

Jumpchain

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[Jumpchain]

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OFFICIAL



PlasticCo

Welcome to the World of Vermis

**A Land of Wistful Illusions and Forgotten Memories,
Of Lost Relics of the Old World and the Forbidden Architecture that still stands.**

We at JUMPCHAIN CO,

Thank you for purchasing this Game Guide.

**We hope you enjoy and find the knowledge from this text to be
useful in your travels through this Dark Fantastical World.**

**Do remember to support the official release of the game sold through
Hollowpress.**

As well as the original creator of this game series, Plastiboo.

>(NOTE: There is no game, read the Note section for more info)<

For thanks for ordering the Forsaken Edition of Vermis.

**Please take this code for 1000VP (Vermis Points) to aid you in your newest
adventure!**

---[V3Я!5]---

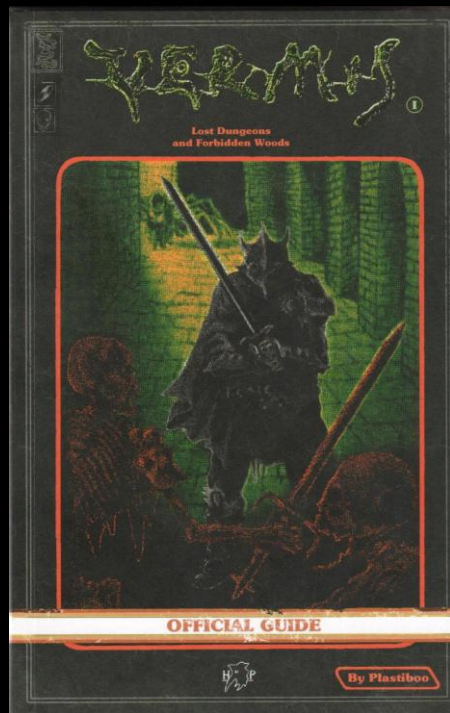


Adventure

'Thy wake in thee crypt, or walk the shifting sands'

Choose an Adventure.

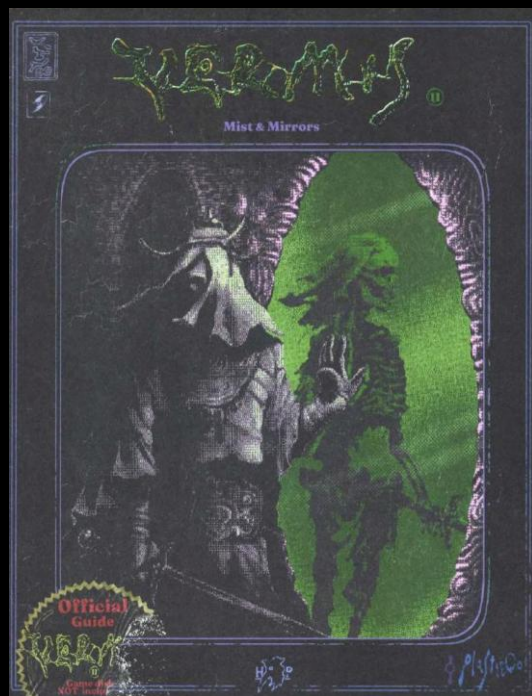
There are two Acts that you may choose from, taking place in adjacent regions within the World of Vermis.



[Lost Dungeons and Forbidden Woods]

Graveyards and Crypts dank with risen undead and cold stone. A Swamp covered in great mists that induce deep sleep and a single dream. A forest whose denizens are protected by the corpse of a God but truly ruled by another. The sounds of whistle-blowing trees to mask the flight of bodyless witches. A fallen kingdom with filled with its decrepit creatures and a knight guarding their princess's tomb. And finally, a large dungeon of floors littered with darkness, monsters, and enigmatic puzzles with every descent down.

The first adventure within the World of Vermis. A classical dark fantasy adventure of which the chosen class strive forward for their bittersweet memories, or a complete lack of them. Reclaiming what was once theirs, or that of others.



[Mist & Mirrors]

In the phasing deserts of Agerutt, was once the heart of the old world. Colossal structures erected to worship both gods old and new, scattered across its vastness. However, now these ancient civilizations that once populated the region has but become vestiges for relics and forgotten lore under the desert's bone-filled sands, to now be found by both scholars and scavengers. What dwell within them are unknown, but the forgotten pasts still exist in some form behind the reflections of those who investigate them.

The second adventure within the World of Vermis. Tag along with scavenger known as the 'Wayfarer' as you explore the 'Glass Purgatory' and its illusions it reflects upon you.



The

Alignment

*'An illusion shatters. A man awakens.
Which flesh is your flesh.'*

esh



Please choose your moral alignment
most suited to your playstyle.



The Good

A light cannot fade by darkness, it
will shine even in the darkest corners
of the world.



The Evil

Darkness is eternal, infinite,
unrelenting. No one can escape it, we
are born in light and rot in the dark.

The Neutral



The Shadow that follows the walkers of **light**. But are
absorbed into the **greater dark**. It is up to those who cast
them. What form they take. And actions they follow.

However, one should always know. Without **light**, there
is no **darkness** to be casted. Without **darkness**, there no
reason for **light** to be shone. There are always two sides
of one's morality. It is up to you how it is weighed. Do so
via a 100% split between them.

Classes

*'The Path Has Been Walked...
...Now Travel Theirs'*

The Path Has Been Walked

Please select a Class you shall venture using.
You may choose to use their visage, or
strengths and equipment where applicable.

Stone Scholar: A Stoneless scholar is condemned to a miserable, pitiful life. Unable to see or smell due to the scars from the rocks that were tied to their faces for ages. Stripped of their knowledge and powers, they crawl in search of the enlightenment they lost.

Items: *Stone Staff, Stone Bone* – Stats: *Strength (0/5), Intelligence (5/5), Faith (5/5), Will (4/5)*
Morality: *75% Evil/25% Good*

Waste of Life: Some say that this individual is not a human at all, but the very embodiment of all our flaws, every single action is driven by its madness and greed.

Items: *Beloved Necklace, Bone Dagger* – Stats: *Strength (1/5), Intelligence (4/5), Faith (0/5), Will (4/5)*
Morality: *100% Evil/0% Good*

Murk Sage: Murk sages are masters of the illusory arts, bending shadows to create all kind of nightmares. When the darkness is gone, their power shrinks greatly, they can survive with the little darkness inside their helmets, but without shadows they're defenseless.

Items: *Sage Disciple, Moon Murder* – Stats: *Strength (1/5), Intelligence (5/5), Faith (2/5), Will (2/5)*
Morality: *80% Evil/20% Good*

Infant Seeker: The loving mother will not rest until she meets with her child once again. Memories from brighter days are her source of determination no matter how long and arduous the journey is, hope remains intact

Items: *Mum Doll, Wicker Basket* – Stats: *Strength (0/5), Intelligence (3/5), Faith (4/5), Will (5/5)*
Morality: *10% Evil/90% Good*

Lost Old Glory: Trapped in their memories, not able to process the past, the old glory wanders through the dark woods and forgotten villages trying to find a purpose in life.

Items: *Broken Badge, Witch Tongue* – Stats: *Strength (4/5), Intelligence (3/5), Faith (1/5), Will (2/5)*
Morality: *20% Evil/80% Good*

Wandering Angel: Once they reached the peak of the sacred mountain, they will pull the halo and their decapitated heads will fall off the cliff. A pile of helmets full of rotten flesh lies on the other side of the mountain. Ghylak's servants are in charge of gathering all the equipment from the bodies and bring it back to the temple.

Items: *Ghylak Statuette, Snake Fang* – Stats: *Strength (4/5), Intelligence (1/5), Faith (5/5), Will (1/5)*
Morality: *70% Evil/30% Good*

**the
Blade**

... Now Travel The

Classes Cont'd

*'The Path Extends further...
...Their Travel Continues*

Princess's Nail: The princess herself ties a lock of her hair to her loyal knights' swords so they can feel her presence and love within them in every battle. Committed to their princess's wishes, the nails don't ever question their duty.

Items: *Devotion Symbol, Bone Fermenter* – Stats: *Strength (2/5), Intelligence (2/5), Faith (0/5), Will (5/5)*
Morality: *50% Evil/50% Good*

Mad Pricker: Rumor has it that their helmets are actually full of spikes in the inside, so they may not be chaotic and hostile for the sake of it, instead they're desperately seeking help, in constant torture.

Items: *Iron Handcuffs, N/A* – Stats: *Strength (3/5), Intelligence (3/5), Faith (2/5), Will (2/5)*
Morality: *?% Evil/?% Good*

Miner Knight: The pestilent mines were once a place that provided materials and goods to the capital, the lower villages and occasionally knowledge for those who dig further in search of secrets from the old world.

Items: *Scented Oil, Glowing Spores* – Stats: *Strength (4/5), Intelligence (2/5), Faith (1/5), Will (3/5)*
Morality: *70% Evil/30% Good*

Rat Man: Rat Man was once a man afflicted by a curse, but with time he ended up losing his humanity, no memories of the man he once was remains. He's been wandering in the capital's sewers for so many years that he became some sort of fable to scare children.

Items: *Beast Eye, Beast Tongue* – Stats: *Strength (3/5), Intelligence (2/5), Faith (0/5), Will (1/5)*
Morality: *70% Evil/30% Good*

Cursed Fool: The Whisper is known to the remains of an ancient statue. Its edges have been polished by the hands of those who have handled it with mistrust. Some say the stone's whispers will guide its owner to achieve their deepest desires, while others think that those who listen to the sone are cursed fools, slaves to its whispers.

Items: *Strength Gauntlets, The Whisper* – Stats: *Strength (5/5), Intelligence (2/5), Faith (3/5), Will (4/5)*
Morality: *55% Evil/45% Good*

Prophet: Marko, old world God shared his knowledge and prophecies with his devoted worshippers. Even though Marko was decapitated long ago, his mummified head can talk to those who know how to listen; eventually the visions started to show them a future of death and decay.

Items: *Marko Effigy, Incense Bag* – Stats: *Strength (1/5), Intelligence (2/5), Faith (5/5), Will (3/5)*
Morality: *15% Evil/85% Good*

The Daughter of Ash: The Daughters of the Voika Forest were raised to be one with the nature that surrounded them. Such was their harmony with the forest that most of them transcended their humanity. The remorse of having failed her home when it needed her most still gnaws at her conscience. "I am but a coward..." she repeats to herself over and over again.

Items: *Tear of the Voika, Murgó's Seed* – Stats: *Strength (2/5), Intelligence (4/5), Faith (1/5), Will (4/5)*
Morality: *5% Evil/95% Good*

Classes Fin'd

'The Path wavers up ahead...

...Their Travel soon ends.'

The Vessel: Every time that the body of the Augur died, his followers transferred his soul into a newborn through a ritual, turning them into the new Vessel of the Augur. Sharing their vitality with another soul put a great string on the Vessels' bodies, slowly withering them. Although the young man was destined to preach the Augur's visions to his people, he decided to run away and make his own path.

Items: *Visage of the Augur, Soul of the Augur* – Stats: *Strength (1/5), Intelligence (4/5), Faith (2/5), Will (3/5)*
Morality: 10% Evil/90% Good

The Host of the Forbidden Blade: For generations, the Custodians of the Sword have devoted their lives to guard the infamous blade that imprisons the Evil One. However, in the end, they could not prevent the foul relic from being stolen by those who wished to liberate the beast. After recovering the sword, the foolish Custodian submitted to its tempting whispers, which promised a life of glory and power.

Items: *Oggol, the Cursed Blade, Broken Oath* – Stats: *Strength (5/5), Intelligence (1/5), Faith (0/5), Will (1/5)*
Morality: 95% Evil/5% Good

The Pale Sun Knight: Covered with prickly armors, the faithful servants of the Undying Syun strike fear among the blasphemous and blindly obey the will of the Solar Deacons. Staring at the heretics whose newborn he was tasked to execute, the Knight found himself split between his duty and his morals. For the first time, he questioned his previous acts and the holiness of the Deacons.

Items: *Blade of Solstice, N/A* – Stats: *Strength (4/5), Intelligence (3/5), Faith (5/5), Will (2/5)*
Morality: 10% Evil/90% Good

The Lorekeeper of Num: The Library of Num holds the largest trove of information in the known world. Years of careful gathering and cataloging have been spent in order to build this hope for the future of mankind. Few are the tomes and scrolls in Num that the Lorekeepers have not memorized yet. When he came across that codex of dark writings, he instantly knew he was holding a weapon of immeasurable power. His three questing brothers wanted to take the book back to the Library. For every tome is sacred, but he knew that every trace of those vile inscriptions had to be erased from existence, even if that meant ending his brother's lives since they had already memorized part of the book.

Items: *Library Light, Eye of Vorvus* – Stats: *Strength (0/5), Intelligence (5/5), Faith (0/5), Will (5/5)*
Morality: 55% Evil/45% Good

The Parasitic Mage: Parasitic mages slither among shadows, feeding on snails and slugs, longing for a life of ostentatious luxuries and comfort. As soon as they lay their slimy eyes on a life they desire, they do not hesitate to take it for themselves. They strike at the perfect moment and supplant the individual, no matter if they are an infant, a maiden, or a duke. Some of them have lived the life of a person from cradle to grave without ever being discovered before moving on to their next life

Items: *Liar's Scepter, Dreamer's Dew* – Stats: *Strength (1/5), Intelligence (1/5), Faith (1/5), Will (1/5)*
Morality: 100% Evil/0% Good

The Vengeful Soul: A queen ill with white hives gave birth to her second son. While her firstborn was a healthy boy full of life, the younger of the two was weak, scrawny, and constantly afflicted by illnesses. He grew up with a blood-boiling hatred for his brother. The day that his brother was crowned king, the prince sneaked into his bedchamber and tried to murder him. However, it was the older brother who accidentally ended the covetous prince's life. Such was the fury of the fallen prince, that he came back from the dead with an insatiable thirst for vengeance.

Items: *Royal, Sword, Accursed Flesh* – Stats: *Strength (4/5), Intelligence (1/5), Faith (0/5), Will (5/5)*
Morality: 70% Evil/30% Good

The Broken Heart: The light of his beloved dwindled with each day that passed. After hearing of a mysterious fountain whose waters were capable of curing all ills, he traveled to remotest places in search of the cure, devoting his life to his quest, never losing hope. Yet, by the time he came back victorious in his mission, it was too late. So devastating was the loss that it led him to madness.

Items: *Last Hope, Opal Kiss* – Stats: *Strength (3/5), Intelligence (1/5), Faith (3/5), Will (0/5)*
Morality: 65% Evil/35% Good

The gre
sacrifice
eyes: the

The known Gods

Gods

'All demons were gods once. It is man who puts crowns on our heads and holds axes over our necks.'

Choose a God and receive their blessing, as well as their patronage. Or walk without divine intervention. As man has always done.



GHYLAKE

The Cursed

Blessing of the Cursed (-200VP):

Ghylak the Cursed, the (Old) God of Death & Darkness.

Those who receive the Vengeful One's blessing are afflicted partially with the curse inflicted by their fellow God.

Allowing the blessed to reattach severed body parts perfectly like the follower who gave up her own head for Ghylak to use.

However, due to the eternal curse, it can never be their own. And must be of another. Who knows, maybe the blessing can be used as a curse.



DORVUS

The Truth

Blessing of the Truth (-200VP):

Dorvus the Truth, the God of Truth & Enlightenment.

Those who receive the Bejeweled Skeleton's blessing find their eyes glisten like gemstones and reflect at those who stare into them like mirrors.

These eyes grant the blessed greater ocular perception to see through illusions, and the automatic translation of foreign written language.

However, the truth can be unwarranted and harmful to the mind. These eyes will always show the truth, and only the truth. Even if they don't want it.



MURGO

The Relentless

Blessing of the Relentless (-200VP):

Murgo the Relentless, the God of Forests & Nature.

Those who receive the Shriveled Wood's blessing have their blood greatly blessed with miraculous healing and growth properties.

If their blood is spilled on another's flesh wound, it will heal. Spelt on barren land will find them fertile. And those who drink upon them will feel their bodies grow stronger.

However, like nature over time. Even a single pint will continue grow relentlessly for generations if not pruned.

The known Gods



GURVEK

The Great

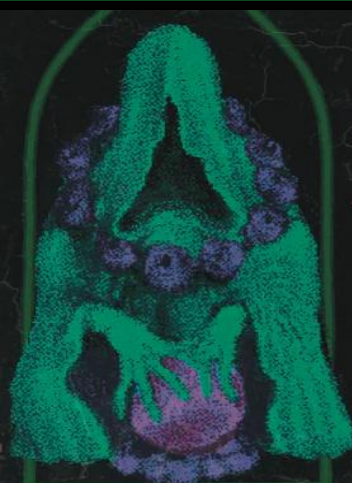
Blessing of the Great (-200VP):

Gurvek the Great, the (Old) God of Strength & Protection.

Those who receive the Golden Giant's blessing become embolden with a greater physique than many men. And their hair given a golden yellow tint.

They are capable of going toe-to-toe with monsters most men would have to plan against to gain the upper-hand. And even shrug off lesser magicks that attempt hurt them.

However, this does not affect one's mind or willpower. Which makes facing greater illusions and powers that target the mind, as if they were never blessed to begin with when facing them.



MARKO

The Oracle

Blessing of the Oracle (-200VP):

Marko the Oracle, the (Old) God of Prophecies.

Those who receive the Cloaked Soothsayer's blessing hear the whispers of the Old-World God's wisdom no matter where they find themselves. And Dreams filled with prophecies.

Whatever lies in front of them, Marko's voice will whisper in their ear's relevant information that they focus upon. While in their dream, events of the coming days will be shown, likely through cryptic words and images.

However, the wisdom given will not always be appreciated or needed, and prophecies may not be as you believe them to be.



KETERETH

The Wrath

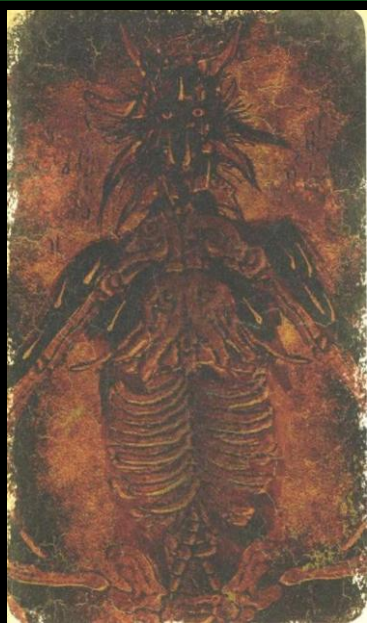
Blessing of the Wrath (-200VP):

Ketereth the Wrath, the God of Wrath & Putrefaction.

Those who receive the Flaming Hive's blessing are afflicted with a special variant of White Hives. Unlike the supposed 'grace' that are contracted, this is a true blessing of the god.

Able to generate and manipulate the severity of white hive inflictions. Life may crawl from the openings of blessed hives or even become like the Red King if fully infected.

However, like the Infected Prince, the blesser's own hives will flare faster and spread the more they are used. Less, and they will slowly retract.



Blessing of the Evil (-400VP):

Oggol the Evil One, the Demon Prince, the (Fallen) God of Flesh & Blood*.

Those who receive the Sealed Goat's Cur-Blessing are gifted knowledge and access to dark magic based around the Fallen God's domains.

While those who wield Oggol's prison receive physical changes, his blessing gives those blessed accursed magic, of which most monsters salivate at possessing.

However, usage of the magic makes one's mind more susceptible to the connection created between them and Oggol, subconsciously giving into the idea of freeing the Demon from its prison.



Blessing of the Calculated (-400VP):

Obek the Calculated*, the Artificial God. A Man-Made Deity Foreign to the World of Vermis.

Those who receive the Supreme Engineer's Ins-Blessing are implanted with a unique biomechanical augmentation.

A life system* looks like a pseudo-nervous implanted along the spine and to the brain, enhancing all mental facilities and control over the body akin to a computer or machine.

However, this life system will slowly further augment the user until they become a synthetic lifeform known as a 'Vessel'.



Blessing of the Bright (-600VP):

Asherah* the Ever-Brighter, the Goddess of Light. Another but True Divinity Alien to the World of Vermis.

Those who receive the Mother of Light's Blessing are bestowed with not a physical change or divine ability. But instead, an item of sorts like Obek's.

Diospetes, a crimson javelin covered in sharp barbs. A last wish for her children to free themselves from Mankind's eternal torment. It possesses the capability of killing divine beings.

However, it may only be used once, before vanishing along with whoever it struck.

Perks

'Nothing' will be left... not even your soul.'

[General]

Plastiboo (Free): What got you into buying the guide for a game that doesn't exist? Was it the dark fantasy worldbuilding and lore? The cool retro medieval video game aesthetic? Or perhaps it was the very core concept of an artbook made in the format of a video game guidebook? Well anyways, the perk applies Plastiboo dark retro art style in the world you are the about to enter. On top of that, you may also apply his more recent 3D PS1 or clay style to the world to give it more spatial depth for the eyes. This is of course toggleable.

Cold Dark Living (100VP): Living in a medieval time period is already troubling for those from modern times, but dark fantasy medieval worlds tend to always be harder to live in when the world is already slowly deteriorating. This perk grants you both the standard knowledge of the region you choose to adventure, and the skillset needed to travel alone in the general wilderness of it. Be it a whistling forest or an ever-shifting desert.

Grim Ambience (100VP): This world is already falling apart, while slow-- it is very much clear from the number of Gods and Kingdoms falling in succession. Not to mention the reasons for why certain classes venture as they do. And the fact of how eerie locations feel make it more so. But you must have read the guide beforehand, gotten used to and very much loved the author's world-building because of it. You've become quickly accustomed to the dreariness and emptiness these places embody, though this only refers to the environments you'll encounter, not the inhabitants and magic that litter them.

Creaks & Shadows (200VP): Illustrated in a way that makes the locations shown through the pages of Vermis look not only dark and bleak, but also naturally silent. The whole degradation aspect helps with that notion. Making the locations where various enemies lurk, and traps lay in wait even more deadly with how much they blend in with their grounds. Your sight and hearing have been enhanced to be able to hear the quiet movements of the Skeletal Statues and see more clearly up to around 10 meters in front of you with a just a torch while dungeon crawling in complete darkness.

Special Interactions (200VP): A world like Vermis isn't always straight forward, this isn't some average RPG where you simply pelt attacks at your enemy or a Soulslike where you constantly roll around your enemy's attacks until you can get your hits in. In the game of Vermis, you may use your environment to your advantage or have an enemy use it to theirs. But likewise, to such games, there are times where you'll be unable to do something while a scene plays before you. Such as a dying Knight unaware that the long dead Princess he served was holding his hand as he succumbed to his wounds. But this time there in no in-game boundaries from stopping you. You have a knack, a sense, or just a heighten chance of remembering key details or items found previously and use in events like previous mentioned. Including also special means in defeating certain enemies.

Vermal Magick (400VP): Aspects that are not touched upon at all is the magic system, though for the way Vermis is told, it really doesn't matter. With this perk you are given the ability to use the magic originating from Vermis, it is a bit up to interpretation how it will work or if it uses a source of magical energy, of which will be left up to you. But this perk will also grant you base knowledge of how magic works, and a choice of a single specialization. Such as Shadow Magic, Necromancy, Witchcraft, Illusions, Enchanting, etc. Having one of the Gods Blessing's will grant and allow access to their specific magicks, along with information on how to worship them for added/special patronage.

Trained in one, Trained in All (400VP): Throughout your travels you will most likely end up finding many weapons, mostly swords and the occasional war axe. But you will quickly notice along with their long names and special effects, is that they have very unorthodox designs. You can't really see most coming with a sheath, or the ergonomics when holding its grip and touching the hilt with the back of your palm not feeling right. Now you will be able to handle these weapons with the same level of proficiency you would with the same general weapon-type it falls under, having the way you handle the weapon auto-adjusted to best suit the weapon your using, and you will never feel any negative side-effects related to its ergonomics.

Price Alternatives (600VP): Ah Italy... Of where I think the legitimate distributor of Plastiboo's works are sold from, Hollowpress. I've heard some accounts of products taking a long time to get to their customers, specifically those who buy the Vermis and Godhusk books. Though it does vary for location stated in the shipping options. But the most atrocious thing in my opinion are the prices for the product and shipping. Let's just the currency conversion really has out for us far outside of Europe. Despite a lot of fans really wishing to support Plastiboo through purchasing the books. But the same can be said for certain deals, prices, and trials in Vermis. So how about alternative forms of pay, for example the Butcher's Firstborn in the Shade Sanctum. Instead of losing blood, inflicting harm to oneself, or cutting of a limb; how about you just let some guy you caught bleed for it or sacrifice a severed arm you have on you for some reason. You can skirt around certain prices or conditions by taking advantage of their broad clauses that weren't specific enough or are specific enough to the point that you'd need something very convoluted as to not be dealt the additional effects in play for the result you want.

Video Game Mechanics (600VP): If you haven't already pick it up by now. There is no such video game known as 'Vermis'. As the so called 'game guides' are but mediums for the world to be told. But what if it were real? You now possess various video game mechanics of what you'd see in a hypothetical video game release of Vermis. Statistics based on your person, an inventory-like hammer space, the names of items, areas, and beings you encounter appear just above them, and few more features. However, the level of complexity these mechanics have are akin to other video games released during their time. Around the early 2000s. You can choose anywhere between to those text-based RPGs with image backdrops to early Resident Evil and Silent Hill games to have the mechanics take inspiration from.

D.D.D. (800VP): All demons were gods once. It is man who puts crowns on our heads and holds axes over our necks. Beyond that we nothing. We nothing of other gods beyond the lands of which Vermis takes place, of the old dead gods whose grand structures lay withered and broken under the sands of Agerutt. And although yet we don't if all the current Gods, we know of were once demons, nor do we know the methods to godhood other than the ones we can gleam from our own world. But what if, you found from this world how to turn a Demon to a God, as well as how to dethrone and seal them like the Great Wizard who sealed away Oggol. Alongside the knowledge of the proceedings, you will gain a significant boost in magical power, comparable to that powerful wizard. This knowledge will stretch to being able to turn other Demons from other worlds into Gods, as well as how to then remove them of divine status and then seal them. It will not however work on non-demonic gods or species turned divine.



Perks

'Your flesh will be temporary.

This decision only has the weight you choose to give it.'

[Good]

You will receive a discount depending on your alignment ratio. Anything over 50% but under 75% will grant a discount for both the alignment with the higher percentage, but also the Neutral Perks. However, anything higher than 75% will only grant a discount for that alignment and will be ineligible for a discount for Neutral Perks.

The Good (100VP): The Brave, the Handsome, or the Beautiful. While you may not potentially be or possess any of those qualities. Others may in fact see it in you. For what is bravery if not how you stand your ground? And isn't beauty or handsomeness in the eye of the beholder? Again, none of that may not apply to you, but you kind of feel like it by some. A Lonely Knight may become less stand offish to you, or perhaps a Goblin Knight may give more than a moment of contemplation before attacking. Aura, or simply your state of existence, you are kind of more approachable, or innately less of a negative.

Push Onwards (200VP): The Path towards your goals will always be in some form arduous, but despite that, you continue to move forward. No matter how much damage you take, you will find yourself simply not caring for the aches or pain that would normally stagger you. And you find yourself able to add more power in your swings, more swiftness in your strafes, or potency in your magic during this sort of adrenaline high. A good estimate would be 20% HP and under where your usual fight or flight is enhanced.

Test of Will & Faith (400VP): There will be times where your strength and mind will be unneeded, and instead you will have to rely on your discipline, your motivation, or in better terms, your Will & Faith. Especially during Will or Faith checks, you will find yourself passing most tests of either stat, which are usually tests of Temptation or Fear. Be it to test one's faith in charity between a mud or silver coin, or against a monster that could very well spell your demise if you so waver in the face of it.



Restored Glory (600VP): Some of the 'classes' walk the path in the Vermis books for a particular reason. But then... there are those who are none of those things. A man turned to a beast and has lost all semblance of their humanity and self-identity, a being who embodies the flaws of mankind and everything you could hate about them, and someone who might as well let the Devil himself in his house (body) with a red carpet. But whoever said that would have to be the end for them, what if they could be restored to who they once were, become something better than what they once were then and what they are now, and become something glorious. You possess the capacity to change a person from something inexcusable to something noble (in their own right), to help them become a future greater than their past and present. Of course it won't be easy, it never is, but so long as a smidge, a glint, a memory, or a spark is in there. Then it 'will' be possible.

The Evil (100VP): The Cruel, the Horrifying, or the Ugly. Hopefully for your sake none of those apply to you, especially the last one. Or maybe they do the first two, hell even the third one if you think it adds to what you have going on. This perk doesn't cause any physical changes to you. But even if you may look shifty or have something off about you, people will be less likely to think so after a chat with you. Your words can put people at ease, lower their guard, and they will likely believe your bald-faced lies. While your insults bare the poison from your non-existent fangs as those does your words fly quick-witted off your silver snake's tongue. But do be careful once they catch on to the serpent speaking to them. Ghylak is a clear example of this.

Native Lurker (200VP): For most denizens traveling throughout the land, they must always be careful of their environment and those other than human who walk it. You on the other hand seem oddly attuned to such places, those dangerous and most definitely inhospitable for humans due to the many covers of darkness monsters use as a front. While not a monster yourself (yet), you're not only faster and stronger in darkness, but also you are also stealthier as well. Though just because you're in pure darkness, doesn't mean you can see in it. Also, this greatly enhances Shadow Magic.

Critical Strength (400VP): Sometimes the answer when fighting a foe stronger than you, is to instead think of a better way to combat them, to give yourself an edge. And that usually comes in the form of finding a weakness of theirs and exploiting it. If theres a weakened part of themselves that would deal more damage to them, you hit it. After, well... you hit it again, but this time twist it, digger deeper. You'll find yourself adding much more strength into something if it is a weak spot or a wound, especially if it were created by yourself. Like hitting constant critical 2.5x hits every time you hit their heel. But every subsequent hit gets more gruesome and bloodier than the last.

Darkness Accepted (600VP): Back in Vermis I, inside the Shade Sanctum. There was a demonic-looking monster that gently peers from the darkness and politely asks if you'd like to become one with the shadows. If declined he leaves you alone, undoing the illusion, a clear sign of power it wielded. If accepted, then you become one with the darkness for eternity, 'leaving' your mortal body behind. This perk is like accepting the offer, but instead of 'leaving' your mortal body. You become one with the darkness, of those who lurk in the shadows. You become a monster of similar power. You can choose what you'll look like, gain monstrous physical capabilities, and rather potent magick of your choosing. If you have a blessing, then you will gain characteristics and power associated with the god, mixed in with what you've chosen.



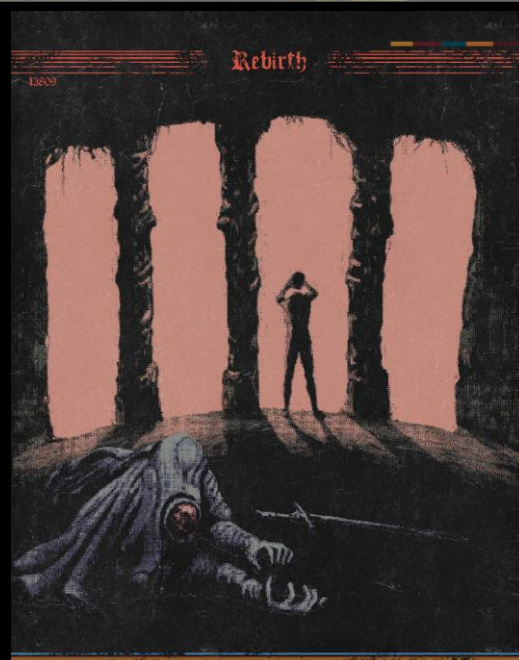
[Neutral]

The Neutral (100VP): The Who, the What, the Where? Hopefully you're not nearly as transparent as this perk is starting to make me believe. While you don't necessarily make those give you a chance to speak or feel more willing to trust your words. Nor does your words have that venom like [The Evil], unless you wish to of course. But they don't feel anything negative about you or even notice for that matter much until you speak up or act out. You will be regarded much more neutrally, there won't much of a positive or negative reaction to you at first. As well, you will be able to kind of phase into an environment or crowd of people easily, only becoming noticeable if you accidentally cause a scene. But you can quickly maneuver out of the way of any spotlight quickly.

Relic Wayfinder (200VP): As the Old World slowly began to decay, the bodies of these civilization began to leave bare their bones for the scavengers to delve into and hunt for treasure. Or in this case, relics of the past. From graveyards and ruined kingdoms to sunken structures to underground dungeons. There are a plethora of relics from strange swords to enchanted rings hidden about. You have a knack for scavenging areas for these relics gone by, as well as identifying them if they are genuine or not. This also will grant you a bit of a higher chance to loot something valuable from defeated enemies.

Enlightened Intelligence (400VP): The knowledge of back then was ever vast, but now forgotten, however there are still bastions where this knowledge is kept and recorded, such as the Library of Num. Then there are places like the Eclipse Towers who strive to undergo enlightenment through reaching the illumination, the light of which is truth. Forgoing their mortal bodies in pursuit, looking like the God of Truth in form. You on other hand have undergone a similar mental enlightenment. Though not at that level. In return you still have your mortal body but gain a heightened level of Mind/Intelligence. Your also are far more resistant against mental effects and attacks, able to look at a Light Gobbler in the face and not go insane.

Renewed Rebirth (600VP): A Scavenger stares into the abyssal waters of the well, a corpse down to the bone stared back, and wonder what could have been different. They are pulled in and welcomed by the void as the illusion shatters, waiting for the moon shine once more. The Wayfarer delves into an ancient structure and faces the Looking Glass, sealing his fate, venturing through the illusions reflected off its mirrors and reality reflected illusions, before heading up a bell tower, faced against a-



-headless creature, only to let it chop off his head and put it on itself. A bell toll rings and he's back in front of the Looking Glass, as if none of it happened. You can undergo and experience such transhumanist processes like an Ascension, Conversion, Enlightenment, etc. And keep your humanity, both physically and mentally. Instead, gaining a deeper understanding and profoundness about yourself and your problems. Gaining a few of the benefits to a degree associated with the process and its completion.

Items

'Who stares back from the dark glass?'

You will receive a discount to your higher Alignment ratio between 50% and 75% and the Neutral Items, while an alignment over 75% will only grant a discount for items of that alignment and will be ineligible for a 50% discount for Neutral items.

Travelling Gear (Free): A special in-game bonus for purchasing the Forsaken Edition of Vermis. You are gifted a rather modern-looking travelling backpack, contained with several enmities and supplies one would need when travelling or hitchhiking. Minus anything electronic of course, it'd be rather useless in a medieval world.

Sentimental Trinket (100VP): Although I have no idea what it is. A necklace, ring, maybe a stuffed toy? Whatever it is, of which is up to you, it means something to you. Enough that having it in your possession, holding it, and thinking about it brings memories. Helping ground you or help focus on why you're doing this. Or who you're doing it all for...

Beloved Item (100VP): Wait... did you always have that... Yes that, right there. Are you sure? Well... alright... Anyways, I was supposed to give you some kind of item, it's not supposed to mean anything significant to you, but specifically for someone of your choosing. It can't be made into some kind of powerful item, but instead something sentimental to someone you can use as leverage or a bargain—wait... is that my old teddy bear? W-where did you get that; I thought I'd lost it...

Exploration Gear (100VP): The Deserts outside of Agerutt are dangerous despite the sparseness of its sandy expanse. Various ancient ruins and structures are litter the sands around Agerutt, filled with many items, relics, and materials thought lost. So, you are given various materials, containers, and tools used during an exploration of such ruins and temples. In case you find something valuable in need of proper containment to safely carry them, or to carefully break through certain obstructions.

Ring of Hearth (-200VP): An odd ring that you'd likely not expect to see during your travels. Not because of its magical origins. But more of its effect, you'd usually to find some form of enchantment to be either usable for combat or be inflicted with a deadly curse. This however possesses a rather tame but useful enchantment. Granting its wearer optimal temperamental protection, good for cold forest nights or hot desert days.

Helpful Commodities (200VP): A menagerie of high-quality usable items that would be quite useful in most cases. Such as a 'Witch's Tongue', once cut off from a witch, can be used to determine evil presence as it vibrates when once's nearby. 'Scented Oil' that helps alleviates the smell of death. Or the 'Last Hope', a magic necklace that heals its wearer of any affliction and can emit a bright light that can obliterate 'evil', but has a limited number of charges.

Shiny Amulet

Harmful Materials (200VP): An assortment of harmful and deadly items that could be used for a whole lot of scenarios in terms of inflicting lethal harm. Mostly contained in some containers and small bottles. Such as a bottle holding the 'Beast's Tongue', infected with numerous bacteria, can be used to coat a weapon to inflict serious poisoning. Or perhaps the 'Snake Fang', causes those hit to be poisoned to go berserk. Maybe 'Ketereth's Grace', a ring that inflicts the touched with 'White Hives', a dangerous infection that causes white insect hives to appear on their flesh, before completing turning them into insect hives. And lastly the "Dreamer's Dew", a shell containing a powerful slumbering poison.

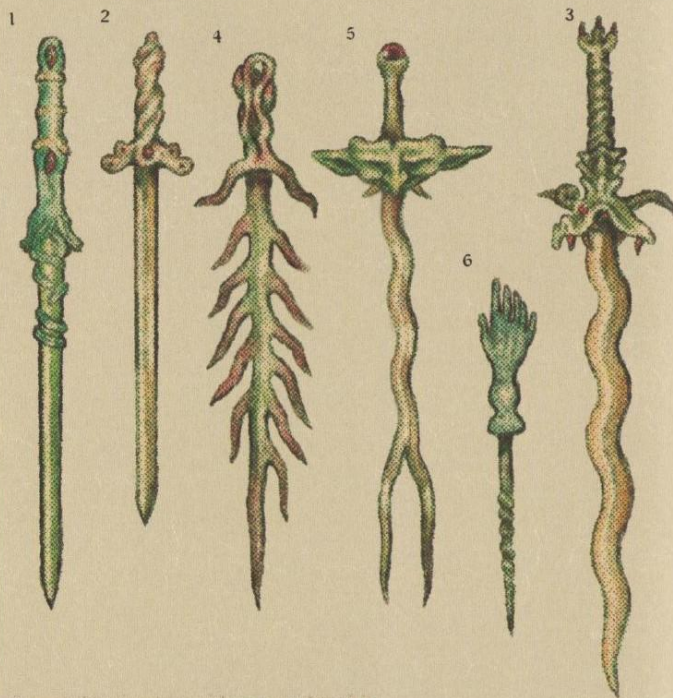
Magical Ingredients (200VP): A good number of magical materials and reagents that can be used for any sort of magical manufacturing and ritual performing. 'Accursed Flesh', a clump of flesh cut from someone infected with the blessing of Ketereth. 'Black Iron', a strange mineral that always cold to the touch and found in only in the deserts of Agerutt or the Pestilent Mines. 'Murgo's Seed', a blessed seed capable of growing an entire forest within months. And 'Night-Watch Mushrooms', those who eat it stay up longer.

Ominous Whistle (-400VP): A small, metallic, and weird-looking whistle. With a pipe-like mouthpiece and an entire face as it's end piece. On its side reads an inscription that says, "Whistle and I Shall Come to Thee". Now it's not known who appears when blowing the whistle, or if blowing it three times completely curses the user with their arrival. But it will simply function as a free summon of this person with three charges, anymore and they will not show up until an unspecified time frame. Trying to force it however will cause for the whistle's sound to be replaced with a scream, indicative of a curse being placed on them, and the person will be summoned to deal with you instead.

Shield of Light (400VP): Inspired by the Shield of Truth nestled between the bones and desecrated armor and weaponry of those who fell into the Beast's Nest. This is a Shield made from the head of a Light Gobbler. While the Shield of Truth reflects ocular-based magical effects with its reflective surface. The Shield of Light awakes like that of Medusa's severed head used by the Hero Perseus, those who stare into it's awakened face and light will be inflicted with a similar insanity status effect. This works well against most mortal enemies except for those already insane, who do not possess capacity to become insane, be it due physically or mental reasons; or those with some form of mental resistance.

King of Bones (400VP): There is a Ceremonial Necromancer Helmet that doesn't do much for those living putting it on, beside changing their eyes to a blue color. But if they were to die with it on, then they will come back as a 'Necromancer'. It is known as the 'Prince of Bones', however this helmet with two complete horns can be considered one of high status. But serves ultimately the same purpose. Changing the color of the wearer's eyes to black, and once they die with the helmet still worn. They instead become a Lich. Possessing far greater magical power and necromantic capabilities in comparison to a Necromancer. And if a Lich were to wear their helmet long enough, shall become a 'Elder Lich', and the helmet will transform into a crown.

Master Mirror (400VP): A hexagonal double-sided mirror. It allows ones to control any mirrors around them and cast any sorts of reflections off them. Alternatively, you can use magic to summon forth mirrors if there are none around. When a mirror be it natural or summoned is broken, the shards can be used projectiles to shoot and impale a target. Any illusionary magic used in conjunction is given a considerable boost in power.



1 Deheel's gaze	4 sword of punishment
2 sleeping blade	5 demon tongue
3 dragon wrath	6 dagger of guilt

The Immortal Blades (-600VP*): The Six Immortal Blades. Swords that took part in tales and legends, their blades are one of kind and indestructible due to the magic that forged them once, each one has special abilities that are unique to them.

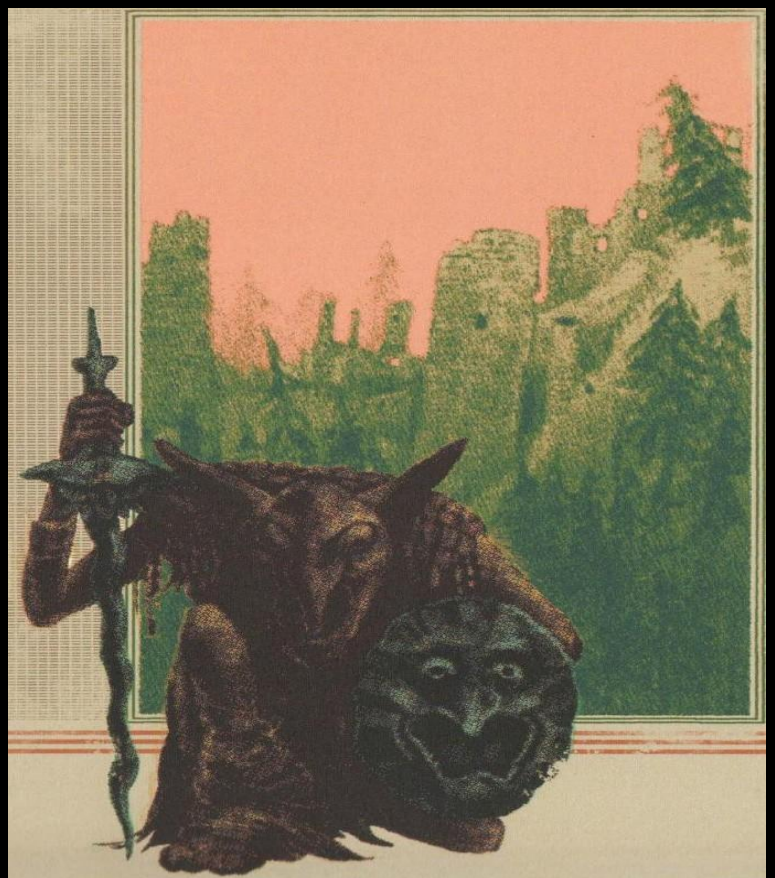
Some of these blades have taken lives from demons and emperors across time and now, they rest, hidden around the world.

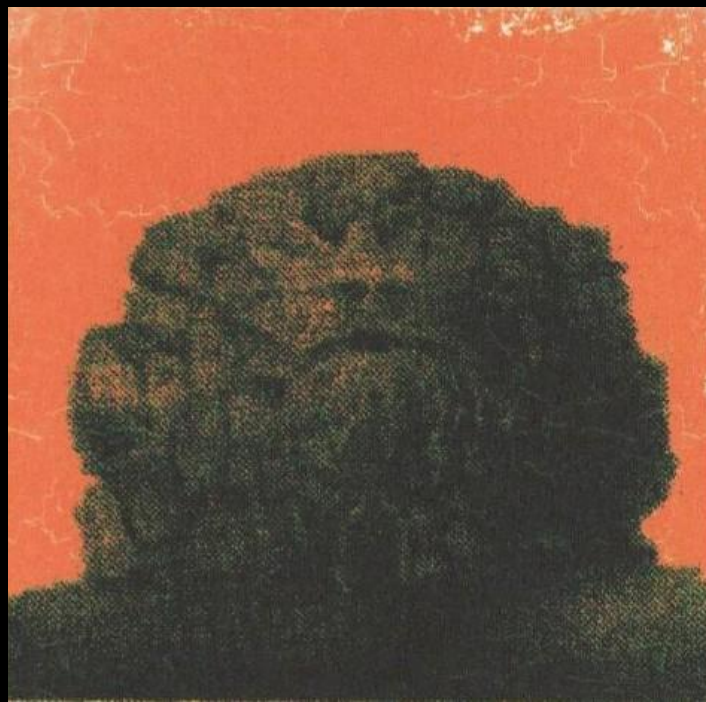
Here is a list of their names from left to right:

- Deheel's Gaze
- Sleeping Blade
- Sword of Punishment
- Demon Tongue
- Dagger of Guilt
- Dragon Wrath

** You can also just buy one blade for 100CP if you'd like.*

Kingdom of the Green Sun (600VP): Long ago there was a 'queen' of the goblins, once the consort of the last king of the Great Citadel, before orchestrating his murder. She quickly fled to the Flutewood Forest and established her own kingdom, ruling the scrawny creatures through fear. She then gave birth to two daughters, one who became a beautiful girl and princess to this kingdom, and the other a hideous abomination. The latter was sent and chained to the bottom of a well. While the former became fed up with what her mother had been doing and overthrew her, with the goblins she showed kindness and devotion to, at which they responded in kind. After the revolt, the princess would rule the kingdom with a kinder hand, before sadly falling ill and leaving the kingdom to slowly fall to ruin. You gain a fully rebuilt version of the Kingdom, along with all the beings that once resided, including the Goblin Knight and Hamlet's Beast. But not including the Goblin Princess.





Shade Sanctum (600VP): An enormous structure. The Shade Sanctum is a merciless labyrinth full of monstrosities and deadly traps, only the creatures of the dark and the insane have wander around its nightmarish hallways. It is separated in several layers; each level reaches deeper into the underground and its darkness becomes increasingly dense to the point where not even flames can pierce through the shadows. No one has found the bottom of the labyrinth yet; it may not exist at all.

You now come into ownership of the entire labyrinth and the evils and unknown that lurk it. Including all items and relics that are nestled in its many rooms across its many floors. And that is not even including all the potential secrets rooms, trials, items, and monsters that were not even covered in Vermis I.

The Glass Purgatory (600VP): The Glass Purgatory is a place divided between two worlds, floating in an eternal limbo between reality and illusion. Woe to the souls who venture into its labyrinthine halls, for they will be stripped of all that makes them themselves. You now own this labyrinth of false worlds and real corridors. The entrance takes the form of giant arched oval mirror with a frame made of decrepit skeletons. To enter the Purgatory, you must look into the mirror to see the doorway and slowly walk backwards into it without turning around. The purgatory comes with all the inhabitants from Vermis II, and all the places you visit there.



Vermis Books (Free): A bit of a late inclusion for these very important set of items. This is far more of an 'optional' purchase than Travelling Gear. But more as some Souvenir/Gift-like Items despite their obvious uses.

- Vermis I: Lost Dungeons and Forbidden Woods
- Vermis II: Mist & Mirrors

Two books telling the bit and pieces of the fictious world through the medium of old game guides.

If any other installments are released, then they are included with this as well. Also, if you want, you may also get the 'Godhusk' book for 100VP* through this as well.

Companions

'The Other Reflections that stare back.'

Import (100VP): Who knew that Vermis had Character Transfers. You may import a character of your choosing for 100VP. They can then choose a class of which they'll receive the equipment, items, and have the classes' stats added onto their own if you choose.

Class Companion (100VP): Instead of using a Character from a different save, you can simply have one of the in-game classes become a companion.

The Voice of the Silent, the Sword of the Innocent (100VP): The late Goblin Princess wakes up shaken but alert at her new environment, thought to of died from the rare illness that plagued her. But is now seemingly cured and far from her home. The first daughter of the Goblin Queen and sister of Hamlet's Beast. This beautiful princess of argent locks and jade skin is a kind-hearted young lady. Though she may not be a fighter, she makes up for it with her skills as a leader and noblewomen who led a revolution for the goblins of the Green Sun, possessing surprisingly high amounts of willpower and faith. You will find her greatly effective against the Goblins of these lands, who will most likely bow in astonishment and tears of their Princess being alive once more. Even foreign goblins not connected to the Kingdom will find themselves hesitant and willing to listen.

The Deranged Red King (100VP): Another royal and possibly the state of which Wayfarer finds the 'Vengeful Soul'. Once born a second prince with white hives, he reveled in hatred toward his healthier brother until he eventually attempted to murder him. Failing and having the elder brother end him instead and comes back for vengeance. The Red King is potentially what he becomes, abandoning human carcass plagued with the white hives into that of a new form to reign over his own hell back in the Glass Purgatory. A twisted king with an even more twisted fate it leaves his victims, a sting from him inflicts white hives, a fate worse than death. Do be careful of this lesser blessed of Ketereth, one who has fully undergone the flaming hive's transformation. But still possesses that vindictiveness from when he was the Vengeful Soul.

The Reborn Wayfarer (100VP): The Main Character of Vermis II we either play or travel alongside in Agerutt & in the Glass Purgatory. Seeing as he went from a devoted man of Ghylak, haunted by monstrous shadows he can't remember. To surviving and experiencing each trial and world the Purgatory threw at him, slowly changing himself until completing his full transformation into a man reborn after everything he endured. You may choose which of the two you wish to travel with. He is a competent fighter and scavenger, knowing a considerable amount of information despite his more religious followings.

Goblin Princess

Drawbacks

'Beware of the states that can permanently damage your flesh and mind.'

Longing for What
He Sacrificed

Extended Play (+100VP*): Perhaps you would like to play in this world for longer than 10 years. Every time you take this drawback you are required to stay another 10 years and receive 100VP for it. This may be taken up to ten times, resulting in 1000VP given for staying for 100 years.

Vermin? (+100VP): I'm sorry, did you say, Vermin...? Oh my. Well, I'm guessing you have no idea what Vermis is. I'm assuming you went on Youtube or Google and tried to search for the game or something. Anyways... You lose all metaknowledge about Vermis, though for the sake of ironic comedy, you may have the inkling feeling that this world is based-on or is some kind of game world, be it a Souls-like, TTRPG, or something like that.

Class Self-Insert (+200VP): When playing a video game, sometimes you don't really care for the looks or anatomical horror they may possess due purely for the fact of their stats and items. And plus, at the top you could simply just gain like a caricature outfit resembling them along with their stats and whatnot. But now there isn't that option, you literally become the character that's shown and named.

Crippled Status Effect (+200VP*): Infection, Dread, Slumber, Petrification, Curse, Insanity, Blindness, Possession, and White Hives. These are the nine negative status inflictions you might witness, catch, or combat against during your stay in this world. But there is one that you don't see, or might not be considered one, of which this drawback will inflict. You may choose of a part of you to 'cripple', making you lose that part of you, the reasons as to how or why are up to you. This can be taken multiple times.

Plague on the Mind (+400VP): You know that Wayfarer was like any other devotee of Ghylak, but like the Pale Sun Knight, some form of regret or in most case haunting of his past has latched onto his mind. Though it could of just of likely been the curse of the relic he pilfered. You now have some curse-like mental affliction that will ail you, making quiet moments and attempts to rest most troubling. Though the solutions to relieving it will likely be as, if not more dangerous than the shadows in the distance.

Illness in the Body (+400VP): While the Wayfarer had been plagued mentally, this drawback deals a physical hand. Like the Goblin Princess or the Beloved of the Broken Heart, you are dealt a physical illness that slowly leaves your body weaker and weaker. Alternatively, you may choose to be dealt the natural affliction of White Hives like that of the Vengeful Soul. If chosen you may just receive a healing factor, though every life-taking wound will increase the spread of White hives, until you decide to give up and embrace Ketereth's blessing and become a similar being to the Red King.

Hardcore Zealotry (+600VP): One of the intriguing parts of these dark fantasy, grimdark, medieval worlds is the presence of religion, better yet the gods, esotericism, and mysticism. Though when tackling the dark parts specifically, it's always the lore surrounding them. And the devotees to the different Gods have their fair share of hardcore practices and forms of self-flagellations. You now follow one of these doctrines at a near zealot-level, even more so if you so happen to possess a blessing; of which you will then have an even deeper inclination to self-perform them. Basically, without a blessing, you can freely choose, while with a blessing, you will be pigeon-holed into following the blesser.

Bad Class Pickings (+600VP): While I wouldn't say there isn't any 'bad' classes to choose, there are very few classes I wouldn't ever choose myself. And I'm sure you'd agree, unless your one of those 'challenge speed-runners'. This drawback will limit your class options between, [Waste of Life], [Mad Pricker], [Rat Man], and maybe the [The Host of the Forbidden Blade]. That's only if you don't have some sort of immunity to Oggol's influence in the physical sense.

Release of the Demon Prince (+800VP*): The World of Vermis was already on a path of degradation, or at least most parts of it with all these Gods killing themselves or mysteriously rare illnesses killing all the good noblemen and women who tried making a difference. And to make things abundantly worse, if you've read up on the [The Host of the Forbidden Blade], then the host in this version of Vermis was successful in releasing Oggol from his prison. And is going around causing destruction and bloodshed across the lands. For what end? Perhaps terrorizing and enacting revenge on Mankind for dethroning and sealing him, or perhaps to regain his spot as a God and rule over World of Vermis. It's a bit up in the air on my end, but it's not looking good for everyone down there. You may wake into the world either a good amount of time before his release, at the very beginning of his return, or during his onslaught upon the land. Before or right at the beginning you'll get the 800VP, while after will net an extra 100VP.

Vengeance of the Coiled One (+800VP*): The Old God Marko presumably jumped the gun a bit when quickly associating a sighted future with death and darkness with the God of those concepts, Ghylak. Inflicting him with the Eternal Curse and cutting off his head. As you can guess upon gifted a head by one of his followers, he quickly commanded his devotees to slaughter millions during the Dark time of his cult's pure rampant depravity. With this drawback, Marko might have been right to attempt it. Unfortunately, Ghylak's devotees have found a way and were successful of uncursing their god. And Ghylak with the combined powers of a God, Demon, and Mortal, (s)he has attained a hybridized new form and makes an augury of the Old God of Prophecies' prophecy come true. Similar deal to the [Release of the Demon Prince] of when you wish to enter the world, but also if you so happen to have that Drawback as well. Then get ready for a war against these two 'Fallen' Gods. The destruction between them will be immense to the already sparse population of Vermis. The same bonus VP from above applies to this drawback as well.

Grimdark Expansion (+1000VP): For those who want to make this Jump more complicated than it needs to be. Well, it should be established if you've read the books that the accounts on the 'Known World' does make the creditability that the people on the landmass that Vermis takes place don't know if there are any other Gods out there, disregarding the forgotten and dead ones from Agerutt. So, let's say if you were to go on a boat and travel east, then you'll find yourself a landmass calling themselves 'the Lands Between'. Going to the west instead will find yourself in place that's currently in the 'Age of Fire' of what they call their current era, and the North and South are complete mysteries. All there is to summarize is that lands from other Grimdark Medieval Fantasy games will be inserted seamlessly into the world you're about to enter. You will also likely suffer and be affected by the many calamitic events that happen through the ages. Though at the very least you get to choose up to four you wish to be crossover with. They'll most likely not overlap too much until some world-affecting stuff happens or if they will still happen at all.



Ending

*'You put the book down and take in the
world you have just experienced.'*

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**Congratulations on reaching the end of the Vermis Game Guide,  
And hopefully the end of the Game.**

**We hope that this Guide has helped you through the trials and  
tribulations you've faced in the World of Vermis.**

### Go Back

*'The Illusionary World shatters around you, no well or  
mirror in sight. You have returned home.'*

### Stay Here

*'The Moon rises once more, filling the void with its light.  
You drift once more into the Dream.'*

### Move Forward

*'Another world is reflected back from the dark waters of  
the well and clean surface of the mirror, you tip forward  
and sink into a new world.'*

~~~~~



Notes

'Supplementary Content'

- "Vermis I & II " are an artbook series by the artist Plastiboo. A pure act of world-building inspired by old dungeon crawler games. It could be considered an official guide of a game that doesn't exist, since it's not a game at all! – A small excerpt I copied off Hollowpress but edited a bit to get the point across.
- OBek and 'Asherah' are 'Gods' from Plastiboo's newest game guide artbook, 'Godhusk - Rebirth'.
- The name 'Asherah' is a name I chose and along with the 'Goddess of Light' for the 'Ever-Brighter'/'Mother of Light'. Those are the only titles given to the enigmatic being in the 'Godhusk' book, we don't know any canonical or anything resembling a name for them.
- Likewise, 'the Calculated' for OBek is one I made up to have themed with the rest of the Gods.
- For Oggol, the 'God of Flesh & Blood' was something I made up to fit in with the rest. We know that he once was a God with the 'All demons were once gods' quote, at least, I think. Alternatively, he could just be the 'God of Evil/& Darkness'. I think either title or domains would work for him.
- For **[Grimdark Expansion]**, I probably would have added Bloodborne & Darkest Dungeons to the image but got lazy.
- Here are a few photos relating to what a 'Life System' is along with a page or two about OBek & the Ever-Brighter we get from 'Godhusk', I'll be taking photos from my own copy of the book and will be putting them on Imgur, which you can access [via this link](#). (Which also includes some additional info on 'Vessals', though I don't think all Vessels turn out the same-looking, so you could vary a little from the MC version.)
- Lastly, I will be leaving a link to the Internet Archived copies of both Vermis I & II for those who wish would read the book and see what the actual classes look like. Vermis I's classes end at the 'Prophet' class, while all the other classes after are from Vermis II.
- If you don't want to be spoiled when finding out about the Vermis II classes, when going on the Internet Archive link for Vermis II. Just scroll or go all the way to the end. Vermis I, all the classes can be found at the beginning of the book, while Vermis II has them at the very end as you follow the 'Wayfarer' through the events of Vermis II.
- Do remember that if you really enjoy the Vermis books and of course have the convenience to be able to buy them. Then I highly recommend supporting Plastiboo by buying off [Hollowpress](#), which are the main distributors of his works. Though if your lucky enough, I know you can find some physical copies at actual stores.

Vermis I

Vermis II

- Also, **[D.D.D.]** was a late addition, and the whole Demons becoming Gods was one of the main reasons for making it into a Jumpchain. The other being for my Expansion of the **[Darkest Tome]** I made, I wanted to have some my grimdark/dark fantasy jumps added, and "*Be the change that you wish to see in the world.*" Aka I might as well make the Jumps I want to add into the Tome, considering I'm so close to finalize the 1.0 version of the **[Darkest Tome: Darker & Darker]**.
- Also, about the Magic System, I'll let you all determine it. Whether it is a Soft or Hard Magic System.

Changelog

'Important Changes between Versions'

- Vermis (1.0) Jumpchain (6/02/2025)
- Initial Release.