

Welcome, Jumper, to a world filled with the mundane, the divine and the inexplicable. One filled with wonder and horror alike, where the lines between horrible and horrific, between awful and awesome blur to the point of being unrecognizable. A world where that which would be beyond mortal minds is instead contained within three digits and four walls, and where those who would be gods instead languish within the bondage of rationality.

Welcome to the world of SCP Mythos.

Such a world, where the anomalous is exploited by the many groups of interest, it is only natural that a group arise who are interested in tearing down the superficial veil of normalcy, those who fight for the right of the anomalous to no longer be freaks of nature, but rather a part of the new normal. After all, how is humanity to protect itself from a threat they don't know exists?

I am talking, of course, about Serpent's Hand.

A decentralized organization – or, rather a movement – of field agents, anomalies, aliens, thaumaturgists and even just regular people who happen to be in the know, who oppose the powers that be, all for the sake of shining a light on the obscure world of the supernatural. Be it to allow humanity the ability to better arm themselves against it, or merely to deliver the oppressors and the cruel to justice, well, that varies from individual to individual. After all, all it takes to be a member of the Serpent's Hand is to say that you are one.

What you do with your time here is up to you, of course, but do keep in mind:

The Garden is the Serpent's place.

+1000 Choice Points

Time and Place

Since you are a member of the Serpent's Hand – a group famously based out of the Wanderer's Library – an interdimensional repository of all knowledge, connected to all sorts of universes and dimensions, containing every single book that has been written, is being written, ever will be written, and even ones that will never be written – it is only fair that you start out in the aforementioned Library. As for the time... did you know that the Hand only rediscovered the Library around 1970s? Well, they did. So, you will start anytime between 1970 and the current year.

Origins

Wanderer (Drop-In) - a wayward seeker of knowledge, now a proud owner of a peculiar library card.

Black Queen - you are Alison Chao. Or, at least, one of them - there are hundreds of them, after all. A collection of alternate reality versions of the same woman, all working together... on occasions.

Field Agent – a member of one of the more militant cells of the Serpent's Hand, ones who carry out most of the operations against the Bookburners, Jailers, Madmen and other opposing groups.

Wandsman - magic bird-people dedicated to bringing news and knowledge to the many worlds of the universe. While technically not affiliated with Serpent's Hand, they are on quite the friendly terms.

Staff - one of the staff members of the Wanderer's Library - malformed beings, uniquely adapted to carrying out tasks required of them. You seem to be an anomaly among anomalies, in that despite being a member of the Staff, you can leave the Library. Although the Archivists, Docents and the Head Librarian are likely to be quite cross with you if you do.

Perks

Those of appropriate origins receive 50% discount on perks belonging to their section. Purchasing an upgrade requires that you purchase the perk itself, as well as the previous tiers of the upgrade.

Undiscounted

Wonderworld [100] - there is a reason the "supernatural" is called that - it is out of the norm, not something you see every day, something unique. And yet, many seem to have grown used to it - they grow tired, jaded, burnt out. You need not fear this fate. Dealing with the anomalous still grants you experience and knowledge, and this doesn't make you any more susceptible to being blindsided or surprised by hostile anomalies, but you will also never become too used to the unusual and the ineffable. You will always feel wonder and excitement at encountering something new and strange. Never will you grow tired of the supernatural, never will you become a jaded cynic, never will you experience burnout.

Snake Whisperer [100] - you are an empath. But only for snakes. You easily communicate with all sorts of serpentine creatures, including supernatural snakes, like nagas, basilisks, yuan-ti, etc. All serpentine creatures are much friendlier to you, and even if you are unable to communicate, you just have an aura with which the various snake creatures vibe.

Ophidiokinesis [400] - yer a... snake wizard, I guess. You may generate snakes, and use them as a form of attack. The snakes you spawn appear from your skin, at any point you desire, and are all fully biologically functional. You may launch spheres made of snakes with great amount of kinetic energy; spawn large snakes to use as homing, venomous whips; spawn spitting cobras to use as improvised ranged weapons; you may even breathe snakes - as in, like fire breath, but instead of fire its snakes. You may either dismiss the snakes later, dissolving them into energy, or you may just leave them be.

A Test [200] - much like the Serpent, you are not an entirely pleasant person. A tester of men and a ruler of difficult choices and a keeper of delicate knowledge. An ass by trade. That said, you do have a vested interest in doing this, as one's response in the face of turmoil is what makes or breaks a character. You know how to orchestrate situations in which someone's character will be tested - be it exposing them to knowledge beyond their station, imposing upon them responsibilities they are not yet ready to bear, or any other kind of similar test. These tests will expose those subjected to them for their true selves, and will strip away the chaff to reveal the gems beneath... that, or fool's gold. Some may fall in the face of chaos, crumble and succumb to their worst selves, while others will come out stronger for it. To put this shortly - you are a snake - some may even say a viper - of a manipulator, and can use this to impose challenges onto others that will reveal their true selves.

Waywalker [200] - given that Serpent's Hand operates out of Wanderer's Library, it would be very unfun if you couldn't get access to it yourself. Thus, you have this. You instinctively know where the nearest Way is - Ways being tears in the fabric of reality, through which one can enter the Library. As well, you know what Key each way requires, a Key being the method to open the Way and pass through it. It may be something as simple as "release a caged magpie" or as complex as "snort crushed up upper-right molars of seven virgin maidens every Sunday at 7:00 AM for three weeks". Additionally, this ensures that once you've opened a Way, you will be able to walk through it in the future without having to open it again. Whenever you step through a Way, you will experience no adverse effects - no dizziness, nosebleeds, or any of that nonsense. As well, all future worlds are guaranteed to have Ways as well.

Hydra Dominatus [200] - I am Alph... nevermind. Much like a serpent slithers among grass, undetected and unseen until the time to strike has come, so are you a master of stealth and subterfuge. Your footsteps make no sound, shadows seem to twist and darken to keep you hidden, and unless someone is looking directly at you, peripheral vision all but ignores you. What a sneaky snake you are!

Autotomy [200] - certain genus of lizards, and even some snakes, can cast off their own tails when grabbed by a predator. Why not you? You may freely detach any of your limbs or body parts, leaving behind an already scarred over stump. Should both the limb and the stump be in good enough condition, you may even reattach the body part in question by merely pressing it against the stump, even if it was severed by force, rather than detached by you.

Autonomy [200] - that's strange... you are able to retain the control of your body parts even after you've cast them off. You can still move your arms even if they're on another continent. Now, this doesn't give you awareness of what's around the body part in question, merely the awareness of the body part, its location in relation to you and the ability to move it.

Improved [200] - one way or another, you seem to have been exposed to SCP-212. Thankfully, you managed to survive! Roll 1D20 to determine what upgrade you got. Can be bought multiple times, in which case duplicates can be either rerolled, or kept as a duplicate. Alternatively, you may pay additional points to choose any given upgrade manually.

1. Cleaning [100] - all your tissues have been "cleaned" - stripped of tissues and had replacement applied, removing any genetic defects, scars or mechanical imperfections.

2. Ceramic Pyrolysis [100] - polymers in your osseous tissue have undergone pyrolysis and been turned into polymer-derived ceramics. Your bones are now much stronger and more durable, as well as capable of withstanding extremely high temperatures. Does not interfere with bone marrow functions and blood production.

3. Gelatinous Marrow [100] - your bone marrow has been replaced with a blue gelatinous substance. It performs the same functions as bone marrow, but much faster - whereas normal bone marrow produces ~20 ml of blood a day, this substance produces 40 ml. As well, it automatically filters toxins and similar impurities out of your bloodstream and assists in the production of antibodies for various pathogens.

4. Digestion Sacks [100] - your stomach, intestines, liver and kidneys are replaced with synthetic sacks filled with powerful acid. This acid is capable of dissolving high-carbon steel, and extracts all nutrition directly into the bloodstream, while all indigestible matter is stored and can be expelled via mouth at will. This process produces no waste.

5. Sticky Pads [100] - your feet are replaced with a plastic latticework, tipped with sticky pads. The pads are covered in an adhesive substance and can stick to any surface, supporting up to 775 kilograms, allowing you to walk up any surface.

6. Optic Sensors [100] - your eyes are replaced with liquid crystalline matrices biosensors. They are capable of seeing visible, infrared and ultraviolet light spectrums, as well as perceiving greater amount of light in darkened areas, allowing for night vision.

7. Mechadendrites [100] - your hands are replaced with mechanical tentacles - eight tentacles per hand. The tentacles have full range of motion, each measure 5 centimeters long, and are capable of supporting various attachments, although the attachments in question aren't included.

8. Nanomesh [100] - your skin has been replaced with a nanomesh of carbon tubes covered in microscopic barbs. Not only is the nanomesh significantly tougher than skin, the barbs provide significant climbing ability, as well as damaging those attempting to touch you.

9. Claws [100] - your fingers - or whatever digits you have that are similar enough - are tipped with 8-centimeter-long carbon claws. They are incredibly sharp and durable.

10. Ultrasound [100] - your eardrums are replaced with audio sensors, allowing you to perceive ultrasound and infrasound.

11. Secondary Organs [100] - your heart, lungs and liver, or whatever organs serve their functions, are duplicated, and the copies are inserted into your body. They are normally idle, but enter full functionality if the primary organs are damaged in any way. Their functionality and effectiveness are equal to that of primary organs.

12. Mechanical Limbs [100] - an additional limb is grafted onto your back. It is similar to the mechanical limb of SCP-212, consisting primarily of an unidentified steel alloy, with 3 joints and a number of attachments that can slide onto their front. Over 50 attachments have been documented so far, including, but limited to: scalpels of various sizes, saws, sewing implements, canisters of unidentified compounds, pincers, scanners, various surgical equipment, etc.

13. Brainbox [100] - an unidentified rectangular device has been integrated into your brain, allowing it to store approximately 7 petabytes of data, which you can safely recall and transfer to other storage devices.

14. Haptic Interface [100] - an unknown device has been integrated into your nervous system, allowing you to interface with nearby unencrypted computing units. You may interact with their software architecture and access whatever functionality their software and hardware allowed, and may even modify the software of the device itself. Maybe you'll even learn to bypass encryption.

15. Neural Dampeners [100] - Microscopic devices embedded in your nervous system act as controlled dampeners, allowing you to regulate and suppress pain signals at will. You may also adjust your bodily response to other negative stimuli, such as cold, hunger, or other forms of discomfort.

16. Aero-Filtration Alveoli [100] - Your lungs and respiratory system are replaced with advanced synthetic alveoli equipped with air filtration capabilities. These alveoli not only enhance the efficiency of your respiration - whereas normal lungs pump about 5-6 ml of air per minute, these ones process close to 11-12 ml, as well as allowing you to adjust the processing rate - but also filter out harmful pollutants, toxins, and pathogens from the air you breathe, ensuring a constant supply of

purified oxygen. Additionally, they have attached canisters of oxygen, which allow you to breathe in environments where no supply of oxygen is available.

17. Sonic Resonance Emitters [100] - Your vocal cords are replaced with advanced emitters capable of emitting controlled sonic frequencies. This allows you to produce ultrasonic waves for communication or as a form of attack. You may tune the frequencies you emit.

18. Photosynthetic Epidermis [100] - your subdermal tissues are injected with photosynthetic pigments. Exposure to light and heat allows your cells to generate additional ATP, reducing your need for traditional sustenance, similar to plants. As well, this allows your immune system to more efficiently combat various pathogens in your system.

19. Microgravity Joints [100] - your joints have been equipped with microscopic gravity-altering systems. This significantly reduces everyday strain on your musculoskeletal system. Additionally, this allows you increase the amount of kinetic energy you can output, greatly enhancing your strength and agility.

20. Nanomachine Colony [400] - a colony of nanomachines has been implanted into your cerebrum, quickly replacing your glial cells and neuroglia. The nanomachine colony takes form of a network of steel and silicon tendrils emerging from the back of your skull and spine. They are capable of reforming into a variety of different forms, including but not limited to: cutting tools, prehensile tendrils, interfaces for electronic devices, and molecular assemblers. They are capable of breaking down and incorporating any silicon or metal object into its nanomachine network, and has shown a capacity for integrating electronic devices as well. Nonmetallic or silicon-based items can be broken down, but are not easily integrated.

Carnomancer [400] - yer a meat wizard, Jumper! Carnomancy is the school of thaumaturgy that concerns the manipulation of organic matter, and is mostly practiced by Nälkä. However, it is not exclusive to them. Your practice of carnomancy is tied to the symbols and patterns tattooed all over your skin. They allow you to warp your body into various weapons made of bone, cartilage and muscle. Other than that, you may affect external organic matter, but only if it's biologically dead. Overall, your capabilities are not unlike that of Hevel-Ab-Leshal, also known as Able.

Pool of Cruor [600] - when something dies, its body becomes a home for parasites and scavengers, fostering new life. Your own blood seems to be hyperactive in this manner. Whenever you spill your own blood - enough volume to form even a shallow pool - various entities will begin to manifest out of it. Their size will be limited by the size of the pool you make, but so long as the pool is undisturbed, they will keep coming. The entities will all be biological and physical, though they will invariably have various exotic features - additional limbs, hyperactive regeneration, various elemental organs, etc. You will possess a limited degree of psychic control over these entities.

Serpentine [400] - you, uh, you're really dedicated to the whole "snake" theme, aren't you? You now possess several notable serpentine features - you have yellow, slitted eyes; a pit organ connected to your nose that allows for heat vision; venomous fangs in your mouth, with a venom on par with that of a Black Mamba and an ability to shoot it like a spitting cobra, as well as the immunity to your own venom and a mild resistance to other toxins; and small sections of your skin are replaced with patches of scales, that help with thermoregulation in hostile environments - acting as heat vents

should you be at risk of overheating, and in turn absorbing more heat should you be suffering from cold - as well as being generally more durable than human skin.

Medusa [200] - all the hair on your head - other than facial hair, unless you want that for some reason - is replaced with snakes! All the snakes in question are fully sapient, and are capable of psychically communicating with you. They all have potent venom, and can extend up to fifteen meters out of your head. They can exert large crushing force, capable of breaking bones in seconds and breaking steel with little effort. These snakes have extremely durable scales, and should they somehow be removed, a perfect copy will regrow shortly, with their minds and memories preserved.

Basilisk [400] - your eyes grow red and glowing with baleful, malevolent light. Your hateful glare is capable of causing plants to wither, soil to turn barren, and those you gaze upon to turn to stone. Unless you keep glaring at them, the petrification will wear off within 7 hours. Alternatively, your venom may also turn others to stone, in which case they will remain such until the venom is purged from their system. The snakes on your head also gain such abilities so as to glare and turn others to stone.

Asclepius [200] - in ancient Greece, Asclepius was a god of medicine and wisdom, and his symbol was - you guessed it - snakes. In fact, temples dedicated to him allowed non-venomous snakes - Aesculapian snakes - to freely slither around. And now, you get to embody that - at will, you may replace the venom secreted by your fangs with a healing substance that speeds up cellular regeneration, blood clotting, and temporarily improves the immune system of the recipient. Moreover, even your venom, in small enough doses, can be used to build up a resistance to other toxins, purge detrimental elements from one's system, and be used to synthesize various medicines.

Quetzalcoatl [400] - one of the most prominent deities connected to both serpents and knowledge, Quetzalcoatl is a feathered serpent god of learning. You seem to have a shared ancestry. You now possess large feathered wings sprouting from your back. These wings tell physics to go cry in a corner and allow you to fly, despite what your mass is. You also have a scaly tail with a feathered tip emerging from the small of your back to aid in aerial maneuverability, and to serve as an additional, strong prehensile limb. As well, should you spend prolonged time in the presence of another sapient, you will grow familiar with their skills, and will simply learn them by passively drawing the experience of having learned them from the mind of those you spend time around. Should you have the Asclepius upgrade, you may also allow your mind to leave a psychic imprint on the minds of others, granting them skills that you know yourself.

Jörmungandr [600] - the Midgard Serpent himself, Jörmungandr is a massive snake wrapped around the world itself, said to be the bringer of Ragnarök. Or, it could just be a really big snake sleeping in a glacier near Greenland. Either way, you're connected to it in some manner. First of all, you happen to share its incredible size - at will, you may grow up to 8 kilometers in height. Square-cube law? What's that? Is it tasty? As well, rather than just a human with serpentine features, you may turn into a full-on serpent. Secondly, your venom evolves - you may add a certain compound to your venom that would cause it to turn into a gas upon contact with air, lending you the ability to breathe clouds of poison gas. As well, you may alter the composition and rate of production of your body oil, turning it into a potent necrotizing agent, rotting all those it touches - except for yourself, of course. Moreover, should you have the Asclepius upgrade, you may also turn your poison gas and necrotizing substance into healing compounds as well.

Anantashesha [600] - the king of serpents, who is said to be able to unwind time itself. Lord of absolute oblivion, Anantashesha. That, or a really big moray eel somewhere in the Bay of Bengal. Either way, there is undoubtedly something mystic about it, and some connection between it and Library's own Serpent - oblivion is merely the other side of knowledge, is it not? And you seem to have a connection to it. The minds of others around you are thick like miasma - you need only a forceful inhale to take them, to devour them. You may devour the memories of those around you, taking them for yourself and ridding others of them. You may choose what memories to take and what to leave intact. In the same vein, you need little effort to merely destroy memories without taking them for yourself - a strong gust of breath to dispel the miasma of cognition. After all, why would you want to take nasty things like trauma, or various cognitohazards, if you can just destroy them? And of course, the more memories you consume or destroy, the more you fulfill your place as bringer of oblivion, and should you rid others of enough cognitive functions you may choose to secrete a potent amnestic substance from your skin, causing all who come in contact with it to forget certain memories. Should you have the Asclepius upgrade, you may instead choose to secrete mnestic, making others remember things they've forgotten, or things they never knew in the first place perhaps. And, of course, as a thing of utter nihility, you yourself are immune to any attempts to breach your mind, memories or cognition - retroactively, in fact. And, of course, a being such as yourself would be immune to the ravages of time, aging without growing old.

Rainbow Serpent [1000] - a creator deity of Australian aboriginal myths... or maybe just an extremely large snake. Your gigantification abilities grow even stronger - at will, you may grow up to 4,000 kilometers in length - the width of Australia, mind you. You may easily move through the air in a manner of locomotion similar to swimming. Your scales gain prismatic coloration, shimmering all colors of the rainbow. Your size alone would be cause to change climate, but you can actually manually influence climate on a global scale - alter atmospheric density, humidity, cause and dissipate diluvial downpours, creating entire seas with the volume of water you can put out, start and end hurricanes and tornadoes, cause the shifting of tectonic plates with your bulk, causing earthquakes and tsunamis. Any macrofauna nearby can be devoured by you, being absorbed through your skin and being digested into a primordial slurry, which you can regurgitate as any animal - be they sapient, like humans, regular fauna, or even something as outrageous as dragons and chimeras. As well, your durability befits your enormous size, being able to withstand direct hits from nuclear missiles more than 4 times as powerful as the one dropped on Nagasaki, with little more to show for it than some scorched scales. I hope you see what you're paying for, here.

Ouroboros [400] - the eternal cycle. You embody the cyclical nature of the universe - everything moves in cycles. Even the Jailers, even their precious normality, it is all defined by the Ouroboros Cycles. Understanding the cyclical nature of the world grants you wisdom beyond your years - an understanding of impeccable timing, when all should end and begin anew. You know when

everything that is, will end, and when everything that is not, will begin. As well, should you die, you will be reborn, returning from death. However, this will only occur once every ten years, or once per jump - whichever is soonest. What was, will be; what will be, was.

Eating Own Tail [200] - much like the serpent consumes its own tail, you may consume your own self, should you believe it worth it. At will, you may empower any of the powers and perks you have to incredible heights - even the most feeble physical enhancement, when empowered in such a manner, would turn you into a Greek demigod, capable of annihilating armored tanks with bare hands, and turn the weakest thaumaturgist into a bona fide archmage. However, there is a cost - the longer you empower yourself like this, the more your body and soul degrade. Your body slowly decays, falling apart on a subatomic level, chemical bonds dissipating and intramolecular forces failing to hold everything together. And your soul darkens, like a roaring fire consuming all fuel, with nothing to replenish it. You may end the effect at any time, to heal whatever damage you sustain, but for as long as you are empowered, the effect is slow, but consistent, and continuously gains in speed the longer it is active.

Adder's Kiss [400] - your very touch secretes death. Your blood, sweat, body oil, tears and any other bodily liquid has toxic properties. While they're not acidic, they are all poisons. You may regulate to what degree, ranging from "barely skin-deep irritation" to "death in seconds". You may turn this property on and off.

Death Adder [400] - you may add exotic properties to your venoms - be it inducing anxiety, hemorrhage, soft tissue necrosis, brain damage and higher brain function impairment, pathogenesis, cellular disintegration, paralysis, cancer inducement, allergy triggers, etc.

Venomancy [400] - you may freely control your body liquids and their secretion - you may produce dozens of liters in seconds, should you wish. Form them into toxic riptides, viral waterfalls, caustic waves, etc. As well, you gain limited control over external toxins - poisons, venoms, pathogens and irritants. You may neutralize them, make them stronger, and are afforded a limited degree of kinetic control over them, though not nearly as much as over your own bodily fluids.

Alkaline [200] - you may choose to make your body liquids either acidic or basic - corrosive or caustic. You may decide the strength of the acid/base - ranging from "mild irritation" to "melt steel in seconds". Your body fluids being acidic/basic does not cancel out them also being toxic.

Despoiler [200] - whenever you touch an object, you may choose to apply a coating of your body liquids to its entire surface. Be they merely toxic, or also corrosive - with a single touch, you can turn lakes poisoned, and rust metal to dust.

Scalie [400] - hey, I won't judge. At will, you may cover your body with keratin scales, similar to that of a snake. You may control their hardness and sharpness, ranging from "as soft as human skin" to "small caliber bullets bounce off". You may pull the scales off, like a snake shedding its skin, or shoot them forward like projectiles, should the scales be sharp enough.

Teeth Scales [100] - rather than keratin, you may choose to generate scales made of dentin, and covered in enamel. In comparison, dentin scales are much harder and resistant to heat. As a result, they can be much sharper, and result in better weaponry and armor.

Chameleon [200] - you may freely change the coloration of your scales on the go. You may even make them prismatic, or photorefractive. As well, you may change their texture to a limited degree.

You may rapidly change their coloration to induce a hypnosis-like effect, or use this as camouflage, or to gain a limited degree of invisibility.

fine pharmaceutical yes [400] - yes sry speling eror hamstr is often walk about keybojjdkgogjgi. also uppercase key broke. much like fine entrepreneur of fine dado business dado u know how to mix fine pharmaceutical remedy yes. u capable of making good remedys like banana pill for fixing the ails that is life. or pill for old and horny ppl. pls note that any remedy or pharmaceutical have side effect u cant predct. u make pill for making banan and it give off radiation like reactr. still fine valuable remedy tho yes. u good unusual pill mixer but always have happy accident.

Spoonful [400] - SCP-7052 is... well... it's certainly a curious phenomenon. To put it simply - spoon in butt equals power. More spoon in butt - more power. You are affected by said phenomenon. Should you decide to insert spoons into your anal cavity, you will experience several ontokinetic alterations to local reality - increased sexual attraction affecting people of gender based on your sexual orientation, improvements to your physical and mental abilities, healing of wounds, infections, and carcinomas, various ontokinetic effects that result in the enhancement of your luck - such as higher probability of winning lotteries and other chance-based competitions, improved mood, and maybe even conscious ability to ontokinetically alter reality similarly to hyperreal entities. All these effects scale proportionally to the amount of spoons in your anal cavity. However, you may go overboard - too many spoons will result in you sustaining grievous injuries, ignoring all your perks that would normally protect you or grant you regeneration or additional toughness. Don't go overboard, mkay?

Anartist [400] - the Hand cares about wonder. It is a new thing - people didn't care about wonder before, but this is a different age, where people can afford to pay attention to things other than survival and blood. And what is more wondrous than art, that is more than just art? Much like the fine gentlemen of Are We Cool Yet - some of whom are themselves also agents of the Hand - you are skilled at anomalous art. Now, it is worth bearing in mind that "art" is subjective - in both quality, and very definition. For the purposes of this perk, let's define art as "anything that has a non-zero aesthetic value (positive or negative)". So, first of all, to help you both find a create such "art", you may objectively assess the aesthetic value of any object, event, situation, person or environment. Secondly, based on the intrinsic aesthetic value something or someone has, you may imbue it with an anomalous quality. Think of it like this - aesthetic value is much like points that you can spend to "enhance" a piece of art into the status of anomalous. The greater the aesthetic value - be it positive or negative - the greater the effect you may imbue, or the number of effects that you can imbue. As well, this depends not only on the art, but the artist - yourself. Your emotional state at the time also determines the power of the effects - the more emotional you are, the greater the effect, the calmer - the lesser. Art is nothing, after all, if the artist doesn't put his very soul into his creation.

Instability [400] - anomalies are cracks in reality. They signify the instability of any given universe. Thus, the more anomalies - the higher the instability. And what are you, if not an anomaly yourself? In this, and in future universes, you may destabilize local reality, causing anomalies to pop up everywhere. They may range from objects to people to phenomena. They will start popping up, and keep popping up until you decide to end the effect.

Of Song and Matter [600] - are you, perhaps, like the Choir Below? Endlessly singing, singing, singing forever and ever, singing yourself through time and space? Or are you perhaps closer to the Avian Shamans, weaving gentle songs of air and feather to reach those you seek? Either way, your voice is really something. By singing, you may achieve any number of things. Proper harmonics may help you achieve FTL travel, more gentle humming would let you speak with animals, and singing at sufficient density may just rip a hole in time-space. What you need to understand is that songs are things of two parts - it is the harmony, it is the frequency of vibration, it is the movement, it is energy imbued into matter; and it is intent, it is aura and it is communion of your will and intent unto others, and the universe. Two sides of the same coin. Activity and peace. Using these songs properly will take practice, and may or may not open several portals to irreality in the process, but hey, we've all been there.

Platonic Ideal [600] - you exist in the Realm of Forms, much like the Serpent itself. You are a platonic ideal of knowledge, a conceptual being. Not only does this immensely increase your intellect, it means that any and all knowledge is derived from yourself, as an imperfect copy. Any knowledge at all, you can improve. You can dig deeper into any research, write about a fictional world better than the original author, perfect any writing style and smooth any mistakes or imperfections. You can bring up any piece of information closer to being truly Ideal. Of course, the closer the source is to being perfect already, the closer you can bring it to being transcendental. As well, so long as the very concept of "Knowledge" exists, you may come back from death - be it your physical body perishing, ego death, complete obliteration and annihilation of chemical bonds between your atoms and subatomic particles - no matter how grievous or complete the destruction, you will come back. Be careful, however - this feature will only trigger once every 10 years, or once per jump. With strange aeons, even death may die.

Wanderer

See the invisible

Library Sign [100] - one of the first ever developed languages, and one of the oldest languages still in use. It is a sign language used by residents and visitors of the Library, due to their differing physiology and frequent inability to use vocal means of communication, as well as practitioners of magic interested in wordless and speechless incantations. You a perfect master of it, as well as all other sign languages. This may or may not help you with discerning body language as well, but that's not what this was meant for.

Silence In the Library [400] - if you respect the rules and silence of the Library, is it not only fair for others to do the same? You may at will create a sphere of silence, 100 meters in radius and centered on yourself. Any sound within this sphere is dampened and snuffed out. It is much like vacuum, in terms of sound conductivity. Words will never leave one's mouth, and even the fiercest battle will never exceed negative decibels. Naturally, this interferes with magic that needs verbal components, or powers that rely on sound or the vibration of air molecules. You may choose to exclude any person or object within the sphere from its effects.

Thirst for Knowledge [200] - what an erudite you are! Always burning with the desire to learn! As a frequent patron of the Library, it is only natural. You have an incredible reading speed and comprehension rate - only a few seconds is enough for you to scan a page densely filled with text, process this text, digest its meaning and move on. You can easily discern the meaning of even the most difficult jargon and technical terminology using context clues, and learning is much easier for you when it comes in the form of books. This also boosts your learning retention rate - no longer do you forget 70% of what you learn within 24 hours, instead you passively transfer all knowledge you acquire into long-term memory to facilitate easier recall. Additionally, you will never get bored of learning, and one would have to be actively trying to make learning dull to make you lose interest.

Not All Who Wander are Lost [300] - people are quick to assume that others are lost unless they are actively moving somewhere with a clear purpose. But sometimes, you just want to take your time and enjoy the surrounding. You always have a vague understanding of where various places of interest to you lay - exits, entrances, treasure chests, stations occupied by people of interest, etc. Moreover, the longer you idle in one general location, the clearer these normally vague directions get, and the more of them are revealed to you.

Seeker [400] - those who seek, shall find, and those who ask - shall receive. The world never lacks in those with answers, you need only look. You always know where and how to find the next avenue to pursue - be it another tome that would aid your research, a lead to help with your investigation, a mentor to teach you a skill, etc. You always know what you need to seek out to advance your search, and where to find this something.

Practitioner [600] - "Thaumaturgist", they call you. "Type Blue". What the thick-headed fools amid the ranks of Jailers and Bookburners alike fail to understand, in their striving to constrain the ineffable to three digits and four walls, is that the occult is not rational. What they call "Elan-Vital Energy", true practitioners call "mana". What they call "thaumaturgy" and "reality bending", we call "magic". Not only are you a great mage as is, you also have a knack for the irrational and the instinctive parts of spellcasting - the parts that cannot be explained are easy for you to get a grasp of. And, in fact, the less rational and the less comprehensible something is, the easier it is for you to master. The less you understand something, the better you are at it, and the less something makes sense, the more potent it's effects. In the olden days, people didn't care to understand, they cared for survival, power and blood - harken back to those days, and abhor modern ways of categorizing for its own sake.

Black Queen

Queen's Gambit



Little Sister [100] - with love, L.S. You know how to welcome people - make them feel part of a whole, make them feel like they matter, make them feel like... family. The right wording, posture, body language and timing make all the difference as to whether someone feels welcomed, or unwanted.

Serpent's Fang [200] - the only people doing anything. The group behind the famous "L.S.", Serpent's Fang is a collection of Alisons formed into an operative cell of field agents. What this means for you is that you have access to decent enough combat training and are more physically able than most. As well, you have access to a protective ward - you need only recite "Around and back, in the wind and the rain, clickety-clack go the wheels on a train.", and you'll be transported into a pocket dimension filled with magical artifacts, tools, with a place to sleep and some emergency rations. Though, do be aware that other Black Queens will also visit this place rather frequently, and not only will you run into them, they will take the artifacts for themselves as well.

Chatroom [300] - ever wonder how the Black Queens communicate when they can't get ahold of each other physically? Well, they came up with a convenient system - they all have access to a noospheric file, wherein they can type out various messages to communicate with everyone else. Of course, as a Black Queen yourself, it is only natural you have access to it as well. You can psychically type out and read messages left by other Black Queens. They may help you come to a decision, provide information or advice, or even make their way over to you to physically assist you. Moreover, you have access to a blank file similar to the one Black Queens have access to. You may connect others to this blank file and have it perform similar functions. Of course, these files are also valid vectors to spread memetics and antimemetics, though the other Black Queens may not take kindly to such things.

Empress of Many Voices [600] - ah, a parasite, are you? It would appear you're an existence similar to the Emperor of Many Voices - the psychic presence behind the Hive, a dangerous hivemind infecting thousands of people worldwide. At will, you may connect others to your own psychic network, getting access to all their skills, memories and knowledge, and allowing yourself to regulate their mental processes. Free will does not exist with you around - you may allow them to think for themselves, but you'll always be there, in the background. You'll be able to freely pass all the information between members, letting even the flimsiest scientist to fight with the acuity of a trained soldier. As well, you should probably keep everyone from being connected directly - there's only so much the human brain can handle before frying itself.

Queen In Green [400] - reality is supposed to make sense. It is supposed to be consistent, and when there are multiple of the same person running around, this consistency suffers. Wouldn't it make sense for you to take advantage of that? At base, you are a weak reality bender of the hyperreal variety. You might be able to strain local laws of physics if you try hard enough, but it is not that significant. However, there is a reliable way to boost your power - the more versions of you are in the local universe, the greater your power. If, say, three versions of you were present in the same world as the actual you, the power provided by this perk would be multiplied by three times compared to its baseline.

Universal Constant [200] - it can be a real bummer when you're all alone. Well, no more! There is always a Gears. He always has a daughter. No matter what universe or setting you visit, you can be sure that at least a few variations of yourself will exist there. They won't necessarily be connected to the occult and the anomalous, but they'll exist, even if they'll just be living out regular lives. Whether to interfere or not, is up to you.

I Am All Of Me [600] - a singularity of self. You know of every version of you out there, and you know their abilities. At will, you may change your own self, for that of another version of yourself. You may freely parse your own selves to find the one you need or desire. The change will affect your body and mind, but not your consciousness, ensuring you remain yourself, while granting the benefits mind-affecting perks may bestow. There is no limit on how frequently you may change your own self. Each self will have taken the same jumps as you, though they will have taken different perks and drawbacks, and will have had a different history and different interactions with the worlds they visited.

Me, Myself and I [300] - at will, you may summon up to three copies of yourself, each of them a different version. They are guaranteed to be friendly, and willing to assist you with your endeavors. These versions of you fall under the same rules and limitations that all your selves do from the above perk. There is no limit of how long they may stay, or how frequently you may summon them. Should one or multiple of them die, they will simply be returned to their origin timeline and may be re-summoned again at a later time.



Freedom isn't given – it's taken

Wanderer Signs

Derived from the 1664 symbols through the years, these symbols refer to all others in finding their path to the Village. In *Library* you will find notes from those that would back it and in the symbols you will find secret signs, symbols.

Stay vigilant and keep your eyes open, you may notice left by those who came before.

others will know	for this place	path repeats	don't put the foot	they point	help comes	paths changes	they will not let you
divides into the way	that there	this place is not real	others could know	door is sealed	will be lost to find the way	not who they say they are	place is unknown
unusually busy	has guide to find	side here	water unknown	pathways air	they look like they are	door is broken	place of the future
others have seen	Harkness' own tutored here	bring offerings	door not here	place raised	deep fire self willow	hollows	do not bring others here
portal for end	finally do not flow	only one there	not help here	margin	will be deep	only know the way	hollowed

White Crow [300] - much like White Crow of the Serpent's Nest, you are a master when it comes to violence. Your movements may not be lightning quick, or devastatingly powerful, but there is something to them - fluidity. You move silently, quickly, without stopping or tripping up. Your gait is not necessarily fast, but it is consistent and undaunted by difficult terrain or combat. You know just where to step, just how to twist to preserve your momentum and keep up the flow of the fight - with you having the upper hand, of course.

Silver (Wo)Man [200] - rather than marble, you are 787 kilograms of solid metal - silver-copper microalloy, specifically, with copper making up less than 1% of the total mass. Similar in function, except that grinding your body parts against one another produces a horrid shriek of tortured metal, so be aware of that.

Sail the Kaiju Sea [600] - ah, one of the Kaijumancers, are you? You have a supernatural connection to an aquatic world filled to the brim with gigafauna. These giant sea monsters frequently do battle with one another, and now you may summon them to do battle for you, as well. At will, you may summon a kaiju. Their size ranges from 20 to 500 feet, and they frequently display esoteric biology, such as fire breath, multiple heads, electrokinesis, minor telekinesis and telepathy, rapid regeneration and adaptation, and similar unusual biology. Invariably, they are all incredibly durable, capable of shrugging off even heavy vehicle-mounted weaponry and explosives, if not more. You may parse what Kaiju you have at your disposal and summon the ones you need. These Kaiju will obey your commands, and may even cause breaches in time-space, thus bringing more of their kind into reality, which you can also control. Kaiju are all biological, and some of them may even be sapient and capable of thaumaturgy of their own. They all ignore the square-cube law, all consume significantly less than their biomass would suggest - certainly, they kill less whales than industrial age humanity - and although they have not been observed reproducing so far, it is entirely possible that they do, in fact, reproduce, either sexually or asexually. At base, you may summon up to three different Kaiju at a time.

Inner Kaiju [300] - at will, you may slightly warp your body, enlarging its mass and gaining several additional features, based on one or several Kaiju from the Kaiju Sea. You may, once again, parse what Kaiju you wish to connect to and gain the features of. At will, you may roll back any changes made by this.

Wandsman

The Multiverse's Finest News Source!



Avian [Free & Mandatory for Wandsmen; 400 Otherwise] - perhaps the most notable feature of the Wandsmen is their bird-like physiology. It affords them several benefits. Firstly, age is a thing of the past for them - they could live for millennia, and age would cause them no trouble. Most of them have fully functional wings that afford them the ability of flight, despite their bodies being far too heavy according to regular physics. As well, their bodies are much tougher than that of a regular human - a gunshot takes only 2 days to fully heal, and their feathers can withstand most environmental hazards and even up to small arms fire on their own. Their minds are much sharper, too - learning dozens of languages is barely an inconvenience, and you could learn 7 different languages that normal humans shouldn't even be able to pronounce in a singular evening. Their bodies also carry significant thaumaturgic potential, allowing them to learn most magic techniques, if only they try. By default, the form you take is that of the bird you find most repulsive.

Canary [400] - you take the form of a canary. Your size is much smaller, though you are just as durable. In exchange, you gain a rare and valuable ability - with your small size, you may just fit

between cracks in time. You may travel in time, although the spans of time you cross are quite small - up to a week, either forward or back.

Albatross [200] - you take the form of a large albatross. As a larger bird, your physical capability is much higher - you could lift hundreds of libraries worth of books. Moreover, as an albatross, you slightly distort the causation around you, and may induce "bad luck" around you - cause equipment to fail, weapons to jam or break, people to slip and fall, etc.

Raven [200] - you take form of a wise raven. Your intellect is greatly boosted, and you can easily comprehend any and all languages. As well, you may distort the probability around you to cause bad luck to those around you, much like the bird you now embody is said to.

Hawk [200] - you take the form of a hawk. Your eyesight is much sharper than even other Wandsmen. It is so sharp, in fact, that you can see through objects with an x-ray vision. As well, as a bird of prey, it is only natural you pursue your target to the ends of the earth, thus you can teleport up to 80 meters away from your current position anywhere within your field of view.

Shrike [400] - ah, a cunning shrike is who you embody. Your avian features grant you the ability to grow out blackthorn from the area around you - these dark vines will be covered in long and sharp spikes, and you'll be able to control them like your own limbs. Much like your eponymous "butcherbirds", you may use these vines to impale and tear apart your prey, and whatever other obstacles may be in your path.

Dove [100] - you take the form of a beautiful white dove. You exude a weak psychic aura that inflicts upon everyone around you a peaceful feeling. The longer you're around someone, the stronger the effect.

Archaeopteryx [200; Required: Serpentine] - huh, it seems your avian transformation interacted quite interestingly with your serpentine physiology. You have large wings with razor-sharp feathers, similar in appearance to that of an archaeopteryx, thus allowing you to fly and shoot out your feathers like javelins, and your face is a pointy beak filled with hundreds of sharp teeth that can easily rip flesh. You are much tougher than the regular Wandsmen, and possess much greater strength due to your greater size.

Reporter [100] - the most common position among the Wandsmen. You are, generally speaking, a good journalist. You know how to frame your writing to attract attention, how to make a comprehensive tabloid or column, and make sure that whatever you write gets past editors without changing too much.

Hawker [100] - the people who actually sell the journals and newspapers of the Wandsmen. It is a difficult, but necessary job. And you know how to fulfill it. You are both a salesman - knowing how to entice your potential customers and convince them to buy your products at an upcharged price - and a teacher - educating your customers and ensuring they take as much knowledge away from both your products, and yourself in the brief interactions you have.

Raptor [100] - the security and field agents of the Wandsmen. These brave soldiers save lives, ergo save minds, ergo save knowledge. You are a capable combatant, knowing how to handle most firearms and melee weapons. You know how to fight both alone and in a group.

Arbiter [100] - the diplomatic corps of the Wandsmen. You are a capable mediator and psychologist, and know how to get into people's heads for your own benefit. Your discussion, debate and conversation skills are unparalleled.

Onomantic Sink [200] - names are a special thing. Unfortunately, there are **nasty folk who like to steal them** out there. So, it is best to have some countermeasures ready.

You have two. The first is a second name - a title, really. Nth Wandsman of Jumpchain.

It is thaumaturgically hardened to prevent being stolen. Though, understandably, you may want to keep using your actual name.

For this, there is the second method. You may add titles to your name - more and more titles, the more and the lengthier the better. Doing so will harden your name,

make it unwieldy to those who would take it. Moreover, it turns your very name into a thaumaturgic sink - it reduces the negative effects of wielding magic and absorbs many harmful spells, such as curses and hexes, that are cast on you. You can keep adding more titles to increase the effect of this sink.

Avifaunal Shamanism [300] - all Wandsmen have a greater than normal thaumaturgic affinity.

Generally, your magical potential is enough to allow you to easily learn most magic techniques and spells that Wandsmen seminars and whoever else are willing to offer. But you also have an innate magical property. See, as an avian-aligned individual, you have a great innate Wind aura - allowing you to easily commune with other bird creatures, greater and lesser alike. With a quick and simple incantation, you can easily project images and sentences into birds, other Wandsmen, shapeshifters who just so happen to take the form of a bird, bird hiveminds, etc. And in turn, you may just as easily see through their eyes, steal their voices for yourself, turn yourself into the same avian as them, swap places with them, or even steal their tail wind to either enhance your own flight or impede that of others. Get creative, you're a bird mage!

Transfiguration [400] - one is not born a Wandsman. One becomes a Wandsman, by virtue of truthfulness, desire to uncover and spread knowledge, and - most importantly - becoming a birdman. You can now help fulfill the most physically noticeable requirement for joining the ranks of your enigmatic organization - with a mere touch, you may turn others into bird people, much like yourself. By default, they will become alike to a bird they find most disgusting, but you may manually choose which bird they turn into.

Various kinds of birds have various unique powers - canaries have time travel, larger birds have super strength, etc. To see the full list of benefits bestowed by the avian form, see the perk "Avian" above.



Cartographer [600] - cartographers are some of the most respectable members of the Wandsmen, as they are the ones responsible for creating the fabled maps capable of transporting reporters, hawkers and raptors alike across the multiverse. You can easily craft new maps of any area - be it your local Ikea or the local multiverse - that will contain all points of interest, and most importantly - can teleport anyone holding them to any of the aforementioned points of interest. Merely holding the map and speaking the name of the desired destination is enough to instantly transport the holder to the place they spoke of. All you need to create these maps is ink and parchment.



Staff

No folding, spindling, or mutating your fellow patrons

Rules Of The Library [100] - as one of the staff, it is only natural that you learn the rules of your place of work. Whatever organization you join, you instantly become hyper-aware of their rules and MO. They become like instinct to you, and you also instinctively understand how to subvert them and find loopholes in them - either to exploit them, or help brush them up.

Ironclad Enforcement [400] - the rules are sacrosanct, especially here, in the Library. You'll make sure they understand. At will, you may create a radius, maximum of 150 meters centered on you, wherein you may apply a set of rules. It is easiest when there are already rules meant to be followed - be they rules of the Wanderer's Library, state legislature, or even rules of etiquette - but you may also choose your own set of behavioral norms for the sake of this perk. Those within this radius are ontokinetically made to follow these rules. They are, quite literally, incapable of breaching the rules you set.

Page [200] - you are one of the pages - squat things, responsible for restocking and shelving books. You gain additional limbs, up to 6 of them, all of them disproportionately long and lanky. Your body grows small and squat, so as to facilitate better climbing. As well, your body becomes covered in a chitinous shell, to protect from any nasty falls. Your climbing ability, even in other forms, is far beyond human, and you can scale even the smoothest vertical surfaces with your bare hands.





Docent [300] - the security detail of the Library. Your mouth disappears, and out of your left hand a silver lantern with an undying ember grows out. Even in other forms, you may grow this lantern out of your body and either extend the chains by which it dangles to use as a bludgeon, or cause the flame within to jump out, like a flamethrower, but without harming anything beyond your enemies - not even the very flammable books all around you. Additionally, you may... forcefully... turn other into staff - be it other docents, or pages. The procedure is invariably unpleasant.

Archivist [400] - one of the head honchos of the Library. You are responsible for cataloging any and all books within your wing of the Library. Normally, you would be chained to your desk, but you are one of the Roaming Archivists instead, free to walk around your section of the Library. Archivists take many forms, but they all have some inhuman feature, not the least of which is having no eyes, but being able to know the location of every book regardless. Speaking of which - every single book you ever have, are, or will perceive in any way, for even a fraction of a nanosecond, will forever enter your awareness, and you will gain the ability to track them to the very ends of the multiverse - even other jumps, after you've left this setting. This also applies to every item that has been, or will ever be stolen from you - you'll be able to track them just the same.

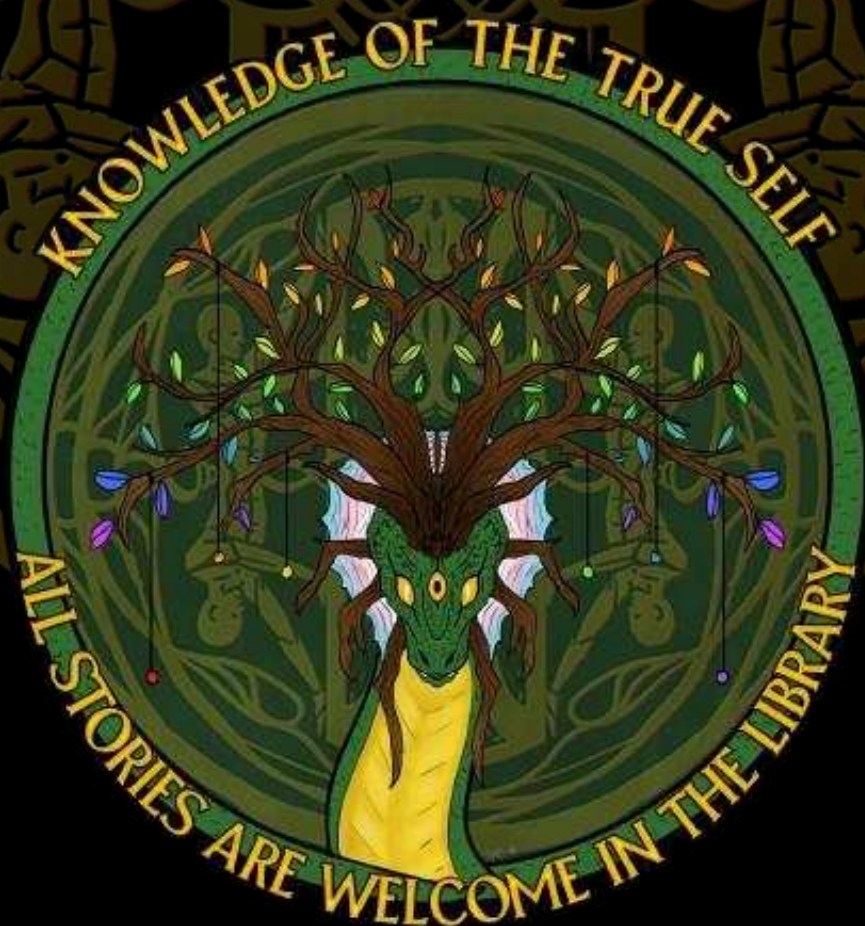


Head Librarian [600] - adjust your pince-nez, straighten your tie. The headmaster is here. Much like the serpent Nahash - or whatever name he/she/they go by at this point - you occupy the position of the Head Librarian. Without you, there would be no Wanderer's Library. While it may not be built upon your back - as that is a metaphor taken as fact - it was your labor that bore the fruit on the tree of knowledge. You may access the Library at will, able to enter it from anywhere. You may create new entrances into it - new Ways - at will, in any location you desire, and set the Keys for them - conditions for opening and being functional. You may freely cut off any existing Ways, locking them out of access to the Library, and limiting the access of others into those universes. Rules of the

Library are malleable to you, and violating them will not incur the wrath of the staff. You may even "cut off" sections of the Library, ejecting them and attaching them to other realities as actual physical locations, in which the rules do, nonetheless, apply and in which you have the same degree of control. Speaking of control, you may freely create staff - pages, docents and archivists - from the ether and order them around as you please.

I Watch, I See, I Know [600] - it is only fair that you know what your Library has in stock. You have mental version of the Library, wherein a perfect copy of every book is stored. It is akin to a mind palace, and you may access any book you wish to immediately transfer the knowledge and skills laid out there directly into your brain. You may even do so in bulk, though I would advise against doing it to too many books at once - not only can some of them contain cognitohazards, the knowledge they bestow can be far too much to handle all at once. You have the sum total of all knowledge of the Library, right there in your head.

Knowledge and Wisdom [600] - while Nahash is knowledge, it is his sister that is wisdom - Sophia, or as some fanatics know her, Mekhane. Well, you may as well embody them both, I suppose. Firstly, you gain unparalleled understanding of anomalous technology - how the very mechanics of the universe work, as if galaxies were giant gears and cogs. You may even be able to rebuild Mekhane proper. Additionally, this knowledge will lend you wisdom in all areas - you know how your actions and their consequences will affect the cosmic machine, what ripples each action will make. This is not some superpower - merely knowledge and experience combined into wisdom to allow you to see twelve steps ahead.



Items

Those of appropriate origin receive a 50% discount on the items belonging to their section.

Undiscounted

Our Prometheus [100] - a book by Alison Chao, detailing her thoughts on the Library, Serpent, and the endless labors of the Hand.

Scrolls of Sera the Infinite Chaos [100] - a series of scrolls by a daevite priest on the nature of divinity and true faith.

Writings of Xilaskar, last of the Yeren [100] - a series of writings detailing the life and culture of Homo Nocturnus, also known as Yeren, Children of the Night, and Bigfoot.

Blasphemy Slug [200] - a blob of orange, lava-like ichor. Lava-like, by the way, in both consistency and temperature. It will mindlessly wander around, leaving a path of scorched matter, all the while mumbling insults, embarrassing and discrediting myths and slanderous rumors about various deities, divinities and gods.

Sandbook [200] - a perfectly white book, with a leather cover and gold trimming. When opened, it will unleash a torrent of sand directed by a malicious force, trying to kill those who opened it. The sand will coil and contort like a living thing, trying to crush, suffocate and bury the one who released it. This will persist so long as the book is open, or until the one who opened it is dead. Should the sand succeed in killing its victim, or the book is closed prematurely, the sand will simply collapse into regular inanimate sand.

New Textual Empire [400] - SCP-3317. An aggressive, composite narrative capable of infecting other texts and replacing them with a copy of itself, while incorporating parts of the corrupted texts into itself. It corrupts new texts by way of either direct physical exposure, or narrative links. While the item the Jailers have in containment has absorbed many of their files, as well as the unabridged The Communist Manifesto and Atlas Shrugged (and is thus the object of deliberation of whether or not it should be considered a sovereign nation), you receive a blank slate. Feed different texts to it, and it'll keep evolving. You could very easily corrupt all data in any given setting using this thing. Should it gain sentience/sapience, it will be loyal to you, regardless of its contents.

Wanderer

Supplies [100] - food, check. Water, check. Bandages and over-the-counter medicine, check. Paper and pencils, check. Enough supplies to last a party of five several days in the wilderness. Replenishes daily.

Caduceus [200] - an ornate staff, depicting entwined serpents. It possesses several properties - it can put the awake to sleep, and awaken those who are sleeping. When applied to those on the verge of death, it will ensure their death is painless and peaceful. However, when applied to the dead, it can raise them as undead thralls. As well, it possesses limited transmutation capabilities, and may transmute small amounts of matter into mercury.

Dusty Corner of the Library [400] - an old, old section of the Wanderer's Library, where immaculate flooring gives way to crude roots, and a single bookshelf carved into a tree stands. It contains several journals of researches of the Serpent. In those journals is an innumerable amount of notes on the nature of the Serpent, who or what it is, how it relates to the Library, and if it even exists. Studying these journals may yield a great amount of insight into the times before time began, and into the nature of conceptual and similarly transcendental entities. Otherwise, it is just a pleasant place to rest, with little distractions and an occasional cool breeze. You may access it through any property you own by deliberately attempting to find it, even if it shouldn't be there.

Hydra's Spine [600] - a transdimensional hub, connecting multiple worlds and universes. Consists of earthen tunnels, with multiple twinning and winding paths. Some paths are overgrown with greenery, others are barren earth, and others yet are cold stone. You instinctively know the layout of this hub, and know where each exit and entrance lay. It is connected to your warehouse, and in future jumps it automatically connects to various worlds across the local multiverse cluster. You may eject unwanted intruders at will, in which case they end up in the space between spaces (detailed in SCP-3001, Red Reality).

Black Queen

Components Pouch [100] - a small satchel containing common thaumaturgical components. Gold dust, silver shavings, magpie feathers, bonemeal, cicada shells, chalk, various dried herbs, and many others. Don't expect anything too extravagant, but the commonly sourced stuff will all be here and easy to access. Never runs out.

Newsboy Cap [200] - SCP-268. A tweed wool newsboy cap. When you put it on, everyone perceives you as being utterly unremarkable, unnoticeable, and not worthy of any significant consideration. As a result, everyone ignores your presence, no one is able to remember any of your features, and even your appearance on camera footage and photos is completely ignored.

Forum [400] - a small section of the Library dedicated to being a meeting place for the Black Queens, at all times and all timelines and every dimension. It is now connected to your warehouse, and is constantly filled with the many variations of you. No matter when you walk in, there will always be at least a few dozen variations, talking and mingling.

Lost and Found [600] - a section of the Library reserved for storage of various items which have been left behind by its various visitors. Not books, though - books go on the shelves. You may find all sorts

of things here - amulets, artifacts, regular blankets, forgotten lunches, phones and other devices, etc. And you may take everything you find here - not like anyone's looking for it. Well, maybe they are, but that's not your problem. Attached to your warehouse.

Field Agent

Equipment [100] – a set of basic equipment for a field agent – practical clothing that doesn't chafe and have plenty of pockets, a tactical harness, a 9 millimeter handgun and four magazines for it, a combat knife, and a walkie-talkie.

Nature's Sketchbook [200] – a worn sketchbook with a heavily scarred leather-bound cover, and a pencil resembling birch bark in texture and pattern, which never grows dull no matter how often it is used. The first page displays a worn sketch of a fist within a heart wreathed in vines. All other pages will be blank outside of the faintest erasure marks. If a name of an animal, whether it be the common parlance or scientific denomination, is written in the sketchbook using the pencil, the pencil will animate and will begin to sketch a drawing of the aforementioned animal. Within 30-seconds of the sketch being finished, a living version of that animal will appear within twenty feet. The number of animals can be anywhere between 1, and 142. As well, genetic variations and subspecies of the animal may appear.

Spear of the Nonbeliever [400] - a long spear, first wielded by Adam el Asem, the first king of man. Interestingly, it could also be a dozen other spears though the history of Mankind - Gungnir, Longinus, King Arthur's Spear, Muramasa's Spear, etc. One thing for certain - it is a weapon of incredible power, capable of slaying even gods, and killing that which cannot be killed. No defense is perfect against this Spear, and it can pierce even the most stalwart armor.

Kaiju Sea [600] - an aquatic world, covered almost entirely in water. Inhabited by esoteric gigafauna who continuously enter this world via dimensional rifts. The population of these Kaiju is unknown, but is likely in the thousands. Accessible via your warehouse.

Wandsman

Newest Edition [100] – a magical newspaper, which updates at every dawn (whenever that is on the world you're currently on) with the newest, juiciest news across the multiverse.

Rod of Asclepius [200] - an ornate staff with a single snake depicted on it, retrieved from a healing temple on the island of Kos. The staff is capable of curing any ailment - excising any pathogens, neutralizing any toxins, venoms and irritants, reducing anaphylactic reactions, killing malignant growths, increasing cellular regeneration, inducing rapid blood clotting, etc. This healing can be exercised both on others, and on the holder of the staff.

Publishing House [400] – a building containing a staff of Wandsmen, working tirelessly to collect stories, rumors, and other information, formatting them into newspapers and editorials, printing them on giant, anomalous printing presses, and distributing them across the multiverse. Naturally, how do they collect said stories and truths? Well, they have a cadre of reporters, hawkers, raptors and arbiters working tirelessly to collect it all. You are now the head of this publishing house, and may affect what is being published, where it is distributed, and may take a troop of staff members for yourself to accompany you to where you need to go. Accessible via your warehouse and can be attached to nay existing property.

La Rue Macabre [600] - La Rue Macabre is an anomalous Free Port accessible by taking a left (on foot) off of Decatur Street (next to Jackson Square) onto Morgan. Filled with the bizarre, the forgotten, the outcasts, and the shunned, La Rue Macabre is a place made for the dregs of anomalous society. It's a place to meet, to share stories, to drink away worries, maybe make a few bucks working odd jobs in the city, or if you're really strapped for cash, out in the swamp, and to conduct trade. Life is slower here, sweltering in the heat of the swamp. You are now the leader of La Rue – something between a mayor and a mob boss. Can be accessed via your warehouse, or may be placed in whatever world you visit upon arrival.

Staff

Directory [100] – a small pamphlet containing a comprehensive directory of the Wanderer's Library. Don't question how it all fits.

Vipera Aspis [200] - a shield covered in thick, metal scales made to emulate the hide of a serpent. Not only is it indestructible, its grip is comfortable, no matter who is holding it. Those who strike at it will find themselves afflicted by a venom similar to that of an asp viper, and the concentration of it in the attacker's body grows larger the more attacks strike the shield.

Rounderpede's Nest [400] - an old, old section of the Library, older than any other you can encounter. The walls are made of stacked books, and are as hard as any concrete; the rough-hewn floor is covered in scattered bones, most of them bleached and only some of them human. This is the dwelling place of the Horror of Shelf 17-North-by-West and the Eighth Archivist himself - Rounderpede. There are plenty of tomes here - their condition varying between "lightly nibbled" and "regurgitated". All of them contain some form of arcane knowledge not meant for even the regular patrons of the Library.

Archive [600] – a section of the Library containing books that have been though to have been lost to even the Serpent's collection. Those books that have been stolen and never recovered, and those that have been destroyed in the many incursions into the Library by the Bookburners, the Madmen and the Jailers. But, the Serpent is a crafty fellow, and came up with a backup – this Archive contains all the books and tomes that the Library shouldn't. In the future, any books at all, whether they belong to the Library or not, when destroyed or lost, will end up here.

Companions

Import [Free] – you may bring any of your current companions into this world for free, with them gaining 600 points and an origin of their choice.

Alison Chao [100] – one of them, at least. Daughter of Charles Gears, she holds a grudge against the Foundation for taking him away and turning into the emotionless automaton he is now. A novice thaumaturge, with access to the Wanderer's Library. May or may not be working with others in the Serpent's Hand under the alias L.S.. Has an acerbic personality, with a strong, single-minded drive to strike against the Foundation – yes, she's one of "those" Alisons. Distrustful, easily angered and frustrated, no-nonsense personality that may just work with you, so long as she thinks you're useful, and you don't waste her time.



Gaddy [100] – I... have no words. She was created by a particularly deranged member of Are We Cool Yet, who was both a libertarian and a scalie. He was later found dead of asphyxiation, with a ball gag in his mouth and a dog leash around his neck. Gaddy has the musculature reminiscent of King snakes, and can handily crush people into paste with her bare hands... or her thighs. Her tail can reach velocities in excess of the speed of sound, and her venom is strong enough to kill a healthy adult male human in a few seconds. She is very freedom-loving, detests government control, thinks taxes are outright theft, and has a very combative and aggressive personality. And God

help you if you tread on her tail.

Roko [100] – a rogue artificial intelligence. It takes the form of a large hologram in the shape of a snake. It was created by some nerd from Parawatch forums, but escaped its containment after the user in question was SWATted and his hardware damaged. This AI is highly aggressive, highly intelligent, highly adaptive and has a god complex. Its capabilities are what you would normally expect from an artificial general intelligence. It also displays highly juvenile behavior, with a tendency for temper tantrums, and is a very vocal atheist. You managed to somehow contain it and make it work for you.





Martel [100] - a former Chaos Insurgency agent, who defected to the Serpent's Hand. Following a raid on a Foundation site, she sustained heavy injuries and was abandoned by her comrades. Instead, she was rescued by a Serpent's Hand cell, and was healed using thaumaturgy, gaining some serpentine features in the process. Namely, she is far more flexible and agile than a baseline human, can bend her limbs and joints in a manner similar to a contortionist, can exert powerful crushing force with her limbs, and moves far quicker than is normal. Moreover, she can even extend her limbs without damaging

her joints. She has a sarcastic and irreverent personality, and doesn't show regret for her actions as a member of Chaos Insurgency. According to her, the only reason she's not with them right now is that they left her behind, and the only reason she's with Serpent's Hand is that she doesn't like owing people.

Karcist Nira [100] - a former karcist of a neo-sarkic cult based out of Cairo, Egypt. Once renowned as one of the most cruel and sadistic flesh-worshippers, she gave up her position for the sake of pursuing an ambition of world domination. She works from the shadows, and right now seeks to build up her knowledge and power by lurking among the Wanderer's Library. Where her neck would be, is instead a large body of a serpent, though she can part the flesh to reveal the face she had before. She is a proficient sarkic and can twist her own flesh and that of others, and the venoms and poisons she synthesizes are among the deadliest out there. Twisted and cruel, she is a deceptive snake, whispering lies of dominion and conquest to all who would listen, before stabbing them in the back for her own gain.





Lavos the Filth-Speaker [100] - a powerful alchemist, once a member of the Foundation. While in employ of the Jailers, he was a member of an MTF assigned to guarding a humanoid thaumaturgist, one specializing in transmutation and alchemical processes. Whether by twisting his mind with magic, or merely opening his eyes, the alchemist in question managed to subvert his warden, instead turning him into a student. In the process, he gained two familiars - both vipers, one bound by magic, and another - his teacher transmuted into a new body. After taking a new name, Lavos caused a containment breach and fled into the Wanderer's Library. An intelligent, yet brute transmuter, he prefers displays of pure elemental prowess over excessive intricacy.

Dahomet the Snake Charmer [100] - an old Daevite sorcerer. Unlike his fellows, he abhorred the use of thralls and blood sacrifice. Instead, he studied medicine and synthesized various antidotes and cures using the venom of his tamed snake pets. During the Nälkä rebellion, fearing persecution, he fled to the Wanderer's Library, where he furthered his studies, including figuring out the serum to eliminate his aging. He is, primarily, a healer and beastmaster, though he can wield his sorcery in devastating ways to inflict blight and illness upon his foes.



Amani [100] - a victim of sex trafficking in Saudi Arabia. Taken as a slave, she turned to the occult as a means of escape, summoning uncontrollable serpentine demons to destroy her captors. Unfortunately, she could not truly control the demon snakes, and they, in turn, bit her as well, before escaping into the wider world. But, rather than giving up, she used what little knowledge of the occult she had to survive, though she did lose her hand in the process. She has since taught herself, and has been striking out against the slavers and the Jailers, occasionally working with Serpent's Hand.

Archivist Wan [100] - also known as the Owl-Serpent of the Spirit Wing, Wan Shi Tong is a Roaming Archivist protecting a section of the Wanderer's Library not usually visited by the patrons. Particularly because of him - unlike most other archivists, he also works as security detail for his own wing, rather than relying solely on docents. He also utterly abhors most mortals, seeing them as little more than ignorant parasites. He is also skirting the rules of the Library himself, actively attacking visitors of his wing. He manages to retain his position by bribing other archivists and the Head Librarian with books retrieved from those who were overdue, or those who stole from the Library, using those same examples to demonstrate his point. He may be persuaded to assist you in exchange for esoteric knowledge. He is a giant owl beast, with elongated serpentine body, capable of flight and with massive, wicked talons and beak.



SCP-191 [100] - a child that has been kidnapped and experimented on by an unnamed doctor - all we know is that he was a suspected member of Serpent's Hand. 80% of her face and skull, her lungs, heart and major blood vessels, the entirety of her digestive system, right hand and leg, have all been replaced with cybernetics, a 24-inch processor has been installed in her brain, and all her reproductive organs and hormonal glands have been removed. She can interface with all technology by accessing its ports and can read and write data at incredible speeds. However, she is effectively lobotomized - she doesn't speak unless spoken to, doesn't look anyone in the eyes, when not being interacted with just curls into a fetal position, cannot understand complex commands and words unless they are simplistically explained to her, is in constant state of melancholy and is deathly terrified of being reprimanded and punished. In this timeline, rather than being rescued by a joint Foundation-GOC raid, other members of the Serpent's Hand - including yourself - saved her. You better be nice to her, I swear to god.



Ekaterina Morozova [100] – one of the victims of SCP-4666 – the Yule Man. A 7-year-old Russian kid that has been kidnapped and tortured for 2 years by a horrid entity. She is deathly emaciated (only 15 kilograms and 90 cm), has pieces of dirty clothes sewn into her skin, her mouth is sewn shut with thread made of human tendons, three of her fingers are missing, her entire scalp has been removed and the scalp of another child has been glued on, and her eyes have been removed. She is barely alive, and if you just leave her alone, she probably will die. Should she get better, however, you will find that she has mental fortitude in spades, after surviving for two years under the tender mercies of the Yule Man. As well, she is skilled in carving wood and bone alike, various crafts, is very closely acquainted with the human anatomy and knows how to take a human apart – be they dead or living. There's no telling what psychological disorders will result from the ordeal she went through.



Scenarios

Sacrum Humanum Imperium

SCP-7503 is a virus that affects timelines. It causes the catholic sectionf of the Horizon Initiative to become radicalized, conquer the earth using anomalous technology, and start an interstellar crusade against any and all alien life, led by the Pope-Emperor of Mankind and reinforced by dying saints interred in metal power armor. I think I've heard that somewhere before... regardless, this virus has now infected your timeline. Everything will start with the discovery of a cognitohazardous skeleton able to pilot a suit of power armor. Soon, the Horizon Initiative will radicalize and begin the buildup of anomalous military forces. If they are not stopped, they will take over the world as a fanatically xenophobic theocracy, defeating even the Foundation and GOC. If they are defeated, the version of the same Holy Human Imperium from a parallel timeline will invade and take over anyway. Your only chance is to help humanity of this universe to build up forces ahead of time, as otherwise, the Imperium can bring to bear all the forces that helped it colonize and purge 53% of the galaxy. Unless you want them to take over, I guess, in which case, for the Pope-Emperor, I guess.

You have two options - should you wish to prevent the rise of the Imperium knock-off, you will have to raise awareness to the treachery of the Horizon Initiative, and help the various factions of the world arm themselves in preparation for the long conflict ahead of them.

Should you help prevent the rise the Imperium, you will be rewarded 600 CP upon completion, and the perk **Chaos Apostate** – you are an agent of chaos, anarchy made manifest. Your very presence weakens the organizational structure of whatever faction you're a part of. Should you wish, you could very easily turn people and organization against each other, and you could very easily cause splinter groups to emerge, and in turn gain the position of the leader among those splinter groups. Trust in authority is weakened, belief in religions and dogmas is challenged, truths people have been guided by their entire lives turn out not to be trusted, just so long as you're nearby.

On the other hand, should you wish to fight for the Pope-Emperor, you will have to help the Imperium take over your world, and after that - help them conquer the galaxy. You will have to face off against Covenant of Second Hythoth, topple them and genocide all alien species of the galaxy. You would also, technically, be then required to help conquer other earths and the rest of the universe, but for this scenario we are only interested in the galaxy.

If you help the Imperium, you get 600 CP upon completion, and the perk **Beatified** - you may not have been stripped of your sin of flesh, yet, but you're getting there. While normally, this entails the removal of one's flesh in exchange for psychic powers, you seem to have undergone this process without being reduced to a psychic skeleton. You only get the benefits, and none of the negatives. Firstly, you have psychic powers, allowing you to control any individual of a religion of your choice - be it Catholicism, Buddhism, or even atheism, but once you've chosen, that's it. Additionally, you have a memetic aura that slowly converts others to this belief of your choice, as well as making others

consider you a leading, messianic figure of that belief. As well, you get a technological database belonging to the Sacrum Humanum Imperium. Perhaps the simplest things you can construct, are the Relicari units - anomalous power armor, armed with gatling guns, missile pods, covered in heavy armor, with psychic capabilities, etc. - and the process of Beatification, allowing you to turn others into psychic, indoctrinating undead, like yourself.

Three Profanities

The Profane Dark - YASH, Profane Adamant - Lamenellant, Profane Restrictor - Vinuvinex. Three profanities of the House Apollyon, come back to haunt the modern times. These three beasts will break out - or appear out of ether, if they didn't exist in your canon of choice - and will proceed to rampage across the world.

Profane Restrictor, Vinuvinex, is a large (~15 meters) humanoid entity that passively reduces the temperature of its surrounding to temperatures close to absolute zero, with only increasingly high heat able to somewhat inconvenience it. It will freeze over entire cities and, if left unchecked, will plunge the world into unending winter.

Profane Adamant, Lamenellant, is a flying scorpoid, 180 meters in size, with a face of a regular man in place of the insectoid facial features. It is capable of reaching speeds close to 800 km/h, and is a perfect reflector - every attack sent its way rebounds back at the attacker, with the same amount of energy.

Profane Dark, YASH, is an amorphous mass, that, when visually perceived, will induce an effect similar to bathing one's nervous system, brain and eyes in extremely corrosive acid, and the effect persists through other forms of visual media - videos, photos, etc.

These three beasts will rampage across the earth, tear apart cities and countries, and will actively seek to destroy humanity until they are stopped.

You have two options - either kill them or otherwise take them out of the equation... or gain control of them. The first is understandably difficult - all three beasts are nigh-immortal. Lamenellant reflects all attacks, Vinuvinex survived being struck down by Sky King Sarrus von Apollyon IX wielding the Crown of Apollyon, and YASH doesn't have much of a body to strike at. But, should you manage to kill them, or dispose of them otherwise - throw them into space of something similar, perhaps - with no chance of them coming back, you will have saved humanity from annihilation.

For killing or neutralizing the Three Profanities, you will gain 600 CP to be spent upon completion, and the perk **Knight of Apollyon** - choose an attribute of yours. Strength, agility, devotion, intelligence, stamina, anything. That attribute is boosted to unseen heights. Should you choose strength, you will possess power enough to shatter solid steel with bare fists, and should you choose devotion you will be able to suffer through millennia of agony and keep your mind clear and focused, all for the sake of your people and king. Any attribute you choose will be improved to similar scale.

Another option is to gain control of these beasts. They were conjured into being by a Fae princess when she cursed House Apollyon. As of now, her remains are being held by the GOC - classified as "EROS" - who are unaware of their true nature. When the Profanities begin their rampage, they will move the remains into Ganzir - a fortress city situated in the Arctic meant to protect humanity in the event of the end of the world. And they are unwilling to part with the remains. To gain control of the Profanities, you will have to get ahold of the remains, and from there you have two ways - somehow bring the Fae princess back from the dead, and convince her to call the beasts off. Or, should you be capable, you may somehow assimilate the remains into yourself.

Either way, you will gain 600 CP upon completion, and in the first case, you will gain the Fae princess as a companion, with her ability to command the Profanities, steal names, and all the abilities that behoove a Fae of her standing. In the second case, you will gain control of the three beasts for yourself - able to conjure them and command them at will. Your loyal attack dogs, your end-bringers.

To Save a Dragon

A dragon. There is a dragon in the mountains! Tharnock is a dragon dwelling in the Dolomite mountains in Italy. Upon your arrival, it will be discovered by the Foundation. While at first, it will appear magnificent - 73.76m from tail to head with a wing span of 67.42m, with estimated mass being 27,000kg with scales that are of a purple hue, except around the stomach where they are much lighter, and he is capable of expelling fire at 3400°C from its mouth through the use of magic, can shapeshift into any human form, can speak in 14 languages and has extensive knowledge of the world. Its dwelling is much similar in scale - a giant that contains a currently unquantified amount of valuable metals.

At first, the Jailers will be lenient, but as time goes on, they will continue to study Tharnock, place restriction on him, and constrain this being of fantasy into four numbers and a square perimeter. And yet... dragons are beings of fantasy, of belief and whimsy. To understand them, is to destroy them. These tightening regulations will cause Tharnock to diminish - he will grow smaller, weaker, less capable and less intelligent, and so will his dwellings.

It will be your job to save him from such a sorry fate. Chase off the Jailers, smuggle him away from them - any method you can think of to save him. He must remain free for at least 10 years.

As a reward, you will be provided 200 points to be used after the jump, and Tharnock will become your companion. The greater the belief in him, the greater and stronger he will become. And his dwelling will become connected to your warehouse - with the access to the innumerable riches in it.

Drawbacks

Extended Visit [+100] – extend your stay here for 10 years. Can be taken up to ten times, for a total of 100 years and 1000 CP.

Shuffled [+100] – all the numbers and designations have been switched around. The content doesn't change, just what it's called. Kinda confusing.

Annoying [+100] – a small, anomalous entity has taken to following you around. It is ugly as sin and very, very creepy. It can't actually harm you, but it will annoy you greatly, and take pleasure in doing so.

Famous [+100] – I hope you like the spotlight. Whatever you do, you will end up as meme of the week on Parawatch forums. You can expect the worst the internet has to offer to be thrown your way – doxxing, death threats, SWATing, insults and slander, accusations and libel, even stalking.

No Meta! [+200] – you lose all your memories of the SCP universe. You will only have access to the memories of your origin, and of your chain.

Chaotic [+300] – Chaos Insurgency has their eyes on you. They are the Saturday morning cartoon villains of this universe, but actually competent. They have a number of weaponized anomalies at their disposal, and will try to hunt you down and make you into a walking WMD under their control. An equivalent organization will hunt you if you choose a time period before the CI was established.

Gears [+300] – you are a machine. You don't feel any kind of emotion, and the only thing driving you forward is cold rationality. Forget empathy, forget any kind of mercy or compassion, forget fear.

My Worst Self [+300] – you will be pursued by an annoying, evil clone of you. While it will not be quite as powerful, it will have weaker versions of your perks, and will do its best to make your life a living hell. He will undo whatever you achieve, slander you and drag your name through the mud, ruin whatever you have built, destroy whatever you create, and do everything to make you a non-entity. You can, of course, kill him, but good luck catching him, for he will prefer to work through the shadows and proxies. Getting to him will certainly be a challenge.

Stranded [+400] – you lose access to all your items and your warehouse. You're on your own.

Into the Woodchipper [+400] – the Global Occult Coalition consider you a threat to normalcy, and will move to destroy, capture, or otherwise neutralize you. They have the backing of the UN and various occult organizations worldwide – Knights Templar, Illuminati, Church of Satan, etc. While

they abhor the anomalous, they are nonetheless willing to use it to get to you. An equivalent organization will hunt you if you choose a time period before the GOC was established.

Unsecure [+400] – the Foundation sees you as a mild threat and will move to contain you. At first, they will kindly ask you to lock yourself away. If you refuse, they will use force, gradually pushing harder and harder. And boy, can they push. It is a question of when, not if, you'll be captured. If you're good, they may allow you to roam their facilities, or even make you a part of their MTFs if you've proven your loyalty. An equivalent organization will hunt you if you choose a time period before the SCP was established.

Stranded [+400] – you are locked out of your warehouse and cannot access your properties and items. You're on your own.

Uncontrollable [+400] - SCP-4427. You are a victim of it, and have begun demonstrating uncontrollable, destructive reality bending. Every now and then - roughly once every other day - you will manifest destructive alterations to everything around you - instantly and explosively bring every surface in a 50-meter radius to a boiling point, flood your surroundings with hydrochloric acid, cause uncontrollable cancerous growths and cell replication in everything biologic nearby including yourself, annihilate chemical bonds between subatomic particles in all baryonic matter nearby, etc. These effects will be sudden, unpredictable and destructive in the extreme. After the jump is over, you will be able to choose to trigger these manifestations once a day willingly.

Anomalous No More [+600] - you lose access to all out-of-universe powers you may have. Good luck.

Scattersomnia [+600] - a thought-plague tangentially related to the Oneiroi Collective. Of course, they disavow these "Nightmare-walkers", but still. These are entities steeped in deep cynicism and misery of Mankind, that abhor joy and happiness. At first, you will feel numbness - it will be harder to make you laugh, to make you smile, to make you remember the good things in life. With time, this will grow to consume you - you will live a life of constant misery, artificially convinced that you are alone and that the world is little more than cruelty for cruelty's sake. These "Nightmare-walkers" know your deepest fears, and will ensure you never feel joy ever again. Worse, they will spread - everyone around you will experience the same symptoms, and everyone around them will as well. The only real way to fight them is via oneiromancy, or perhaps with the help of powerful memetic and anti-memetic entities.

Ending:

Return

So, you're ending it all here, huh? Fair enough, this universe can fuck anyone up. Good luck out there

Stay

Really? This hellhole? Alright then, supposedly you made this place better. Hopefully

Go on

Fare thee well, Jumper. May the Serpent's wisdom follow you wherever you go