesh, bludgeons break bones, and machines twist and stretch bodies. The screams and sounds of violence combine with the music into a horrible concerto. This music is then amplified through great brass tubes leading from the Organ to the outside of the Screaming Cathedral. This music serves to keep Adorjan at bay as well as providing pleasing music for religious services and other activities in the area. Bells and gongs are rung from the building's towers while new performances are being prepared and the musicians change shifts. For special performances and to accompany major festivals, the most skilled musicians from across Malfeas are contracted. These virtuosos usually have specific requests that must be met for them to properly perform their masterpieces.

For example, one demonic composer must have 13 virgins of no more than 16 years impaled equidistant from each other across the Organ of Agonies to perform his most famous work. Another piece from a different demon can reach a proper crescendo in an oft-requested work only if the machine is fitted with six infants and one white calf to bludgeon to death. In a pinch, substitutions can be made, but true aficionados of music in the Demon City insist it is never the same. Perhaps the most shocking part of the Organ of Agonies to mortal ears is its sound, as the music produced from the instrument is undeniably beautiful, despite the manner in which it is played.

The Bishopric Of Unending Torpidity

This small holding is mostly notable for its owner and purpose. Ruled by the demon of the Second Circle Lucien, the Guardian of Sleep, it is a city-state located on one of the Demon City's older levels. As Lucien is often away on his eternal mission to keep the Yozi Sacheverell asleep by quashing upheaval and disloyalty, the fiefdom is administrated mostly by priests and scholars of Cecelyne. Still, Lucien returns often to refresh and prepare himself for his next task. To aid Lucien, those in the Bishopric are devoted to the study of two concepts: sleep and rebellion. Related concepts such as dreams, death, betrayal and loyalty are also studied. The results of all these studies are recorded in the hundreds of libraries that exist all across the Bishopric.

It is said that Lucien's libraries are one of the greatest repositories of knowledge on these topics, with their lore limited only by those things Lucien's own master, Orabilis, forbids. Many sorcerers with knowledge of the Bishopric seek to summon its demons for counsel and assistance on these matters. Unlike nearly every other place in Malfeas, visitors often describe the Bishopric of Unending Torpidity as "sleepy." Most demons who live in the Bishopric work sedentary jobs as scribes and scholars. Others work to support the writings and research of these demons. The buildings in this area are modest and unlike many places in Malfeas, and the streets are generally quiet to better facilitate the study of slumber. Because of the subdued nature of the Bishopric, Adorjan comes here more frequently than most other places in the Demon City, though most of the residents have built shelters and airtight hiding spots to protect themselves. Despite the general lack of clamor, music is not uncommon, and the dancing of Lucien's progeny, the gilmyne, serves to entertain residents and visitors alike.

The Oasis Of False Waters

It is within Cecelyne's power to provide aid and assistance to those who travel across her to reach or to return from Malfeas. With a thought, the desert could give food and water to travelers to aid them in passing over her endless expanse to Malfeas or back to Creation. The Yozi gives such aid rarely, however, and never without a price. More often, the Yozi crafts part of herself into a semblance of such a place to give false hope and illusionary relief to travelers. The Oasis of the False Waters is such a place. At first glance, the oasis appears to be a gift from the gods. It is a large pool created by an underground spring and surrounded by fruit-bearing plants and trees. Upon tasting, the water is fresh, and the fruits are ripe and flavorful. No large creatures or visible threats lurk in or around the oasis. Visitors may stay at the oasis for as long as they wish without harm or assault. Upon leaving, however, the oasis fades back into the sands, disappearing as if it were never there. Worse, the sustenance travelers gained from the water and fruit consumed vanishes, turning to sand in their bellies. This sickens many and leaves even the hardiest of travelers thirstier than they were before.

Sometimes, when the visitors to the oasis are particularly powerful or well-known heroes (such as many Exalted), the scene at the oasis is somewhat different. Instead of being empty, the oasis is home to a stopped caravan. The caravan leader is a striking woman in her early 40s, and the rest of her entourage is made up of beautiful young men and women she claims are her children. The woman greets travelers as their saviors and begs them to come feast with them. At the feast, the woman spins a tale of being lost in the desert and coming to this oasis. Sometimes, the woman claims to be an exiled queen, at other times a wealthy merchant or a priestess of a banned faith. In all cases, she and her children attempt to charm, entice and seduce their guests while simultaneously seeking promises to help free them from their imprisonment in the desert. Refusing such pleas results in the woman and her children hurling jeers, accusations of cowardice and other insults. If the heroes become violent or try to throw their own retorts, the woman, her children and the whole oasis vanishes before their eyes, blown away by the desert wind. Vowing to help free the woman and her children leads to a night of feasting and passionate lovemaking until the travelers finally retire for the evening. Upon waking, they find the caravan gone and their packs full of supplies. They also feel a nagging sense of obligation to the mysterious woman and her children as well as a sense that they will meet her again.

The Heaven-Violating Spear

It is said that Qaf has neither base nor summit. His dimensions are not those of Creation. There is no mathematical measure for movement across his flanks, for he is defined not by space and distance, but by discovery and understanding. In ascending Qaf's slopes, a barefoot monk can easily outpace the swiftest flying engine, if they are wise. Countless paths crisscross the sides of the Heaven-Violating Spear, converging on his Stations of the Ascent. In each of these, timeless scenes are re-enacted and lessons are learned. But the stations are seemingly without number and their lessons are antithetical to mortal souls. None have cataloged them all, nor has anyone passed them all to reach his nonexistent summit—though many have tried. One of the Lunar Exalted was climbing the mountain at the time of the Usurpation. Perhaps he climbs still.

Qaf maintains an aloof distance in captivity. He has folded himself (or been folded by his captors) into some other space, beyond endless Cecelyne and mad Malfeas, where the sky is as blank and white as an unwritten page. Only his portals of black nacre link his slopes, those brilliant terraces of alien stone and glass, metal and crystal, wood and water, earth and ice, and innumerable other substances, to the landscapes of his fellow Yozis. Hell's priesthood is reserved to Cecelyne, but infernal ascetics, of which there are many, have made Qaf their road and their temple. Only the Endless Desert is comparable as a symbol of immanence and transcendence, but where Cecelyne's bleak infinities crush the soul, Qaf's impossible summit offers a strange sort of hope. Numberless demon pilgrims migrate up the slopes of the Heaven-Violating Spear, each in search of their own enlightenment.

Other

Not all Yozi have known World-Bodies. Some are known, but it would be unwise to be within them, such as Isidoros' crushing and infinite mass. Still, that does not mean that they cannot influence certain places within the demon city. Here is a list of interesting locations you may choose to start in.

The Dominion Of The Seven Sorrows

One of the few powerful oligarchies in the Demon City, the Dominion of the Seven Sorrows is a fiefdom encompassing roughly one tenth of the outer level of Malfeas. In an uncharacteristic show of unity and centralization, all the rulers of this kingdom are the component souls of a single demon of the Third Circle. That demon is Demirkol, the Wayward Child, 7th Third Circle soul of Cytherea. Like his mother and mistress, Demirkol hides in the unknown spaces of Malfeas and has not been seen publicly in Creation or the Demon City since the First Age. Before the demon went into seclusion, he gave instructions to each of his souls. These instructions, when followed, would allow each of the seven souls to carry out a grand plan of Demirkol's own devising. The resulting conquest and administration of the Dominion of the Seven Sorrows is only the first phase of the plan.

The kingdom gets its name from its seven rulers and souls of Demirkol, commonly called the Sorrows. It is a fantastic kingdom of white brass with streets of black basalt. Shrines to Demirkol and Cytherea have been placed at precise locations throughout the Dominion, a project overseen by some of the greatest geomancers in Malfeas. Many of these shrines bear differing images of the Wayward Child and the Mother of All, each taken from a different legend or tale about them. Other buildings are similar to those found elsewhere in Malfeas, save that the design of everything from the grandest palace to the lowliest shack must be vetted by the Dominion's personal geomancers. To construct a building without this approval carries harsh punishments and can result in a loss of rank and status. This custom gives the whole Dominion of the Seven Sorrows a certain uniformity of appearance that is hard to put into words. This strange uniformity hints at a pattern hard to illustrate to others.

And this pattern suggests a plan that cannot quite be comprehended. All those who look long at the Dominion of the Seven Sorrows feel this way, even its own rulers. These feelings serve only to reinforce the understanding that the whole kingdom and the actions of all inside it are part of Demirkol's grand scheme. Demons birthed by the seven souls of Demirkol make up the majority of the population, and the whole populace works both in Malfeas and in Creation according to a grand plan of which each of its rulers knows one part. Demirkol's Warden soul, Isary the Four-Helmed General, leads military operations, builds armies and organizes the fiefdom's defenses. At the same time, Demirkol's Messenger soul, Nizar the Unending Glance, makes alliances and deals with various cults and sorcerers in Creation. The result of these actions combines to execute a plan so intricate that each soul cannot fully comprehend its whole. Instead, they trust in the wisdom of their master and continue to execute his will.

The Ten Shadows Academy

Individuals cannot find the Ten Shadows Academy by following a map or asking the demons of Malfeas for directions. In order to locate this school of the fighting arts, one must wait until the Ebon Dragon flies through the skies of the Demon City, obscuring the light of the Green Sun from the ground below. It is only during this time that one can see and enter the Ten Shadows Academy. At all other times, the school is simply impossible to find to all save powerful servants of the Ebon Dragon himself. Without the aid of the Ebon Dragon, only the most perceptive seekers can find the Ten Shadows Academy. Joining the school is by invitation only, and nearly all the students here are in the service of the Ebon Dragon or one of his subordinates. A number of the Ebon Dragon's honor guard of Infernal Exalted study here, learning the secrets of the school so they can better serve their master's plans. The rare students who do not serve the Shadow of All Things are those that showed great skill and perception in locating the academy and passing whatever tests its masters put before them.

The Ten Shadows Academy teaches various martial arts, from conventional fighting forms to secret styles stolen from Creation. The philosophy of the schools is focused on what the masters here call the Ten Shadows. These 10 principles and concepts give the academy its name and form the core of its curriculum. Arts that do not draw from these tenets cannot be taught in the dark chambers of the Ten Shadows Academy. The forces that mask the school from Ligier's light simply will not allow such things. The Ten Shadows are assassination, obfuscation, misdirection, interrogation, seduction, betrayal, deception, secrecy, persistence and the poisoning of the spirit. Physically, the Ten Shadows Academy is a complex with 10 dojos surrounding a central shrine. The large shrine hosts a towering carving of the Ebon Dragon, where masters and students offer daily prayers to the Yozi. Each dojo is the domain of one of the school's masters, while the Eleventh Shadow teaches a few elite students in the courtyard of the central shrine. All the buildings in the Ten Shadows Academy are made of black marble and black ash wood imported from Creation's shadowlands. It is always dark here, and everything outside the school appears as an empty abyss except during those times when the Ebon Dragon blocks the light of Ligier. During this period, the school appears in the streets of Malfeas, and the Demon City can be seen from within the academy's grounds. The school always appears in a different place each time, vanishing into shadow once more as the Ebon Dragon passes.

The Great Prison-Temple Of Oramus

From a distance, Oramus and his cage seems to be an egg-like mass the size of a mountain. It stands tall on a plateau that looks out over a sea of ruined buildings of shattered stone and bent brass. Upon closer inspection, one can make out the twisted membranes of the Yozi's great wings and see his great body twisting and shifting beneath them. At times, lesser beings spawned from Oramus's body can be seen emerging from the cage. A great structure of brass and marble hundreds of feet tall surrounds Oramus's cage like a scaffolding constructed by mad spiders. This chaotic mass serves as both a dwelling and a temple for many of Oramus's spawn.

Oramus's fetich, Daendels the Unfettered Heart, is also sometimes found here between endless questing to free its master. Parts of this temple are constantly being rebuilt after being cracked and shattered by the fitful movements of the sleeping Yozi. The necessity of this has demanded that Oramus's demons, despite their chaotic and seemingly random nature, be surprisingly gifted architects and builders. Unlike the many other Yozis, Oramus has no other temples in the Demon City. His reason for this is simple; he does as no others do because he is unlike others. Those who seek Oramus's blessing must go to his temple and pray that the Dragon Beyond the World is feeling agreeable. Those attempting to build a shrine to Oramus are visited by his demons and convinced to do otherwise by whatever means necessary.

The Shattered Cities

Oramus's restless shiftings create earthquakes and tremors that eventually level all other buildings near him. From time to time, Malfeas' shifting form or some ambitious demon will throw up a number of vast majestic structures, and Oramus's movements will turn them to rubble. Ruined temples, half-buried statues and other structures surround his temple. The worst of these quakes send tremors throughout other sections of Malfeas, often accompanied by nightmares of the Yozi breaking free and rampaging through the city. The zone around his temple has come to be known as the Shattered Cities because even the spires of Malfeas do not stand long in his presence. Few but Oramus's servants and spawn wish to endure the dreams that proximity to him inevitably brings.

The Dragon Beyond the World's servants are the sole inhabitants of the makeshift dwellings constructed from the remains of once-great buildings. Ironically, the Shattered Cities exist only due to the presence of Oramus. The mountain-sized Yozi roots the cities and keeps them together in their ravaged form. Without Oramus's presence, the ruined landscape would crumble and fall into the flooded undercity. Instead, block after block of devastation stands as a testament to the power of the Dragon Beyond the World. A force that levels all buildings larger than a hut is the only thing keeping the whole area from falling into the caustic waters of Kimbery.

The Spawning Forest

Hrotsvitha, 9th Third Circle soul of Isidoros, is a forest of brass desire. It is the soul that represents the Black Boar's lust and primal instincts. Hrotsvitha appears as a vast sprawling forest with trees of brass that often lurch and thrust in strange patterns. The brass branches and trunks stretch and strain when this occurs, filling the air with metallic moans and rasps. The air is hot, sticky and carries the coppery smell of blood even when no living thing can be seen. Behemoths and other powerful creatures are common sights here. Most are spawned from Hrotsvitha's couplings with various creatures. In addition to these creatures, Demon-Blooded children who have found their way into Malfeas play huntsmen alongside the Spawning Forest's demons.

All who come to the forest feel a mix of arousal and violent urges. These urges begin with strange moods and faint whispers in the mind but grow as one remains in the Spawning Forest. These feelings are a result of Hrotsvitha itself, whose lust and love of the kill are everywhere. The entire forest is full of life and twisted fertility. Hrotsvitha can overpower most visitors with these feelings if he wishes, but he usually simply lets the idea creep into their heads as they move among his trees and drink from his lakes. Staying too long inside Hrotsvitha drives most mortals mad. The Chosen fare little better in this regard, as the nature of Hrotsvitha's madness plays on the Great Curse like a harpist playing his instrument.

The Skittering Jungle

Between the Shattered Cities where great Oramus is imprisoned and the rest of Malfeas lies Mursilis, the Skittering Jungle, 20th Third Circle soul of Oramus. Forming a borderland between Oramus and the rest of Malfeas, Mursilis is a forest of living metal. A component soul formed by Oramus after the Yozi's imprisonment, Mursilis represents the Dragon Beyond the World's desire for movement. Because of this desire born of Oramus's confinement, everything in Mursilis moves. Insects of various sizes and shapes formed from a variety of metals such as iron, brass, gold and copper. At a glance, these components look like complex clockworks, but if broken open, they appear to be living insects filled with black organs and blood. Trees are actually either giant mantis-like constructs that stand immobile until likely prey comes along or swarms of smaller creatures held together by complex queen brains. The jungle floor is littered with castoff metal wings, carapaces and other parts that chink and crunch as one walks. Wasps buzz overhead, and centipedes and beetles skitter along the ground. Massive creatures and killer swarms move through the forest seeking prey.

Many of the jungle's inhabitants are poisonous, and none are edible by humans. Some of these creatures are the Skittering Jungle's Second and First Circle demons, while others are simply parts of the demon itself. The uniform metallic sheen of the jungle combines with the slow shifting of the animated foliage and green light of Ligier to produce a disorienting camouflage for most of the demon's clockworks. Paths through the jungle often move and change as the living foliage moves and shifts. It is easy to become lost in the Skittering Jungle, and many who do fall prey to predators. As per its nature, Mursilis' borders shift and move. It always forms some sort of boundary between Oramus's domain and the rest of Malfeas, but the specifics vary. Sometimes, it forms an impossibly dense jungle in one place and is absent save a few individual insects elsewhere. Other times, it stretches evenly around the whole of the Shattered Cities, ringing the temple-prison of its master in a circle. Mursilis has been known to rearrange suddenly, with migrating swarms devouring everything in their path.

The Sideways Forest

Part behemoth, part forest, Zannanza is a flat, slug-like beast that clings to the side of Malfeas' levels. She migrates these surfaces so slowly that few notice her move. Black trees and creepers sprout from the beast's flesh, nurtured by the Green Sun. These growths mask the beast's fleshy body and make her appear as a forest. Although that forest is set sideways, travelers find that they can walk through the forest as if it were upright. Occasionally, when levels of the city align just so, travelers can walk up to the edge of one level, through Zannanza, and onto another. Zannanza is the result of a mating of a demon of the Third Circle and a mortal woman. Sometime during the First Age, it is said that Zannanza ate her way out of her mother's womb and grew to devour her whole village until a Solar Exalt finally summoned her father to fetch his child. Why he did not simply slay the Demon-Blooded horror is a secret between the Solar and the Demon Prince. The demon took the beast home to Malfeas and cast her into the city. Zannanza hit the side of one of the city's levels and stuck fast. Since that day, Zannanza has slept and grown steadily until she now resembles a forest growing sideways from a layer of the Demon City.

The identity of Zannanza's father has been lost to history, and none of the demons of the Third Circle today claim her. Unlike many places in Malfeas, Zannanza is more of a curiosity than a threat. She is normally content to exist in her half-slumbering state, feeding off nourishment she can leach from the black surface of Malfeas. Someday, she might decide to rampage once more and prey on humans, but she would first have to escape Malfeas to do so, which she is unlikely to do on her own. That said, the trees and plants that grow from her flesh do mask strange demons and dangerous beasts that have come to live in the Sideways Forest. Also, the spongy surface of Zannanza's skin allows a person to stand on the forest despite its sideways orientation. Stepping off her surface with both feet, jumping or similar actions will cause one to fall from the forest and to the nearest level Malfeas. Given the shifting and movements of Demon City and the area the Sideways Forest covers, the nearest flat surface can be anywhere from a few feet to several miles away. For these reasons, travelers here should always be cautious.

The River Of Crystal Fire

Migrating through Malfeas is Sagarduia, 7th Third Circle soul of She Who Lives in Her Name, representing her mistress's ego, her internal balance of desires and what passes for morality with the Yozi. A river of molten glass that can burn the unwary, Sagarduia is an infectious voice of twisted reason and melodious promises. She moves from level to level of Malfeas as she wishes, appearing suddenly in a dry riverbed to destroy lesser creatures dwelling within or pushing aside existing rivers to flood the surrounding areas with vitriol or black dust. She also appears at times to erode an unwanted landmark or create a necessary boundary. She is persistent, unrelenting and often unpredictable.

Few demons make use of Sagarduia when she visits their domains. Instead, they give gifts and pleasant greetings and secretly count the moments until she moves on. Those who tarry too close to her banks sometimes find themselves compelled by whispering voices from just below the river's surface to plunge into her agonizing glass currents, joining Sagarduia's demons which often swim in her rivers or follow her as she flows. The River of Crystal Fire herself often acts as an intermediary between the other souls of She Who Lives in Her Name. She also serves as a frequent messenger for the Yozi herself and can be found traveling in other forms while her currents course endlessly through Malfeas. Sagarduia offers power and understanding to those who would summon her. She can slash and burn most obstacles she is entreated to deal with, and she is one of the foremost experts on boundaries and negotiations anywhere.

Autochthonia (Requires Swallowing The Scorpion)

The World-Body of the Great Maker is perhaps as large as the Demon City itself. Being composed of winding metal and endless flowing conduits, six Elemental Poles influence the layout of Autochthonia. It is roughly a spheroid of unknown dimensions, and even if one could pierce the armored hull, the Great Maker incorporates space-folding magic beyond the ken of any but the most erudite First Age savants. The most populated region of Autochthonia is the innards of the World-Body, the Elemental Pole of Metal, where brass, steel, iron, gears, mechanism, cables, and tubes all sprout as naturally as trees and flowers would in Creation. Likewise is the influence of the other Elemental Poles present in lesser form, serving as an equivalent to Creation's Blessed Isle. Here, the Eight Nations struggle for survival every day, with the aid of the Alchemical Exalted, some of whom are whole cities in their own right.

The general structure of the Elemental Poles of Autochthonia is the central Pole of Crystal, involved by the torus of the Elemental Pole of Metal, capped on top by the Elemental Pole of Oil and on the bottom by the Elemental Pole of Smoke. Folded through varying phases of Elsewhere, the metaspacial body of the Great Maker simultaneously encompasses the cylindrical Poles of Steam and Lightning, connected to the main mass by portal-ducts and batteries of rift-circuits. The Pole of Crystal holds the slumbering consciousness of Autochthon itself. The Poles of Lightning and Steam serve as the twin engines of the Great Maker, both cylinders, one filled with rotating dynamos, and another filled with a boiling ocean kept hot by arcs of lightning. The Pole of Oil is an ocean of oil that occupies a full fifth of the Great Maker's volume, while the Pole of Smoke is a giant open space occupying another fifth of Autochthonia. Gravity falls not to the center, but down towards the Pole of Smoke, making it serve as the landfill of the whole Primordial.

And finally, it is worth noting Autochthon's disease, the Void. Where this disease takes root, the blight causes the mechanical topography of the Great Maker to break down. Gremlins, creatures twisted by the Void, dwell in these Blight Zones, ever-hungry and eager to spread their pain to other mechanical creatures of Autochthonia. In extreme cases, physical laws may even degrade, bending gravity in random vectors or creating oscillating adjacency between different locations. Most fearsomely, some Blight Zones seem haunted by an impersonal malevolence that actively turns the landscape's features against invaders and picks them off as gruesomely as possible.

The Faraway (Requires Swallowing The Scorpion)

There was not always a Creation, not always a stable place to reside in. Once, before the Primordials had made Creation, before they had even gathered together to play at worlds and kings, there was only chaos. This place, now called the Faraway by the Yozi, is perhaps more familiar to you by the name of Pure Chaos. Here, not even the greatest and most encompassing laws are constant. If you wander too far, you might even stray beyond the influence of the Shinma you are familiar with, finding yourself in places more alien than mortals can conceive. It is only the Shinma themselves that bring some order to the chaos, and this is only really in the imposition of certain patterns. Still, even with this influence the Faraway can be a font of constantly changing ideas and stories. Perhaps you'll search for the Shining Answer like Gaia does, or perhaps you are content with the ever-shifting novelty and will satisfy yourself with creating your own little world to rule over while you feed on the Wyld occasionally.

Zen-Mu (Requires Swallowing The Scorpion)

The primal world where the Primordials resided, Zen-Mu was once a thing filled with wonder and growth. The lands, seas, and skies expanded and multiplied, to remind Mardukth of who he was. Szoreny's roots formed the Earth, Oramus' wings formed the limits, Kimberly's seas formed the edges, Gaia's essence spawned plants and animals, Theion's light brought eternal daylight, Adrian's body formed the rivers, and more. This world, unlike Creation, was formed entirely and utterly by the Primordials. There were no gods to delegate existence to and no mortals to design habitats around, so the Primordials maintained and played in the world directly. And for ages, the Primordials sang and danced in joy, reveling in the stable existence they wrought together.

Eventually, however, Zen-Mu ceased to be entertaining. It ceased to grow, ceased to bring joy, and even the eternal dance and songs the Primordials indulged in felt hollow, repetitive even. The lands were what the Primordials imagined, and nothing more, and the Primordials were no longer dreaming of anything new. The Primordials convened, and decided to search for the Shining Answer. Eventually, they decided to create another world. They crafted the Games of Divinity and Creation with it. They forged the gods to run the Engine of Creation for them, mortals to populate the world, and retired to Yu-Shan, intent on playing the Games of Divinity for entertainment, and only occasionally leaving to wreak havoc on Creation on a whim. You know the rest of the story. But what happened to Zen-Mu? What happened to that world, abandoned due to its inability to keep growing?

There is no longer Szoreny's roots to form the ground, and so the earth lies split. There is no Adrian to water the world with her river, so the ground is dry. Oramus and Kimberly are no longer here, so the edges of the world crumble to pieces. There is no Gaia, so the plants are withered and barely cling to life. There is no Theion, so the sky is black and empty. There is not even the Ebon Dragon, so the world is in eternal twilight, unable to plunge into endless darkness. This world is broken and barely functional, protected from the ravages of the Faraway only by the lingering influence the Primordials had on it. The scant inhabitants that survive are the hardiest of the world, and many are behemoths outright. This world is hollow, empty, and eagerly awaits another tribe of cosmic spirits to settle within it once more.

WHEN

This world has a rather long history. So why not choose where in history you begin? Perhaps you'll even start early and change the flow of events.

NEVER +100cp (Requires Swallowing The Scorpion)

Before Creation, before even lost Zen-Mu, there was aught but Pure Chaos. There were many massive, great spirits, dreaming the dreams of the shinma from which they were birthed. And yet, while they sprang from their own dreams and thus set themselves apart from the rest, they were unrealized in this slumber. They dreamed of worlds and heroes, that which would one day become their Jouten and Deva, but still they were no more than emanations of the shinma. But then, one amongst them dreamt herself alone, and declared that would not be. She woke, and in this awakening realized herself as Cytherea, Divine Ignition and Mother of All Things. This awakening also woke the other Primordials, who found themselves within Cytherea's boundless flames. Then from Beyond came Oramus, relieved that the Primordials indeed woke, as he feared it might never happen. You shall be in this timeframe, in the place before space and the moments before the beginning of time.

BEFORE -0cp (Requires Swallowing The Scorpion)

After the Primordials woke up, eventually one of them, Szoreny, proposed that they should play at worlds and kings, and with his great roots formed a massive land for them to live upon. Thus was born Zen-Mu. At first, Mardukth, who could not remember himself, was their king, but even from the start all the Primordials could see the green glow of the Empyrean Chaos across the endless seas of Kimbery. Eventually, due to the scheming of the Shadow of All Things, Theion could cross the acidic sea and become the King of the Primordials. All was great and joyful for the titanic tribe, but eventually Zen-Mu ceased to grow, and became dull and repetitive for them. Thus, they left Zen-Mu, and set to work on a new world. You will be in this age, among the Primordials, in this primitive land with no gods or mortals.

ALL IS AS SHOULD BE -100cp (Requires Swallowing The Scorpion)

Creation was an effort of cooperation. Every Primordial participated in adding something to Creation, albeit not all contributed much of import, and some decided to simply leave for the Faraway. At first the Empyrean Chaos lit up Creation with his own green sun, and there was no night, but eventually the Shadow of All Things, seeking to solidify his own existence, convinced the King of the Primordials to create Sol Incarnate. With the aid of Cytherea and a powerful artifact that Theion "borrowed" from Autochthon, the Unconquered Sun was born. After many trials, the Unconquered Sun truly became Creation's sun, and Theion retired to Yu-Shan. Later, Cytherea and Oramus created Luna, who supported the Unconquered Sun by being strong in things that he was weak in, and brought on the night to give Creation respite from the Unconquered Sun's unrestrained glory. You shall be in this time, in the Epochs of Creation as it was meant to be. Perhaps you shall play in the Games of Divinity as well.

UPPITY INFERIORS +200cp (Requires Swallowing The Scorpion)

The gods, created to manage the proper functioning of Creation, were given free will. Unfortunately, this very free will allowed them to feel discontent with their Primordial masters, who treated them terribly and occasionally wreaked havoc on Creation, increasing their already heavy workload. The Incarnae then schemed, and managed to secure Gaia's neutrality and Autochthon's aid. The Great Maker forged Exaltations to empower humans with, for the gods were geased to not attack the Primordials directly. Thus was the Exalted Host born, the hundreds of Solars, Lunars, and Sidereals, and the thousands of Dragonblooded that would serve as the armies of the Exalted. The conflict was a complete surprise to the Primordials, and even time itself was collateral of the war. Eventually, however, the Exalted will win, and secure Creation for the gods and themselves to rule. You shall be in this era, perhaps the most dangerous of all. Perhaps you'll try to change the course of the war?

NOON +200cp

After the Primordial War, the Exalted Host turned their attention towards conquering Creation properly. In this era of the First Age, the Solars are still developing their infrastructure and collecting lore, and Third Circle demons being summoned was relatively common. You will be in this timeframe. As a Yozi or demon, you'll be stuck in Hell, and as the Exalted Host is at perhaps their strongest they've ever been and will be, there's very little you can do and scheme.

DUSK +100cp

The heights of the First Age were also the heights of the decadence of the Solars. Life for humanity was as grand and comfortable as it had ever been, and I AM even functioned like an internet of sorts. Unfortunately the Great Curse is in full swing among the Exalted now, so the Solars end up little different than the Primordials they overthrew in the eyes of their subjects. Still, the Exalted Host is very much at the height of their power, even if not as cohesive as they used to be, so as a Yozi or demon you won't find many opportunities to scheme. Even Primordials who took the side of the Exalted in the Primordial War are unlikely to be safe. If you are already bound, however, you'll learn that many Solars take demons as their spouses or regular servants, so you can still spread your influence quite far.

IRONY +100cp

And so the usurpers are usurped. A plot by the Sidereals and Dragonblooded resulted in the murder of nearly all the Solars, and the Sidereals did something to obscure themselves from Creation. Of course, the inability of the Dragonblooded at managing the artifacts and manses the Solars devised resulted in the predictable decay of the infrastructure of the High First Age. Perhaps you'll finally have the chance to act at this time, while the Exalted Host is busy with internal conflicts. Or perhaps your attempts at escape will cause the Exalted Host to suddenly rally together again to contest you.

ARROGANCE +100cp

The Shogunate, in comparison to even the most degenerate Solar empire, is largely a mess of internal conflict. The Dragonblooded attempt desperately to maintain as much infrastructure as possible to sustain the living conditions of the High First Age, but unfortunately they are unable to reach the mastery the Solars possessed, so slowly but surely the Shogunate decays in technological might. Still, the Dragonblooded themselves can multiply freely, so while it is technically a single empire, in practice the Shogunate is a bunch of nation-states vying for power. Perhaps you'll pick a particular warlord to support in your schemes?

FILTH +100cp

Interrupting the decay of the Shogunate, the Contagion appeared suddenly and reduced the population of Creation to a mere tenth of what it was. Sensing this weakness, the Raksha of the Wyld invaded, forming the Balor Crusade. After the blow that was the Contagion, Creation could not properly defend itself against this invasion and ended up reduced to a tenth the size it was, and were only defeated by the use of the long inactive Sword of Creation. This was perhaps the only moment where the Yozi actually cheered in favor of the Exalted Host, even if only in secret. Maybe you'll use this chance to attempt some scheme of yours.

DISAPPOINTMENT +100cp

The people and the land both reduced to a tenth, and the Dragonblooded still ruling Creation, the world is in perhaps the worst stable state it has ever been in. There no longer even is a Creation-wide empire anymore, even as diminished as Creation is, and the Realm, occupying the Blessed Isle, controls the surrounding nations only as vassals, with the nations at the borders of Creation being beyond even its influence. Maybe you'll attempt some scheme or other at this time, but with no summoners able to consistently conjure Third Circle demons, your limited influence is far lesser than it could've ever been.

RECLAMATION -0cp

Realm Year 768, more than seven centuries after the Contagion and Balor Crusade, things start to look better for the Yozi. The Ebon Dragon, after making a deal with the Neverborn, has managed to get a hold of 50 Solar Exaltations, and plans on twisting them with the essence of the Yozi to create the Green Sun Princes, Infernal Exalted that will serve as the spearhead of the Yozi outbreak. With these 50 Exalted, there is finally perhaps a real chance that the Yozi can escape. Perhaps you'll join the conspiracy of the Reclamation, to command Exalted of your own? Oh, and by the way, the Scarlet Empress of the Realm vanished a few years back. Not really an important detail, especially considering that the Ebon Dragon has declared that he would marry soon. Nobody knows who the bride of the Shadow of All Things is, perhaps you'll try to find out?

PERKS

Now that you know what, who, where, and when you are, it's time to figure out what you can do. You have two floating discounts per price tier.

Demonic Essence -0cp

Even the least First Circle demon is ultimately derived from the essence of the Primordials or Yozi. The demonic essence composing all demons is influenced and defined by both their nature and the principles of the Yozi or Primordials that created them. You are no different; your essence is corruptive, and twists anything it is infused with. For example, if you're a blood ape, and you are distilled and infused into the body of a human, then that human would gain distinctive blood ape traits like small horns and red fur in parts of their body, as well as greater musculature. This might also result in pushing the human towards your own goals, effectively giving them whatever your motivations are on top of their own motivations. The more powerful you are, the more pronounced this effect is, and the more corruptive your essence becomes.

As a Second Circle, you could infect things with your essence without having to invest parts of your own soul into the process, and as a Third Circle your mere presence could corrupt and twist your surroundings and any mortals that get too close. As a Cosmic Principle, then you'll find that your own state of mind influences your essence; the demonic essence of the Yozi is hateful and corrosive due to the seething rage of the Yozi themselves at their imprisonment. Perhaps if you are overflowing with generosity, your own essence might support and slightly refine things it corrupts rather than diminish it. And of course, as a Cosmic Principle, you process and wield so much essence that you can even form demesnes attuned to your own essence and principles, being closer to the ambient essence suffusing the geomantic flows of the world's essence than merely a corrupting entity. After this jump ends, you can toggle whether your essence is as passively corrupting without your input or not.

Demonic Living -100cp

Life in the Demon City is unlike in any other realm. From the acid or hallucinogenic rains produced by Kimberly and Hellogé respectively, to the crushing and splitting of Malfeas' urban layers, there are many devastating and bizarre natural disasters that occur in Hell, primarily caused by some Yozis being in a bad mood. Likewise the very structure of the landscapes differ, such as the endless city streets of the Demon City proper composed of basalt and brass, to the dangerous mirrored forest of Szoreny, or the various locations who are actually Third Circle demons, survival in Hell is a remarkably different affair than in Creation.

Thankfully, as a demon, this is your natural environment. Just like humans can thrive in the Terrestrial Sphere, so are you able to adeptly maneuver around the various dangers of Hell to carve out a comfortable living for yourself and those you hold close. Bad luck and chance may still tear down your little bubble of stability, of course, but unless you die you will be able to recover. Likewise will you, in future jumps, be able to not only survive, but thrive, in alien environments and realms of existence, even those with cruel, uncaring, and inhuman masters.

One Of Many -100cp

It can be tough to survive in Hell. Even if you're an amazing survivalist and have carved out a safe place for yourself to shelter in, at any moment an Unquestionable or even a Yozi can kill you, whether by whim, accident, or offense. So learning how to avoid the attention and presence of your greater powers without pissing them off is a skill that could save your life. A skill you now possess. You have great practice and experience in how to avoid catching the attention of those with greater power than yourself, whether that power be political, physical, or supernatural, and even if you get unlucky and they pay attention to you, you'll be lucky enough to not get killed on a whim or accident, although you'll still have to tread carefully to avoid offending whatever strange sensibilities they might have. You also have a sense for when you're about to do something that would get you killed in such a way, helpful when dealing with Yozi and demons you don't know well. Perhaps you might even survive for centuries in Hell.

Mimic Of Tongues -100cp

While demons generally speak Old Realm, the Yozi are above such petty things as different languages, and can communicate with anything that can understand communication. You're no different; regardless of what language you speak or hear, you can understand and be understood by anyone who hears as if you were both speaking the same language. This does not translate to writing unfortunately, but at the very least you'll be able to talk to anyone you meet without any issues.

Hellish Spawn -100cp

Demons do not reproduce sexually like mortals do. Whatever form of reproduction they possess, whether physical or abstract, it generally has nothing to do with sex. However, that doesn't mean they are incapable of such an act, in fact they usually do so for entertainment and think of mortals as perverse for using sex for reproduction. Of course, even if they hold such a view, demons can reproduce sexually with mortals just fine, which results in half-demon hybrids. Not all demons can of course, but you're definitely among those who can, able to reproduce sexually with anything capable of sexual reproduction on its own. The more powerful you are, the more powerful the offspring, but with just this your spawn will have little more than a vague echo of your own abilities, dragged down by their mortal blood.

Backup Plan -100cp

Demons of the Second Circle and above may be immortal, but that doesn't mean they are unkillable. Despite all their power, it is possible for them to die. Fortunately, there is a way around this, a plan B so to speak. That plan being worship; being continuously worshipped for a year and a day after you die allows you to return to life (make sure your worshippers don't miss a single day). Ritual sacrifices speed this process up, although even if you're already ready for resurrection you'll have to wait for the 426 days to pass. Those of the Second Circle and above simply need to wait for the next new moon though, allowing them to return to life far earlier. Normally you could benefit from this anyway, but the purchase of this perk ensures that any thinking creature in future settings you go to will be able to provide the needed faith to fuel your resurrection.

Strange Forms -100cp

Demons aren't restricted by the forms of mortals. They can be animals, insects, or even weirder things. With this perk, you can choose to be a particularly strange demon taking the form of an abstract quality, such as an emotion rather than anything physical. For example, as an emotion, you could spread your feeling to anyone touching those you infected, and control the actions of those feeling you as well. Maybe you're a more traditional disease, or perhaps you'll choose to be something else like wind composed of arrows or light. The stranger your form, the better.

Servant Races -100cp

The Primordials had a habit of creating whole races for specific purposes, and as Yozi this habit remained, causing many types of First Circle demons to exist. While normally this act requires some investment, for you this is trivial, needing very little time and effort to create new demons, or perhaps mortals should you be unbound by the Surrender Oaths. The main limit is your imagination (and the power of the life you create), and even then it seems that any First Circle demons (or other types of beings) which you create are somewhat more powerful than they normally would be, even without any additional investment on your part. Don't forget to design the demons you create properly. Or maybe don't, and find some amusement in watching faulty beings suffer simply for existing?

Harnessing The Principles Of The Cosmos -200cp

The Primordials knew all the movements of the universe when they awoke, and so they do not need to learn in the way that mortals do. That said, it does not mean they are capable of doing everything, in fact they are generally unable to do things beyond their own principles and aspects. Still, that doesn't mean they cannot grow or learn new things, it simply makes it slightly more difficult. You in particular don't find it as hard as it probably should be however, having great creativity to twist the effects of the charms of other Yozi into something you can use yourself. The charms you develop must ultimately fit your own themes of course, so if you're as straightforward as Malfeas you won't be able to develop stealth charms, but you aren't limited to copying charms of other demons; even the charms of the Exalted can be copied with effort, and even stranger powers from other worlds can be copied too. Perhaps you'll feel inspired by powers you come across and develop entirely new charms using ideas from multiple powers you've learned of.

Hateful Wretched Noise -200cp

Due to the existence of the very deadly Silent Wind, there are entire classes of demons created purely for the purpose of producing noise, and also music because all Primordials like music for some reason. With a proper instrument on hand, you would be able to translate even a vague idea for a melody into an enchanting tune, although inappropriate instruments will require some improvisation. Likewise you have a perfect memory when it comes to songs, and can recall any that you've heard even once. Additionally, you have an incredible singing voice, and your sheer vocal range could let you sound like a weeping maiden singing her distress or a grave general leading his troops through a marching song. This only applies to singing, though, your vocal prowess is unchanged when it doesn't involve singing in some way. If you show off your talents, you might even cause Malfeas to commend you for your musical skill. You're also quite talented at learning songs with supernatural effect, although not quite as good at those as you are with more mundane singing.

Feet Of Brass -200cp

Dancing is perhaps the one leisure that Malfeas still allows himself, despite Ligier's disapproval. The Brass Dancer can sometimes be seen cavorting in the streets of the Demon City, accepting any challengers to dancing competitions (few of whom survive the dancing). While you may not be as good as Malfeas himself at the art of dance, you are able to impress him with your moves. You know all mortal dances like the back of your hand, and can perform them completely perfectly. You are also skilled at adapting to dances you are not familiar with, able to dance along to any music and keep up with any partner, at least until you exhaust yourself, or the dance itself harms you to perform for whatever reason. Should you go out of your way to perform for the Unquestionables, you might become a celebrity in Hell. With great effort, you can also develop supernatural dances, essentially imitating other abilities you may have with nothing but the movements of your body, and allowing you to teach these dances to others. Powerful dances might be dangerous to perform for mortals, so be careful with them. Or don't.

Investiture Of Infernal Glory -200cp

The process of turning a target into an akuma is lengthy and tortuous for the victim, restructuring the victim's mind, soul, and body however a Yozi wishes. However it happened, you've learned the charm Investiture of Infernal Glory, allowing you to personally transform willing targets into akumas. Should you happen to be a Cosmic Principle yourself, you won't need to pass the Charm off to one of your Third Circle souls to use it. Aside from knowing how to turn your victims into puppets without free will, you're also very good at figuring out how to corrupt things. With enough work and some samples to experiment on, you might even be able to twist the Exaltations of the Solar Exalted themselves to better fit your own tastes and change how they work, perhaps even removing curses as insidious as the Great Curse.

Unfortunately, corrupting things of such incredible power and complexity does carry risks, as tinkering with them too much just to put your stamp on it might risk damaging what makes it so potent to begin with. Or perhaps diminishing anyone you get your hands on is your intent? Regardless, no matter how well-made and powerful something or someone is, if they are willing (or you've subdued them) then there is nothing you can't corrupt, even if it might only be a little bit. And with how twisted the Infernal Exaltations are compared to their Solar counterparts, it would certainly take quite the excessive power and potency to fully resist your corruption.

Dread Blasphemy -200cp

The Primordials did not design undeath, and the Neverborn scares and disgusts them. Even the Ebon Dragon, closest to the Neverborn as a result of his nature, doesn't like them. Necromancy receives some of this disdain by proxy, being the result of their kin's death. That said, Necromancy isn't really illegal in the Demon City, although many might want to kill you if they know about your skill with it. Even if you're a Cosmic Principle and thus generally above such problems, you won't be well liked by your peers. Despite being a demon, you're oddly adept at necromancy, and have enough genius with it that you could innovate the art by yourself, not to mention how quickly you learn any necromantic magic.

As a First Circle demon, you're unfortunately restricted to Iron Necromancy (also known as Shadowlands circle Necromancy), the equivalent of Terrestrial Sorcery. As a Second Circle demon or above however, you can learn up to Onyx Necromancy (also known as Labyrinth circle Necromancy), the equivalent of Celestial sorcery. Unfortunately even Cosmic Principles are unable to learn Obsidian Necromancy, also known as Void circle Necromancy. It is worth noting that while Necromancy is purer in intent than sorcery, it is narrower, incapable of the sheer breadth of workings that sorcery allows, but incredibly potent in the fields it can reach. As a final note, if you begin your stay during or before the Primordial War, the Neverborn haven't yet died into existence, and the Underworld does not exist either, meaning that Necromancy shouldn't exist. Hopefully you have a good explanation for what this unprecedented blasphemy you wield is.

Heart Transcendence -200cp

The Primordials are writ large in every form compared to demons and mortals. Even diminished and mutilated, the Yozi are still the creators of the world, of unmatched immensity in spiritual and physical presence. As you can no doubt imagine, this also extends to their own will. In short, you are massively more willful than you otherwise would be, to such an extent that you'd have to be brought to the point of a mental breakdown twice to shatter your willpower. In other words, even if your will is utterly exhausted, you'll find yourself with what can generously be described as a second reserve of willpower, allowing you to keep exerting yourself past whatever hardships were enough that they would normally break you.

Optionally, you can also extend this to your Virtues. Conviction, Compassion, Temperance, and Valor can all be extended far beyond the point that mere mortals would consider reasonable, allowing you to ascend beyond petty matters and operate wholly on scales more appropriate to your cosmic stature. Unfortunately this is less beneficial than the effect it has on your willpower, and technically speaking lessens your ability to interact with lesser beings, mainly allowing you to simply ignore any dilemmas that would give other normally extremely virtuous people pause. There is no such thing as two Virtues contradicting, after all, there is only the world being incorrect, and your firm hand to fix it.

Body Unity -200cp

Spirits can be material or immaterial, but the Primordial transcended such defined states entirely, and the Yozi did not lose such a status. Just like them, your body is both material and immaterial, counting as either (or both) in whichever manner would be most convenient to you for any given interaction. This extends to your senses as well, letting you perceive both material and immaterial beings as easily as you would if you shared their physical state. You can even consciously control this, letting you enter sanctums as if you were immaterial or ignore their entrances as if you were material entirely by your own choice, without having to use Charms or spells to change your state appropriately. This also lets you entirely ignore any effects that only affect either material or immaterial beings but not both at the same time.

Additionally, your physical form benefits from this strange dual state in manners you might not expect; you require no sustenance or rest, although you can still get tired. Things such as food, drink, and sleep can still be pleasant to indulge in, of course, but you feel no hunger. You are also fully immune to any non-magical disease, and can hear any prayers directed at you regardless of physical or dimensional distance; even if you were in the depths of the Underworld's Labyrinth and a worshipper were in the depths of Pure Chaos, you would hear their prayer as clear as if they were right in front of you.

Exquisite Exultant Excellency -200cp

While the Yozi are immensely powerful and created the world, they did so in cooperation, and the efforts of a single Primordial might not have been enough to make something as grand as Creation. Still, within the reach of the principles that govern their being, their powers seem to work by their own rules. Just like some Yozi (not all though), you have some sort of condition that enhances and focuses the effects of your own abilities, a keyword of sorts if you will. Maybe it's moving as fast as possible, maybe it's those you make deals with, or something else you can think of, you can take your powers farther than they would otherwise as long as you fulfill this condition. Actively seeking and indulging in this condition will also allow you to recover faster, restoring your will and supernatural energies noticeably (albeit not greatly) faster than you otherwise would.

Impossible Brilliance -200cp

Charms, powers, artifacts, spells, there are many ways to wield your power. But sometimes, you just can't be bothered. Thankfully, you have a solution when you don't feel like mowing through armies of fodder. This will take the form of some kind of aura, such as perhaps becoming a font of lethal light. Activating this aura of yours costs you nothing, and you may leave it activated as long as you want without any effort spent on your part. The actual effects of this aura will depend on your status, of course, but it will always be enough to deal with any amount of chaff your enemies might throw your way. For example, if you are a Fetich, this would allow you to match Ligier's own brilliance, swamping the entire battlefield in shafts of light hot enough to swiftly incinerate any normal human, and blinding any who survived for hours, maybe even permanently, should they be unable to resist the blinding light. As a Cosmic Principle, your radiance would be on par with the Empyrean Chaos themselves. Well, perhaps you'd like your aura to be a font of darkness instead, or perhaps something else that catches your fancy.

Abcissic Temptations -200cp

Among the sorcerers of Creation, there are many cautionary tales about foolhardy sorcerers making mistakes while summoning and binding demons, and suffering horribly for it. Still, there are many sorcerers who either ignore or are unaware of such warnings, and demons keep being summoned by sorcerers (usually self-taught ones) that quickly learn the hard way why demons are called that. You, in particular, are oddly popular among such careless sorcerers. As a First Circle demon, you'll find yourself regularly summoned by hedge sorcerers from all over Creation, and perhaps even foolhardy mortals every now and then. They'll be the kind you can trick into giving you far too much information and influence. As a Second Circle, unfortunately the potential summoners are usually more educated, but you'll find yourself quite lucky in your endeavors to corrupt them.

As a Third Circle, you won't be summoned for quite a while since Solar circle sorcery is needed to do so, but you'll find that the Solars that do summon you come to trust you far too quickly, too sure in the bindings of their spells to believe you can bamboozle them for your own benefit (they are wrong of course). As a Cosmic Principle, perhaps you are contacted by Yu-Shan oddly frequently, so while you cannot be summoned by sorcerers, you'll at least have some avenue to spread your influence beyond Hell.

The effects of this perk also apply to any subordinate or subsoul of yours, so as a Cosmic Principle, you'll at least be able to form a conspiracy with your own Second and Third Circle souls. In future jumps you'll find yourself regularly summoned by any magic users that can summon beings like you (should they exist), all of whom will be the kind that makes it not too difficult to trick to your benefit.

Legalisms Of The Creators -200cp

While First Circle demons are largely helpless against binding spells and must resist purely on their own willpower (which is almost always insufficient, especially against powerful sorcerers), Second and Third Circle demons can refine their resistance against bindings. You in particular have taken this refinement as far as it could go. In other words, when it comes to resisting supernatural bindings, you have a massive advantage over the sorcerer attempting to bind you, even in a straight contest of wills. If you win this contest, then the binding fails. But of course, that does not mean your summoning is undone, as that is a different effect you did not resist. So, after that, you would be free to do whatever you want with the sorcerer for a year and a day before you are forced to return from whence you came.

Unfortunately this advantage is only applicable when resisting a binding as it is cast upon you, and can't be used to resist bindings you were already restricted by. Additionally, it seems that you've developed this technique a bit further than normal, allowing you to apply this advantage even to banishment, which it normally doesn't. Thus, not only can you better resist being bound after being summoned, you can also resist being banished to where you came from. You cannot resist being forced to return home after a year and a day however, as that is strictly speaking not actually a sorcerous banishment. Those who summon you will quickly learn from the experience, if you don't kill them that is.

First Among Equals -200cp

While the power of demons is generally determined by their status, some are simply more gifted than others of their kind. Perhaps you wish to be so exceptional as well. With this purchase, you'll find that you can bring to bear more raw power than most of your peers, perhaps seeming half-way between your true Status and the rank above in sheer might. As a First Circle demon, you could easily distinguish yourself enough to be a legal Citizen, and as a Fetich, you would be comparable to Ligier himself. As a Cosmic Principle, you almost definitely possess a second Fetich, something only Theion could boast before you came along. In direct confrontation, victory would almost definitely be yours, but do keep in mind that raw power is not all that decides the victor in a fight, much less in non-physical conflicts.

External Shinma -200cp

The Primordials were mighty and created whole worlds, but they are not all-powerful. Each had their own specialty, of course, and some could do things the others could not equal. Perhaps the most interesting of these is Oramus, the Dragon Beyond The World. He was the Primordial to decide what is and what is not, and still he can access the Beyond, a place that does not exist, where all that he declares is not can be found, and some other things besides. However it came to happen, you now have access to this Beyond. This allows you to see into it directly and even bring things from the Beyond into what is. Of course, how much you can do with the Beyond will depend on your own status, and it can be very dangerous indeed. Even Oramus doesn't bring things to Creation from the Beyond lightly. Either way, being able to witness all that does not exist grants you a great level of perspective and understanding of principles and shinma alien to Creation and even most of the Primordials. If you're feeling inspired enough, then you can instead gain access to a realm that is similarly alien to Creation, such as perhaps a place representing the notional endpoint of all things striving for excellence or the like. Whatever it is, it should be as removed from Creation as the Beyond, and it'll let you influence Creation in a similarly abstract manner as defining the boundaries of what is and what is not.

Initiation Of The Creators -200/400cp

Sorcery is the tool the Primordials used to forge Creation. While bound, they still possess their sorcerous might and knowledge, as restricted as it may be. And why would you be any different? With this, you are initiated into sorcery. As a First Circle, you know Terrestrial circle sorcery, although if word gets out that you know it then you'll be swiftly executed. As a Second Circle soul you know both the Terrestrial and Celestial circles of sorcery, certainly enough might to stand out amongst your peers. And of course, as a Third Circle soul you know all three circles of sorcery, able to use Solar circle sorcery for great workings. And finally, as a Cosmic Principle, you're first among your kind when it comes to sorcery, comparable in that art to Autochthon's mastery of artifice.

Notably, should be of the Third Circle or above, you know spells to summon and bind demons, but you can't use them on Second and Third circle demons belonging to other Primordials or Yozi. It is worth noting that your nature will affect your ability to use sorcery; Malfeas cannot cast spells that bring peace or calm, for example, but any damaging spells he casts are significantly more lethal. If you are of the Second Circle or below you do not need to worry about this, however.

But if this doesn't satisfy you, you can pay another 200cp, for a total of 400, to be particularly adept at manipulating the Shinma, the underlying principles of all that exists and does not exist that birthed the Primordials themselves. Well, the Shinma are more like rules and patterns than entities, even more so than the Primordials themselves. This expertise lets you easily create new things and forge novel entities. Perhaps you'll make spirits with a unique set of four Virtues unrelated to the normal four that define practically every living thing in Creation, or maybe you'll feel inspired one day and create something completely alien to the workings of Creation. It's not limited to tangible things either; abstract concepts like new colors, physical laws, emotions, and the like are possible to make as well. With enough effort, you may even be able to create something on the level of Qaf's Perfection.

You can also apply this to modifying any pre-existing beings you can subdue (or trick into willingly submitting themselves to you), allowing you far greater leeway in their modification than you otherwise would have. Unfortunately, you may not be capable of much should you be bound by the Surrender Oaths, but if you aren't, then you are truly only limited by your imagination (and the time and effort you bother to invest in the act of creation).

Martial Tricks -200/400cp

Martial Arts are rather unique, allowing even mortals to develop Charms dedicated to some particular style, although humans need a lot of effort to learn even the weakest ones. How do the creators of the world treat martial arts? As a way to insidiously spread their influence of course. Like many demons and some Yozi, you have trained in martial arts for some time, already being what mortals would consider a master. Your use of martial arts extends beyond mere combat however; you have developed a martial arts of your own. As a First Circle soul, it's comparable to Terrestrial Martial Arts, not very strong but capable of some good tricks, relatively speaking. As a Second or Third Circle demon however, it is comparable to Celestial Martial Arts, granting a respectable amount of power and combat ability to its practitioners. And finally, as a Cosmic Principle, your style is comparable to Sidereal Martial Arts, with just parts of the style being extremely powerful and capable of grand Shaping works, not to mention the power of the whole style.

Nothing noteworthy for someone of your status. However, the true purpose of this style of yours is not combat, but corruption. Your nature seeps into the hearts and souls of those who are taught the style, slowly twisting them and cursing them with an unbreakable bond with their master. Perhaps your nature is closely aligned with perverse relationships like Mara is, and your style will inflict an unbreakable love of the master into the student. Whatever form the corruption takes, it will only be possible to remove via supernatural means, and every time the student uses the style again, it restores the corruption.

For 400cp, anyone who learns your personal martial arts style is vulnerable to your own powers and supernatural influence, the Charms of the style serving as an undetectable backdoor you can access from anywhere, even other realms of existence. This may be a replacement of the corruption inflicted on the student while teaching the style or in addition to it. If you wish to subtly spread your style among your enemies to suddenly control them all at once when you are executing an important scheme, it might be better to have a normal teaching process.

Unsorcerous Summons -200/400cp

The Surrender Oaths restricted the Yozi to the Demon City, but cracks exist in their prison. After all, the Primordials would not suffer the indignities of their component souls being just as restricted as their totality. Thus, demons of the Third Circle and below can enter Creation in certain circumstances, even without being summoned by a sorcerer. And so can you. You can pick some sort of condition, likely some action or event that you personally enjoy witnessing. For example, maybe it's someone learning a secret the Yozis wish to keep to themselves, or maybe a smith performing the master stroke of a perfect work of brass, a prince leading their army against seemingly insurmountable foes, a blindingly beautiful queen seizing the throne while still unwed, someone betraying the natural order of acquaintance, authority, or taboo, or some other condition you can come up with. Whatever it is, it should align with your nature, and you won't be on the scene for very long, no more than half an hour, and the higher your Status, the rarer it'll be for this condition to happen, and the harder it'll be to cause intentionally.

If this doesn't satisfy you, you may pay 400cp instead. With this choice, the condition of your choosing will be very lengthy, but it will also simply unleash you unbound into whatever realm of existence it drew you into, for about 426 days, or however long a year and a day is wherever you are. With this upgrade, as a Second Circle soul you might have a condition as difficult to fulfill as a region of a very windy and massive desert, like the South of Creation, being completely still for two whole months, or perhaps someone desecrating the remains of one singular specific person that you consider important. As a First Circle soul, it might be as simple as ambitious subordinates usurping their superiors, or a person surviving hanging for three whole days. As a Third Circle soul, the conditions for your appearance might be nigh-impossible. And if you are a Cosmic Principle? Well, it'd frankly be easier to unravel the Surrender Oaths directly at that point. In future jumps, this will still work to automatically summon you wherever the condition you chose is met, albeit you won't have to worry about getting sent back a year and a day afterwards if you don't want, being unbound.

Sensual Demon -400cp

While most demons are alien and even horrifying in some cases, there are those who are beautiful instead. Perhaps you'd like to be among that number? As a First Circle, you'll be beautiful to a mundane extent, seductive and hard to resist for mortals maybe, but ultimately not something that would stand out among the Yozi or the gods. However, as a Second Circle you have supernatural levels of beauty that would not look out of place among the most famed of Yu-Shan itself, and even the Yozi themselves might take notice. At this point you also obtain carnal skill matching your appearance, so you wouldn't disappoint a prospective partner at all even with little experience.

And finally, If you're a Third Circle or above, your beauty transcends the limitations of minds, allowing even the least mortal to enjoy the fullness of your visage, requiring immense willpower or supernatural resistance to avoid falling in love with you at the mere sight of your face (or uncovered form), and even potentially seducing inanimate things with little effort. What good would seducing rocks do? How does seducing inanimate objects even work? Who knows. At this point you will definitely attract the attention of the Yozi and perhaps the greatest gods of Yu-Shan and most powerful Exalted as well. Hopefully you'll make the most of it. After all, such attention grants great opportunity.

Glory Incarnate -400cp

Pure Chaos, and the diluted form of it called the Wyld, has been an enemy of the Primordials since they began their existence. Still, it could not dissolve the titans back into formless potentiality, and neither will it be able to dissolve you. You're completely immune to Shaping, in other words. No matter what form it takes, Pure Chaos cannot claim you, and cannot directly influence you. Likewise you will find yourself immune to the depredations of the chaos beyond stable existence in other worlds you might visit. But you can also take this a step further; you can develop Charms to extend this immunity beyond just your being, enforcing a bubble of stability around you, the contents of which will be influenced by your own nature. With this you may establish a beachhead against Chaos as you weave a new world around yourself. Well, at least assuming you aren't bound by the Surrender Oaths, but I digress. Should you be a Cosmic Principle, you'll be able to take this even further, exerting your more real form over even stable realities, and Shape them like you would Pure Chaos. It'll take longer and be somewhat more difficult, but even the most stable of realities can be manipulated to your whim.

Primordial Materials -400cp

The Faraway is a roiling chaos of possibilities. As you can no doubt imagine, there's little better sources of materials than things of Pure Chaos, as they can be quite literally anything you can imagine, and many things that you cannot. But there are better materials. Certain Primordials were especially well suited to the act of creation, to the point that their own essence enhanced such things. Cytherea, for example, had a white essence that massively amplified the results of any craftsmanship that used it. Now, you are also a source of incredibly potent and useful materials, whatever your nature is. Whether it be artifice or sorcery, using arts of your body or essence is a massive boon to any creative projects you might be engaging in. Even as a First Circle soul, the addition of your body parts or essence would be a worthwhile boon for any craftsman or sorcerer.

This is to such a degree that your mere presence leaves behind an echo of this trait of yours, imbuing anything you interact with with noticeable sorcerous or alchemical properties. Perhaps a patch of grass you once sat on now aids effects that put people to sleep or restore their stamina, or a tree you punched might yield wood that can hold an edge and strike with greater force than it should. Of course, the grander your status, the more pronounced this effect is, and as a Cosmic Principle you'd be comparable to Cytherea herself, your essence so fertile that it could be used to create beings as powerful as the Incarnae, and perhaps even the Unconquered Sun himself, if you cooperate with your peers.

Forge Of The Creators -400cp

Ligier, the Green Sun, is perhaps the greatest craftsman in the Demon City. Autochthon, least of his kin, is nonetheless the one who crafted the Exaltations themselves. And now, you will have the chance to achieve similar feats. You are incredibly skilled at all conceivable forms of craftsmanship, from the mundane works of mortal craftsmen, to the manipulation of fate, to the shaping of the Wyld, if it is a skill related to wringing items into being, then you are outstanding in its application. As a Third Circle soul, you would obviously match Ligier himself, able to craft exquisitely complex automatons, massive magitech engines, monstrously powerful artifacts, and more. You can even hide subtle flaws in your creations, if you wish to spite someone too arrogant to pay for your services but can't be bothered to refuse the commission to begin with. Keep in mind however, that the art of artifice requires appropriate materials.

As a Cosmic Principle, you are very much an equal to Autochthon. He was the one who created mortals, devised art for them to express themselves, and vivisected many Lintha, the greatest demon-blooded available, and used the insights gained from such a process to forge the Exaltations that would later go on to win against the Primordials themselves. Still, to forge wonders truly worthy of your skill, you might require similarly grand materials, the kind of which is not easy to find even in the roiling depths of the Faraway.

Secrets Of Divine Craftsmanship -400cp

The Primordials created the gods to perform maintenance of creation. You might've noticed that gods are remarkably different from mortals, and while they share some similarity to the souls of the Primordials, they are fully independent, even the stronger ones. Perhaps out of curiosity, or maybe assignment, you know the secret to the creation of gods. Of course, if you don't have much power or resources of your own this won't let you make more than drones and the like. Of course, as a Third Circle soul or above, you'll be able to easily create gods tailored to whatever task you want to appoint them with with relatively little investment, and while you won't be able to make outright Incarnae by yourself, you'll definitely be able to make gods at the peak of the Fifth Rank if you care to put in some effort.

The gods you create are likely going to be loyal to you, unless the nature you designed them with would result in a different attitude, but they won't be bound to obey you or even to like you unless you design them to, or perhaps you'll geas them into it instead. In future jumps, you'll learn how to adapt this process to create the local type of deities, should they exist. Their power will still depend on how much you invest when you create them, of course, but all gods grow with worship anyway, don't they.

Rising Beyond Your Rank -400cp

While upwards mobility is generally not a thing in the soul hierarchies of the Primordials and Yozi, that's not to say you can't be stronger than most of your own status. In fact, while demons generally cannot attain greater strength, it is not impossible for them to do so. You in particular now serve as an example of this; you'll find that you're no longer restricted in how far you may grow. Just like Stanewald, a Second Circle demon, has become almost as powerful as any Third Circle demon, you can grow in power indefinitely through time and effort. Perhaps one day, with sufficient effort and time, you might grow to match the Primordials themselves in sheer individual power? Of course, the more powerful you are, the more difficult it'll be for you to become stronger. But that's just how training tends to go, isn't it?

Monstrous Creations -400cp

Behemoths are rather unique. Neither spirit nor mortal, they could be considered beasts of great power, perhaps even their own unique type of being. Whatever the case, you know ways of creating them, and you need far less resources than you normally would. Even if you seek to create a behemoth as tall as a mountain and as strong as the fiercest winds of Creation's north, you might only need a ton or two of material to create it out of, perhaps by gestating a child version of it that can grow to its full intended might. Even the more abstract behemoths are within your reach, as you are only really limited by the quality of the materials on hand. Perhaps with sufficiently powerful ingredients, you might be able to create a brass titan that unmakes the laws of Creation and expels the influence of the Loom of Fate wherever it walks?

Primordial Engineering -400cp

The Primordials and Yozi are great titans of such immensity that they have souls which themselves are so immense they have souls of their own. They created the world and everything on it, and made the gods to maintain it. Still, they are not immutable, and their soul hierarchies are not set in stone. While rare and generally considered disturbing by most Primordials and Yozi, there are methods for them to engineer their own souls however they wish. Just like how Ramethus turned himself into a tireless war machine, and Autochthon not only lobotomized his own Fetich to be able to artificially think beyond his own limits (albeit poorly) but also modified his Third Circle souls to change how his Second Circle souls worked, so do you now know how to modify your own soul(s). As a Third Circle, you'll mainly have to focus on your seven Second Circle souls, and as a First or Second Circle, you'll only be able to modify yourself due to lacking subsouls of your own. Still, your nature is no longer your limit, and you may transform yourself to your own wishes.

Conceptual Harmony -400cp

Primordials are their Charms. They manifest physically through their Jouten, and spiritually through their soul hierarchy. And why would they be harmed by their own self? Like the Primordials, you cannot be directly damaged by any powers sourced from you. If you've lent an artifact to someone that allowed them to use your Charms, they wouldn't be able to use them to hurt you. Of course, you can still be affected negatively by your powers, but you won't have to worry about simple damage. Additionally, you are perfectly capable of using all your abilities and powers simultaneously, without tripping up from using many different techniques and Charms at once. Some powers you have may be incompatible with each other, but you'll be able to use them at the same time regardless. As a Cosmic Principle, you'll find that the benefits of this perk extends to all of your subsouls as well, even the First Circles.

Impossible Borders -400cp

Oramus is the Dragon Beyond The World, and skirts the line between the possible and impossible. Such was this that the Exalted Host bound him with his own wings, rather than with the Surrender Oaths. After all, nothing else would've been able to bind him as thoroughly. Now you share this impossible nature with Oramus; you are extremely resistant to any geases and supernatural oaths, able to simply ignore them entirely with effort, to the point that the only way to properly restrain you is with yourself. Just like how Oramus was trapped by his seven wings being forged into a cage, some part of your own being must be used to seal you. And of course, you won't make it easy for your captors, right?

Worldshaper Assumption -400/600cp

As those who created the world, the Primordials can choose whatever form they wish. And now you share this ability. In short, you can shapeshift into any form you can imagine (that fits your themes and nature to some degree), as long as it is not larger than 100 meters wide, tall, or long. On top of this freeform manipulation of your form, you are immensely durable, your body being as tough as both your own willpower and raw spiritual power, and you regenerate mild wounds in hours and supernaturally damaging wounds in mere days. No form of environmental damage that isn't backed by an intelligence targeting you may hinder you, and if some form of damage is not backed by supernatural power, it does nothing at all to you.

If you're willing to spend an additional 200cp for a total of 600cp, the limits on your shapeshifting grow to 50 miles instead of 100 meters. Perhaps you'll block out the sun as you appear before your enemies, to boast your might? As a Cosmic Principle, you're even less restrained in the types of forms you may take, your nature being quite flexible in how it is shown. Just pick some concept, like the number 7, and as long as you represent that concept in some way, you can truly transform into any form you can imagine.

Bathed In Blood -600cp

While most demons are just as, if not more immortal than the gods, some are more resilient to death than their peers. You are now among them. Pick a condition, something about as difficult to accomplish as bathing you with the blood of your own descendants (assuming you have any). Whatever your condition is, you can only die if it is fulfilled. Even powers that can shatter souls and kill the immortal won't be able to truly end you unless your killer manages to fulfill this condition, allowing you to return to life as normal. If it becomes impossible to fulfill said condition, then it becomes invalid and thus stops protecting you until it's possible to achieve again. That doesn't mean you can't go to great lengths to make it as difficult as possible to exploit this weakness, of course.

Eternal Essence -600cp

Primordials, and their component souls, are immortal. Even if killed, they can generally recover, unless they are the victims of terrible powers capable of destroying souls. However, unlike their component souls, Primordials do have an additional layer of defense, one you now share. The form of this is simple; as long as the blow isn't backed by a power that can shatter souls and kill the immortal, you simply don't suffer any damage that would kill you. You can be brought to the edge of death, of course, but killing blows will simply do nothing. Additionally, you're immune to any effects that would simply kill you outright. If someone wants you dead, they'll have to fight you for it the hard way. If you're already a Cosmic Principle, then this defense extends even further, applying to all damage that isn't backed by powers that can shatter souls and kill the immortal and not just killing blows, making you completely invulnerable unless your enemies wield such abilities.

Repository Of The Self -600cp

While the Primordials have many souls, so do they have many bodies as well. These are called Jouten, and they serve as ways for the Primordial to interact with the world. Their World-Bodies, for example, could be considered Jouten, just as a Jouten could be a normal-sized person made of brass or the like. However it came to happen, you developed this ability as well. In other words, by spending some time and a significant amount of effort, you can design and create Shintai of your own. With these Shintai, you can transform whatever bodies you're using or possessing into a full Jouten. You could turn a body that looks like a mortal into a brass titan for example. You can also manifest these Shintai externally as Jouten if you like. In this way, you can essentially be in multiple places at once, and thankfully you won't have any issues with multitasking, to the point that each Jouten could operate seemingly independently, even when it's really just one mind controlling all of them. There's no limit to how many Jouten you may manifest at any given time, but remember that they are all merely extensions of yourself, so they don't multiply how much you can use your supernatural abilities like Charms, merely giving you more angles to use them from.

Additionally, you can also mix different forms and altforms you may already have, creating one unified Shintai with all the benefits and aesthetics of both, or perhaps with only some elements from each. You can still use the forms and altforms you used to create another Shintai, so if you use two altforms of yours to make one, you'll effectively now have three. Of course, mixing such forms to create a new Shintai will take time and effort to accomplish too, and will be more difficult the more incompatible the forms you're trying to mix are. You can also manifest any forms or altforms externally as Jouten if you like, treating them like your other Shintai. It is worth noting that the designs of new Shintai you create will have to be aligned with your nature and themes to some extent, but you can make this influence subtle with a bit of effort spent on the design.

Cursed And Geased -600cp

The gods, and most other creatures the Primordials made, were geased to be unable to directly harm their creators, and even then, only the Incarnae themselves were allowed the dignity of self-defense. Perhaps you took direct part in this, or learned from the Primordials who were, either way you've learned a great deal about geases and curses. To bind someone with a geas, you'll unfortunately have to subdue someone or get them to agree to it (without supernatural mental influence), although if you're creating a new being you can just geas them as part of the process. This geas you bind a target with can have whatever terms, obligations, and restrictions you care to think of. You can prevent them from ever harming you, or perhaps you'll be a bit more thorough than the Primordials did and forbid them from rebelling against you.

But that's not all. If you disguise a geas of yours as something beneficial, such as perhaps making a supernatural ablative armor against supernatural influence replenish itself, you can make something as insidious and powerful as the Great Curse, which removes itself from the memory of those afflicted and undetectably worsens their personality until they become more monstrous than even the Yozi, without having to become a Neverborn to do so. You won't even have to subdue the target, so you can inflict the curse upon them even if they've defeated you in battle. Unfortunately you'll still have to sacrifice enough power to massively weaken yourself to lay down such a curse, and while recovering won't be impossible, it won't be fast or easy. Perhaps the prospect of revenge might make it worth it?

Infernal Hierarchy -600cp

The soul hierarchies of the Primordials doesn't simply provide the benefit of numbers. It also empowers the Primordials when their lessers rise in power and skill, such as a Third Circle growing stronger due to their Second Circle growing stronger due to their First Circles tempering themselves as a whole through constant war to weed out the weak. However, this is not a very impressive effect, as demons are, for the most part, static in power. For you, however, this is different.

Far more directly than otherwise, the skills of your direct subordinates will empower your own skills. In other words, you will possess any skills that your subordinates develop, albeit you'll be half as good as them if you weren't already better. Unfortunately this does not stack with your own skill, it's a sort of "take highest" if you will. Perhaps you will tell your subordinates to go train in some skill you don't have the time to develop yourself. This does not extend to subordinates of your subordinates, and only applies to those directly under your command. This effect, however, is even more pronounced on your own subsouls, should you have the status to have any.

Both you and your Fetich will gain half of the skills any of your sub-souls possess, and you will also have any skill your Fetich has developed, even if they won't have yours. Your Third Circle souls will not gain any skills from you, your Fetich, or their Third Circle peers, but they will gain half of any possessed by their own Second Circle souls, and any First Circle soul from species created by them or their Second Circle souls. Your Second Circle souls will unfortunately only benefit from skills of First Circle souls from species they created personally. Authority flows only downwards, after all, and the lessers get nothing from their greater. It is worth noting this is still a "take highest" thing; having armies of barely skilled First Circles won't do much at all, but having a few well-trained Third Circles will benefit you immensely.

Cracking The Spheres -600cp

Sometimes, you just want to see the world burn. If there's nothing more you can do, perhaps you can just spite your enemies. With a permanent sacrifice of some aspect of yourself, which you can never regain in any way, shape, or form, you may cause a cataclysm. This will scale with your power and status; a First Circle might decimate a large city and the countryside around it, a Second Circle might utterly destroy entire empires, a Third Circle could devastate an entire world. And of course, a Cosmic Principle could damage reality itself, to turn it into a husk of what it once was. Just like the Three Spheres Cataclysm, the damage will be irreparable, because anything destroyed by your spiteful sacrifice will be forgotten. Those who come after will be incapable of conceptualizing the things that were lost, and even those who lived through it would find their memories jumbled and seemingly nonsensical, unable to properly process the memories of a reality intact from your spite. It is a high price to pay, to give up some part of your being that can never be regained, but perhaps depriving your enemies of much, much more will make the act a worthwhile one to you.

Caveat Emptor -600cp

The Primordials designed the casualty of Creation. It wouldn't do for them to be bound to it, would it? Like them, you've become unbound by the causality of linear time, and this allows you to change history however you like. Unfortunately, unless you start during or before the Primordial War, you'll be restricted by the Surrender Oaths. You won't be able to change further than 5 days prior, you can't make any change that would impact anything that already happened beyond Hell, and even without the Surrender Oaths, you cannot change anyone that you didn't create or who doesn't willingly and fully submit to your manipulations. Even without such restrictions, however, this isn't a free ability; changing the past costs essence to perform, a non-trivial amount even for Cosmic Principles, and the more impactful the change, the more expensive it is to perform. If you're already a Cosmic Principle and still purchase this perk, you'll find it easier than normal to perform, albeit you'll still need significant effort to make big changes to the past.

It also becomes more difficult and costly to do if you're trying to manipulate the past of beings with power of their own, and sufficiently powerful technology or Charms can block or contest your changes, such as the artifacts of temporal manipulation the Exalted Host wielded during the Primordial War, not to mention the powers of other Primordials and similar beings you might encounter in the future. Unfortunately you cannot directly travel to the past, but changing it directly is just as good, no? Just remember; changes to the past stir Sacheverell. Should he wake, this ability of yours will be rendered null.

Swallowing The Scorpion -600cp

Normally, the Primordials and Yozi are bound by their natures, and are surprisingly incompetent outside of that. Their component souls aren't quite as restricted, but their natures are still very influential on them. But perhaps you don't want to worry about this? In that case, you may have this perk. In short, you can act beyond your ordained nature, just like humans can. Of course, you'll still be at your most powerful when following your nature, but you won't find acting beyond your nature to be all that difficult or stressful. You truly possess free will now, and it would take active supernatural effort to forcefully alter your thoughts. You can even fully resist the possession of your greater self, if you aren't a Cosmic Principle outright, and will find it easier to dislodge yourself from the soul hierarchy of your Yozi or Primordial if you wish to pursue a different path. This will also (optionally) apply to any of your subsouls, should you have the status to have any. Additionally, if you're a Cosmic Principle, you don't have to take the Crippled and Now What? drawbacks with this perk. You still can't get any cp from them though.

ITEMS

Ah, but let's not forget physical possessions. Like with perks, you have two floating discounts for each of the 100cp, 200cp, 400cp, and 600cp price tiers. You also get a single floating discount for 800cp items

Musical Implements -100cp

Music is the one art that all Primordials enjoy, save perhaps Adorjan. Thus they have crafted many instruments to produce music, both mundane and weird. You find yourself given a supply of every instrument you could ever need to compose music, both the imaginable and the alien. If any of the instruments break, you will simply be given a replacement. You can outfit entire bands with this supply, and as long as they're not used for anything other than their intended purpose of producing noise of some kind, usually melodic and pleasant, they will never break or wear out even if played for centuries at a time without stopping.

Algarel Supply -100cp

Gunpowder is one of the many materials that do not survive long in the Demon City. As a replacement, demons have developed a different substance as a replacement; Algarel, a blackish-purple powder with the same properties as gunpowder, produced by drying out vitriol. You will now have a supply of this substance, for all your explosive needs. First Circles get a whole barrel a week, Seconds get several a week, and Thirds can have a few tons weekly instead. This is little use for the powerful, but perhaps you'll use it in your artifice or the like?

Need-Purging Pastille -100/200cp

These thumbnail-sized pills are primarily meant for mortals, if you care to capture some of them in Hell to force them to worship you. They're held under the tongue and dissolve after about a day. While they're in effect, it turns the lips of whoever is using them black, and they no longer require mortal sustenance. They unfortunately do nothing for supernatural diets. If you're of the Third Circle or above, you get a better variant of these pills that do take care of supernatural diets as well, removing the need of any type of sustenance. If you aren't a Third Circle or above, you can also spend an additional 100cp to receive these better pills. You'll get about a dozen of these pills each week.

Punishment Sphere -100cp

Punishment is a reality in any prison, and Malfeas is no exception. When a servant or lesser demon is deemed too rebellious or incompetent, and must be made an example of, one of these Punishment Spheres is used. Made of green-black glass and brass, most neighborhoods have one of these structures, and now you've come to own one for whatever reason. The punished are put inside the sphere, and the actual punishment varies. Some are flayed, some are burned, some are left to waste away. When they are spent and begging for death, the punishment sphere restores all their wounds and heals their mind, for the punishment to begin again. It is usually made worse by the fact the victim knows what is to come. This is repeated for a number of cycles proportional to the criminal's status and offenses, although the prisoner is usually never told how many times their punishment will be repeated. Once the punishment is done, the prisoner is released without the benefit of the sphere's healing abilities. After that, they are usually either demoted or killed, depending on the whim of their superior. Perhaps you'll be a bit more merciful to those you shove in this thing?

Infernal Safeguard -100cp

The environment of Malfeas kills mortals in a week exactly. This is due to Malfeas' humiliation and hatred, as you may no doubt be aware of. However, this sort of thing can be inconvenient in certain situations. It has been enough of a concern that some demons created tools, incredibly unpleasant as they may be, to allow mortals to survive indefinitely within the Demon City. The primary methods used are an alchemical potion that carry a risk of permanently degrading the imbiber's body if drunk regularly for months, and a massive insect, half-fly half-moth, that attaches itself to a mortal's face, covering its lower half with its body to prevent them from eating, drinking, smelling, or talking, and slips a slender tube down their throat to provide them with filtered air, water, and nourishment recycled from the insect's own feeding.

You will have a small supply of these tools, which replenish monthly if lost in some manner, enough for a group of four mortals to survive indefinitely in Malfeas with either method. In future jumps, your supply of unpleasant survival tools will expand, to provide perhaps unnecessarily nasty methods of survival in realms of existence that are too hostile for life to live there normally.

Fiefdom -100/200cp

Well, if you would like some territory to own in the Demon City, this option is for you. As a First Circle it won't be particularly impressive, although you might have a small nation built up if you're strong. As a Second Circle or above you'll have a proper empire, even if not as large as Octavian's. You can expand it with some good old conquering, of course. If you're not satisfied with this, you can also purchase a more abstract fiefdom for 200cp instead. With this your fiefdom can be people who break the law, or any demon you've created the species of, or any petitioners of a bureaucracy you command, or certain enchanting melodies, or certain drugs (that make people tripping on them hallucinate being on a non-real dream fiefdom that anyone taking the drug seems to visit), or whatever other weird and bizarre "territory" you can come up with. These abstract fiefdoms will allow you access to whoever is part of your fiefdom, although actually enforcing your rules will be up to you.

Infernal Liquor -100/400cp

Demons enjoy some good alcohol, although the form their drinks take may be strange or even disturbing to most. Some examples are Chalcant, the liquified, distilled essence of a First Circle demon, which grants not only essence but even the memories of said demon to those who drink it and considered to be the greatest delicacy, to Final Rest Elixir, which grants the sensation of dying with no regrets while surrounded by children and grandchildren (and while this perfect peace is merely pleasant for mortals, it can be very deadly to demons), to Sypax, which grants an experience of perfect pleasure from the release of orgasm to the contentment of hard work completed (deadly to mortals but merely pleasant to demons), to something more mundane like Bonewine, fermented tree-grain mixed with the psychedelic rains of Hegra to impart a specific emotion on the imbiber. There are many other drinks as well, too.

With this purchase, you get a great variety of alcoholic bottles containing samples of each Hellish drink. As a Third Circle or above, you get a whole winery able to distill every form of alcoholic drink that can be found in Hell. If you're willing to spend an additional 300cp, for a total of 400cp, then you'll even be able to regularly procure Azoth, the equivalent of Chalcant made out of Second or Third Circle demons. If you enjoy drinking, you'll have plenty of new tastes to try out, just watch out for the deadlier ones.

Artifice Of Hell -100/200/400/800cp

There are many artifacts in hell, made with slightly different methods from those of Creation. Still, the variety of artifacts is little different from Creation. It was the Yozi who made the world, after all, and clearly they are perfectly satisfied with the form artifacts take. Regardless, with this purchase you may purchase a custom artifact of your own. 100cp gets you a 1 or 2 dot Artifact, relatively minor but useful for trivial tasks like keeping yourself clean, 200cp gets you a 3 or 4 dot Artifact, actually somewhat strong and the kind of thing Second Circle demons use as weapons or armor, and 400cp gets you 5 dot Artifacts, the peak of power for normal Artifacts and worthwhile even for Third Circle demons,

If you really want immense power, you may purchase N/A Artifacts for 800cp each, the kind of thing that can shake the world on its own and that Primordials craft to achieve their goals. Additionally, you get a number of extra discounts on this item depending on your Status; Second Circle demons get discounts for any Artifact 4 dot or below, Third Circles get discounts for artifacts of 5 dots and below, and Fetichs get a discount for N/A rank artifacts and below. Cosmic Principles get no additional discounts with this item however. These discounts don't stack with floating discounts. As a side note, you may also purchase Hearthstones with this item as well. Below will be a lengthy description giving a few examples for each rank of Artifact available to you.

1 dot Artifacts are as minor as a collar that keeps the wearer clean in every respect no matter how much they dirty themselves, or perhaps amulets with a Hearthstone slot that might provide minor benefits to the power of a Hearthstone. Bracelets that provide notable bonuses when slotted with a Hearthstone would be Artifact 2, and so would a mask that allows the wearer to change their appearance to look like anyone they can think of and permit them complete conscious control over their expressions, on top of making it easier to misdirect others as to one's true intentions. A Hearthstone of this rating would provide their owner with significant protection from fire and heat, or perhaps allow them to hear the surface thoughts of those they focus on.

At the 3 dot rating, Artifacts and Hearthstones start becoming notably powerful. A Hearthstone that allows its owner to parry any ranged attack with ease, or slip any physical restrictions such as rope, shackles, or even grapples, are good examples of such. Artifacts at this level can be an intensely sharp dagger that is able to grievously harm immaterial spirits cut with it, or perhaps a shapeshifting nearly indestructible suit of armor that allows the wearer to take on any appearance (within their own species) they can think of, including any form of dress of protection, although the armor would not be able to increase or decrease the amount of protection it offers.

A third good example of a 3 dot Artifact would be the Ultimately Useful Tube; a stick a third of a meter thick, which may be twisted one way or the other for two different modes, that of a flute, or a snorkel that keeps out water waves and spray while modifying its own length up to two meters to maintain an ideal length to the water surface. If used as a snorkel above water, it also filters out toxins in the air to a limited degree. It can also be twisted to be a cm thick, to use as a straw to filter any poison in imbibed drink to a limited extent. Additionally, by pulling on the ends of the stick you may lengthen it to be a meter long, allowing you to use it as a blowgun, shooting sleeping darts made from essence if blown from the blue end or deadly poison darts if blown from the red end. Finally, the stick may also be lengthened to two meters in length to use as a fighting stick. The stick also always hides its own power, seeming as a mundane object when under scrutiny, although the darts it can shoot don't benefit from this. Such is the level of versatility 3 dot Artifacts are capable of.

4 dot Artifacts are even more impressive. They can be a very protective suit of armor that allows the wearer to breathe underwater, manipulate their buoyancy to rise or sink, and swim at twice their normal speed, as well as allowing the wearer to ignore water drag, to fight normally underwater, although this protection would not extend to ranged projectiles. Its visor would allow the wearer to see through water as if it were air, as well as possess two Hearthstone sockets, one on the helmet and one on the chestplate. Another example is a thick and always clean cloak that allows the wearer to teleport to anywhere that they can clearly see in their line of sight in a flash of white light, or perhaps a bow whose arrows shine red like the setting sun and always strikes true, unless the target utilizes a Perfect Defense to dodge the undodgeable, as well as allowing the wielder to supercharge the arrows with a small cost of essence to let the arrows hit immaterial targets as well as aggravate the damage dealt to those who are struck by the arrows.

A Hearthstone of this level can prevent the owner's ship from ever floundering at sea, no matter how bad the weather becomes or how incompetently the ship is handled. It wouldn't provide protection from pirates or rocks, but no weather would hinder the ship's smooth sailing. Another good example would be a Hearthstone that gives its wearer instinctive knowledge of where to set up safe shelters or campsites, which plants or animals are safe to eat, and how to recognize the onset of dangerous weather, even should the owner of the Hearthstone reside in a wholly alien environment.

5 dot Artifacts are considered true marvels to the learned of Creation. Examples of such Artifacts are the Forgotten Blade, which cuts away at memories instead of a target's flesh, as well as the Ring Of Being, a ring that prevents creatures of the Wyld, demons, gods, and even the ambient chaos of the Wyld itself from affecting the wearer with supernatural abilities. It does not block physical or social attacks, but no Charms or powers sourced from beings not of Creation itself work. A third example is the Soul Mirror sword, which can imprison within itself up to 7 souls of those killed with it, which can be consumed to greatly increase the sword's efficiency in combat for a week, or condemning one of them, along with most of their motes, to Oblivion, to fully block an attack that would've killed the wearer and heal all damage. The Soul Mirror also possesses a dreadful aura that cows the weak-minded.

Hearthstones at this level of power can grant ageless immortality that also shields from non-supernatural disease, act as a miniature sun to light up a mile's radius of land when commanded to, or even protect the owner from any Wyld effect at no extra cost, while also grievously harming any Wyld creature that comes within 5 meters of the owner. Additional possible effects also include turning into a human-sized firebird of living fire, able to fly at 300 miles per hour, and ignite objects with a touch, although any liquid would revert the transformation.

Finally, while you cannot get Hearthstones above 5 dots, there is another level of Artifacts, simply rated N/A. These Artifacts are extremely powerful, bending the rules of Creation and sometimes providing free use of Perfect effects provided a condition is or isn't met. A good example is the Sword Of The Yozi, the personal weapon of Ligier, the Green Sun and Fetich of Malfeas. It responds to his call, returning to his hand when he demands, provides him with a free Perfect Defense parry every few minutes, and allows him to fight as a one man army, letting him fight against an entire circle of the greatest Solar Exalted toe to toe.

Another example of an N/A Artifact is the Eye of Autochthon (not actually Autochthon's eye). It grants any wish that those who find it want, however they are all temporary, and great disaster will befall anyone who uses its power, such as an empire greater than the Realm in its early days vanishing overnight, or a caravan that rampaged through the Wyld bringing forced order and crystal into the landscape being turned into quartz themselves.

All Artifacts tend to share a number of traits. Firstly, they are all magical. Perhaps because of this, or some other reason, all Artifacts are eternal, and extremely difficult to break. Artifacts don't wear down, rust, or break accidentally. Some exceptions are fragile by necessity, but even these Artifacts never wear down from constant and regular use, provided they are used properly. An Artifact's power never fades and does not require maintenance, although knowing how to use it is another issue entirely.

Finally, while it may not need mentioning, Artifacts are not Charms, and so do not disrupt their use. Hearthstones, on the other hand, have to either be in contact with the owner's skin or embedded into a Hearthstone slot that they wield or wear, to benefit from their effects. Artifacts from the 3 dot rating and upwards possess one or two Hearthstone slots, and more potent Artifacts tend to possess up to five slots. It is worth noting that Hearthstones must be aligned with some element, whether that be the five elements of Creation, or the essences of powerful beings, such as the Five Maidens, Luna, the Unconquered Sun, the Yozi, and the Neverborn.

It is worth noting that the more powerful an Artifact is, the more people and more powerful personages will covet its possession. Particularly, Artifacts that manipulate souls or are associated with the Yozi will provoke Yu-Shan into action to bind or kill the owner of said Artifact. Likewise will Artifacts aligned with Creation and the Incarnae not be welcome in Malfeas.

Willing Servants -200cp

The gods and Exalted of Creation tend to stamp out any demonic cults that appear, but they rarely if ever consider such cults from the perspective of the demons. Mortals can provide plenty of worship, but building a cult that will actually last more than a few months or generations takes hard work. Thankfully, you've already put in the work to have one. In other words, you have a cult in your name somewhere in Creation. It's stable enough to not need you to babysit it, but you'll have to remember to communicate with them regularly to keep them on track. If you're subtle and patient enough, you'll be able to help this cult grow, netting you even more worshippers, meaning you obtain even more essence. You'll also be able to bring your cult with you to future jumps, even keeping all the same worshippers if you wish, to spread the glory of your name and bring you even more sacrifices and worship. Make sure it remains secret.

Lost Races -200cp

There was a massive stretch of time between the creation of Creation and the Primordial War. In that time, great races and empires rose and fell, and many were lost to the sands of time. But it seems that you spent some effort to preserve some legacy for them in some manner. What you have now is a large prison system containing mortal races from before the Primordial War. All of them are the last remnants of civilizations lost to time, most who fell before humanity ever even existed. Perhaps you'll study their strange forms and souls for insight to imbue in your artifice? In future jumps, this prison will expand (internally, so externally it'll remain the same size) to have small populations of lost races that aren't of personal world-shattering power. You could study them, or perhaps free them for another chance at carving out a legacy in the world.

Hellstrider -200cp

Hellstriders are the Demon City's equivalent to Creation's Warstriders. Big, hulking machines capable of wielding great power, which must be piloted by a skilled warrior. The Hellstriders of the Demon City are unholy amalgams of Malfean metal and living flesh, constructed out of demons as much as more relatively normal materials. With this purchase, you gain a Hellstrider of your own. As a First Circle soul, you will have a normal one, constructed out of five First Circle demons. It might even be one of the mass produced varieties of Hellstrider in the Demon City. Powerful and rare, it will be a great boon to you, albeit it's not that impressive in the grand scheme of things.

As a Second Circle soul, you instead gain a Hellstrider which involved a Second Circle demon in its construction. These are incredibly rare due to the nature of the materials needed, and is incredibly powerful as well. Four First Circle demons form the musculature of its limbs, of course, melded into the Second Circle's flesh, and such a Hellstrider is comparable to even 5 dot Artifacts. As a Third Circle or above, you obtain a Hellstrider constructed out of a Third Circle demon and four Second Circle demons, an obscenely powerful machine that required the sacrifice of a good chunk of a Yozi's nature to create. No more than half a dozen such Hellstriders have ever been constructed, all by Ligier, and each such Hellstrider is comparable to any N/A Artifact. Perhaps you could give even the Incarnae a good fight with this, ignoring the existence of the Geas.

Of course, regardless of the level of the Warstrider, the demons within are in constant agony, which the magic that went into its creation contains. This anger and pain is directed towards servitude, but if pushed too far it will rampage, twisting its design to reveal its demonic nature and attacking anything nearby of its own volition. Thankfully, it will take a lot of strain to push it to that extent. Usually it will remain in a trance state while not used, and while you pilot it, it will communicate its awareness of the surroundings to you through whispers, scents, colors, or whispers of emotion. You can also unfetter the Hellstrider, allowing it to act largely on its own while still following your command. In this independent state, it can use its own skills instead of having to depend on yours, although it'll strain them and might cause them to rampage if used too often. And lastly, don't forget that the Hellstrider does have its own motivations, whatever they are. Perhaps you can ensure greater servitude if you aid it in its goals?

Plains Of Trials And Adjustments -200cp

Sometimes you just want to try out a nifty new Artifact you've just made, or want a place where you can let loose or train without having to worry about collateral damage. Well then this location is just for you. It's an arbitrarily large flat plain of melted stone, completely empty of any buildings or life. Here you can test out whatever new inventions you might come up with, without any bystanders getting in the way. You'll find it in a remote location of the Demon City, and it'll be part of your fiefdom if you have any. Even if not, you won't be bothered unless you try to use this location for anything other than messing around with things you've made or powers you want to try out. In future jumps, you can either attach it to your warehouse or drop it into the world somewhere.

Prayer Mill -200cp

Mortals were created to serve as essence generators through worship and prayer. Perhaps you'd like to get in on that a bit as well? What you receive here is a large structure housing a stable but rather small population of humans. They're fed the minimum food needed to keep them alive and are forced to worship you. Additionally, they are bound to the Demon City, and the soul of any who dies is simply recycled back into the population to serve as a new worshipper. This veneration nets you a small but steady supply of essence, although if you want more you'll have to put in some effort to expand it yourself. This worship can also serve to revive you should you die as a First Circle, or to simply expedite your return if you're a Second Circle or above.

Hopefully you can keep this secret, as it's a rather large bounty for the demons in Hell. As a Cosmic Principle this expands into a sizable population of many millions living within your World-Body, and they won't necessarily have to be humans if you don't wish. Unfortunately if you're a Yozi these mortals are unlikely to remain here long, whether by demons killing them or the forces of Heaven noticing and evacuating the mortals. If you aren't bound these can be rather useful, though. Whatever the case, you'll get another bunch of mortals after a few years if all of the ones you already have end up dying somehow. Try not to kill them too quickly, though they can replenish their numbers if you give them time.

Vitriolic Servant -200/400cp

Vitriol is a unique element to the Demon City, being a transcendental acid. Treated properly, it allows you to refine items, and you can also simply use it to dissolve nearly anything. But rather than simply a supply of this element, with this purchase you gain a Vitriol Elemental, a First Circle demon of Malfeas. They are composed of their element and can produce it with their own essence whenever you want some Vitriol. Alternatively, you can have an elemental of Theion-To, a less hostile form of Vitriol that isn't twisted by the seething spite of Malfeas. You can also choose to have an elemental of some other element instead, like one from Creation, or perhaps even from Autochthonia, or some new element of your own design. If you purchase this item multiple times, you can choose a different elemental with each purchase.

If you're willing to pay 400cp instead, then the elemental you obtained has already evolved into a lesser elemental dragon. Perhaps you'll foster their growth further? If you're a Cosmic Principle, then this 400cp purchase can instead give you up to six entire Elemental Poles, each of the elements of your choosing, implanted into your World-Body, to both stabilize your inner world and maybe even make it somewhat habitable to mortals. These Elemental Poles will also cause the formation of many basic elementals as their elemental essence suffuses the geomantic flows of your World-Body. Perhaps you'll make powerful gods to manage these Elemental Poles, or maybe even dedicate some of your Third Circle souls to the task, just like the five Elemental Dragons of Gaia maintain the Poles of Creation?

Behemoth -200/400cp

Perhaps you'd like to have a behemoth as a pet, but don't have the resources or ability to make them. This option is for you in such a case. With this purchase, you gain ownership of and command over a behemoth of your own design. There's little rules to restrain what it can be, as long as it is massive and monstrous in some way. Its actual power will generally depend on your status; While First Circles will have command over relatively weak behemoths, Third Circle souls and above can possess behemoths of immense power and might even among their kind. Perhaps you'll use the large beast as a blunt instrument of destruction over your enemies.

If you instead buy one for 400cp, then your behemoth is particularly massive, serving even as a particularly large island or particularly small continent. And just like Lintha Ng Oroo on which the Lintha used to live on before the advent of the Exalted, this behemoth will be twisted to be capable of providing life, in a manner that you approve of, of course. It may also be more scattered rather than a singular great being, like the Faceless One hivemind.

Descendants -400cp

Demons can create half-breeds with mortals, and the result, while not as powerful as a full demon, does still wield some of the power of their progenitor. With this purchase, you can skip most of the effort and obtain a full-fledged demonic lineage. These will be descended from you and the demonic blood in their veins will be aligned with your own nature. Additionally, they will already form a cult to you, and will be generally happy to follow your orders. As a First Circle they might simply be a solid foothold into Creation, as a Second Circle they might actually be a respectable faction of their own in Creation and have a few bloodlines and families all descended from you, and as a Third Circle they'll be in great enough numbers to occupy a whole nation. As a Cosmic Principle, they're not only numerous enough to form a large empire by themselves, without involving anyone not sharing your blood, but they'll also be as mighty as the Lintha in their prime, And the greatest among them might even be able to match experienced Dragonblooded, even if not the truly old Terrestrial Exalted. If you start long after the Primordial War, who knows how they survived this long. Maybe you'd rather they live in Malfeas rather than in Creation, to shield them from Heaven? Lastly, if your descendants are hunted and scattered, you can rest assured that even without input on your part, they will eventually put themselves back together and rise to their full glory once again. It shouldn't take more than one or two thousand years unless they are almost completely wiped out or their enemies are still alive and strong.

Infernal Infiltration -400cp

For most of their imprisonment, the Yozi's influence was restricted to summoners and those foolish enough to accept power in exchange for servitude. It seems that you've gone through great lengths to spread your influence as well. What you gain with this is a few akumas under your control, which hold positions of great power in an organization or faction of your choosing. The weaker the faction you choose, the more influential akuma you can have. If you wish to infiltrate a kingdom in the East of Creation, then you might have most of the king's court under your thumb, if not the ruler themselves. If you choose the Realm, you'll have several Dragonblooded akuma either focused in one house or spread throughout the Realm, giving you access to most of the government but not as much as you might want due to the Realm's power. If you're bold enough to choose Heaven or even the Sidereal Exalted, you'll get a handful at most, maybe even a single Sidereal Exalted. Such groups are obscenely difficult to infiltrate, but also wield immense power. As akumas, you'll have to supervise them to some extent to prevent them from blowing their cover, but they'll be incomparably useful as spies.

Infernal Legion -400cp

War is a constant in the Demon City. And while you can survive on your own power, it's definitely not ideal. Well with this you won't have to worry, as it seems you've already gone through the effort of gathering an army. As a First Circle, you'll have an army composed entirely of other First Circle demons, which will number a few thousand. As a Second Circle, you'll have some loyal peers to serve as commanders in your army, and you will have several tens of thousands of demons under your command. As a Third Circle demon, you will not only have some Second Circle lieutenants to wrangle the millions of demons you command, but will also have a handful of loyal Third Circle peers to aid you in strategic endeavors. Even if your army is routed and killed, you'll find yourself in the command of another similar army after a few years of waiting, likely sooner if you actually put in some effort to rally the remnants of your legion.

If you're a Cosmic Principle, then it seems you've successfully transformed your whole soul hierarchy to be better attuned to warfare and violence without actually shifting your own principles like Ramethus did. Who knows how you did it, but either way just like Ramethus, you could focus the entirety of your soul hierarchy towards war should you wish, and each Third and Second Circle soul would be as adroit in battle as the most war-like demon or deva of other Yozi or Primordials. Even the Primordial War did not see an army of such quality and quantity fielded, and the Aftershock War proved that even a single Primordial so attuned to combat was able to wage war against the entire Exalted Host at their best, even if it was mostly through guerrilla warfare.

Priests Of Jumper -400cp

Do you fancy yourself a lawmaker? Well, if you do, you can indulge with this. However it happened, Cecelyne has granted you special access to her priesthood, allowing you to suggest laws that should be enforced in the Demon City. While you'll have to ensure you're reasonable with your suggestions, if you're a Third Circle demon then you have significantly more leeway, needing only a bit of convincing to pass frivolous laws. As a Cosmic Principle, you gain an entire organization of priests just like the priests of Cecelyne, which will work to enforce whatever laws you declare without question. They'll look oddly similar to the priests of Cecelyne and the secret police of Yu-Shan, of course, but maybe you'll change their appearance a little to denote your own authority. Keep in mind that other forms of supernatural law enforcement can still contest your official authority, but during this jump Cecelyne will play along with your laws at the very least, as long as you don't spite her own laws. In future jumps, you'll get to bring along a branch of the priests of Cecelyne if you aren't a Cosmic Principle with your own law-enforcing priests, ready to bring the law of the Demon City to any places where you rule.

Demonic Demesne -400cp

The Yozi are whole worlds of their own, and that means they have their own geomantic flows composed entirely of their own essence. Each Yozi and Primordial has their own essence with its own geomantic associations and influences, and just as you can expect, you can build Manses aspected to a specific Yozi on top of demesnes formed of their essence. With this purchase, you gain ownership of a demesne aspected to the Yozi or Primordial you originate from, and should you have the resources, you could build a Manse on top of it to tap into its power properly. Even if you don't do that though, you can simply rest within it to gain an immense boost to the regeneration of your essence and any other supernatural energies you may have.

As a First Circle demon this will be a relatively weak demesne, although such weakness does ensure it won't be taken from you by your superiors. As a Second Circle it'll be more powerful, about middling in overall terms. Not the strongest demesne you could have, but not weak either. As a Third Circle or above, your demesne is as strong as demesnes can be, and ripe for building an incredibly powerful Manse on top of it. If you're a Cosmic Principle, this demesne is obviously aspected to yourself, although frankly having such a demesne or a Manse that you could build atop it wouldn't be of much use. Still, perhaps you'll build a palace to train an army or the like.

Well Of Souls -400cp

The reincarnation of Lethe was designed by the Primordials to recycle the souls of mortals. Unfortunately it wasn't designed to handle their own deaths, as that seemed inconceivable, which resulted in the suffering of the Neverborn. Still, when it comes to mortal souls, it works perfectly fine, even so long after the Primordials were imprisoned. But perhaps you have your own idea of how reincarnation should work. In such a case, you may have a cycle of reincarnation under your control with this purchase. It may be a massive silo, or perhaps a celestial dome, whatever form it takes it will serve to hold the souls of the dead, and has many mechanisms to clean the mortal souls of their memories and to direct the fresh souls to be born again.

You will know how to modify these mechanisms, as well as how to add or remove them entirely. Of course, to start with it'll work like it does in this world; completely cleaning mortal souls, so that no remnants of their previous life remains. Perhaps you want mortals to remember their previous lives, or maybe you'll just make an exception for certain mortals you favor. If you're a First or Second Circle soul this Well only holds a few thousand souls, but if you're a Third Circle or above it holds a few million instead. It is worth noting that if you want to incorporate new souls into this Well, you'll have to perform a small sorcerous ritual to connect their souls to it. In future jumps, your control over this Well of Souls will likely give you great insight into the reincarnation cycles of other worlds, perhaps even letting you manipulate them as well, or perhaps simply making trinkets to protect a soul against having their memories erased. If you're a Cosmic Principle, you can choose to already have this Well of Souls implanted into your World-Body.

Radiant Ring -600cp

You find in your possession a small metallic ring, of a color that aligns the most closely to your nature and domains. Or perhaps it's a fancy circlet, or some other piece of wearable jewelry. It is not a mundane ring, of course, far from it. This little trinket holds access to all of your powers, and you may gift it to others should you wish to empower an ally. Or perhaps gift it to an unassuming person you may wish to control, for it subsumes the will of those who wear it to your own commands, similar to the state of akuma-hood, as long as it is wrapped around their finger. After this jump ends, this ring can also grant any and all of your perks.

Of course, should you not wish to give away such a powerful object even to trusted personages, you may tweak the ring at any time to modify how much of your powers, as well as which ones, the ring may grant, and any combination of such conditions that you may think of. Perhaps you want the ring to only yield vague echoes of all your abilities, or maybe you would like to give out the full strength of only one specific Charm or other ability you possess. You can also modify how strong the ring's influence over the wearer's mind is (you are utterly immune to it, in case it bears mentioning), anything between nearly full akuma-hood, to simply a vague feeling that you might be important to them or their plans.

It is worth noting that it is not absolute; even at the maximum level of control; those with sufficiently transcendent willpower will be able to retain their priorities, even if not much more than that. You can also order the ring to exert a minor amount of influence on those who are personally and directly seeing the ring, should you wish to trick a group into infighting.

Divine Catalyst -600cp

The Primordials possess so much power that the greatest things they had crafted were made out of themselves. Chief among them was Cytherea, whose essence facilitated the creation of Sol Incarnate and Luna. And now, you have access to such materials. In short, you gain a clump of Cytherea's essence, taking the form of a white flame. If you incorporate this white flame into anything you create, you'll find that the result is massively amplified from what it could otherwise be, with no additional effort or input required beyond the craftsmanship you were already using. Whatever you make, the white flame will prove to be sufficient for crafting a single thing, and once you're done, you will receive another clump of essence after a year and a day, to be used in further creative projects. You can also choose to receive crafting materials from a different Primordial or Yozi, such as the green flames of Theion or Malfeas or the shadows of Isidoros. Whatever you obtain, it will be an immense benefit to any crafting endeavors you care to undertake, although anything other than Cytherea's essence might only show full effect with projects that align with the nature of the Primordial or Yozi it originated from.

Primal Forge -600cp

A creator of worlds needs a proper workshop, no? And perhaps you don't want to make one yourself. That's fine, you can purchase this instead. A massive forge-palace, this building is a mechanical wonderland that is far bigger on the inside. This already massive forge also possesses space-warping features, allowing them to expand enough to allow a whole mountain into the forge if needed, and are sealed with ancient wards and magic incomprehensible to all but the Incarnae or Primordials themselves to prevent unwanted entry. Within are great mechanisms to aid in the creation of the fabric of reality out of wyld-stuff, and even the lesser equipment allows you to engineer souls into great machines composed of essence, or disassemble living beings to reconstitute them as divine tools and weapons.

A particularly powerful Unshaped is trapped within a jade container, whose potentiality is drained to provide any conceivable materials and tools a craftsman might need, although it cannot provide materials comparable to the essence and bodies of the Primordials themselves. The forge is also built in a manner similar to a factory-cathedral, allowing you to mass produce anything you can craft with it, and all the available equipment can be used for any form of craftsmanship you can conceive of, as well as any that you cannot. Lastly, the metaspacial architecture of the forge allows you to reconfigure its interior in a manner similar to Wyld Shaping, letting you concoct any form of environment you might wish for your crafting exploits. Needless to say, even if you do not require help to work your craft, this forge has tools that help you achieve feats of craftsmanship worthy of the Great Maker himself. You can choose where this Forge is, ideally somewhere you can access, and in future jumps you can place it somewhere in the world or attach it to your warehouse.

Games Of Divinity -600cp

The Games of Divinity were designed to be an endless font of entertainment for the Primordials. After all, they had grown tired of playing at worlds and kings in Zen-Mu, which made them very aware that they could not think an endless variety of thoughts. The Games of Divinity allowed them to entertain themselves without any possibility of ever growing tired of it again. Unfortunately, any lesser minds are overwhelmed by the entertainment the Games of Divinity were meant to provide, killing any mortals who so much as look at them, and addicting even the Incarnae themselves despite all their power and resistance. Now, you have a second Games of Divinity you own. Perhaps you'll let the Yozi play it, to help them get their minds off their painful imprisonment and constant seething. Hopefully you are a Cosmic Principle, as not even the component souls of the Primordials or Yozi are able to resist the addiction of the Games. If you are a Cosmic Principle, well, it'll at least be a nice way to pass the time.

Demonic Exaltation -400/800cp (Second tier only discountable during RECLAMATION)

Autochthon created the Exaltations. Sure, they were infused with the power of the Incarnae, but in the end, it was a Primordial that forged them. Perhaps you'd like to get in on that? If so, this purchase is for you. For 400cp, you will obtain a type of Exaltation patterned after either the Dragon-blooded, or the Alchemicals. In other words, it'll be a choice between an Exaltation that can reproduce on its own and is inherited through purity of blood, but is individually weak and comparable to the Terrestrial Exalted, or an Exaltation of which every individual Exalt must be carefully manufactured as part of the Exaltation process, but which individually have enough power to be comparable to the Celestial Exalted. Either way, the abilities and powers of these Exalts will match your own nature, just like how the Dragonblooded wield the power of Gaia's five elements, or how the Alchemicals resemble the Great Maker in their mechanical forms and Charms.

Whichever option you choose, you'll have great control over who becomes an Exalted of your kind. Obviously with the second option you control who undergoes the procedure of Exaltation, but even with the first option, you get to decide who to hand out the first Exaltation to, and who among their offspring gets to Exalt as well, and when. It might get tedious to decide if they achieve great numbers, so perhaps you'll make a god to take care of the process? As a side note, for an additional 100cp, you may include a lack of free will as part of this Exaltation, essentially turning any of your Exalted into akuma of your own, albeit with a slight amount of independence, enough that they don't require your supervision to pursue your goals, but not enough to truly say that they possess free will.

If you are not satisfied with this, you may pay 800cp instead of 400cp, in which case you obtain 10 Exaltations comparable to the Solars in power and versatility. By default, they'll be Green Sun Princes particularly attuned to the Charms of two Yozi (or Primordials if you are before or during the Primordial War), one of whom must be one of the five that formed the conspiracy of the Reclamation. They will still have access to all the Charms of the five Reclamation conspirators as normal, of course.

If you have taken the Swallowing The Scorpion perk, you can either keep these Infernal Exaltations as is, or obtain a different form of Exaltation, still comparable to Solars, but possessing their own Charms and potential aligned with your own nature, in the same way that Solars possess their own Charms instead of using those of the Unconquered Sun directly. In this way your Exalted won't have direct access to your Charms, but may perhaps develop alongside unpredictable paths as they innovate on the principles you granted them (and you'll be able to copy any new Charms they develop for yourself). You can still spend an additional 100cp to remove the free will of your Exalted with this option, of course.

Unfortunately, with the 800cp tier of this item, you won't have complete control over who Exalts. If you have a Green Sun Prince, you'll have to allow the Exaltation to seek out would-be heroes, although you can withhold the Exaltation until after they fail if you want. If you obtain the alternative, you'll have to dictate criteria by which the Exaltation seeks out new hosts, which you won't be able to change later. Thankfully, after the jump is over, you won't have to worry about this again, and will obtain complete control over who becomes the host of this Exaltation. Additionally, if you want more Exaltations of this level, you'll have to craft them yourself. At least you already have one to use as a template, so the design part of the process is already dealt with.

It should be noted that while Green Sun Princes have the potential to become Devil-Tigers, this is because they have access to both Yozi/Primordial Charms and the boundless potential of their Exaltation. As for any other of the three Exaltation options available to you, they won't be able to become Devil-Tigers, but perhaps they'll have their own mode of ascendancy once they reach the heights of Essence 10, especially the 800cp alternative to the Green Sun Princes.

Should you be a Cosmic Principle, and choose the option to begin your jump during the Reclamation, you'll be able to discount the second tier of this item. If you discount this item while buying the 800cp tier of it, you'll still receive 10 Green Sun Princes, as the Ebon Dragon secured 60 Solar Exaltations from the 150 that the Neverborn obtained, and you will be an official member of the Reclamation. Unfortunately you won't have the option to gain a non-Green Sun Prince Exalt in such a case, as you obtained the Exaltations alongside your conspirators rather than designing them yourself, nor will you be able to spend an additional 100cp to remove their free will, as the Ebon Dragon successfully convinced the rest of the conspirators that the Infernal Exalted would need free will, just in case the Incarnae order the Yozi to order the Infernals to cease attempting to free the Yozi.

And finally, the Yozi didn't simply provide mortals with Exaltation, for they know that to encourage genuine loyalty they must please their servants to some degree. After this jump ends, you will be given a copy of the Conventicle Malfeasant that serves to house the 50 Infernals under the Yozi's rule. It is a large domed building, within which is a central plaza with fifty luxurious houses, mansions really, constructed around it. The outer ring of buildings is composed of structures for various practical uses, such as a forge, a torture and interrogation dungeon, a brothel, and so on. You will be able to use this Conventicle Malfeasant copy to house those mortals you gift with the Exaltation in your possession, and possibly live in there yourself if one of the manors is free.

The Jar -800cp

What a strange thing. What you have here is a large jar, about two meters tall and half that wide. All along its surface are carvings depicting the creation of the world, and it seems indestructible to any force that might try to destroy it. Peering into its hole at the top greets you nothing but darkness, and nothing you throw into the jar seems retrievable. This is an extremely powerful artifact, almost definitely pulled from Oramus' Beyond. What does it do? Rather simple; it allows you to create Incarnae. Simply dump truly egregious amounts of objects, dreams, illusions, nightmares, whatever you might have on hand, as well as great amounts of powerful materials and spiritual energy, and eventually, once enough things and power has been poured into the jar, it'll coalesce into an Incarnae.

Their nature and domains will be based on everything you dropped into the jar to create them, so you should probably be careful about what you allow to enter the jar. The Incarnae will have no innate loyalty to you or anyone else, but they will know that you created them and will be geased to be unable to harm you directly. Should you treat them well, you might have a new powerful ally in your hands. Also, once an Incarnae is birthed from the jar, you can start the process anew, should you still have the necessary materials and power to coalesce another Incarnae.

COMPANIONS

So you've chosen your perks and items to possess. Ah, but you aren't alone, are you?

Fellow Prisoners -100/200/400cp

Perhaps you already have Companions that you want to bring to this world. This option allows you that. For 100cp, you get up to 2 Companion slots you can use to import them. For 200cp, you get 4, and for 400cp, you get a full set of 8. You can also use these to create Companions outright instead. Each Companion gains 800cp and full access to drawbacks to gain more. Perhaps you'll make a whole world together? Or maybe you'll seek to escape the Surrender Oaths, and form another conspiracy.

Slipping The Bindings -0cp

But perhaps you've gotten attached to someone in this world. In such a case, if you can convince them to come with you, you can make them into a Companion for free. This can be easier said than done; Malfestas would rather become a Neverborn than be subordinate to anyone else, even if his subordinate souls might be more accepting, and She Who Lives In Her Name will likely agree to be your Companion if there is a rigid hierarchy between you and your Companions. Additionally, you'll only get to bring a Primordial or Yozi along if you convince them. If you only convince some of their component souls to follow you, only those souls and their Second Circle souls if they are Third Circles will come with you. If you do manage to convince the Primordial or Yozi themselves, they can bring their whole soul hierarchy with them. If you want to make your own subsouls into Companions, you'll have to use the option to import Companions rather than being able to make them into Companions for free through this option.

Willing Servant -100cp

Usually, mortals and Exalted are tricked into becoming Akuma, as the lack of free will is usually a deal breaker for most. This particular mortal, however, seems to be different. They're reasonably capable as a thaumaturge, sure, but they're unique in that they not only approached you to propose being turned into an Akuma of their own accord, but they even proposed their own Urge, clearly valuing this goal above their own freedom. Thanks to this, they retain some clarity of mind and don't need to be supervised to prevent them from blowing their cover, and seem to have been loyal to you even before their transformation into an Akuma. In future jumps, they will suggest another Urge that will serve your own goals, whatever they are, and will serve as a useful tool for whatever plans you're implementing. Perhaps you'll use them as a diplomat focused on those who would find your normal methods disturbing.

Unhinged Scourge -100cp

It seemed that you've gained the friendship, maybe, of a rather eccentric Green Sun Prince. They are a Scourge, so most of their Charms are drawn from Adorjan, and frankly it shows. For whatever reason, he is single-mindedly focused on bringing pain, humiliation, and death to a "balding, skinnyfat monkey". Whatever that creature is, for all you're able to investigate it doesn't actually exist. This doesn't seem to deter the Scourge though. He is oddly competent and reasonable in the rare moments where they aren't ranting about the monkey they hate studying bugs and being a disappointment, so maybe you can attempt to trick him into thinking your enemies think that the non-existent monkey deserves respect to direct his rampage to some degree. As for his actual form, he seems to like using the Scarlet Rapture Shintai as much as physically possible, in conjunction with Shadow Spite Curse and Self as Cyclone Stance, which results in him almost always taking the form of a purple tornado with red eyes.

Innovative Serpent -100cp

While Solars achieve the pinnacle of human arete, the Green Sun Princes have the opportunity to become something else entirely. After all, the essence of the Yozi is still transformative and creative, as diminished as they are from when they used to be Primordials. This particular Infernal seems to be rather intrigued by this possibility. She is a Defiler, and while she cares little for the rigid order of She Who Lives In Her Name, she's used the Charms of the Principle of Hierarchy to great effect in her endeavors of sorcery and artifice. She's even successfully figured out a way to augment herself to some degree, having found a way around the limited lifespan of Infernals already.

It is practically guaranteed that she will eventually develop Heretic Charms, and later become a snake-like Devil-Tiger whose nature revolves around manipulating life and death. Perhaps you'll help her achieve such heights of power? As for her form, she is an unusually beautiful young woman, with green hair and blue-pink eyes. It also won't take too long for her to develop a Charm or two that allows her to manipulate her apparent age, after which she'll generally prefer a busty adult body over the more petite form she currently has, as well as a Shintai that transforms her into a massive serpentine beast.

Strange But Expected -100cp

Oramus is perhaps the strangest of the Yozi, due to his connection to the Beyond. It appears that this strangeness extends to his subsouls to some degree, as this one is definitely quite eccentric. This Second Circle demon seems oddly focused on bringing about a revolution of industry and technology to the Demon City and Creation, seemingly ignoring the skilled artifice of the First Age as relatively primitive. Likewise he seemingly prefers the power of lightning over that of essence for some reason, although he hasn't had much success making the "electrical" artifact they've made popular. They're rather cagey about the source of their knowledge, but that's to be expected of an Oramus demon, no? Stranger still is the gaps in their knowledge. If you reveal to them how Calibration works, they'll be quite shocked, and it'll be rather amusing to watch them struggle to make this "electricity" thing of theirs work by forcing it to work with their own Charms, then try to pretend like they're just using natural laws. Still, maybe their ideas might hold some merit if you help him bring them to fruition.

Dark Affairs -100cp

While the Ebon Dragon's component souls aren't necessarily as vile and untrustworthy as the Yozi themselves, that doesn't mean they don't share in his nature. This Second Circle demon in particular has grown surprisingly attached to you, and a quirk of their nature means you can rest assured without worrying about betrayal. Oddly enough, they seem to want to be your lover, and are even capable of shapeshifting to take on forms pleasing to you. They've even eager to wear the appearances and personalities of people you find attractive too, to let you indulge in such without having to bother with the actual person. However, you'll find that they will generally try to present themselves in such a way as to ruin the reputation of whoever they are imitating, and if the unaware victim has a loved one, this demon will try to frame their victim for adultery with you. If you like this sort of thing, you'll have plenty of fun with this demon. If not, well, perhaps you shouldn't pick this Companion to begin with.

Abstract Lover -100cp

Lypothymie is one of the stranger demons that can be found in the Demon City, being a viral emotion. They aren't unique however, and you've somehow gained the love of a similarly abstract demon, possibly even a subsoul of Lypothymie themselves. This demon, rather than being a viral emotion, takes the form of a romantic and sexual relationship with you, able to infect other hosts through physical contact. They fail to see any harm or strangeness in infecting more people to love you, of course. Each being infected with this demon will come to love you genuinely, although those with resistance to supernatural mental influence might resist and expel the emotional infection. You can also tell the demon to infect someone in particular, if some pretty mortal catches your eye. Try not to get in trouble.

Polyamorous Regulation -100cp

She Who Lives In Her Name focuses quite a bit on graceful order, and symmetry. Perhaps you appreciate such things yourself? If you do, then perhaps you'll also appreciate the romantic attention of this Second Circle demon descended from her. Unusually for the subsouls of the Principle of Hierarchy, they also take the form of an arrangement of crystalline concentric elliptic paraboloids, mirrored at its theoretical end inwards towards the other end. They're quite proud of their geometry and concentric alignments, and will generally enjoy spending time with you conversing about mathematics and geometry. Additionally, they seem to like the idea of large harems, and if you have many lovers, they'll endeavor to make sure your harem is properly ordered and peaceful, preventing any in-fighting that might happen.

Height Of Irony -100cp

The Solars were enemies of the Primordials and Yozi from the moment they were conceived. Still, that doesn't mean that they bear an innate hatred for the creators of the world. By some miraculous twist of circumstance, it seems that a particular Solar has recently Exalted from a Yozi cult in the deserts of Creation's South. The best part? They are still firmly holding on to their veneration of the Yozi as the creators of the world, and rejects the rule of mankind and the gods as an affront to the natural order. While they no longer can really believe her cult's scriptures that the sun is a god of death and destruction, feeling first-hand the holiness with which Theion crafted the Unconquered Sun, she very much still wants to restore the Yozi's proper place as rulers of Creation. For whatever reason, you'll be assigned as the handler of the Solar, a high-risk but very important job, and you will be their connection to the Demon City. Doubtlessly a deeply hilarious situation, no?

CONTRIBUTION

This section is exclusive to those who have purchased the Cosmic Principle Status.

As mentioned before, Primordials are the creators of existence. The Primordials now called Malfeas and Szoreny led the effort, although they were vastly different back then. She Who Lives In Her Name, the Principle of Hierarchy, supported their work. Cecelyne, the Endless Desert, advised them on what space the project might create and inhabit. Autochthon, the Great Maker, devised life and art. Adrián, River of All Torments, breathed in movement and emotion. Oramus, the Dragon Beyond the World, decided what was outside and what was in. The Ebon Dragon, Shadow of All Things, declared colors and influenced the invention of Fate. Isidoros, the Black Boar That Twists the Skies, asserted his distaste for Fate but allowed it in exchange for other considerations. The place-that-became-Creation itself was the domain of Cytherea, the Mother, and Gaia, the World. Many Primordials left their stamp on the project, including some who never stayed to view the fruits of their ideas but chose instead to return to the depths of the Wyld.

Now, it's your turn to decide what you shall contribute to Creation. While you can retroactively declare you're responsible for some pre-existing facet of existence appropriate to your choice, it is recommended that you contribute something entirely of your own make. In future worlds, you may choose to bring your addition with you as well, although incorporating it into the worlds you go to is optional. You do not get discounts, in case that needs to be said.

Irrelevant -0cp

For one reason or another, you haven't contributed much to the formation of existence. Maybe you simply decided to not participate in the creational efforts, or maybe you added something so minor that it's negligible even to the mortal experience. You may or may not draw the annoyance and disdain of some of your kin due to your laziness. Noteworthy here is that since you contributed nothing of note to Creation, you may choose to avoid the possibility of becoming a Neverborn if you are somehow killed as a Cosmic Principle. It'll mean you go straight to Oblivion and completely die (assuming you don't have any 1-ups left), but at least you won't suffer much, right?

Minor -100cp

At this scale of contribution you begin to become notable in the creation of existence. Perhaps you've included an addition in the rules of perception, such as a new set of colors, or maybe mortals will be able to see the flows of essence naturally, or perhaps some other sensory capability. Alternatively you may have incorporated some mundane properties and materials that the objects of Creation can possess. It will greatly influence mortal life, but to beings of your scale it is still not a particularly impressive achievement.

Middling -200cp

Just as She Who Lives In Her Name wrote the physical laws of Creation, Adrian breathed movement and emotion, and Autochthon created life and art, your contribution to Creation is impressive and influential in the end result of existence. Whatever it is that you might have worked into Creation is a relevant factor even to Primordial beings, at least when interacting with the world at large. The history of Creation will doubtlessly be entirely different simply due to the existence of what you've contributed.

Major -400cp

Ironically at this level of involvement it might be more difficult to come up with an appropriate Contribution. By default it'll be assumed that you've created an additional Incarnae built to your own specifications with the aid of Cytherea, or perhaps you've convinced Gaia to include a number of additional Elemental Poles, up to 4, to Creation. If you are able to conceive of a contribution as potent and influential as the Incarnae or Elemental Poles you may feel free to implement that instead.

DRAWBACKS

There's one last thing to figure out. Are you satisfied with your budget? If not, then you can easily obtain more cp. Simply pick some of the drawbacks below and you'll gain more in exchange for dealing with a new problem. There's no limit to how much cp you may gain through drawbacks.

From The Beginning Of Time +0cp

This world is old, and it is filled with many strange things. Still, perhaps it is not a new sight for you. After all, there are many ways to enter this world other than this jump. If you've been to Exalted before, you may use this option to return, maintaining the continuity of your actions. Although of course, it's likely that most who know you will be quite surprised to learn that you've become a demon. Additionally, you may also use this option to pick and choose what lore you want to be true. After all, the three editions of Exalted vary quite wildly in their contents. Perhaps you'll even make up something entirely new, to diverge from the canon of the three official editions. Whatever you choose won't grant you more power than you can otherwise obtain in this jump, but aside from that your imagination is the limit.

Infamous +100cp

There is such a thing as too much of a good thing. In your case, you'll find it to be your reputation. You are very well known and respected, but this also comes with great expectations. Perhaps you're the main face of the Reclamation conspiracy, or the foremost combatant in the Primordial War. Either way you'll be the focus of both your allies and enemies, and will have to face the brunt of any danger you find yourself in. Of course, if you can rise to the occasion, great glory and accolades await you. Do not expect it to be easy though.

Inhuman Minds +100cp

There's a reason demons are called just that. They may not technically be intrinsically evil, but they are very much alien to the mortals of Creation. You are no different. To put it bluntly, you have violently hostile reactions to things that seem innocuous and benign to mortals. Maybe the sound of laughter drives you murderously insane, or you think that babies are a particularly tasty snack. Whatever horrid nature you have, it will do you no favors among mortals, and demonologists will have to supervise you to make sure you don't cause trouble for them.

Open Spite +100cp

Stealth can be useful, when used appropriately. After all, sometimes you don't want your enemies to know what you're doing. Unfortunately, your nature won't allow that. Whenever you act, it'll be in the most bombastic, overt manner physically possible. You might have the wit to not let slip some important secret of yours, but aside from that you'll be the exact opposite of stealthy at all times. At least you'll have the ability to recognize this as a shortcoming of yours, and have the wit to rely on trusted subordinates for important missions that require subtlety. Even then such things chafe at your being, the mere idea that you're trying to do something subtly being uncomfortable.

Metagaos Infection +200cp

Metagaos is a swamp that consumes all. Even colors and tranquility cannot escape consumption. And despite what you might think, parasitic demons of similar nature live in the swamp, ready to latch onto unsuspecting wanderers. It seems that you've gotten too close to Metagaos recently, as you've become a host for a particularly stealthy parasite. You won't realize its presence at first, but when your powers start to wane and the color drains from your form, it'll be quite evident that something is wrong with you. Thankfully it won't kill you any time soon, giving you some time to get rid of it. The parasite has no physical form, unfortunately, and it is strong enough that it won't be too easy to get rid of them whatever your status may be. It's not impossible though, especially if you have a way to detect its presence sooner. As a Cosmic Principle, perhaps Metagaos themselves has some personal grievance with you?

Seething Impotence +200cp

You hate yourself. It is a burning, seething spite in the depths of your being, affecting your very essence. Should you be of high enough status, you'll find your own subsouls unusually disagreeable, and potentially even treacherous if you offend them. You'll be prone to self-harm, and you hate your enemies only marginally less than yourself, leading you towards violent spite. Unfortunately, or perhaps fortunately, you are incapable of killing yourself, and you would never suffer the indignity of someone else killing you instead. Your essence will also be colored in a tarnished green, reminiscent of Malfeas' own hateful brilliance. Hopefully you can make something productive out of yourself.

Of All Things +200cp

Grand conspiracies to unmake bindings, establishing superiority over your peers, enforcing the law over your lessers, shattering the hopes and dreams of your enemies, bringing despair to the weak. There are many things that you can apply your powers to. Unfortunately, your nature must be expressed in full at all times, and there's no such thing as planning when it comes to being yourself. You always throw your full effort at anything you do yourself, and while this can be a boon in terms of motivation, it also means you don't discriminate between goals and actions that would aid you long term and petty things that you shouldn't waste much time on. You'll generally ignore the big picture and will often get distracted from big ambitions to focus excessively on trivial matters for far longer than necessary. It might not be much of an issue if you make sure to prepare for your own lack of judgement, but you'll still waste much time and resources better used for greater things.

Undemonic +200cp

While Hell can be rather hostile to those not new to it, as a demon you'll generally be assumed to be adapted to living on it, whether out of experience or nature. With this drawback, that changes. You'll instead find you were designed for life in Zen-Mu, or perhaps Creation, and your own nature is a hindrance to survival in the Demon City. Maybe it's difficult to find things that fit your diet, or you're just ill-suited to the environment, it'll be quite troublesome either way. If you are free of the Surrender Oaths or begin before the imprisonment of the Primordials, then you'll find your nature is a hindrance to stable existence as a whole, forcing you to spend time in Pure Chaos to find comfort.

Her Love Is Worse Than Her Hate +200cp

Adorjan is perhaps the most infamous Yozi of Hell. Not only is the silence she brings deadly, but her mind is also twisted even by Yozi standards. Unfortunately, it seems that you've garnered the attention of one of her daughter-winds. This attention is also as twisted as Adorjan's love, and you'll find them trying to do horrible things to you, believing them to be romantic. Thankfully the daughter-winds aren't as dangerous as Adorjan herself, but it's still recommended you don't choose the one that's a hailstorm of arrows as the one who fell for you. As a Cosmic Principle, this is instead Adorjan herself, and while you'll have to bear the full brunt of her horrid "love", as a Cosmic Principle you're likely strong enough to survive whatever she does to you without too much damage. Still not exactly an ideal situation, and it might even make you quite hated in Hell, as your presence will herald Adorjan. If you're truly foolhardy, you may choose to make them into a Companion when the jump is over, to take them with you.

Now What? +200cp (Mandatory to Cosmic Principle without Swallowing the Scorpion perk)

Demons can be temporarily summoned and bound to a sorcerer's service, but they can also be permanently bound to a location as well. It is not common, and while the demons who suffer this are generally grateful they aren't stuck in Hell, being forced to stay in one place in Creation isn't that much better in terms of entertainment. Unfortunately, you've become a victim of such permanent binding. As a First Circle, it'll likely be little more than the tomb of some mortal hero or the abode of a sorcerer, and you're unlikely to encounter much danger, provided the place you are bound to suffers visitors or raiders more than a few times a century due to how obscure it is at the end of the day. As a Second Circle, you'll be bound to a slightly more important place, such as a First Age Manse, the tomb of a Solar from the First Age, or some place of similar importance. The rare raiders you'll have to chase away will generally have enough power to be dangerous to you, but at least you'll only be out of the count for a year and a day if they do kill you, assuming they don't use spirit-killing Charms to kill you permanently.

As a Third Circle, you will become bound to a very powerful and important location, such as perhaps the Sword of Creation itself. Few raiders you will encounter will likely either be powerful enough to match even you or lucky enough to avoid you, and you might see many weak fools trying their luck only to fail when you stop them. Whatever your Status, you will have to put in some effort to stop them, and you won't be allowed to simply let them through or unbind you without putting up a reasonable level of resistance. Additionally, you won't be able to trash the location you're bound to protect out of spite. Try not to get too bored. As a Cosmic Principle, this drawback simply means you are bound by the Surrender Oaths and are incapable of leaving Hell.

Deadly Disagreements +400cp

Normally, while demons and Yozi/Primordials can disagree on things due to their wildly different natures, they can generally get along. Unfortunately, you've met someone who does not seem willing to tolerate your existence. They'll be a peer to you in status and firmly believe that you stand between them and the fulfillment of their own goals and ambitions. Due to this, they will seek to get rid of you, permanently if possible, and will gather many connections and followers in their quest to make this happen. If you're a Cosmic Principle, you'll instead find that this is one of your own Third Circle souls, who has betrayed you to stand with your enemies. They will reveal your weaknesses, tactics, and favored powers to your enemies, and lead the charge against you. Make sure to punish such treachery properly.

The Jumper's Shadow +400cp

It seems that you are related to the Ebon Dragon in some way, perhaps even part of their soul hierarchy. This is because you are now largely incapable of understanding trust or loyalty. Screwing people over is the greatest joy you can experience, and you'll generally go out of your way to make others miserable. Should you encounter a plot or scheme in action, you'll be compelled to join it, help it, and finally sabotage and dismantle the plan, ideally so that you are the sole beneficiary, but dismantling it completely is fine as well. Now, if only this didn't apply to your own plans as well. You're just as prone to sabotage yourself as you are at sabotaging others, and you will generally prefer to ruin the lives of others over seeking to benefitting yourself. It's not impossible to focus enough to actually finish your own schemes, but resisting the temptation of sabotage won't be easy.

Empyrean Superiority +400cp

You are no mere demon or Cosmic Principle. You are King, and others must know. Your nature is twisted into royalty, and it will relentlessly drive you towards proving your inherent superiority to everyone. You will accept nothing less than compliant subordination and any challenges to your rule are heresies to be eradicated. Likewise being dismissed will simply cause you to force the issue until the indifferent are forced to admit that you are King.

As a lesser demon, you can be magnanimous enough to ignore your greater, and will largely enforce your authority only on peers and lessers. If you are a Cosmic Principle, however, then you'll stop at nothing less than cosmic rule. Luckily, among the Primordials and Yozi, this royal nature provides some legitimacy by itself, and you'll be able to garner support among the Primordials or Yozi just like Malfeas did. Very helpful, as Theion/Malfeas himself will be understandably offended by your existence, to the same extent you will be offended at his. This means civil war, of course, and the struggle for the throne will not end until either you or Theion/Malfeas is too beaten to keep fighting back.

Ordained Obligation +400cp

The nature of demons can be quite strange. Sometimes, that can result in requiring them to perform some action to survive. Now, it seems you possess such a nature. Maybe you need to constantly play music using long fingers you possess, or perhaps you need to always dance, or something similar. Whatever the case, you feel a compulsion to do so, and cannot be forced to stop doing it even through supernatural persuasion, although resisting such things will place a great strain on your mind. As long as you aren't physically restrained, you'll be able to continue performing this action even when distracted or asleep or the like. Which is quite good, as the instant you stop performing this action, you will immediately and suddenly die. Hopefully you'll pick an action that you'll enjoy to some degree.

Unwanted Interruptions +400cp

While being summoned by sorcerers can be quite handy, there is such a thing as too much of a good thing. Unfortunately, you'll experience what it is like to suffer from inconvenient summonings. You'll be regularly summoned in the worst possible moments, with just the right timing to disrupt any scheming, craftsmanship, or entertainment you might be indulging in at the time, and it will almost always be by sorcerers too wise and resistant to your corruption for their own good. Needless to say, you'll be quite frustrated with such summons often.

As a Third Circle soul or above, it might be arrogant Solar sorcerers, but those aren't generally common outside of a few periods in time. In general, if you're a Third Circle, Fetich, or even Cosmic Principle, you'll find that for some incomprehensible reason the Unconquered Sun (or one of the Incarnae, or perhaps Theion if you're early enough in the timeline) commands you to do some nonsense that wastes your time and stops you from doing anything actually important. Who knows why this happens.

Wretched +400/600cp

Well, it seems that you aren't particularly well-liked among your peers. In whatever group you are a part of, you'll generally be the one who has to negotiate or deal with those you hate, such as perhaps the Exalted, powerful gods, or maybe the Deathlords if you're particularly unlucky. Worse, you'll have to do this with some measure of regularity, often putting you in great danger for little reward. If you're a Cosmic Principle this is even worse, making you the designated Yozi to deal with the Incarnae, Neverborn, or the troublesome forces of Chaos whenever communication with them is needed for whatever reason. The Neverborn will also have a direct connection with you, and they seem fond of whispering horrible things to you almost all the time. Hopefully you can bear the attention of things that are cosmic horrors even to the Primordials.

If you are truly foolhardy, you may receive 600cp instead, and you will have a direct connection to Oblivion instead, hearing its whispers regularly. Merely glancing directly at the Well of Oblivion changes and worsens the nature of the Ebon Dragon, who is already quite close to the Neverborn in nature, and now you cannot turn away from it. Let's hope you have a way of dealing with this problem.

Crippled +600cp (Mandatory to Cosmic Principle without Swallowing the Scorpion perk)

You are lesser and wounded. Mutilated and chained. Just like how the Yozi suffered in their defeat by the Exalted Host, you have been left with unhealing spiritual wounds and heavy bindings on your being. You cannot interfere directly with Creation, being just as restricted as the Yozi themselves, and cannot freely create, any spawn you form being somewhat bound by the Surrender Oaths and being subject to the Exalted. Your broken nature has also made you petty and selfish, greatly hindering your ability to cooperate with others. It won't be impossible, but you no longer have any capacity for empathy. Additionally, you'll find it immensely difficult to adapt to problems and situations that don't fully conform to your nature, far more than would be normal for someone of your kind. As a Cosmic Principle, this merely represents your imprisonment under the Surrender Oaths.

Diseased +600/800cp

Your nature is that of a dying thing. Like Autochthon, there is a disease entrenched in the depths of your being, and it is slowly killing you. You must fight your own nature to stay alive, and regularly cauterize your own self to maintain a measure of health. It is not impossible to cure, but it might seem like it sometimes, and you will have to go through great lengths and effort to develop a way to heal yourself of this blight. As a Cosmic Principle, you will have less than 12 souls, 9 at most and likely less, and your peers sense this and reject you as a mockery of their kind. Perhaps you can find solace and kinship with Autochthon.

If you choose to obtain 800cp instead, this is far worse. As a lesser soul you will find your own nature not only killing you but actively hindering your efforts to cure yourself, making it far more difficult to deal with this condition. As a Third Circle soul, one of your Second Circle souls has been fully corrupted and will actively seek to end you permanently, forcing you to fight against them even as you die from the inside. As a Cosmic Principle, it is instead one of the few Third Circle souls you still have, and potentially their own seven Second Circle souls, which have sprouted from this corruption, cementing the blight within your nature and being an extremely fearsome force to reckon with. Thankfully, whether as a Third Circle or Cosmic Principle, you'll find your other, uncorrupted subsouls also want to keep you alive, so you will not have to stand alone against your own corruption. You will find no help from peers unfortunately. It will take a truly legendary feat to heal from such corruption, even for a Primordial.

Stranger +800cp

Wait a minute. You are no demon at all. You are a bystander stuck among demons. Perhaps out of your own volition, or an unfortunate twist of fate, you have found yourself within the Demon City, or among the Primordials. You cannot escape, whether out of inability or legal obligation, so you will have to deal with the demons yourself. Your build for this jump will be locked away for the duration of the jump, and you will also temporarily lose access to anything beyond your body mod that you may have obtained in other jumps. What exactly you are will be determined by your Status, although you will be noticeably weaker than a demon of said Status; As a SERF, you will be a mortal, possibly trapped by the machinations of some First Circle demon. As a CITIZEN, you're a Dragonblooded Exalt, possibly in Hell to escape the Realm and strong enough to ensure some independence in the Demon City. As an UNQUESTIONABLE, you'll be a god of some repute in Yu-Shan, almost definitely assigned the position of Ambassador of Yu-Shan to hold office in Malfeas. You will be reasonably powerful, but you will also be the center of an immense amount of attention and attempts at corrupting you to the Yozi's will.

As a REPRESENTATIVE you'll be a Celestial Exalt, either a Sidereal, Lunar, or Alchemical of some age and experience, and while you'll have the strength that would be expected from someone like you, do not expect privacy in Hell. And finally, as a COSMIC PRINCIPLE, you are an experienced and powerful Solar Exalt. As a Solar, you will essentially be the most interesting thing in the Demon City, but at least you'll have the power to not immediately succumb to the hostility and corruption of the Yozi. Perhaps you're even in the Demon City to continue the Primordial War and slay demons to your heart's content. Whatever you are, you will face immense danger constantly, but if you stay on your toes and keep a good head on your shoulders, you may yet survive. When the jump ends, you will lose whatever power this drawback might've given you and receive the build you created for this jump instead, as well as regaining anything else you lost as part of this drawback.

SCENARIOS

Should you care to try it out, there are a few missions you can accept for your time here. Your stay in this jump won't end until you succeed at any of the Scenarios you have chosen. If you've picked mutually incompatible scenarios, maybe you get dumped into a timeline where it can take place once you're done with the others or something, fanwank responsibly. As a side note, you cannot take any scenarios if you've taken the Stranger drawback.

RESTORING PROPER ORDER

This scenario is rather simple; you must break free of the Surrender Oaths and take revenge on Creation. This endeavor is as difficult as it is simple. The Yozi themselves never found a way out in thousands of years, and the complete design of the Surrender Oaths was never fully recorded. Still, the Ebon Dragon concocted a plan that might just work, so perhaps you'll copy him?

If you successfully escape the Surrender Oaths and aren't defeated once more by the forces of Creation, then as a reward you are allowed to keep the Creation you've conquered. It will also come attached with Yu-Shan as well, to make sure Creation doesn't break without it, but that does mean you will have to defeat the Incarnae as well, possibly the most dangerous encounter you will have to face in the entire scenario. You may rule Creation however you wish; with your kin still bound, they can do nothing but impotently watch you succeed where they still fail.

If this task is too daunting for you, there is an alternative path; you must convince all 23 Yozi bound in the Demon City to join you in your efforts to escape, convincing them that you truly have a way to escape. All of the Yozi must be fully on board, something the Ebon Dragon couldn't even come close to achieving despite his charisma. Some Yozi have their own plans and don't want to fully commit to others, after all, and some don't even care about their imprisonment at all. Due to this, this task may be as difficult to achieve as breaking the Surrender Oaths, if perhaps for different reasons.

If you've managed to convince all 23 Yozi to support you, you'll be able to detach Hell from Creation, and bring it with you to future worlds. They'll still be bound by the Surrender Oaths, but they will also still be able to infiltrate the worlds you go to using their lesser souls, just like in Creation. Perhaps in this way, you will eventually find a way to free all of the Yozi from the Surrender Oaths and undo the mutilation and diminishment they suffered during the Primordial War.

LENDING AN EAR TO THE REBELLION

The Primordial War happened because the Incarnae decided that the Primordials had been cruel enough in their rule, and that they had to be replaced to punish their injustice. Or perhaps it happened because the Incarnae wanted to play the Games of Divinity too. Whatever the case, it was perhaps the most monumental and impactful event in all of Creation's history, given that it was the cause of Creation's history as humans understand it to begin with. But what if there was another way? A possibility where neither side achieves victory, but instead a peaceful resolution is found?

This will be your task; mediate the divine rebellion, convince the Primordials that the will of the gods and mortals should be respected to some degree, and find a compromise that satisfies both sides of the war. It bears little mention how legendarily difficult this is. The Primordials consider the mortals and gods as ants or less, tools and essence batteries designed and created exclusively for their own convenience, and disposable at best. The gods and mortals have suffered under the Primordials' whim since their creation, and have countless very reasonable grievances against the creators of the world, many of which are very personal and unforgivable.

Should you accomplish the seemingly completely impossible and allow both sides to reach a middle ground that they will both abide to, then as a reward for your truly legendary efforts you will be given a girdle, crafted by Theion and the Unconquered Sun as a token of cooperation and friendship. Wearing this girdle will mark you as the ultimate diplomat, and will make you recognizable as someone who can be trusted to mediate unbridgeable divides between incompatible groups and bring diplomacy to the table when none other can find a peaceful end to hostilities. With it, even cosmic beings will accept you as a mediator in their own reality-shaking conflicts, and grant you a chance to end strife in peace.

THE ETERNAL SEARCH

As the Primordials found in Zen-Mu, they have limits, as loathe as they are to admit it. They spent eons playing at worlds and kings, and grew tired of it. They devised Creation and the Games of Divinity, but perhaps if the Primordial War had not happened, they might have grown tired of it as well. But they know one thing; there is a solution to their plight. Written in tomes that were ancient when the Primordials were young (as suspicious as this might seem to some), there are mentions of it, which will eternally vanquish the ennui and despair of the Primordials. It lies Beyond the Beyond, in places Oramus does not know, where Chaos pushes past the pale of Infinity, where a low-hanging star points at the end of all possibility, over the sands of eternity, after the touch of time, and outside the scope of all knowledge.

At the furthest point from the heart of the Shinma, there lies the Shining Answer.

It might take no small eternity to find, no small forever to reach. But still you must. You must venture into the farthest reaches of the Faraway and further still, and search for something you do not know the shape or nature of. What even is the Shining Answer, after all? The only thing that is known about it is that it will forever solve the despair of the Primordials.

Should you accomplish the impossible and find the Shining Answer, your reward will be simply to keep it, whatever it is. It will eternally prevent ennui and despair in the Primordials, and may have more effects besides. As for gods and mortals, the Shining Answer might help them as well, or perhaps it will do nothing for them at all. In fact, the Shining Answer may even be detrimental to such lesser beings, or at least they might consider it so themselves. In future jumps, your possession of the Shining Answer will guarantee you the friendship of any beings as similarly cosmic and powerful as the Primordials, and help save them from any ennui or despair they might be under. Perhaps you will spread the influence of the Shining Answer to all, and spread the joy that it might bring.

REMIND THEM OF THEIR PLACE

After the Primordial War, it was little known what the world used to be like. After all, the Three Spheres Cataclysm damaged Creation so thoroughly that the gods and mortals couldn't even remember or conceive of what was lost. With this scenario though, you will choose a certain possibility; the Great Spiral. You will be in the Primordial War, one that the Exalted Host decisively lost, and your task is to stomp them out for good. They have hijacked Autochthon and turned him into a Gunstar, and flee through the edges of the Spiral while pursued relentlessly by the Unconquered Sun. You must join the Unconquered Sun in this chase, and kill off the Exalted Host decisively, leaving no remnants of the rebellion left. You must also return Autochthon and Gaia to the Great Spiral, to await judgement by the Empyrean Chaos.

You will have to fight not only the Exalted Host at what could be considered to be their prime, but also the efforts of the Maidens of Destiny supporting them, and the alarmingly powerful Viator of Nullspace. Thankfully, there are 75 Titanic Exalted assigned to the hunt of the Gunstar, more glorious forms of what in other timelines might be called the Green Sun Princes, and you will be given command over them, to support Sol Incarnate and wage war against the Exalted Host while the rest of the Great Spiral and the other 405 Titanic Exalted deal with other threats.

Even when you are done hunting down the rebels to the last and arresting Autochthon and Gaia for treason, your task is not yet over; an alternate Creation twisted into fleshy horrors called Cajerrón, created by the rogue Primordial Cemunian, must be defeated as well. While in your normal timeline Cajerrón would simply be utterly obliterated by the Eschaton weapon of the Daystar, in this timeline Cemunian is to be arrested alive and punished appropriately, and Cemunian may not be directly harmed by the Primordials or their greatest servants. This has understandably made the conflict a rather troublesome affair.

Should you manage to accomplish this, you will be welcomed back to the core territories of the Spiral in great glory and acclaim, becoming quite popular due to your legendary accomplishments. There is one third, final task for you however. Deep in the lowest depths of the Great Spiral, lies Black Non. This is the resting place of the Neverborn. Your third task is perhaps the simplest and most difficult of all; you must find a way to heal the Neverborn, and return them to their former glory as Primordials once more. You will have all the resources of the Great Spiral that you might need available at your whim, but even still it might seem like an impossible challenge, even compared to the other two tasks you've accomplished.

If you manage to succeed still, then you'll be perhaps the most well-acclaimed and respected being in the Great Spiral, second only to the Empyrean Chaos themselves. As a reward, you'll receive 21 Titanic Exalted attuned to your nature, each with the (still unknown to any, even themselves) potential to become Devil-Tigers and ascend to become peers to the Primordials themselves. Even if they transcend to such a state, they will remain staunchly loyal to you, even over the Empyrean Chaos himself (don't let him know that though). In the Great Spiral there are only 21 sovereign Primordials too, so if all of your Titanic Exalted ascend, you would find a full half of the Great Spiral's population under your command. And finally, you may connect the Great Spiral to any worlds you visit in the future, should you wish.

SHOW THEM ALL

The Primordials built Creation, but it was a collaborative effort. As such, most of the Primordials had to make concessions when building Creation, such as She Who Lives In Her Name having to allow free will. But perhaps you won't accept this. Your mission, then, is simple. Make a whole world by yourself, compromising with none to design it, and then go to war against Creation, smashing the world you've made into it and enforcing the rules of your own world.

Needless to say, not only will you have to fight against all the Primordials who will defend Creation, but you will also have to contend with the Incarnae protecting it. If you start late enough in the history of this world, you'll also have to deal with the Exalted Host. It will be no easy feat, especially given that you are not given any allies as part of this Scenario. Perhaps you have allies of your own already, though.

Should you succeed, defeating the Primordials and the Incarnae, and transforming Creation with the rules of the world of your own design, you will be allowed to keep both worlds, and take them with you to other jumps, perhaps to continue your conquest and prove the superiority of your design over those of other creators of worlds. Anything you conquer will be fused with your own world so you can bring it along, of course, growing the size of your world the more you conquer.

WHAT THE FUCK

Autochthon has always been plagued by the void, a blight on his being that has slowly been killing him ever since he came into being. When he fled from Creation and sealed himself in Elsewhere, it only grew worse. And now, it seems he has fully succumbed to his disease, and became the Engine of Extinction. He has become a vampiric, cannibalistic mockery of a Primordial, and he is hellbent on killing and consuming all of his kin. He will raid Hell, or perhaps arrive from the Faraway to attack the Primordials if you are before the Primordial War even happened.

At first he is not that much stronger than he used to be, even if more dangerous, so he will be ignored. When he starts to defeat Second and Third Circle souls, however, the true threat becomes clear; any Second or Third Circle soul he defeats and consumes joins his horrid soul hierarchy, twisted and corrupted to his nature. With each addition to his soul hierarchy, his power grows. If he is allowed to consume too many souls, he will start to truly snowball far out of control. If not stopped, he will consume every single Yozi trapped in Hell, or perhaps every single Primordial still remaining in Creation, and promptly destroy the entire world before leaving to continue his rampage in the Faraway.

Unfortunately, you will not be able to trust the Primordials or Yozi to rally against the Engine of Extinction until it is too late. You will have to lead the charge yourself, and convince the Primordials or Yozi of the true danger the Engine of Extinction presents. Even then it won't be easy, each Third Circle soul of the Engine of Extinction proving to somehow be noticeably more powerful than a normal Third Circle, and his Second Circle souls being similarly above their Primordial or Yozi counterparts. It will be an uphill battle even at the start of his rampage, not to mention how difficult he will be to kill once he truly gets going.

If you achieve victory against such an unprecedentedly daunting foe, your reward will be simple; you will somehow obtain the Engine of Extinction's ability to cannibalize and consume, without any of the drawbacks. Through it, you may grow to the Status of a Cosmic Principle if you aren't one already, and any of your subsouls will be similarly empowered. Perhaps you'll become the Engine of Extinction's second coming and consume your Primordial or Yozi kindred in search of greater power? In future worlds that you visit, you'll be able to consume any cosmic beings you find, finding empowerment comparable to the level of power of your victims. Mortals will unfortunately net you nothing, but perhaps you'll eat them too just to make sure.

ENDING

ETERNAL GLORY

Ah, so you've grown attached to this world. Perhaps you want to see if the Exalted can truly rule Creation or if it'll collapse before a million years pass, or maybe you managed to escape or prevent that whole mess and would rather stay in this world regardless. Either way, you may choose to end your chain and remain in this world forever.

DEPTHS OF CHAOS

Did some vision of the Faraway make you nostalgic for home? Or maybe you plan on spreading the glory of the Primordials to the world you originated from? Whatever the case, you may end your chain and return to the world of your origin, from before you began your chain. Perhaps you'll change it, or perhaps you will make more worlds to attach to it.

FOLLOW THE LOW-HANGING STAR

But of course, the expected option is this; continuing your chain. You may do so, traveling to the next jump, perhaps with new Companions to follow you. Will you spread the glory of the Primordials to the worlds you visit? Or perhaps you seek to converse with other beings that have created worlds in search of advice and discussion on the particulars of creating reality?

NOTES

“Hey, the timeline option I picked doesn’t make sense with the rest of the build, what do?”
Fanwank responsibly, weirder shit than temporal inconsistencies have happened.

You may replace a canon character if you wish, as long as you purchase the appropriate Origin and Status, and obtain their nature and domains instead of being able to choose them yourself. As a Fetich this is of course unavoidable, unless you pick an obscure Primordial. Want to be Ligier, the Green Sun? Sure, but the Sword of the Yozi and his forge won’t be fiat-backed like normal items unless you purchase them with the Artifice Of Hell item or have some other method of turning things into items. Of course, there is a notable exception that you cannot replace Theion or Malfeas if you pick the Empyreal Superiority drawback.

If you get the Cosmic Principle Status to be a Yozi but don’t get Swallowing The Scorpion to avoid the Surrender Oaths, you get to be cured and freed from the Surrender Oaths once the jump ends and you move on or return home. If you stay however, the Surrender Oaths won’t go away and you’ll have to find another way around them.

You cannot use the Demonic Exaltation item on yourself for the duration of this jump. When the jump ends, it may be possible to attach an Exaltation to yourself if you become human in some way, although your demonic nature may or may not be an obstacle you have to get around with OCP, depending on how you handle alt-forms in your chain.

If you’re a Cosmic Principle and your Companions aren’t, they may be part of your own soul hierarchy, and vice-versa should they be Cosmic Principles and not you. This can allow you to bypass the worst effects of your Fetich or Third Circle souls being destroyed due to Companions traditionally respawning after being killed, but if they are significantly different from you and/or your nature, this unusual disconnect will attract a lot of attention. Such important souls are the personalities of the Primordials, after all, so a Primordial who doesn’t show this sort of connection to their souls will be a *very* interesting anomaly. You can also simply make your own souls you gain normally into Companions, if you don’t feel like importing someone else into your soul hierarchy.

You won’t need to worry about your own souls betraying you, unless your nature or domains are directly involved with betrayal and self-sabotage, like the Ebon Dragon. Third Circles (and the Fetich) always have an Intimacy of loyalty towards the Yozi they come from, in other words they’re greatly attached to them and are very inclined towards being loyal. This is merely attachment rather than a magical binding however, so if you treat your own souls like shit it might cause them to be disloyal. It is unclear if Second Circles are attached to their Third Circle progenitors as well, fanwank responsibly.

Yu-Shan, the Underworld, and the World-Bodies of the Primordials/Yozi interact weirdly with immaterial beings; There is no gap between the material and immaterial in those realms, and thus whether one is naturally either is entirely irrelevant. Only in the Terrestrial Sphere proper is the difference between the two states relevant for any practical purposes. Fanwank responsibly how this relates to specific spiritual realms in future jumps.

You will be able to use your 1-ups on your Third Circle souls and Fetich if you wish to avoid the normal effects of those souls being destroyed. Even if you run out of 1-ups, reality still wasn't really built to handle a Primordial dying. If someone manages to inflict soul destruction on all your Third Circle souls, Fetich, and yourself before you're able to recover, you will turn into a Neverborn, a being for whom every instant is transcendental agony. Your nature and domain shall be twisted such that they'll be intrinsically connected to death and decay, and if you die in a world without a spiritual Underworld, your death will form one into existence. Even if there already is an underworld in a world that you "die" in, your transformation will also create Oblivion, a realm of nothingness that annihilates anything that plunges into it, and corrupts those who gaze into or listen to it for too long into psychopathic and relentless murderers.

Perhaps the only silver lining of this condition is that you'll be able to torment your killers plenty. Perhaps you'll inflict something akin to the Great Curse on them, or something more personal. If someone wants to rid your own corruptive and deadly influence on reality for good, they will need to destroy all of your important souls and then yourself, all over again, this time against a parody of the being they once fought that, while less versatile perhaps, is vastly more dangerous to both the living and the dead. Should they be successful, of course, your chain will finally end. That said, your permanent removal from the fabric of reality will not undo the Underworld and Oblivion that you accidentally created. As a small mercy, you will be returned to your healthy Primordial state should you survive to the end of the jump where you became a Neverborn. You might need quite the extensive therapy to cope with the experience.

It is worth noting that killing all of your Third Circle souls and then yourself is just a confirmed way of pushing you into becoming a Neverborn. It is also possible that the complete destruction of your World-Body would accomplish the same, or perhaps the total eradication of whatever principle you embody, for example erasing all forms of hierarchy to kill She Who Lives In Her Name. It's up to you if these methods actually work or not.

If you have taken the Major Contribution and decided you made an additional Incarnae, once you leave this jump you will find them following you as a Companion. They are likely incredibly conflicted about this, especially if you sided with the Primordials in the Primordial War (which is the default assumption unless you start during the Primordial War and take the side of the Exalted), and will be firmly loyal to you, as chagrined as they might feel about their service. You will have a very powerful ally, although it is recommended that you at least foster genuine friendship between the two of you, as they might not be fully motivated to help you otherwise.

For the purposes of imports, your own World-Body counts as a property, so you're able to import properties into it, and import it into properties you buy. How this manifests is up to you, as long as the influence of your World-Body's rules (generally determined by your nature and domains) is clear in some way to anyone that knows what to look for.

Obviously, as a Cosmic Principle you will be mostly unfazed by the experiences offered by the Algedonic Palace and the Games of Divinity. They were designed for your kind of being, after all, and you will never become addicted or overwhelmed. You will be able to comprehend and process alien and inhuman thoughts, emotions, and experiences as well, although how this interacts with things from beyond this jump is uncertain. Fanwank responsibly.