



Welcome jumper to the town of Orth. Built around Uncle Lovecraft's Fun Time Murder Hole, or simply the Abyss. This is a place of treasure, artifacts, and curses that effects those who enter its grip. Beware jumper, this is not a place for fool or the reckless. You will need strength of arms and clarity of mind to make your way to the bottom. Take 1000 chasm points (cp) to prepare yourself.

Backgrounds

Delver (Drop-in, Free): You are a new arrival in Orth, seeking to make your fortune in the abyss, and maybe earn your way to one of the fantastic white whistles. Your age is 5+1d8

Crafter (Free): You have come to Orth to study the artifacts that came from the civilization that came from before the modern era. You have some skill with tinkering, but maybe studying these items might allow you to craft your own master piece? Your age is 1+d8

Scientist (Free): You aim to study every facet of the abyss. What causes the forcefield, why have the creatures evolved like this. Who made the artifacts? You're willing to do anything to learn the answer. **Anything**. Your age is 20+2d8

Ranger (Free): You aim to escape into the abyss, to never be found again. maybe you endured some great trauma, or maybe you simply want to leave behind the mundane world of man. You have the survival skills to achieve this dream as well. Your age is 15+1d8

Locations (1d8) or pay 100 cp to choose freely.

- 1) *Orth*: is a large town on the edge of the Abyss, formed as a result of the many explorers travelling to the island. Orth has 5 districts: Central, North, West, South and East. It is where the majority of the humans in the setting are from.
- 2) *The Edge of the Abyss* is the 1st layer of the Abyss. Its composition is fairly tame compared to the deeper, more alien levels. The first layer is the only part of the Abyss that could be considered, in some form, "safe". Curse: Mild nausea.
- 3) *The Forest of Temptation* is the 2nd layer of The Abyss. It is a large forest with surprisingly diverse environments, and it is here where one truly gains an understanding of the horrors of the Abyss. Curse: Heavy Nausea, Headaches, Numbness of Limbs.
- 4) *The Great Fault*: is the 3rd layer of The Abyss, being a narrow, 4-kilometer gorge surrounded by countless interlocking caverns with many creatures, both harmless and deathly, lurking inside. Curse: Vertigo, Auditory and Visual Hallucinations.
- 5) *The Goblets of Giants* is the 4th layer of the Abyss. A sprawling jungle of unique, awe-inspiring and deadly fauna, this layer is characterized by a deceptive fusion of beauty and danger. Curse: Full-body pain so intense it causes dizziness, internal and external bleeding out of every orifice.
- 6) *The Sea of Corpses* is the 5th layer of the Abyss. A vast, frozen wasteland on top of a massive sea, it is the last layer where it is physically possible for a delver to return to the surface. Curse: Complete sensory deprivation, confusion and self-harming behavior.
- 7) *The Capital of the Unreturned*: is the 6th layer of The Abyss. It is the point of no return since it becomes physically impossible to survive the ascent, hence the name. When a white whistle delver descends to the 6th layer it is called "The Last Dive," as they will never see the surface again. Curse: Loss of humanity or death
- 8) *The Final Maelstrom*: is the 7th and final known layer of The Abyss. All that is really known of it is that it exists. You can start here, or you can pick freely of any of the previously options. Curse: Certain death.

Species:

Human (free): You're a regular old human. Not much special there.

Narhate (100/300): You are a Narhate, or Hollow, a human who has altered by the curse of the abyss. You are a mutant that barely resembles your previous form. You won't be a puddle of flesh like those who've suffered the worst, but you are still affected by the abyss. For another 200 cp, you have received the blessing of the abyss, making you immune to the curse that come from traveling up and down the various layers. You also gain enhanced strength. You gain bestial traits, generally like a rabbit, but may have horns, claws, and extra limbs depending on what you desire.

Robot (300): Once a unique existence, you are now a second Ablade of the abyss. You look just like a normal small child, excepting your limbs, which are obviously mechanical and bulky in comparison. Your ears are slightly pointed, and your eyes are yellow with vertical slits. There are several red patches of skin on your body. You even have all your other bits, so no need to worry about what happens to the food inside you. You are also immune to both the curse of the abyss, and poisons of all kinds. Your _____ is a weak point

Perks

*All 100 cp are free for their respective origins, and all perks are discounted for their origins.
Racial perks are free for their respective races*

General

Traveling Tunes (Free!): You receive a mental version of the Made in Abyss OST, that will play in your head. you can allow others to hear it, and it will play at appropriate moments to enhance your experience.

Bobblehead Style (Free): You can apply the visual styling of made in abyss to other worlds. The cute style may allow you stomach some of the more horrible things you'll see here and across the multiverse.

Racial perks

Humans

Pain Tolerance (100, Free for humans): Not going to lie to you, you are one of the weakest species in the abyss and will encounter some incredibly dangerous things that will try to kill you. This perk will allow to be able to power through pain, because you might need to break your own arm to stop poison from spreading, and it won't be fun without this perk. As a bonus, you can dull your sense of pain immensely when you need to rest.

Stiff Upper Lip (300, Free for humans): You are permanently sane, no matter what you experience. While in the moment you may deal with stress in the short term, your mind is unbreakable to any amount of trauma or seeing the most terrible things.

Narhate

Just Adorable (100, Free to Narhates): You're incredibly fluffy and you smell amazing. Expect all your friends to be all over you, just to feel your fur or sniff you. You might want to prepare yourself for that much affection.

Force Field Sense (300, Free for Narhates) You are capable of seeing the curse of the abyss in your vision. This allows you to avoid places that have high concentrations of the field, as well as granting a sort of precognition to danger. Out of jump, you can read the air currents to have a similar effect where ever you go.

Robot

Grapple Arms (100, Free to Robots.): Your arms are capable of shooting at high speeds, connected to you by a rope of invulnerable. This allows you to grapple anywhere within 30 meters. They can also be strung around you to alert you if anything touches them while you sleep.

Incinerator (300, Free for Robots) The most powerful item built into robots. The incinerator, or cremation cannon, is built into the hands and feet of your body. Any object in its path disappears, "as if it comes undone... Shortly afterwards, the surrounding air ignites to nothing." You will pass out for around 2 hours after firing it, however. You can recharge it with any source of electricity.

Delver

Balance (100): You're going to be in some crazy environments as you explore the abyss, so being able to keep your footing will be import here. You will never stumble or trip, and you have perfect grip on any surface, from ice to lava.

Jack of All Trades (200): you've picked up a few tricks of every discipline in the abyss. You're no slouch, but you don't really stand out in any field. Post jump, you'll find that you are average in every skill you haven't trained before.

Monster Slayer (400): You're going to be encountering some dangerous beasts as you descend into the depths. Each has various idiosyncrasies that make fighting them dangerous. You now have a general sense of what you need to do to take down any monster. This only gives you knowledge, and not the ability, so be wary you don't take on something too powerful to take down.

Perfected Body (600): Your body has been strengthened to the peak of your species ability. You can move faster than a horse, toss boulders without any thousand-men pins, and you can even survive on the bare minimum amount of food for weeks on end with no loss in ability.

Crafter

Archeology (100): As someone who studies the relics of the past civilization, you need to know what you're looking at. You now have the skills of a grad student in Archelogy, as well having any knowledge any archeologist would know in the current world. You know how to extract fossils from rock, polish gems and anything else you need for excavation.

Processing (200): You are capable of breaking down the relics of the abyss to reforged them stronger than ever. Your artifice can bring any item you make from spare parts up a whole relic grade. You won't be able to make special grade relics with just this perk, however.

Recharge (400): many of the relics of the abyss have a limited number of uses. Now, when you touch them, you can restore them to their maximum amount of charges. You can only do this once per relic per year, but this can apply to any magic item that has limited amount of charges to them.

Magic Item Master (600): You have the uncanny ability to forge connections with any magic items you use and can expect them to work at peak efficiency even if they're ancient and crumbling. You can always squeeze a little bit of magic out of your items, even if they would be dead in the hands of anyone else. This is more potent in items you've had for a long time, or made yourself

Scientist

No Morals to Speak of (100): Your heart just up and died, Jumper. You may enter a state that allows you no emotion, no mercy, no sense of human decency to get in the way of your experiments. Make sure you turn this off, because this will get harder to do the longer this one. You won't ever be trapped in it, just unwilling to feel again after a time.

Method to your Madness (200): While you may be a mad scientist, you follow the scientific method no matter what you do to get it. Now when you commit countless human rights abuses to learn something, you will always get applicable data. Oh look, a free report. Result: You're a bad person.

Perfect Canvas (400): As you learn more from your experiments, you'll be tempted to use your discoveries on yourself. You are now a perfect receptacle for any genetic treatment and will have only minor side effects, but nothing too drastic like cancer. You will still manifest strange things that aren't dangerous, like extra pupils, or mouths in your eyeballs.

Biology Master (600): You are now a master of biological engineering. You can engineer, clone and maintain almost anything you have the genetic samples to use as a base. You'll always have their loyalty.

Ranger

Art Skills (100): If you're going to be living alone, it might be in your best interest to catalogue whatever useful/ dangerous animals and plants you find. You can now sketch incredibly quickly and accurately animals and plants you find from memory.

Gathering (200): You now know the best places to find animals and plants, as well as how to track them back to their dens. You could put a blood hound to shame as your sense of smell is boosted beyond even their heights.

Monster Cook (400): You know how to prepare the meats and herbs of the various layers. You know how to prepare them for food, and for medicinal items like potions and poultices.

Friend to all Creatures (600): You have an aura about that makes animals, no matter how dangerous, want to protect you from harm. Carnivorous plants are also affected. This even applies to any groups you travel with.

Items

All 100cp items are free for their origins, and all other perks are discounted for their origins.

General

Delving Supplies (Free): You gain basic Delving gear. A helmet with flash light built in. Delving uniform tailored to your body, that resists grime and tears. Doesn't provide much more protection than normal clothes. You can import any clothes you have into this role. In addition, you have a backpack filled a month's worth of rations, and a bag that has enough money to live for a month comfortably or a year if you're very careful with it. Robots get a free helmet and cape which tracks their charge levels.

A Whistle (Free/100/200/400/ 600): if you're going to be a delver of the abyss, you will need a whistle. These are technically relics that can be used to activate some artifacts. The higher tier of the whistle, the higher tier of artifact you can activate. You would normally begin with a red whistle, or essentially a trainee. For some extra money you can go up the ranks. For 100 cp, you begin as a blue whistle, or an adept delver, who is granted the right to go to the 2nd layer of the abyss. For 200 cp, you begin as a moon whistle, someone who can teach others to delve, and can safely delve to the 3rd layer. For 400 cp, you can be a skilled black whistle, or someone who can delve to the 5th layer safely and return nearly every time. Or for 600, you can be one of the legendary White Whistles. Pick a title, begin with lord of, or jumper the _____. Like the "novel" or the "unshakeable". White whistles have found special relics that entire countries would go to war over if they wanted them badly enough. Pick one of the capstone items for free or make something up to represent your legendary find.

A Relic (300): You want a named relic that I didn't put in? Well ok, buy this and you can have any named relic besides the ones on offer in this document.

Delver

Star Compass (100): You gain a star compass, a glass ball with an arrow that points towards the bottom of the abyss no matter where you are in the world. If it breaks or you lose it, you'll find it in your pocket within an hour.

Nilfont (200): This fountain becomes installed in your warehouse or can be summoned to your location at any time. It produces an infinite amount of fresh water fit for drinking.

Blaze Reap (400): You've been granted a copy of Lyza the Annihilator's weapon, the fearsome pickaxe Blaze Reap. Filled with a relic called the Everlasting Gunpowder, every strike made with this weapon blows up whatever was hit, making this a great weapon for excavation and demolition. Living things hit by this weapon continue to blow up multiple times as the gun powder in the wounds combusts forever. Another item can be imported into this to gain its abilities and alt-form.

Star Thread (600): You gain a spool of infinitely long, indestructible thread that can be extended as far as the user wishes. If you are robot, you can add this to your body to replace the strands of your arms, allowing your grapple arms to go much further and immune to being separated from your body.

Crafter

Thousand-men pins (100): You gain a collection of (30) thousand-men pins, which can be implanted in the muscles of the body to increase the strength of the wielder. Each one adds the strength of 1000 men to your body. May be purchased multiple times. Doesn't work on robots.

Scaled Umbrella (200): Made of a class 3 relic, Charcoal Sand, this class 2 relic makes an excellent shield and can block almost any amount damage or weather from striking the holder. It won't rust or decay. If it does break, you will find it the next time you go into your warehouse, restored, and good as new. Any

Grim Reaper (400): These magic scissors can cut through any metal just like paper. Very useful for those who need to cut molds and ingots without a forge.

Ghost Sight (600): These goggles allow you to see the unseen things of the worlds. Long forgotten paths, temples hidden for millennia, fossils from before even the abyss. Humans and Narhate can only use this artifact for one hour a day before it must rest. If you are a robot, you can choose to integrate this into your body, replacing your normal eyes, allow constant use of this ability.

Scientist

Muscle Dress (100): You gain a strange pot of fleshy clay. The pot never runs out, no matter how much you use. This is a great source of bio mass.

Test subjects (200): You are the proud owner of 50 small children. They aren't companions, but you can import them all in one slot. You may do whatever you wish, but you'll find that they make excellent test subjects for any medial/magical experiments. Please note, they look up to you as father/mother, and will do anything to earn your love. Everyone who is killed will not respawn. This can be purchased multiple times if 50 lives aren't enough for your research.

Freaking Laser Beams (400): Sparagmos The Origin Guiding Light This artifact is similar to the Incinerator in that it generates a mysterious blade of light. Things it hits will undoubtedly disintegrate, without any exceptions. Similar to the incinerator but it doesn't shut down the body. If you're a robot, you can upgrade your body with this item to stop the power shutdown of using the incinerator at full power. You can choose instead to have Gangway, The Ascension to the Morning Star. That relic shoots lasers that bounce off walls until they hit the intended target. You can purchase this twice to get both, but only one of them is discounted.

Zoalcoholic (600): The Soul Slave Machine. You may transfer your consciousness into this fleshy, brain shaped relic. It will store your mind, and you can force a copy of your mind into other's bodies, overwriting them and making them a repository of your mind

Ranger

Neritantan (100): You gain a breeding pair of Nerithantan. Kind of like a flat capybara. Their flat bodies are shaped by their ribs which can deform and elongate as needed by exchanging air with their surroundings. To protect themselves from predators, they bunch up together in their nests and inflate their bodies, forming a near impregnable wall. Cute as buttons to boot.

Sun Sphere (200): Living in the shadows of the abyss to avoid the creatures, you might find yourself missing the sun, but now you don't have too. You can activate this relic after having it sit in the sun, allow it to unleash the light it stored in in an area around it. This Relic is special that it can store double the amount of light a normal Sun Sphere can store.

Hidden House (400): You got a small house on a floor of your choice. It's stocked with plenty of fresh fruit, herbs and medicines. Inside, you are free from any effects of any of the curses, so don't worry about having a second floor or a basement.

The Unheard bell (600): This giant bell has the ability to stop time wherever its' soundwaves can reach. Strike it again to restart time.

Companion options

Animal Friends (Free): Any animal you can tame or capture, you can take with you for free.

Expedition Party (300): Bring in up to eight of your companions with 500 cp to spend.

Cannon character (200): Like anyone in the series? Well now you're guaranteed to have a good first impression and interactions with the character you purchased. You may not buy any white whistles with this option. But anyone else is fine. Riko, Reg, Nanachi, go nuts.

White Whistle (600): You can make up or take along one of the White whistles. You need to convince them, and since coming with you would involve leaving the Abyss, so expect a fight before they come along.

Drawbacks

You can take as many drawbacks as you think you can manage.

HD Remaster (+100): Normally, you'd see this world like it was drawn and animated, cute character in a "generally" cute world. Now everything real, and you see monsters as the biological monstrosity they are.

Ruler in the Butt (+100, Must be Robot): Once during your jump, Riko will stick a ruler up your butt in the guise of research. That's it. If you prefer, it will be one of your companions, but the end result is the same.

Smells Too Good (+100, Must have taken "Just adorable" perk): You know how you smell irresistible to everyone? Well you smell a bit too good. Your friends will waste plenty of time you could be traveling or training to engage in the longest cuddle sessions with your fluffy body.

No Decency (+200): For some reason, your companions are not interested in wearing clothes or anything to cover themselves up. they'll shun armor and coats for walking around topless. They won't listen to reason and expect you to join in.

Birthday Disease (+200): Your birthday is coming up, and you have the birthday disease. You have one month to find a way to avoid it or hope you don't die to it. All you can really do is pray.

Monster Bait (+300): You now produce pheromones as you descend the abyss. The end result is that you will attract the most dangerous creatures on your layer until you descend, and the scent adjusts to the new depths, calling more dangerous foes to confront you.

The Itch (+300): While normally, the curse of the abyss couldn't you affect too badly beyond its normal effects, you have a special one that won't end until you end this jump. You will have a need to visit the abyss every time you leave. You'll never be satisfied with the relics you collect and always want more. You will one day declare one delve as your Final Delve. On your way down, the Abyss will have shifted itself to be much more difficult. You must survive an abyss tailored for your strengths and weakness, and the animals will display an intelligence they've never had before. Reach the bottom and you can end your time in this jump early

I Have a Mouth and I Can't Scream (+600): This locks your race to Narhate for free. sorry to say this jumper, but your body has gotten a bit slimy. You're an amorphous Narhate for the rest of the jump. And just like Mitty, nothing mundane can kill you. It'll hurt, but you won't die. You're going to be spending all your time a blob that can't move, can't speak, and is fully conscious. You will wish for death every day, desperate to communicate with your companions. if you can last the entire jump like this, you will gain this inviolable form for the rest of chain. Alternatively, you can find a robot to hit you with their incinerator, you will be granted your original form you purchased, but you lose the chance to become invincible to mundane damage.

The Wound in the World (+600, Your location is now locked to Orth): Every year that you're here, The Abyss will grow another layer and also suck a part of Orth into itself as it expands. Your goal is to reach the bottom and stop whatever is causing this before the town is sucked to the bottom of the hole. Failure to do so will result in the end of your chain.

Notes

Notes

Inspiration for the “Smells Too Good” drawback:



Bestiary

Each star is the danger level of a creature

Designation: ☆ Harmless.

These are creatures that couldn't harm a delver if they tried

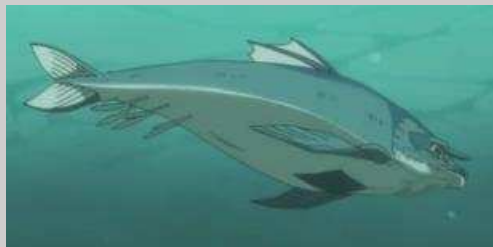
Nerithan: Their flat bodies are shaped by their ribs which can deform and elongate as needed by exchanging air with their surroundings. Their primary diet consists of Baracocha fruits and because of this, their meat is described as very delicious. To protect themselves from predators, they bunch up together in their nests and inflate their bodies, forming a near impregnable wall.



Hermit Rats: Due to their bodies being shaped by their elastic bones they are able to fit into tight spaces and their sturdy fangs help them to shape the inside of their dwellings, which ranges from various ammonites to lost delver helmets. It's theorized the reason why they use objects as dwellings is in order to camouflage themselves from the various predators of the 6th layer



Demon Fish: They are a harmless species that is primarily hunted for food by delvers in the area. The most hearty and flavorful ones have a clear color differentiation between their back and belly.



Shroom Bear: Shroombears are small rodentlike mammals with beady eyes and large noses. They have stocky bodies with short legs, and a long thin tail. They have a symbiotic relationship with the parasitic water shrooms that are often found growing off of their backs; when the shroombears grow weak, the water shrooms on their back release some of the nutrients they've been storing into the body of its host shroombear, restoring it to health



Rohana: Water dwelling insects that only live in water that is clean. They emit a purple glow from their abdomens, similar to a firefly. They skim the surface of the water in great numbers.



Designation: ★ Insignificant

These are creatures that pose little danger, but may kill a delver if they're incredibly careless

Giant Hammer Beak: They primarily nest on the plant beams that hold up the Goblets on the 4th layer. Like the Devil fish, they appear to be a weaker species that is mostly used for sustenance by delvers and other larger creatures. They have been seen swarming larger predators to protect their habitats.



Hamashirama: Bizarre-looking, aquatic swimming creatures, they are widespread in the floating sea of the fifth layer. They are said to eat sedimentary life. Their appearance outside of the water is vastly different to the form they take when swimming, which somewhat resembles an air balloon. Their anatomy is quite strange. All their internal organs are packed into their head, and they spray a mucous produced by their organs through spitting from their mouth.



Designation: ★★ Requires Caution

Creatures that pose a threat to weaker delvers, especially red and blue whistles

Silk Fang: The Silk fang is a large insect that is occasionally seen within the first layer of The Abyss. It has a 10-meter dome-shaped territory and puts its sticky feelers inside of it. They use it as a trap to catch their prey when they carelessly enter their territory. They move extremely fast within their dome and can spit a paralyzing poison from their mouths. These traits make them quite dangerous when one accidentally step within their territory, but their danger level decreases outside of it. However, they won't ever leave their dome and sleep at the top until potential prey appears. If one is cautious, avoiding them is not a hard task



Amakagame: bulbous creatures that live in the cave systems of the 3rd layer. The Amakagame are essentially just huge stomachs. Their bodies are covered in veins which they use to attach themselves to the cave walls. Rather than actively hunting for their prey, their stomach acids smell strongly of Baracocha fruit, the Neritantan's favorite food. The smell wafts through a hole in the top of their bodies and draw prey near before swallowing them whole. They have beady eyes and a puckered mouth, though it is not clear what their mouths are used for considering they do not eat with them. Their skins are very thin, a single dagger strike was enough to cut through it.



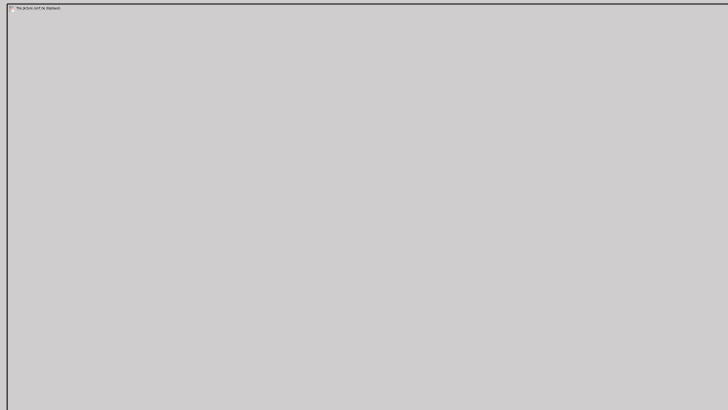
Inbyo: They have very long arms and fingers that let them swing through the trees with ease. Dark fur covers their whole bodies, save for their hands, feet, and noses. Their eyes glow red. They live in family groups and are very territorial. If something trespasses into their territory they will throw things at it and eventually give chase until the perpetrator leaves.



Designation: ★★★ Serious

Creatures that only a Moon Whistle and above can fight

Corpse Weepers: They're carnivorous birds that are notorious for their capabilities to mimic speech and use it for hunting. If they capture prey with high social capabilities such as Hammerbeaks or humans, they will learn their prey's cries for help and use it to lure others to their lairs. They live in colonies with others. They have two eyes, one on the side of their head and a bigger one in what would be the forehead, despite asymmetry rarely occurring in nature. This gives them a superb spatial awareness, and they can respond quickly to threats coming from the sky. While they consume meat, they don't have a beak like most birds, so they rip out meat and organs using their tongues. Males have longer quills, so they can be recognized easily. With their wings fully spread, they can exceed 10 meters in width in some cases.



Ottobatas: These animals are foreign apex predators of lakes within forests, and unexpectedly, were capable of adapting to the habitat of the Abyss. However, they were unable to compete with other predators of the 2nd layer and were periodically driven to the innermost region of the Inverted Forest where the force field is thin. While they were driven back, the evolutionary period they've spent after generations within the abyss made them much larger than they originally were, and they're capable of swallowing humans whole, so approaching one too closely is quite dangerous. They're omnivorous so they don't necessarily rely on hunting only.



Designation: ★★★★★ Dangerous

Creatures that only a Black whistle and above should even attempt to fight.

Crimson Splitjaw: By spreading its hood it is able to swiftly surf the air currents. Sometimes they might fly up to the upper layers in search of food, but it is exceedingly rare to see them in the most shallow sections of the abyss. They have vestigial eyes and many wart-like appendages on their lower jaws. They're ferocious predators that attack any delver on sight, so their danger level is high, standing as some of the most dangerous creatures on the third layer. Their meat is edible, but it's not very tasty.



Designation: ★★★★★ Absurd/Irrational

Creatures that only a white whistle could fight and survive. All other whistles should run

Orb Piercer: It resembles a large porcupine with a head that looks like a mask with multiple holes. It is herbivorous and eats algae that grow at the Goblets, however, it is ferociously temperamental and defensive over its territory. as dangerous as it is, it is seemingly a very rare creature, since only a single one was spotted on the fourth layer. If its life is threatened, it will shed its needles and use them as bait to escape. Their needles have a slow growth rate, so their scarcity might be due to the fact that not many manage to survive to a fully matured state. It is covered with long, sharpened and venomous needles that can pierce through metal as if was paper. it is able to instantly unleash a fearsome amount of strength at any given moment, even on wet ground. Its most impressive trait is its ability to sense the force field of the Abyss, which is very uncommon for creatures of the 4th layer. This grants it the ability to sense the flows of consciousness and results in a foresight-like instinct that allows it to predict every movement of other living beings. This makes victory against the Orb Piercer in battle almost impossible, and because of its ability to deal fatal wounds to any wildlife, it is said that there no longer exists a creature within the 4th layer that can be called its equal. It's only weak point is it's face and the five holes, as they are highly sensitive.



Ryuusazai: It is a creature resembling a horse with a long neck and what appears to be a beak. Its skin is covered in scales like a reptile, making it an odd mixture of different kinds of animals. When it receives an impact, its scales will break off. Furthermore, they're laced with a dangerous poison. Males often engage in fights with one other, tackling each other tenaciously ignoring the curse and moving in a three-dimensional manner. Its towering size comparable to that of a large dinosaur makes for an imposing figure, and they're considerably strong creatures. when its territory is breached, the Ryuusazai will tail and attack the intruder. When in close range, it uses its long rigid legs to stomp and impale the perpetrator. When out of range, its proboscis-like appendage will open up and it will spit out a projectile, a mixture of rocks and something slimy.

