Diablo 3 Jump
V1.12
By Shadeseid

Well, well, well. What do we have here? As it seems you came to a very dark and harsh place, Traveller of Worlds. Or should I call you ‘Jumper’? Hehe. You may know this place already personally, maybe you don’t, but one thing stands: This place is not pretty.

This world is called Sanctuary, or at least that is how the Mortal Realm here is named. You will spend most of your time here, probably there, so that was the first thing I shall tell you.

As it stands you will spend 10 years in this place, so I shall give to you

+1000cp

so you may find your own way. And...don’t die. That will never be pretty, no matter what you are.

Locations:

Depending on your Origin you may appear anywhere of the following options:

Human: Anywhere on Sanctuary, except where a Monster made its home or someone else normally lives there. Tristram would be a good place to start.

Angel: You will start anywhere in the High Heavens. You can only be in the Angiris Council Chamber if you are at least an Archangel, otherwise the Diamond Gates are a good place to start.

Demon: You will start anywhere in the Burning Hells. You can choose to start near a Hellgate, but those are a dangerous place to be.

Nephalem: You will start in Tristram.

Origins:

You can choose if you want to have a story in the past of this place or not.
I can provide the memories in the first case too, should you wish so.

Human (Free): The most common Race on Sanctuary, but also the frailest. They aren't normally as strong as the other possibilities, but you should not underestimate them. They had and have very powerful members too.

Angel (-200): Created by the Crystal Arch, during a time of perfect Harmony in Heaven, you are an Angel through and through. You are made of Light and Sound and are a very powerful Being indeed. Your kind always seeked getting rid of the dark corruption that Demonkind spread and maybe you will finally be the one that will take care of it?

Demon (-200): Rise Spawn of Tathamet! Arise and claim what is yours! You are a Demon through and through, originating from the Burning Hells and are full with quite an appetite for power. The Eternal Conflict with the Heavens has been going on for too long, don't you think? You should do something about that!

Nephalem (-500): Born from the Unholy Love between the Angel Inarius and the Demon Lilith, these were the first Beings that were born and lived on Sanctuary. Their power surpassed both Demons and Angels but the Worldstone made them weaker over time and generations, until Humans became the standard and Nephalem became almost extinct. They are still the most dangerous and possibly powerful species, even though they may start weaker than the others.

Perks:

Perks and Items are discounted for each fitting Origin. 100cp and discounted things become free.

General/Undiscounted Perks:

What a gritty place…(Free): Something that is important to note about this world, is that it seems to thrive on it's dark and very gritty premise. So now you can take this to other worlds with you too if you want. In this place it is normal so you cannot turn it off, but in Future Worlds you can make everything as miserable and hopeless as here...if you want to that is.

Songs of the Creator (Free): Now the entire Soundtrack that originates from the entire Diablo Franchise can follow you now. This includes any piece of music that has something to do with the Diablo Franchise, so you can not only get all OST's, but also all music that was written in mind of the Diablo Franchise. All official remixes from Heroes of the Storm, the Cinematics or Orchestral Remixes from Blizzcons and so on.

Tough Luck (Free and advised to take, but not mandatory): You are quite a hardy one for your species. No matter what you are just a tad but different. Your will and sense of self is stronger, so you can resist outside influence and your own impulses and nature more easily. You can also survive more stuff thrown at you, which will be very important in this harsh place.

Graphic Change (Free): With this you can decide how the world now looks to you. Do you want it to look pixelated like the first 2 Diablo-Games? Do you want it to look like Diablo 3 or maybe 4? Or do you want it to look like in the Cinematics? You can change the style anytime you want, while outside of Combat, but this is purely aesthetic. You can toggle this also in Future Worlds.

Champion of the Eternal Battlefield (Capstone Booster) (-500): You are not a mere Novice… No! You are already an established Veteran in this Eternal Conflict. You have the skills, knowledge and power to be a threat to any mere Angel, Demon, Beginner Nephalem or Human that may come your way. You are also quite feared as a fighter, since your reputation of living so long without a major loss, is a feat worthy of legends in and of itself.
You are also quite adept at being a good leader by example inspiring your allies should you fight on their side.
This is also a Capstone Booster for any 600cp and higher Perks you may purchase.

Human Perks:

Willful (-100): Something that can be said about Humankind is that they are quite stubborn. If you want something, you will not be able to be easily persuaded from it. Not some Demons, not some fear for loss of limb or something else that would set aside something that would make you seem like a coward. Even demonic temptations can be easier resisted with this to an extent. Just…make sure you don't run into your own death...

The Power to Choose (-200) (Human and Nephalem only/Free for this Jump for Human and Nephalem Origins): Something that is only true for the Mortals of this world and the reason Hell and Heaven want them either gone or on their side, is that they can choose between Good and Evil. Something that will now be always ingrained within you. No matter what you are inclined to do or what powers you wield, you will be able to decide how evil or good you are. This doesn't help in any way at all against Corruption or anything that tries to control you, but now your very Nature makes you able to choose what you want.

Scholar and Loremaster (-400): Quite a clever One here… Well now you can count yourself among the more intelligent people of Sanctuary. You can count and memorize what you have on your person or what you did, read and understand any written text, no matter how confusing, long or ancient it is and learn ancient languages in a matter of days at most. But what you are really good at is any kind of history and story you may come across. Like Deckard Cain, you are one of the best Loremasters ever seen, knowing more about the Eternal Conflict than any other Mortal ever could and are able to write it down for future generations. This also allows you to come across ancient texts seemingly at random but logical places, that contain true historical facts...even when they are written like a fantastical story.

The Black King (-600): Fear...something the Greater Evil Diablo brings with him alot. But you are now a very close 2nd. Truly something to behold, since you are most likely Human. Your power and size now comes close to the greatest Humans that lived, second only to King Leoric. You could even compete with untrained Nephalem. Your body is something that even most Demons and Angels would envy. You can survive attacks that would cripple lesser men for years and come back from them in a few minutes to keep fighting. You don't heal faster, just push through them and can still move. You have the courage to withstand horrors and terror that would send most men

running, at least for a few minutes and can inflict fear upon lesser enemies by your sheer force of will. Only the strongest and maddest will stand against someone such as you. **You gain either the Barbarian OR the Paladin Class Power for Free.**

Capstone Boosted: The Mad King: Forget what I said. You are now the strongest Human that ever lived, the only Human that can prove a challenge at all to you would be King Leoric himself. You are gigantic. towering 2 or 3 heads above other men in armor, while not losing speed or agility because of your size. Your mind and soul strength now also follow suit to your physical might, warding off Corruption and attacks targeted at them (same goes for magic), at least for some time, like you would with very hard physical strikes. You could compete with multiple Nephalem at the same time, fend off even a Greater Evil in Combat, but would ultimately lose if you don't get a lot of help. Additionally, even if something would affect your mind and your soul and overcomes your defenses somehow, your sheer power now subdues it slightly and changes it. For example: something that would make you so fearful of everything, that it would drive you to suicide, would now make you so paranoid, that you instead would suspect anyone and anything of treachery. Not the nicest twists to these curses, but if it keeps you alive...

The Bone King (Human Only) (-800): All this time I thought I talked with someone alive. Well not too late now. At least not for me. You are now Undead. Only a reanimated skeleton that does not keep down. You keep all the strengths and so on you had when you had flesh, so don't think this will keep you down or make you weaker. What this also does is, that you can now take charge of other skeletons that are animated and serve no one. You obviously need nothing but your soul to keep you alive and can see in even the darkest catacombs (in fact all your senses now work even if you have absolutely nothing that would make them work, like organs). Your bones are now quite durable and more resistant to some forms of damage too, even a strike with a warhammer would crack them but not shatter them. You can also reanimate your skeleton (as long as your bones are intact) back to its full form. Should bones get destroyed, but your soul lives, you can move the rest of your skeletal body. You also gain some very interesting magic that only beings like you can learn (See Notes). Should your skeleton body be completely destroyed, your soul will wander around endlessly as a spirit. Or until you find a good vessel… (Should you be a spirit by the end of a Jump you'll chainfail). Of course all diseases and poisons/toxins are nigh-unable to affect or less even kill you.

Capstone Boosted: The Undying Skeleton King (Human Only) (Requires: 'The Mad King' AND 'Leoric's Crown' AND 'Burial Armor of the Human Paragon') (Incompatible with 'Archangel of Death'/'Soulstream'): No...not another one...Just like Leoric, you are now a Skeleton King. You are now not only way stronger than when you were alive, to the extent multiple quite powerful Nephalem would struggle to keep up with your power and literally undying tenacity, but your Ghost and Skeleton Abilities and Magic gained a massive boost. But what is truly scary is what happened to your Mind, Soul and Spirit. They became untouchable. Completely unaffectable. Even Malthael, the Archangel of Death cannot take or affect them at all and end your Eternal Life.
Should your body get destroyed, you can choose to activate an 'Undying' state. You cannot damage anything at all, but in turn cannot get damaged in any way. You can slow beings you strike at a little bit or haunt them. But none of your abilities can deal damage in any way when you are 'dead'. You cannot change your 'Undying' state at all, but after some time your entire body will reform around you, so you can start your reign once more. Also now: anyone who dies in an area where you are the Skeleton King will join your ranks of undying and loyal Soldiers, once the warmth of life and flesh left them.
You are not alive...so you cannot die. This also has the Side-Effect of making you count as neither Dead, Alive, Human or Undead, which makes specific methods to deal with these things ineffective against you. Long live the King! Forever…
You effectively gain the Necromancer Class Power for Free, just twisted to the described version without the 'Poisoncloud'-ability.

Angel Perks:

Angelic Physiology (Free and Mandatory and for Angels/Free with 'Archangel' and 'Archangel of Death'): A shining light and heavenly sound make up your body. You are immortal in the sense of time, never being able to age in any way. Killing you is possible, as is bleeding. But instead of blood you will bleed pure light (it works the same as blood, it will just be very bright). You can become a beam of light to travel faster, but will not be able to deal any damage through this travel at all nor are you capable of attacking in any way. You cannot tire, are immune to any and all sickness and any mundane poison or toxin (in fact even most unnatural ones too) and don't require any sustenance thanks to the Crystal Arch (this gets removed after the Jump). You also don't have a face.

Heavenly Wings (-100) (Mandatory and Free if 'Angelic Physiology', 'Archangel' or 'Archangel of Death' was taken): A shining pair of wings adorn your form, allowing you flight. You can keep yourself off the ground perpetually, without tiring and can move a bit faster than if you would walk. With training you can even move them as limbs to either grab things or even walk with them.

Divine Light (-200): The Light of the High Heavens and The Creator Anu is strong in you, allowing you to use it in a myriad of ways. Don it across your form to shine brighter and force Demons and their corruption away. Or use it to soothe your appearance for Mortals around you or even heal them slightly.

Divine Retribution (-400): Attacking and defending are both needed in this Eternal Conflict and you seem to be a very good tactician indeed. You seem to be able to play off your offensive and defensive tactics perfectly, no matter if it's in duels where you fight personally, small skirmishes or entire wars. You can hold positions and push into enemy territory like no other. But that is not all: Your emotions now seem to invigorate you in battle increasing your speed and the flow of your combat movement. If bought with **'Divine Light'** or **'Divine Flame'** you can now set your Halo and weapons permanently on fire, damaging anything you want it to damage. This flame is weak and deals damage to anyone and anything (even beings that would be immune to heat, fire, etc.), but having a continuous source of damage in melee can add up quickly.

Archangel (-600): One of the strongest Warriors of the High Heavens, you shall command your troops against the foul Demons and finally end this! You are now way stronger than any ordinary Angel, capable of fighting very powerful Demons and you could even match the weaker Lesser Evils in a duel for enough time to get reinforcements. Your Angelic and Heavenly Abilities get a substantial boost in power in order for you to match the great expectations the High Heavens have in you. Now go forth Commander! Your troops await their orders! You also gain a strong resistance against Dark- and Evil-based things of any kind, while Light- and Holy-based things now nearly do nothing to you.
You gain 800 AP for the Angelic Powers Section.

Capstone Boosted: Member of the Angiris Council: And what a Commander we indeed have! You are now truly one of the most important members of the High Heavens, sharing a rank with your esteemed brethren and the strongest Heaven has to offer. Powerwise you became even more substantial and Heavenly Beings will now respect and listen to your orders. Your Angelic Prowess got more powerful, making you a match for a Greater Evil for some time, far surpassing any ordinary Mortal. You don't even need to expend any effort to purify anything anymore, your sheer presence and actions acting as a beacon for the High Heavens to remove weaker corruption around you. There will still be taints that you need to use some force to remove them, otherwise of course the conflict would have ended a long time ago. And make sure to keep yourself in check: You may be incorruptible from the outside, but your own self can still change for the worse…
Your resistance against Evil- and Dark-based things now grew to the point that they aren't any worse than anything else used on you, unless they go over a certain threshold. Holy- and Light-based things of any kind now make you stronger, but they can still hurt and damage you, if that is their purpose.
You gain an additional 600 AP for the Angelic Powers Section and can choose one Ability worth 400, 500 or 600 for Free

Archangel of Death (Incompatible with 'The Undying Skeleton King') (-800): Like Malthael you had a vision: something needs to be done. Something that requires a more powerful will than your brethren can put up. You need to bring the end yourself. Your actions led you to the source of the Power of Death, which accepted you and you internalized it. You can now bring Death to anything you want and can see. Bring the final end to Demonkind and its corruption, without it being able to reform. In fact, nothing can come back after you have slain it, no matter if it is immortal. Truly there aren't many things in existence untouchable by you… but something miniscule like that can be left alone for now.
You got a myriad of abilities with this, including sensing souls of any kind, being able to rip souls out of their living vessels, teleporting short distances and absorbing souls through killing. This will make you stronger without an upper limit, but as you guessed this will probably not make you very much liked. Your wings will become more mist-like than light and your weapons emit a weak miasma that will rot away your mortal foes.
Also note that Beings not related to Death in any way, will have a harder time damaging or affecting you with their powers.

Capstone Boosted: Soulstream: You became Death itself. Like Malthael at his peak, you finally internalized Death completely. You can now bring Death to anything that has a Soul, even when you don't have it in your line of sight (the stronger the soul is the more power you need and the closer you need to be to it) and only something with a soul untouchable can hope to survive your attacks. This doesn't mean their body will. You can now rip out and consume Mortal Souls in masses as long as your powers can reach them. You can emit a mist that rots away your foes alike to your weapons beforehand and sends their souls right to you. You can now also use the 'Reaper's Mark'. If you hit something with an ability of yours, it will always be revealed to you and it will lose its vitality over time slowly. The mark will end after a few seconds but can be reapplied with other attacks.
Something else that marks you truly as the Endbringer: The less vitality something holds, the worse the damage you deal to it gets. A healthy Nephalem might survive your first attack, but if they would die by the strike of another Human, your strike would kill them now thrice over.
Also your resistance to Non-Death-Related Beings is now strong enough that you could even ignore attacks from someone with an Archangel Weapon Wielder for some time.
Souls you take in now also lose any ability to harm or affect you in any way.

Demon Perks:

Demon Physiology (Free, Mandatory and Exclusive for Demons): As born from the blood of Tathamet you are part of it's pure Evil Incarnate. You do not need sleep but you need meat to survive. You are immortal in the sense of time, immune to any mundane and most unnatural poisons/toxins and diseases, are way stronger and faster than any Human and more akin to a wild animal in your basic fighting style. You could jump and tear apart a Human like a Tiger or Lion could. You are also quite tough, having a hide comparable to leather armor withstanding faulty weaponry with ease. You may be weak to holy effects and/or Heavenly Burns but in turn your attacks carry the corrupting forces of Hell too. Now go and show me how you win this conflict.

Hellfire and Brimstone (-100): Sturdiness is something ingrained into Demonkind from the beginning. And now it gets better. Your very essence is now infused with this nature. You can now recover from anything as long as you are alive. And even then, should you die, you can now reform yourself back with enough energy (This can happen only once per 5 Years). You can also melt yourself into new forms using extreme heat and some time: Want more limbs? Melt some of your mass away and form it into legs or arms. Want more natural weapons? Give up some of your flexibility and a lot of time and grow crab legs out of your normal ones.
This can only happen in a fight when you can bring an absurd amount of heat and have a short break where you don't need to move.

Dying Breath (-200): Something really spiteful and dangerous. Perfect for your kind: Whenever you find your demise, no matter how temporary, you can use one of your most powerful attacks **(see 'Ultimate Demon Abilities' in the Demonic Power Section)** however you see fit. This will be used in the moment of your death and has no cost to yourself in any way. What? You want something that doesn't require you to die? If you insist.
Now any ability of yours that hits an opponent, now motivates you and your ability to hit again. This means that anything that has some sort of 'Cooldown' now gets lowered if you hit an enemy.

Special Demon (-400): So you aren't part of the lot and rabble? Very well. You are now something way more dangerous. You can choose to become a Demon like the Butcher with this, a Patchwerk of Demons, known for its appetite for fresh meat. It is incredibly strong and surprisingly fast once it has

the scent of meat in its nose. It is also very easily angered and fights with more strength, speed and tenacity if it comes close to dying. You can also choose to become a Punisher. A Demon with great size and strength. To reflect this: **Take one Demonic Power for 200cp and one for 400cp for free.**

Sin Lieutenant (-600): Ah. You are something even greater than what I expected. You are now one of the stronger Demons the Burning Hells have to offer. Your power increases by an extreme degree and it will keep increasing...by sinning. You can now choose one of the Seven Deadly Sins (Wrath, Pride, Greed, Gluttony, Lust, Sloth and Envy) which will now fuel you and your powers. Keep following it and you will keep growing in power, size and competence until you reach about 3 times your power and about 20 times your base height. Sinning never felt so good!

Capstone Boosted: Destructions Glory: It seems you follow more Azmodan or Baal instead of the Sin Lieutenants...now you can keep following your Credo of Sin to still gain an amount of power but sinning in general will fuel your powers to a lesser extent. The peak of the power of each Sin will be something by itself. The Sin you choose earlier can now elevate you to even greater heights than before!
Additionally your powers seem to grow the more they destroy. Destroy a castle with one of your abilities and now that ability can destroy anything more easily. Keep destroying and your abilities keep evolving to destroy more and more! One day even the Diamond Gate will shatter under a simple breath attack!

Lesser Evil (-800): So you were one of the heads of Tathamet? Well excuse my assumption then. Just like your brothers and sister you are one of the more dangerous Demons that call the Burning Hells their home. You can fight groups of regular Angels with ease and even an Archangel alone, but that one would be more of a losing battle. Evil and demonic beings that are weaker than you will respect you and unite under you as long as you keep proving that you are stronger than them. You also gain a strong resistance against Holy- and Light-based abilities and a near immunity towards Evil-based things. **You gain an additional 1000 DP for the Demonic Power Section and can choose 1 Ultimate Demon Ability at a Discount.**

Capstone Boosted: Greater Evil: Not quite the Prime Evil but you are very close. You now surpass your weaker brethren and call yourself among the Greater Evils like Baal, Mephisto and Diablo. The sheer might and lifeforce your body and soul have are mind boggling. Evil and demonic beings of whatever power now respect you and would gladly unite with you as long as you prove your worth to them (either as a leader or an underling, depending on their power relative to yours). Weaker demonic and evil beings will follow you without question and Mortals that are too weak willed will either flee, join you or despair in your presence. Good natured beings will be more easily intimidated by you. Your resistances towards Light- and Holy-based things of any kind, that don't surpass a certain threshold of power, are now empowered to the point that they are no more effective than any other thing that may hurt you. Evil- and dark-based things of any kind now empower you, but can hurt you should that be their purpose and they are strong enough to get past your VERY strong resistance. **You gain an additional 500 DP for the Demonic Power Section and can choose 1 Ultimate Demon Ability for Free.**

Nephalem Perks:

Fit for Legends (-100): As all Nephalem you are an adventurer through and through. You have enough strength, skill and knowledge to survive these dangerous lands and can even traverse uncharted territories like the Burning Hells themselves by your lonesome and survive. Your body's a bit tougher and your stamina proves worth for about an entire day of fighting, walking and fleeing from weaker Demons. You also look quite good while doing it. You may not be the most beautiful being here but you are now at least a 6 or 7 out of 10. And that will never change no matter how much (or little) you train, scar or eat. Also how do you run in heels? Faster than you should, I suppose...

Proficiency is key (-200): Being able to swing a sword doesn't mean you know HOW to swing a sword correctly. Something that you learned quickly. Any skill meant for combat you have can now be further improved by yourself without a master or teacher, simply by using it. The more things you defeat with a bow, the easier it will become for you to shoot arrows correctly. The more enemies you chop in half with an axe, the easier it will get for you to do that. Trial and error around and you will leave masters in the dust after enough time.

My mind is a Fortress! (-400): You wouldn't believe how many people died from their own idiocy, curses or other things that came from within them. Now this will never be too much of a problem for you.
You now have the common sense to keep away and don't touch specific things like the Black Soulstone or other similar things that would affect you in any way. These kinds of items will now exude a visible and hearable aura for you that, by itself, doesn't corrupt you. The only way an artifact or item like this could corrupt you if you came into physical contact with it.
Additionally your mind and soul themselves are now more resistant against corruption of any kind by their proximity. You should still not try your luck with very powerful Demons or similar beings.

Unlimited Growth (Nephalem Only) (-600): One of the reasons the Nephalem were so feared, was that they seem to have no limits to their growth. Absolutely none, which means you can train endlessly and never hit your limits. As long as they defeat enemies, they gain more and more strength, power, speed, magic, health and everything else they are capable of which allows them to skip a lot of training and spares them a lot of time. The only problem with this is, that it only works when you defeat stronger enemies that could prove a problem to you. If you defeat a being weaker than you, you gain next to nothing from its death. So I would advise you to go search for real threats and challenges, if you want to improve massively in very short amounts of time.

Capstone Boosted: Breaker of Limits: Now you can not only learn new abilities by defeating enemies, that are somewhat related to them (A Berserker that defeats The Butcher could learn his ability to charge at an enemy, a Magician/Sorcerer could learn his Furnace Blast, and others could learn something similar), but you can now also gain some sort of their traits, if you want. In the case of the Butcher you could get his fangs, horns or his sense of smell. You will always gain something from your enemies that is applicable in combat even to a small degree. Those things will never make you weaker and you will savely be able to use them without hurting yourself, except if that ability requires you to be hurt or get hurt.

Final Solution (-800): Learning and gaining abilities were always something the Nephalem were good at. If you can improve your body and skills endlessly, there is no point in not learning more abilities to improve, right? Well now you can gain and claim more abilities you prove yourself worthy of. Either by meeting a teacher that shows you a certain trick, ability or skill. Or by being called worthy by an artifact or powerful being blessing you and gaining anything that way. The Nephalem needed the Power of Death to even face Malthael, so you are now capable of that too.

Capstone Boosted: Archon of Paragons: You can now supercharge any of your abilities. This either makes the ability more powerful or makes it less costly. You can also now create Alt-Forms for any of your abilities, especially abilities that could count as 'Ultimate' as long as they aren't way more powerful than what you normally are capable of. For example if you have an ability that shoots a very powerful beam, but can only use that normally for a short time, because it burns your mana out too quickly, you can now create a form for that, which allows you to shoot that beam without any costs to your mana, but does not allow any of your other active abilities to be used at all. You have to change your form back to a normal form for that.

Powers:

Powers can be purchased by anyone. It gets explained by either an Angel using Hell's weapons against them (without any instant reprimand or corruption) or Demons stealing some angelic powers from Fallen or killed Angels (without poisoning themselves with Light). For Humans and Nephalem it gets explained by either blessings, pacts, experimentation or stealing the powers. Class Powers are just trained and learned skillsets.

Class Powers (Humans and Nephalem get one free/400 per Class otherwise): Every class here gives you enough power to defend yourself enough against a small group of enemies should they not be more powerful than you. They also can be developed further with training to reach new possibilities and techniques. You gain appropriate and needed equipment for each set purchased, which will evolve with you.

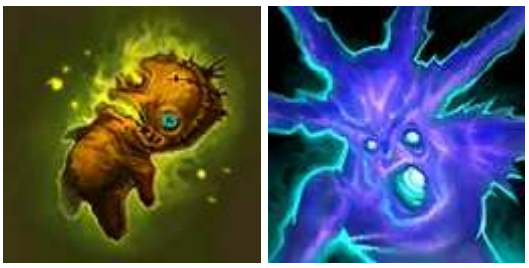
Barbarian: Being strong is said to be the main thing of every Barbarian. Your skin is like iron armor and you can swing swords the size of your legs around all day. You can smash the ground to create crude spikes made of stone to skewer your enemies. One of the best things for you now is that you can use your rage instead of mana or stamina. Your rage increases now anytime you deal damage or get damaged, which means that as long as you keep fighting and keep dealing damage, you can keep on fighting endlessly. Truly a frightening way of close combat. Maybe ask Sonya to train with you?

Necromancer: You've either studied it yourself or were a disciple of Xul, but what matters is what you can do. You can simply create Skeletons of fallen enemies by being near them by the time of their death. This will not even exhaust you in any way. You can create new Skeleton Warriors endlessly, but sustaining them is nearly impossible. The Skeleton Warriors will constantly become more and more brittle until they fall apart (You cannot raise already defeated or broken apart skeletons). You can infuse the power of Death into a weapon of yours to increase its damage for a short time massively. You can create Boneprisons for enemies, to stab them into the place where they are standing on and you can create Poisonclouds around you (these move on their own in a straight line and aren't affected by wind or anything else). These move very slowly but can even erode stones away. You can also expand a lot of your energy to raise Skeleton Mages instead of normal Skeleton Warriors.

Monk: A good way if you want to help others, but also want to severely hurt enemies. You will be able to move and attack at incredible speeds with your body (fists, legs, elbows) and are able to dash rapidly at both enemies and allies (in a 10 meter radius) in order to either flee or engage. You can heal allies around you by expanding mana with a breathing technique. Your strongest techniques are the 7 Sided Strike and the Divine Palm. The 7 Sided Strike can be used under great concentration and a special meditation stance. You will emit a glowing circle that will allow you to attack anyone inside it from different angles. All of these strikes will take away some kind of lifeforce no matter what the opponent has in terms of durability. The Divine Palm is a protective ability which you can bless yourself or another living ally with. Should someone have the effect on themselves and take damage that should kill them, they will instead heal to half of their maximum power again. Bless and charge!

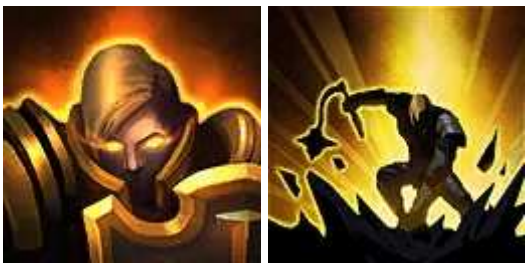
Amazon: A disciple of Cassia perhaps? The Amazons Sisterhood seems to have a new recruit (even if you are male). The amazonian fighting style is based on a spear in one hand and a shield in the other. You are able to block especially well while you are moving against physical blows (arrows, rocks, thrown weapons, punches, etc.). You can thrust and throw your spear at incredible speeds and with some practice create lightning. You can also throw your spear and resummon it to your hand after you have thrown it. At the height of your power you can summon a Valkyrie behind your enemies which will stab them in the back and carry them towards you into your range. This Valkyrie will be untouchable and unblockable, but it can be dodged and since it emits light it is quite obvious you summoned it. The other technique is the Ball Lightning. You create a Ball of Lightning that bounces off between yourself and enemies. You yourself will not be damaged but your enemies will quickly feel a lot of damage adding up. The only way for the ball to disappear would be for your enemies to be so far away from each other and away from you that it cannot bounce off of them anymore.

Sorcerer: Like Li-Ming you have incredible arcane powers in you. You can shoot Magic Missiles in triplets, create an Arcane Orb that keeps growing until it reaches a certain size but until then grows in power substantially, can teleport short distances and probably learn some more. Your sheer destructive power with this is incredible. Your strongest techniques will be ‘Disintegrate’ and ‘Wave of Force’. Disintegrate is an incredibly powerful beam that can deal a lot of damage, but you will be unable to move while casting it. You can however choose the direction of the beam. The Wave of Force is literally what it says. You can, in a certain range, create a shockwave that pushes back enemies.



Witchdoctor: One of the stranger sets of abilities to be sure… Like Nazeebo you are now a Witchdoctor. You can create Spiders, Toads and Zombies which carry a magical poison. The more you kill with the poison that gets delivered with the abilities of the Witchdoctors Powers, the stronger the poison will get. It may be slow working but it can quickly add up. Your strongest abilities will be summoning a Gargantuan that will patrol around in the general area of his summoning. The Gargantuan is capable of fighting on par with weaker Angels and Demons and will always be stronger than you. It can only be around for a certain time and will be pulled into the depths of the Earth should it not die after its time is up. The other ability is the Ravenous Spirit. You plant yourself into the ground summoning a powerful Spirit that will claw away at enemies and follow them at incredible speeds. Of course both the Spirit and Gargantuan carry your vicious poison with them. One thing to add: any ability that would allow someone to gain something from attacking, killing or absorbing the beings you summon or control won't do anything. Show your enemies how dangerous this all working and all consuming poison can be…

Demon Hunter: Feel the Hatred of ten...no wait wrong Demonhunter...Still. The Demon Hunter Style consists of using two crossbows with infinite ammo and some lesser gadgets. The arrows of yours fly faster and deal more damage the more hatred you feel, you can charge a shot with some mana and make it not only more powerful, but also make it follow opponents, or bounce off between enemies 3 times before breaking. You can also shoot explosive arrows and spread out one arrow into a barrage of arrows by expanding some of your mana. Your strongest ability and technique allow you to spin and shoot rapidly in all directions with incredible range and accuracy called ‘Strafe’. The other is called ‘Rain of Vengeance’ which allows you to launch a wave of Shadowbeasts in a straight line in front of you that will stun opponents when they strike them.
Your hatred will make you not only stronger but also faster, more agile and even more hateful towards your enemies. The hatred generated by this will not cloud your judgement in any way, so you could still retreat, but would quickly lose your heightened movement speed.
If you wish to train with someone here, I would advise asking Valla.



Crusader: A noble way to protect others, by being the bulwark against the Terror yourself! The Crusader way of fighting consists of wearing incredibly heavy armor, a flail and of course a giant shield with ease. This may be the only skillset that would put you physically close enough to compete with a Barbarian. Though you are more defensive. You are capable of using a technique known as ‘Iron Skin’ that allows you to make you extremely tough and resilient for some time while also making it impossible to slow, stun or daze you or even stop or hold you in place at all. You can also create a wave of light originating from your shield that blinds enemies, create a field around you that pulls all enemies towards you stunning them upon impact on your armor and smash your flail for burning holy damage at your enemies in a range slightly greater than it may look. As your most powerful abilities you can use the Falling Sword and the Sacred Shield. The Sacred Shield allows you to throw your big shield at incredible speed and ricochet between enemies to stun them and make it return to you. Falling Sword is a technique that allows you to jump up to an incredible height and fall down like a meteor on your enemies leveling the ground around you with the sheer impact. Now go on a Crusade with Johanna and show the Burning Hells the Bulwark of Humanity!

Druid: The power of the Wild is strong within your heart and Soul! As a Druid you are able to become a great bear, with a hide capable to turn blade and arrow alike away from you, and strength enough to rip a Human or weaker Demon in half. Your claws and teeth are like daggers tearing through skin like paper and your stamina is truly scary. You can also channel rage inside of you to make your strikes more powerful or even channel the serene power of the wild to mend your wounds. You can swap between your bear form and human form fairly quickly to be more agile. As a bear you may be fast but doing more graceful movements or striking particular weakpoints is not really possible. At your height of your power, you can increase the size of your bearform for a short amount of time to tower even above a Butcher, your strength, passive healing power and durability rising to match greater Demons or lesser Angels with ease. Or you can use a technique known as Tranquility. Tranquility allows you to create an Aura of Healing for your allies that will mend their wounds and stop their bleeding really quickly. Both of these techniques are very tiring to use and hold up for at most half a minute without training.

Paladin: Similar to the Crusader, but still very different, the way of the Paladin is more about healing others and protecting them, without much in terms of dealing damage to the wicked. You can channel holy light to heal your allies (even if they are Demons, as long as they are allies that's enough), create constructs out of light to stop enemies, infuse your and your allies weapons with armor to make them harder and much more. Your strongest abilities allow you to make an ally immune to all damage thanks to a shield of light you cast over their body. You can use this on yourself. This lasts only for a few precious seconds, but during this time nothing will be able to hurt you. Another technique is to create a copy of you made from light. This double is capable of doing every light-based healing ability you can do, without any cost to it, but it can be broken apart and killed by enemies.Creating a double may be tiring but keeping it up for a minute or two is not taxing at all. Now go and protect what you can!

Angelic Powers:

These Powers are purchased with AP which can be gained through paying CP at a 1:1 ratio. You cannot convert AP into CP. Demons need to pay 200cp in order to pay for this Section at all. These powers can be improved and trained but will take a lot of time, effort and usage of them.

Archangel Aspect (Free, Exclusive and Mandatory if 'Member of the Angiris Council' is taken): Hope, Valor, Fate, Justice and Wisdom...those are the current members of the Angiris Council. But no more. You now also are part of it and therefore must present a positive virtue of the Creator Anu. You can either choose to gain the same title as an already existing member, in which case you would be more of an advisor or you choose to represent a Virtue of your own choosing that isn't already present.
What is the point of this? Well for one, you will become more powerful if you are acting accordingly to that which you represent. (For examples: Check Notes). You also gain one ability of your Design that would make sense for your Virtue.
The strength you gain from this is substantial, if you keep acting to it accordingly which you now find very easy to do.

Divine Flame (-200/-500): The flame of the High Heavens burns strong within you. It allows you to conjure small, but extremely hot and powerful holy fire which will melt and turn Demons, stone, steel and Mortals alike into ash in just a few seconds. At this you can only shoot small fireballs for a few meters or surround your armor in flames.
For 300 extra points your fire can now be shot way further and is even more devastating. You can shoot your flame about 50 meters and disintegrate any Demon or Mortal in that range. Even a Greater Evil will be severely hurt by that fire.

Holy Fervor (Free with <u>BOTH</u> Divine Retribution <u>AND</u> Archangels Stigma/-400): It seems any melee attack you do now, also hits any enemy next to your main target. This also makes any melee attack you do even stronger. If you fight against something that is weak against your attacks you can now, instead of hurting it severely, cut straight through it. With enough strength and Holy Power you could cut a weakened Greater Evil clean in two with one strike should you hit it right.

Judgment (-400): Sometimes you need to pick out one single enemy. One enemy that keeps their force together. Now you can remove them more easily. You can single out one enemy and rush towards them at a blazing fast speed. You will become so fast that barely anyone can react to this and the sheer impact will not only stun whoever you crash into, but also push anyone else next to them away. You yourself will not be damaged by this however no matter how fast you move or whatever the enemy has for armor or abilities. This charge also cannot be stopped by anything short of Time Manipulation. Let Judgment befall your enemies!

Crystal Aegis (-400): Your diamond resolve seems to have paid off. You can now create extremely powerful crystals that can withstand an extreme amount of damage. So much damage in fact that even Baal in a rage would not be able to shatter them completely. You can create spikes out of them to attack enemies but then they will be just as brittle as normal crystals. If you use them as a shield and/or to protect people from incoming attacks, they will be like a diamond wall, capable of withstanding tremendous amounts of damage. You can also use them to encase yourself or an ally (one at a time) in it to activate a stasis. Inside it time will not pass which in turn makes anything incapable of affecting the one that is encased, but also making them incapable of affecting anything else. The crystals have one weakness however. They get way more brittle the longer they are unbroken. Without training, you will be only capable of holding them up for at most 2 seconds. With training that time can be extended to about 1 minute.

Archangel's Stigma (-400): Your attacks now leave marks on your enemies which by themself don't do anything. These marks cannot be undone, but will last only a day. You can see any Being that is marked no matter where they are, but they can still hide through more esoteric methods from you. But if you don't let them escape that will not make much of a difference, right? You can take these marks away yourself with your own melee attacks (which won't deal these marks) and make them deal massively more damage. Taking these marks away WILL deal damage to the vitality of the target, so you can with enough time and hits take down even the greatest foes. You also regain a little bit of your vitality should you take the stigmas off.

Wrath of the Angel (-400): A special technique known by Imperius. With this you can really say ‘ENOUGH!’ once a fight gets too bothersome. Using this allows you to very quickly charge your arm with holy power and then charge forward with extreme speed. Should you hit an enemy with your hand, you will grab them and rise them upwards so that neither of you shall be seen anymore, no matter their size or weight. After just a few seconds you will come down in a bright flash of light and come down with such speed that it will shake and shatter, stunning the enemy you picked up. This impact will also heal you and replenish your energies to an incredible extent. This ability is of course tiring to use, but it can be replenished quickly with **‘Archangel’s Stigma’** on top.
Let them answer for their transgressions!

Angelic Armaments (-500): You can now summon flaming angelic swords around you to block incoming attacks. You can also let them fly at high speeds in a direction of your choosing. These swords are imbued with divine flames. If you use them to defend they will block any sort of damage, even ones that a sword not normally should block (like poison). But make no mistake. While they are quite sturdy, they can break after enough damage has been suffered.
Show them the Arsenal of Heaven!

Sanctification (-600): A power fitting for a guardian. You can now bless a small piece of land for some time, which will in turn make you and any ally that steps inside of it invulnerable. This makes any attack used against you and yours useless, by simply letting it pass through you or dissipating it harmlessly if it hits you (choice of any that is inside the circle). This holds up at the beginning for only 2 seconds (can be trained up to about a minute at most) and the blessing is gone instantly if one is not inside the circle anymore...but this is truly potent. Used in the right moment you can save the lives of your allies and yours from the worst most worlds have to offer.

Resurrection (-600): A benevolent ability through and through. With this you can resurrect an ally from the dead. This takes no energy at all but it takes one second of concentration so you could do it in the middle of a fight if not attacked for a moment. This ability has a one day cooldown and you can only ever resurrect one ally at a time. The ally will come back with their full might. You can use this on yourself, should you be dead but your soul and consciousness still remains, but in that case the cooldown will be an entire month (this is the only thing that cannot be changed in this ability).

Demonic Powers:

Powers here are purchased through DP, which can be gained by paying CP at a 1:1 ratio. Angels must pay an additional 200cp to purchase from this Section at all. These powers can be improved over time, but require alot of usage, time and effort to do so.

Lesser Evil (Free, Exclusive and Mandatory if Perk 'Lesser Evil' is taken): Lies, Pain, Anguish and Sin. These 4 made up the lower heads of Tathamet and became extremely powerful Demons in their own right. Now you are a 5th Lower Head of which you can choose one of the things Humanity dislikes and frowns a lot **or** you can choose to copy one of your other brethren. This concept will now be embodied by you and even though it will not influence how you act, it will be easy for you to act upon it. You will also never truly die as long as the concept you have chosen exists and vice versa (more on that in the Notes). You also cannot be affected by your concept even if it is weaponized against you (as how Diablo cannot feel fear for example). The Concept also empowers you to a certain extent, making you capable of even fighting a Member of the Angiris Council on even terms, should you be or have been sufficiently surrounded by it. You gain one Ability of your design that makes sense for the Evil that you represent.

Greater Evil (Free, Exclusive and Mandatory if Perk 'Greater Evil' is taken): Fear, Hatred and Destruction. These 3 made up the higher heads of the Prime Evil Tathamet and are now the 3 most powerful Demons in existence. As you are now a 4th Higher Head of Tathamet you can choose to embody a concept that by itself could end an unprotected Humanity. You can also choose to copy one of your brethren like this, but then you would need to actually listen to them. As you will embody this concept, killing you will become impossible, as long as the concept exists (More for that in the Notes). The concept will also be exuded by you and you can more easily mentally compel people to act upon your chosen concept in your presence. The concept of course will empower you too. You also cannot be affected by your concept even if it is weaponized against you (as how Diablo cannot feel fear for example). You can also choose to gain one ability that makes sense for what Evil you represent.

Shapeshifting (-200): Like the Lord of Lies and other Demons, you can change your appearance for others. This is complete, you will look, feel, sound, smell, weigh and resemble everything else the one you are mimicking, was. This does work great against Mortals, but those with great magical power or good instinct can feel that you are not who you are appearing to be. Angels and Demons or other beings that can feel Essence and/or Souls can see through your disguise.

Ruthless Onslaught (-200): You see that thing over there? Now charge it! You can now single out an enemy and let your demonic wrath come over you to run to it. Your speed will increase the longer you run and nothing, but a time stop will stop you, since you will run through weaker enemies, straight out ignoring them, crush steel barricades and ram right into your target. This is tiring to use and you can still be killed during your charge, so be careful when you use it. But to engage a target this will be really dangerous...for it that is!

Hellgate (-300): You gained the ability to teleport! You can now teleport once per minute to either a location you can sense (either by the Location's magical property if you know it or because of an individual there that you can sense) and leave a Hellish Rune where you come out of. About 2 Seconds after you appeared the Rune will explode in a pillar of flame burning anything that was there and (should it die) pull it into Hell. A devastating surprise to be sure…

Hellfire (-100/-200/-400): So you can use the fire of your home...lets see what you are capable of.
For 100 you can create small flames in your palms and feet and either throw the flame at an enemy, right out scorching stone and burn through normal Mortals like they are made of paper.
For 200 your flames now seriously hurt Nephalem and lower Angels and can be used a bit more creatively. Maybe you can create a whip from your hand or you can summon a small wall of it with a stomp. Maybe you can spit the flame out of your mouth or something else entirely?
For 400 your flames can now be used nearly passively. Maybe you summon five flames with every step when you run towards an opponent. But what is really impressive is that your fire now can hurt Archangels and even Angiris Court Members. You can even condense the flame into an extremely strong burst that far surpasses your physical strikes for one strong hit. This would tire you out immensely though.

Hateful Lightning (-100/-200/-400): The lightning that burns through Hell and charges it, now also seems to have found a conduit in you. Lightning may be a bit less lingering than Hellfire but it sure does a lot of damage and moves near instantly.
For 100 you can charge your body with lightning. This only deals damage if you are near someone and is enough to hurt weak Nephalem or weak Angels.
For 200 you can create an aura of lightning and shape it into certain forms. Summon a ring of lightning around you, shoot skulls made of lightning that attack and bite into your enemies, shocking them and so much more. You can also use the charge of lightning to teleport short distances. The lightning now is strong enough to hurt strong Nephalem and hurt Archangels. All of this can get tiring if used too often.
For 400 this becomes something very dangerous indeed. You can now summon whole lightning storms and shape them into weapons of mass destruction. For example you could shoot so much lightning out of your mouth that for an onlooker it would seem you would spit fire. This lightning will not only shock or outright fry weaker opponents but severely slow down even strong enemies. This can exhaust you to death if you aren't careful with your stamina and mana. But now even Angiris Council Members should be wary of your strongest Lightning.

Chilling Hatred (-200/-400): Most think that the Burning Hells have only fire and flame to offer. But the freezing depths of Hell can also be a chilling surprise.
For 200 you can activate a Frostaura that slowly freezes anything you touch or slows down anything that steps too close to you. Good for gaining an advantage over enemies in melee.
For 400 you can instead turn the area around you into freezing wasteland. Freeze entire fortresses with a powerful gale of ice, create shards of ice to shoot at enemies from a distance, create spikes of ice resembling brittle spears.

Shade Lord (-400): So you learned a thing or three from Mephisto? Very well. You can now teleport short distances, leaving a Shade behind where you stood before. This Shade will deal damage and has any aura-like abilities you have so you can concentrate to make it use them one by one. You can teleport within your line of sight with this, but you cannot teleport (through this) when the Shade is active. Here is the true catch: You can when you teleport set a timer (up to 10 seconds) on the Shade. Once the timer runs out you get teleported back no matter what happened to you. Frozen solid? Bound by inescapable chains? Teleported across dimensions? As long as the Shade was up you get teleported to where it was. If you pay 100cp more you can now swap places with the Shade for even more trickery and confusion.

Bloodmagic (-400): Adria the Witch had this...despicable power. With this you can manipulate blood for multiple purposes. You can create spears out of your own blood, suck the blood out of weak beings to heal yourself, but most importantly, you can create Bloodggolems (where it is rumored their contents are still awake and writhe in agony).
You can create these out of the blood of living sacrifices. These golems are able to handle an experienced Nephalem and even hurt lesser Angels.

Annihilation (-500): You seem to have some abilities that mimic those of Azmodan. You can summon Globes of Annihilation by raising your hands above your head and channeling your power through them. With that you create an Orb of your size that can be thrown with an enormous range with the force of breaking through massive castle walls. But that is not all! You can also channel a burning beam at one enemy that will continuously burn them and is even capable of hurting Archangels and higher Nephalem.

Durance of Hate (-500): You can now create shades made of your hatred that will charge with great speed at an enemy like a horde of hungry animals. Once they hit an enemy they will hold them tight and not let them go while ripping at their flesh and soul. They will also slowly dissipate to an area around the hitted enemy and scour away at anything that is too close while slowly regrowing in power from their agony and inner hatred again.

Hellish Army (-500): You and what army? Well the one you just summoned of course! You can now summon hordes of weak Demons to your side, all of them capable of ripping a normal Mortal in two. If you expend some of your magic, you open a small portal through which a small Demon Warrior will squeeze through and then fight for you. They are not intelligent but will only attack what you see as an enemy. You can summon one at a time, but you can keep up as many as you want. You can also summon a Demon Lieutenant. These are way stronger than the normal Demons you can summon and even empower your other Demonic Forces. These are strong enough to fight a weak Angel but they would ultimately lose.

Ultimate Demon Abilities: The following abilities will be very tiring to use, even if you are a Lesser or Greater Evil. Using these as something with lesser power will not only make the ability weaker, but also will nearly exhaust you to death.

Unspeakable Hysteria (Discounted with Durance of Hate/-600): Spirits you can create are now capable of sucking away magical power through pain, agony, fear and hatred they consume from a target while also silencing them. Which means that anything that gets hit by any spirits you summon or create loses their ability to use any supernatural abilities at all and cannot make any noise (this does go through magical resistance and immunity, but doesn't shut down passive effects that cost anything to the user). Their magic will leave them only to leave hollow cries of pain and torment. This ability is perfect to fight magic users that can't move very fast or have good reaction times.

Demonic Invasion (Discounted with Hellish Army/-600): Now you are truly a very dangerous being: You can now summon a gigantic horde of Demons at once which will rain down on an area in your line of sight and attack anything and everything they can. These Demons range from weaker than what you could summon with ‘Hellish Army’ to some giant Demons that could walk through a castle and topple it. But there is a catch: They will be continuously burnt out by being outside of their Original Hell, so you cannot keep them where you are forever. They will also explode violently with hellfire should they die or get unsummoned. This ability is perfect for destroying a sieged position.

Soul Devourer (-700): With but a bit of concentration, some gesture and magical power, you can make your opponents suffer! Anyone that would be registered as an enemy (no matter if they even have a Soul or not) gets revealed to everyone, because their soul will be ripped towards the sky and then to you, no matter where they are or how they hide. This will deal a great amount of damage obviously, but the damage will increase the more weakened they are. This ability is perfect for finding opponents that are hiding or finishing off weakened opponents that are currently fleeing.

Apocalypse (-700): Probably not what you may think, but this power is not to be underestimated. You can now create Demonic Runes right under any enemy across the range of an entire battlefield. It doesn't matter where they are, it will appear right under them. The runes then explode in a pillar of demonic flame, scorching whatever they hit and for one entire flash will show the ones getting hit by a flash of the Burning Hells. If they do not get scorched to death by this, they will be stunned for some time after this, the length of this stun getting shorter by their willpower and mental fortitude. This ability is perfect for dealing damage and buying time.

Items:

Any Items you purchase keep Upgrades you do to them regardless of their kind. If you manage to find out how to do that of course.
You can import Items into similar Items here.

General Items:

Soulstone (-200): There was a 4th one? Well no matter, I suppose. Tyreal won't mind one more prison. This stone can be used as a prison for something you don't want to kill. If you trap the essence of something in here, it will not be able to escape on it's own volition. You can also use this on something that is way bigger and more powerful than you and force it to sleep eternally, instead of trapping it. It will not be able to wake up, no matter what happens to it, but killing or torturing something while it is sleeping will wear down the absolute effect fairly quickly. This Eternal Slumber also won't work on Beings with a limited lifespan.

Black Soulstone (-400): An interesting artifact. A giant black crystal used to seal Demonic and Evil Beings inside of it, in case someone isn't capable of killing them forever. You can with this stone, trap the souls of any enemy you wish to seal away. This stone is ridiculously durable, capable of withstanding blows that would shatter an entire continent without a scratch and is apparently immune against anything that isn't a physical attack.
Shattering it would also be ill-advised, because it would create an explosion that would not only scour away all life around it, but would also make it impossible to grow new life in the blasted area. Plants will never grow, animals will never come to live in that land and so on. Otherwise it holds all the effects of the Soulstone above (except for the eternal slumber part).
It also has the effect that it can combine the essence of beings that get trapped inside it, but that is something that you cannot control at all, neither can the stone. It all depends on the trapped beings.

(Structure) The Worldstone (-4000): How...no how do you have this? This was destroyed long ago by Tyrael… Well I suppose I should tell you what this does: The Worldstone was used to create Sanctuary by itself. It was used by both Heaven in Hell in order to create places according to their designs and became poisoned by them both.
It resembles a gigantic red mountain towering over anything in Sanctuary. An impressive size regarding the true size of some powerful Demons.
The stone also stops Beings from outside of it's planted ground to manifest in the same world without very demanding workarounds. It also doesn't allow teleportation or fast movement (faster than a normal horse could run) of any kind within a gigantic radius around it, so you and anyone else need to approach it by natural and normal movement.
You can create with this stone anything you want with barely any restriction while you are touching it and think of what you want to make. You can create entire structures, fortresses and powerful weapons out of nothing. With enough time and effort you could recreate Sanctuary or maybe even something else using its power.
The pure Worldstone by itself cannot destroy, so you cannot create something, where something physical is already existing in order to destroy it. You also cannot create something midair to let it drop down to destroy something.
You still should be careful, since this power will always be sought after...and using the Worldstone too much will poison it. Also important to note: The Worldstone can be used by anyone who is touching it. I would advise building a fortress around it. (See Notes what the Poisoned Worldstone does)
<u>Buying this requires you to take the 'Owner of the Worldstone' Drawback for no cp.</u>

This is the only Item you cannot upgrade in any way. You may build Structures around it in order to protect it, but the Worldstone itself cannot be altered without poisoning or destroying it.

Human Items:

Mace of the Mad King (-100): A giant mace as big as you are, made of Mithril, making it quite unbreakable but also very light for you. You still need both hands to use it effectively. For anyone getting hit by it, it will feel as heavy as it looks, but for you it will be like using a normal sized mace. Using it allows for either very wide swings, capable of damaging more enemies in front of you instead of one or using all your force on one enemy, making the strike all the more devastating.
It also seems to cripple enemies somehow if you strike them, making them slower for at least some time, even should the damage already be healed. (this 'slowing down' doesn't stack).

Leoric's Crown (-200): The crown of the greatest but most terrible king Humanity ever had, having this is something that will bring you good stories to tell, should someone mention it. This ornate crown looks quite big, but without any jewels quite ordinary...until you decide to put it on and bond with it. From that moment forward, no one will ever take that crown off your head. Nothing and no one can take this off, unless you do it yourself out of your own free will. Wearing this crown makes you more willful, makes others more respectful towards you and it will stay with you even as a ghost. Should you die, you can choose to be bonded to this crown still, which will make you able to float around as a ghost and the crown also as untouchable as you. You may not be able to affect anything, but nothing else will be able to affect your spirit either, except specifically Anti-Ghost or Anti-Spirit things and abilities.
You also gain the ability known as 'Wraith Walk'. With this you can part your Spirit and make it walk at twice the speed of your fastest walking speed, while your body stays where it was. You can end this early (or when a few seconds have passed) and your body instantly appears where your spirit is.

(Structure) ‘Eternal’ Kingdom (-400): A Kingdom fit for a Ruler like you! This Kingdom can truly be called ‘eternal’ as it is full with loyal subjects who loyally follow you and see you as their only true ruler. They will be so loyal in fact, that they will follow you into death and beyond. Literally. Should you die the entire kingdom will also die rather quickly. But should you come back, they will also come back the same way. Should you for example..come back as a skeleton, all subjects will come back as a skeleton. Another interesting effect is that all subjects, even children, can defend themselves quite well. They will protect their home and kingdom with their very lives. And probably come back later as a skeleton anyway to continue their eternal duty happily.
Also anyone who dies here, no matter if friend or foe, will come back as a loyal skeleton-citizen.
In order for this to work the throne will bring your Skeleton back to live once per decade.

Burial Armor of the Human Paragon (-600): An ornament plate armor, one that represents the one Leoric was buried with, regardless of his crimes. But you have one now too. This armor will fit you perfectly, as if it was custom made for you. It will not slow you down in the slightest, while also being extremely durable. Others will find this armor too heavy for them to push you around, requiring more strength to do so, but something stronger and/or bigger than you will still be capable of doing so. It also will stay with you, should you become a ghost, so that no one that killed you may take it for themselves. Should you regenerate or come back from a spirit state, it will do so too. It also cannot be taken away from you by any means.
Additionally, it will bring this effect to all Items and Trinkets you or it touches, so no one can steal anything from you. It and all your other possessions will now not only follow you to your grave, but also beyond it.
But that is not all! Once every minute for 3 seconds you can become completely immune to any kind of damage.
It also permanently exudes an aura of damage towards all enemies at a really wide range that might not be very strong but will surely and slowly spell their doom.

Angel Items:

Angelic Armor (-100): Something that could be mistaken for your actual body, in case you even had one. This armor fits you perfectly and weighs less to you than any armor you would be able to find at all. It also has the effect of allowing you to let your abilities flow through it more easily for defensive purposes. If you would be able to conjure flames, your armor can now be infused with these flames for some time and would even shoot at very close enemies to protect you for some time. This can prove very tiring if used incorrectly.

Lesser Scroll of Fate (-200): Huh. Did Itherael give you this one or did you write your own Talus'ar? Maybe something else? But no matter. This is a lesser version of one of the most important artifacts Heaven owns. This scroll may only be one page long, but it will always be able to tell you something else when you open it. It tells you what you want to know, even the future, but it can fail in case of unknown factors. It can give you any well-known information with ease or anything written about the past if you want it.

(Structure) Diamond Gate (-400): With this you can choose to become a Gate Guardian Angel in your role too in addition to whatever Heaven or the Angiris gave you in the first place.
This shining gate will be your bulwark against anything invading that you want (you can import this into any one structure you normally reside in in case of wars. You must decide at the beginning of each Jump which Structure you own should have this). As long as these Gates stand nothing can invade what they are attached to. It doesn't matter if your opponents can teleport, rip apart reality or can do something even more esoteric. If these gates are standing and closed nothing can come in unless you allow it. The gates may be extremely durable and are basically immune against anything Humanity could ever come up with but they are not indestructible. The light they emit will weaken lesser Demons but a Demonlord or higher could completely ignore it. The light also reveals all that try to hide from battle, so no one will be unnoticeable or invisible.
The Gates also will spawn Angels (which will scale to any Setting they are inside atm) in order to defend it without any end to them (if a Battle is at hand). They cannot leave the perimeter of it (which is still an entire Battlefield-size) but they will protect you and the Gates with their very existence. They will return to the Light of this Heavenly Gate if no threats to it are left anymore. Should you fall during your Holy Duty, the Gates will use its powers to resurrect you once out of the Holy Light of Anu it is made out of. This can only occur once per decade.

Archangel Weapon (-600): Solarion, El'druin, Al'Maiesh…. There are multiple very powerful weapons that are used by the most powerful the High Heavens have to offer. Nearly indestructible, extremely powerful and bonded to you and yours, which makes it unable to be touched by others who are unworthy. It also brings a myriad of very strong effects with it:
One: it will make you and anything you are capable of, better and stronger, should you use it. It can even in the heat of battle unlock an ability that allows you to fight longer and better.
Two: it protects you against effects that would end you instantly or quickly. Even the Mist and Power of Death will not be able to touch you, as long as you have this weapon on your person.
You can either have a copy of a weapon of one of the Archangels or have a completely new one for yourself. In that case you can only have something that would qualify as a weapon in the classic medieval sense (Check Notes for examples).

Demon Items:

Demonic Armaments (-100): You seem to have some implanted metal in your body. You can choose between the following:
An armor grafted into your body that is literally nailed into it. This will increase your weight, and your strength (because of carrying all that weight around) and of course your durability. That armor will always be so tough in comparison to your flesh, to the same degree normal steel is in comparison to human flesh. The armor only extends to 5 plates and one helmet: one at the front of your torso and two covering your shoulders and upper arm and lower arm respectively.
The other choice you can have will be piercings which will increase your magical power and the range of your spells. These piercings can be on your ears, mouth, nipples or anywhere where you want them. You can place up to 8 piercings.
You can purchase this twice for both. For Demons the second purchase is undiscounted.

Butcher's Arsenal (-200): Let's not let him hear you…'borrowed' this, okay? Well first off we have a giant cleaver, with a blade bigger than some men. With this you can deal massive amounts of damage, but you need considerable strength to use this. It is very good at opening armor or other things that hides away good meat and this is a really good weapon to...who'd have thought...slice off meat. Striking barren skin or flesh with this will cripple beings that flee from you slightly, which will make them way slower for some time. Truly a vicious weapon.
Second, you have a really dangerous pointed hook. This thing can be used as a weapon and a really nasty one at that. If you let some energy from you flow through it you can 'mark' someone for a few seconds. Any damage you deal to that marked person will heal you of twice the damage. Slash off some meat and twice the meat's weight will heal. Slice off bones and your bones will heal back. You can only mark one being (and it must be moving (yes you can mark skeletons and machines too to heal you) and an enemy) and it will take 3 times the length of this hook-mark to be used again after the mark ends (mark something for the full 5 seconds and it will need 15 seconds to be used again).
Lastly you gain a steel pillar with spikes. This is a thing called 'The Slaughter'. You can summon this about once every 2 minutes. If the spike is summoned it will target anything in a certain radius that is an enemy and shoot meathooks at the targets. The hooks can be dodged but home in on their targets. Anything that gets hit by it will not be able to leave the radius using any means and the hook will 'seal' any non-passive abilities a target has. The hook will hold the targets only for a few seconds but during this time they all shall be LAMBS TO THE SLAUGHTER!
Oh and you also get a brown apron with a blood splat on it that can never be washed off.

(Structure) Demonic Pit (-400): A place to call home… or maybe not, depending on your taste. This piece of the Burning Hells is now owned by you, without question. It is hidden at the Outer Circles and is guarded by a small Legion of Demons ranging from weak to terrifyingly strong that may squabble and fight with each other but will always be alert for potential intruders. The Legion consists of Imps, Hellish Soldiers, Hellish Commanders, 6 Punishers (2 of every kind), 30 Impalers, 15 Fallen Shamans, at least 100 Hell Hounds, two Mallet Lords and one unnamed and extremely powerful Demon. You can pull these Demons out one at a time (at most 3 can be outside of a Hell-Dimension at the same time, the Mallet Lord and the powerful Demon cannot be pulled out, all of this can be overcome with by growing in power, especially of the demonic kind) to fight or help you where you are at the moment. You can also put the soul of anyone you or your forces killed or any soul you may consume, gain or whatever you used to acquire it in any way shape or form, to be doomed here to be twisted into a Demon that serves you. The strength of the Demon depends on the strength of the Being, ranging from weak Imps all the way up to a Punisher. Should you yourself die, you can choose to be reformed here in your throne in the middle of it, consuming some of your forces like a black hole to reform your body faster. This can only happen once per decade and of course when enough demonic flesh to reform your body is here. The amount of flesh needed is relative to your overall power, not just your body and mass.

The Demons and this Structure will follow you to Future Worlds and will always remain a threat to the Human Equivalent there, like here in Sanctuary. You can also choose that this gets connected to the local equivalent of Hell or becomes a Pocket Dimension, in which case it loses the ability to attract and possibly recruit other Demons, but is safer from intruders.
After this Jump you can use this pit to form any Demon that serves you into another sort of Demon. It will not get stronger or weaker or get another personality through this, but with this you get more variety in your demonic army, should you desire different shapes.

YOUR Soulstone (-600): How did you get this? This...this is a really sickening artifact. Normally there is only one ‘real’ Soulstone, which was created by a man who shortly after it took his own life. There were many attempts to remake one or even destroy the Soulstone...but they all failed disastrously. What does this do? By itself as it is now, it is simply good as a weight, because it is bigger than any Human head. But if you use it right? This can become really sickening. Because you see: Anytime something dies near the Stone, then it absorbs a small amount of power that their soul releases upon their demise. Normal Mortals don’t give much. It would only take about 10 of truly legendary and strong souls to completely fill up the Stones' energy. Once the stone is full you feel full with motivation and vigor, since it increases your vital energy and stamina the more it is filled.
But the real benefit comes once you are dead. Should you ever die, you will get sucked into the Soulstone and be imprisoned in it, unable to leave it, but protected from anything that might harm you further. Should the Stone be fully charged, you may reform after 5 seconds right around the stone, with all your health, vitality and vigor restored. Should the Stone not be fully charged then I hope you have friends, Followers or luck, since after your death you cannot escape the Stone without it getting fed the rest of the required soul energy (or you use another form of One-Up you may have), but any corrupting or talking abilities you may have, can be projected around the stone, although very limited. Having this also protects your Soul, Essence and Mind (Memories, Personality, etc.) from tampering in any way, shape or form.
You can also decide to fuse with the Stone. Details about that in the Notes Section.
Also, what I might add: this Stone, as a borderline, is durable enough that you would need something that could smash the entirety of Sanctuary to pieces to just damage it. It also grows in power as you do, should you be stronger than that already. There are no shortcuts to destroying it either. Should it ever get destroyed, it will create an explosion with the range of an entire continent that will erase anyone or anything it touches with it, giving no chance to flee or survive, no matter what it may be. There will be nothing left in its radius, giving anyone a permanent, grim reminder that messing with something like you should not be taken lightly.

Nephalem Items:

Infinite Robes (-100): Something good to say that you now not only have fitting and comfortable clothes, but you have an infinite amount of them. The clothes all weigh nearly nothing, provide better protection than some badly made armor, keep you at a nice temperature even in Hell and you look amazing while wearing them. Truly the Wardrobe of Legends!

Weapon Wardrobe (-200): With this any weapon that you own can now be redesigned however you want. If you put one of your weapons away while not in a fight, you can pull it out again looking completely different. This can change the form of a weapon, but will still make it roughly the same. Think of it like ‘Weapon Skins’ from those games from your Original World. The weapons still function the same, but you will not be fooling anyone with this. Even when you might wield a copy of El'druin, no one will question or even acknowledge it, because they know it isn’t El'druin. Same counts if you want to sell a sword

that now looks gold, but originally wasn't. You can also make any effect the weapon has, however you want. Have a flaming sword, but want black or blue flames instead of normal looking fire? Go ahead! Have a staff that shoots Arcane Missiles that are boring purple? Make them black with white stars spangled within them. This effect will also never fool anyone or add an additional effect (a black missile in the night will still be visible if the spell by itself wasn't invisible) and the effect is purely cosmetic.

(Structure) Punisher Pathway (-400): No idea how you managed to own this, but here we are. You own your very own pathway full with Punisher Temples. You can activate these simply by touching them, which will spawn a Punisher Demon. Punishers are gigantic powerful Demons that close the distance between themselves and their prey by either leaping at it and beating it brutally into the ground walking up to them and nearly ignoring any kind of damage or obstacle while doing so. The Punisher will attack anything that it sees but will not prioritize you. It will first attack anything else. As they are heavily destructive they would also attack a castle, fortress or even just a wall or spire if they see one after they spawn. They will not attack other Punishers. You can summon this pathway to the position you are currently in in order to get a Punisher to your current location.

Growing Weapon (-600): Any weapon might be usable by you and would deal way more damage than it should, since it is simply used by you. But this weapon...it is something else. This weapon not only keeps up with your growth and any of your growth spurts, but it surpasses you in terms of sheer might and will stay beyond you. You can pick anything here to be your weapon, as long as it can be normally held in one hand and can be used for fighting. (For example: spear, sword, staff, warhammer, gauntlet, scythe, etc.). You can purchase this twice to gain a copy of your weapon if you want to gain a pair of it (gauntlets, swords, etc.).

Companions:

Ilarian, General of the Eternal Conflict (-600/ Discounted for Angel) (Cannot be purchased with Beleth):
One of the Immortal Generals that fight each other for Eons, this benevolent Angel General, is one of the most skilled combatants the High Heavens have to offer. He wants to preserve the good in the world and exterminate the Demons as a threat to Mortals and the High Heavens. Did I mention that he is huge? He is easily over 6 Meters high and towers even over other Angels and some Demons. He uses 2 giant angelic swords, can fire angelic flames as projectiles and create Angelic Explosions around him, capable of incinerating castle walls easily. But you wonder why he is called the Immortal General? Simply because he cannot ever fall. The Stalemate he has against his Nemesis Beleth is only possible, because they both can never truly die, even Immortal Slaying Techniques didn't work. Instead of other Demons or Angels, they come back to fight again after some time has passed. This reforming usually takes about an hour at most. After that he is back with all his might, ready to defend the innocents and punish the threats to the realm he lives in.

Beleth, General of the Eternal Conflict (-600/ Discounted for Demon) (Cannot be purchased with Ilarian):
The other of the Immortal Generals, this mighty Demon has a hatred for the High Heavens and it's armies that it comes close to the Hatred of Mephisto. He disdains weakness and hates any puny Mortals that don't show that they can stand their ground. He is as big as Ilarian and uses his size very well in a fight. He uses 2 giant, demonic swords, can fire Hellfire as projectiles and create massive Demonic Explosions which incinerate castle walls easily. His physical might matches Ilarians and he can slice open or punch through reinforced barricades and fortresses like they were made of sand. As Ilarian he is an Immortal, completely unable to die and stay dead for long. After about an hour after being slain, the method doesn't matter, he will come back, with all his might and with great fury and motivation to burn down the High Heavens and whatever comes between him and it!

Import/Create (-50 for one, -300 for 8):
You can import a Companion for 50cp a piece. They will get one Origin and 800cp to spend how they want, but cannot purchase anything with a higher base-cost than 600cp and cannot buy **(Structure)-**Items. They are affected by all of your Drawbacks but do not gain cp from them. They also cannot take any Drawbacks.

You can also use this to create new Companions to join you in your journeys. They have the same rules as the Importing option.

Canon Companion (Variable cp, depends on which character):
Here you can pay a certain amount of cp to try and convince a character to travel with you to Future Worlds:

For 100 you can get any normal Human or Witch you want. Deckard Cain, Leah, Xul, Cassia, Tyrael (after his fall) or even Adria if you want.

For 200 you can recruit any Nephalem you want to join (Kalmor, Sonya, Kharazim, Li-Ming, Nazeebo, Valla or Johanna as examples) in your travels.

For 300 you can try to convince stronger beings like Angels, Demons (like Butcher) or even Leoric to join you.

For 400 you can try to convince one of the most important Beings here to join you: One of the Evils (You cannot recruit a Prime Evil, just singular Evils will be able to join you) or one of the Angiris Council. This will not be an easy task as they are very stubborn and duty-bound in this world. But perhaps the right adventure and journey with them can change their mind?

Drawbacks:

You can gain up to 4000cp from Drawbacks.

Diablol (+0/-300/-400): Everything looks like in Carbot-Animations now. Everything seems cuter and also more harmless, but make no mistake. The story is still the same...somehow.
If you pay 300cp for this, everything will run on Carbot Logic now too. This will make everything a bit more harmless and silly.
If you instead pay 400cp for this you can take his artstyle and logic with you on your chain.

Reversed Roles (+0): In Sanctuario the Archangel Diablo needs aid in the Eternal Conflict against the foul Demons Imperius, the Lord of Wrath and Tyrael, the Lord of Pride. This also affects any Angelic or Demonic Powers that you have. Their powers are still the same, but their aesthetic will change. (Hellfire is now blue-white-ish, while Heavenly fire is now Crimson or Deep/Dark Purple). You can also just affect some individuals with this: Want only Diablo to be an Archangel? Go ahead. This will not influence anything in

terms of Power Balance. The world will sort itself out with this, to keep most of the story the same...somehow. This alternate universe will get strange

'Mercy is a sign of weakness!' (+100): Calling you ruthless is an understatement. You are completely unable to show any kind of mercy towards anyone or anything. You cannot spare any of your foes or enemies and you will take the most brutal and direct route you can to achieve the destruction of your enemies, never even considering that taking prisoners would be better sometimes.

Curse of Belial (+100): You can only lie. Everything you say is a lie and that will never change. If you are clever about this you can still communicate with people, but making them trust you first will be hard if you are known as a Liar. Which you are now...

Unflinchingly Loyal (+100): Either upon insertion or shortly after your start, you will become extremely loyal to someone or something depending on your Origin: As an Angel you will be loyal to the High Heavens or someone from the remaining Angiris (Auriel, Imperius or Itherael) or as a Demon you will either be loyal to one of the Evils or loyalty to the Burning Hells in general.
As a Nephalem or Human this has another effect: You will be loyal to the preservation of Sanctuary and Humanity in general.
Humans can choose to be loyal to Leoric...but that is ill-advised.
No matter what you choose, you will be incapable of betraying, abandoning or losing sight of your duty at all. You cannot kill or permanently hold or trap anyone in your Faction, even when they attack you (you can attack to fend them off or flee).

That's why it's the ETERNAL Conflict (+200/+400): You cannot seem to catch a break anymore. For your entire time here, you will have to fight. Either by Demons who crawl out of the woodwork to fight you, Angels coming down from the Heavens to battle against you, Nephalem to seek a challenge against you or Humans trying to stand in your way. You will not spend one day here with at least 3 fights in it. All of those fights can kill you (but don't keep you down if you can come back). You also do not gain anything from enemies that get created by this Drawbacks effect (power, souls, items, etc.). You also actually need to fight them and can't kill them instantly or quickly.
For **an additional 200cp** these fights will now always be able to harm you, which needs you to keep attention to them. Every fight can be your last if you aren't wise, brave and careful enough. Every enemy can now kill you for good.

Stay a while and listen… (+200): You cannot seem to stand long speeches or explanations. Everytime someone wants to tell you about something and it takes too long you will fall asleep, even while standing. You will also not wake up until you slept for a full night's rest or when you are touched by someone else. Your Companions are also affected by this.

FRESH MEAT! (+300): You smell and taste absolutely delicious. Even if you do not have a body. This is not a good thing. Now Demons of any kind will try to gobble you up and even some hungry Mortals that are not above cannibalism will try to gnaw at you.
But the worst part will be that someone...or rather something is now out to get you specifically. The Butcher. A Patchwork Demon of absurd power and even more absurd speed, even capable of fighting a Lesser Evil and winning if it is beefed up with enough meat, will now follow you endlessly, no matter where you try to hide or go. Even if you kill it, there will always be at least one Butcher. They also seem weirdly resistant to any attack of effect you can create that isn't melee combat. Truly frightening.

Technology Level: Medieval (+300): Anything that is more advanced than something you would find here normally, you cannot bring in. Guns? Nuclear Missiles? Robots? Lasers? Spaceships? Go over to Starcraft, but leave these out of here!
If you yourself were a robot or something similar before, you will just be able to take a form based on your Origin in this Document.

Your keep has fallen (+300): You will never have a base for long. Any place you reside in for longer than 2 days will either be destroyed by Demons, Angels or random chance with no way of repairing or rebuilding it. Even indestructible things will be besieged and destroyed...Maybe you angered Baal? You will either need to keep moving everyday and not return for at least a year or live under the free sky...

Curse of Andariel (+400): Any pain you now have is magnified incredibly. Should you be able to be hurt by something, it will now feel completely agonizing. Even with infinite willpower or a mind that can come back from anything, this is bound to break you after enough sources of pain...Fall down and scrape open your knee? You would wish your leg was gone. Get your arm sliced off? You will feel writhing pain for at least a week. Be careful...

Fall from Grace (+500) (Angel only): Like your brother Tyrael, you have been banished from Heaven. Either by your own will like him or by being deemed unworthy for your acts of sacrilege and heresy. You lose access to all of your supernatural powers (anything that is not purely physical) and usage of your supernatural Items is locked away, safe for the Items you bought here. Like Tyrael you will also physically become about as big as a tall Human here. Your strength will also be pushed down to the higher ends of Humans in this world. This punishment cannot be lifted anymore for your time here.

Your craven ally has abandoned you (+500): It seems your Companions are too afraid to follow you here. You cannot import any Companions. But that is not all...any ally you make (that is not someone from Canon) will flee any battle if they have the chance. I hope you can fight for yourself...or find ones with the courage to live in this world and its dangers.

'The demons slaughtered my village, burned it to the ground and left me for dead. I'm just looking to return the favor.' (Incompatible with Angel or Demon) (+500): You absolutely despise Demons. If you see a Demon you will try to kill them. If you get the chance you might even torture them for as long as you can. You will hunt Demons down to the ends of the world and even follow them into Hell and Heaven in order to kill them. Capturing a Demon will not cross your mind even a millisecond. Quenching your sheer animosity will be nigh impossible...and make you an easy target for Mephisto...

"Those who meddle with fate, will find themselves succumbing to theirs." (+500): Anything that would allow you to change or meddle with time, space, reality or fate will be locked away during your time here. You also cannot simply walk away from any large scale conflicts as they seem to always draw you back in.
Be silent! Not all of us have the luxury of time!

Singular Form (+500): You cannot change your form during your time here. Ever. You cannot shapeshift or use anything that would allow shapeshifting of any kind for you. Should you try to switch bodies with someone, it will not only fail but be also incredibly painful for you. The only thing that is allowed are things that change your form through a Scenario (Seraph or Prime Evil).

This was not my desire…(+500): But you better get used to it. This world is already bleak and depressing, but now you will make yourself miserable. Your actions, no matter what they may be, will bring death, suffering or any

combination of these to those you wish no harm. And don't think wanting to destroy everything will help with this: If you truly hate anything, you will now have massive misfortune in doing so. Any plan you have will be foiled and thwarted, anything you destroy will be rebuilt by the Worldstone (even if it does not exist or is findable anywhere) after a few moments and anyone will be able to hurt you no matter what defenses you may have.

Hopeless (+600/+900) (Cannot be taken if you yourself are an Aspect of Hope or have taken 'Reversed Roles'): Auriel is now dead. This is not a good thing. Without her, the High Heavens are one needed soldier short and after Imperius's loss against Diablo there will be no one that can defend even a part of the High Heavens. I hope you know what you are doing. This will also make it harder for anyone to feel honest hope. Brace yourself for a world full with despair.
For **an extra 300cp** this gets even worse. Auriel now didn't get killed but instead serves the Burning Hells. Now it is not only hopeless, but this can mean an end to the Eternal Conflict very easily.

If you are allied to a side where this would benefit you instead (being on the Side of the Burning Hells for example), this either costs points or instead makes one of the Lesser Evils nonexistent or sided with the High Heavens.

These greedy little...ARGH! (+600): You know what Treasure Goblins are? No? Now you will know them. Because now you will see the problems they bring more often. Now any of your stuff that you own that isn't literally bound on you will get stolen and taken away into the Realm of Greed forever. Even stuff that you wear constantly can now be gone in the blink of an eye if you don't watch out. You can only get it back if you kill the Goblin before it is gone through the portal it came through. You will not be able to enter the Realm of Greed during the Jump to gain your stolen stuff back. Any outside-Jump protections you or the Items may have of any kind do not work anymore in the case of Treasure Goblins. You also cannot sense them with any unnatural senses, so you need to see or hear them mostly. And they will come at times where you will not be able to concentrate well enough. In the middle of fights, after very hard fights where you are exhausted and more.
After your Jump is done you get your stuff back. At least no one will use what is stolen...

“You dare to bring the warmth of life into my world?!” (+600): Leoric, the strongest Human that ever lived and became the literally unkillable and undying Mad Skeleton King now seeks your end. His strikes and magical abilities will all be able to take effect on you and since they do damage based on your overall lifeforce, getting hit and dying will only be a matter of time. You can destroy his body, but this will only bring you reprieve for some time (A full day at most). He will haunt you as a ghost and use his abilities to shorten his ‘Return Time’ in order to try and kill you again. No matter what abilities, items or whatever you have to make use of, you cannot end his existence forever. Stay ever moving and vigilant. He may not be fast, but his attacks and his pursuit of you is unrelenting. And don’t think fleeing to any place will save you from him...he will always follow and find you..

Reaper of Souls (+600): Malthael, the Archangel of Death now wants you dead. He is incredibly intelligent, experienced and wise and plans cunningly around all of your more...troublesome abilities that will keep you away from him. He can circumvent any kind of immortality or invincibility you have and all of his attacks will chip away parts of your Soul. Should you be able to harm him, any damage will now be downscaled to such an extent that he can survive for a very long time before he is slain. Should he kill you once, all of your one-ups from outside this Jump will be used up and grant you one final chance (you will be spawned far away from him). Should he kill you once more it will be the end of your Chain.
Good luck.

Curse of Duriel (+600): Incredible pain will now follow you anywhere and everywhere, no matter if it makes sense or if you can even feel pain. Any sensation you have will be painful instead. This is not mind-breaking, but will need you to bring up a lot of willpower if you want to do anything that requires you to do something. This is not nice...be wise about this.
Should you also take ‘Curse of Andariel’ they will not automatically stack, but should you wish they do, they will both give double the points, for the cost of making you basically unable to do anything without breaking your mind beyond anything through sheer pain and agony that will make you wish you would die.

Evil defeats itself… (+600) (Incompatible with Angel): It seems all your efforts will be now… more easily thwarted. Anything you do will now be thwarted by your allies or Demons coming out of nowhere. Want to steal an Item? They caught the attention of the enemy at the worst possible time, they activate all matters of traps and much more that will not only inconvenience you but can also prove very dangerous in the wrong situations. Don't think this will only affect you, but also every single one of your plans on a massive scale and any of your allies better can fend for themselves if you choose to split up a bit.

Curse of Azmodan (+700): All the vices prove extremely strong within you. All of the 7 Deadly Sins run rampant within your essence making you one of the most impulsive and hedonistic beings here. The only ones who surpass you in sinning are the 7 Sin Lieutenants...in the sin they represent… Interesting indeed, but fairly dangerous. Not only to you, but anyone near you.

'Sacrilege…' (+700): The Angiris Council has marked you for death. Expect Angels to come and kill you at any turn. Imperius himself will take matters into his own hands if you evade or kill his forces for too long. He will also be able to harm and kill you with his **'Archangel's Stigma'**. Itherael will always be able to find you no matter where you hide and find a way to kill you. Auriel will be able to resurrect anyone you might kill or restore anything you might destroy, including her.
Should you still not be dead by the end of your fifth year in this world the High Heavens will go with all of their forces through the Diamond Gates and try to kill you. Only in this fight Auriel won't be able to resurrect herself.
I better hope you know what you are doing, as the High Heavens are not something to anger to that extent.

Noone can stop Death (+700): And you never will. Any form of Immortality you have is now moot for this Jump. This includes anything that would allow you to cheat your demise, including Time, Reality or Soul Manipulation, High-speed or high-level Regeneration, agelessness and more. You can still heal normally for your species or use the local healing potions. Die once in any way and it it over.

"Hell hath no limitations. Your inflexibility is why you fail, angel." (Incompatible with Demon) (+700): Calling you a soldier at heart is an understatement. You are very militaristic and pragmatic in your choices, completely disregarding your emotions and the emotions of those around you,

if it means that your moral compass is satisfied. This will not change any of your worldviews or morality at all, it will just change your way of doing things to get more direct results. You would even eradicate an entire species if they would hold no value to you, if they would threaten even just one of yours. You will become an incredibly boring but ruthless person.

Curse of Baal (+700): You now destroy anything and everyone around you. Your steps cause earthquakes which destroy what you build and what you want to keep whole, your aura and presence turn everything slowly to dust, anything you touch breaks or rots to pieces and much much worse. Any Items you want to use that are not inside of your body but outside of it, will crumble to dust should you want to use them (even if they would wield themself). Friends become weak and die, any construct you create will break apart like glass. Your abilities will not become any stronger with this.
This of course will only never be usable by you towards things you want to break apart. You cannot ever harm or impede enemies with this.
As a reprieve the ground you walk upon will not crumble apart, but anything on the ground (like grass or precious gems) will fall apart to only leave a wasteland in your path.

Curse of Mephisto (+800): Feel the hatred of INFINITE years! Endless hatred burns within your soul, making your judgement very clouded against everything, you might come across. This hatred would make you follow anyone or anything that might have wronged you even in the slightest bit and make them pay in the most sadistic and cruel way possible. You will make yourself a lot of enemies with this...and make Mephisto VERY happy.

Reaper's Mark (+900): You now carry the Reaper's Mark on your Soul. Only you and Malthael can see it. It cannot be removed at all and will always stay with you for the duration of your time in this world. It will constantly chip away at your lifeforce at a 1/100th of your maximum vitality per second. Yes you will die in less than 2 minutes if you cannot heal yourself constantly. Better use a lot of healing methods that aren't too costly. But it also has another effect: Malthael, the Archangel of Death, now always knows where you are and how much lifeforce you have left. He will keep an eye on you but will not choose to attack you should you not interfere with his plan too much.
Since this mark makes all of his abilities way more dangerous to you (including making him able to teleport behind you) this gives you an additional 600cp, should you have taken the Drawback 'Reaper of Souls'.

Curse of Diablo (+1000): The legendary curse that ended humanity's greatest king...Like Leoric you have been cursed by Diablo to feel fear and paranoia to an incredible extent. You will always be afraid of everything, have any phobia possible and think of anything that might kill you at all times. You will be afraid of everything: Your food and drink might be poisoned, your shadow scares you, something might lurk in the darkness that might kill you and every enemy might carry a poison that might kill you…and your allies are acting highly suspicious...are they talking behind your back? It might be you or them...
Your life will be so full of fear that you might actually kill yourself if your willpower degraded enough through this. Your fear of death might be overwhelmed by all other phobias you get through this.
Your life will be your own personal hell...

Unworthy…(+1000): You have been judged unworthy of your great power and the options at your disposal. To even think that what I offer you here is not enough is blasphemous! For that I shall take it away from you! Now you have nothing from outside of this Jumpdoc. No Perks, Items, Supplements or Bodymod. Your Warehouse is similarly locked for the Duration of this Jump. You will only get what you bought here and a base body rid of all that is not the norm for your species here. Prove your worth for it all!

Owner of the Worldstone (+1200/ Mandatory if 'The Worldstone' was bought) (Requires to take 'That's why it's the ETERNAL Conflict' at the 2nd Level for no cp, if you haven't purchased 'The Worldstone'):
Everyone thinks you own or have hidden the Worldstone and cannot be convinced otherwise. Your words will be passed away with lies, your mind and truth-based powers will fail and anything else you may think should help in this manner will not. Be prepared to fight against both hordes of Demons and Angels without number…and possibly face the Wrath of Malthael. You also do not gain anything from these enemies should you defeat them or be able to grow stronger through them. Good Luck.

Tathamet's Fury (+1500) (Doesn't Count towards the Drawback Limit) :
Say your prayers, but noone will hear them. Tathamet, the Prime Evil is back and ready to finish what it started so long ago. The entirety of the Burning Hells regenerated back towards the Dragonlike Demon-Entity it resembled before Anu defeated it. Any and all Demons (besides you, should you be one) are gone, but that isn't much of a reprieve considering what your enemy is now.

It is immune against any Reality Warping or other abilities that would be considered ‘cheating’, even from entities that can only be considered ‘True Gods’. It already destroyed all other timelines, dimensions and alternate realities so you cannot flee anymore and is now here to break the one where you reside. It far surpasses any Demon or demonlike being you may know by a longshot. Can you do the impossible and stop this monstrosity before it destroys all of Creation? Are you able to repeat what Anu did so long ago? Or also fall like him before you are finished?
I am truly thrilled if you can manage this. (See Notes)

Origin Scenarios

Origin Scenarios cannot be taken by Companions and you will lose access to everything (including Supplements, Warehouse, Perks, Items, Bodymod or any other Document that isn't this one) that you did not purchase in this Document.

Infinite Pure Pain (Human Only):

Something to tell you right now: as a Human you will have a hard time here already. You may be stronger than most, but you will hit your limit way earlier than anyone else. Demons can consume other Demons or grow through what they represent, Angels get empowered by acting according to their Aspect and Nephalem..well they are Nephalem.

Humans don't have anything like that, besides training or using special abilities or items...

But no more! You will show everyone that Humanity can rise up to be a true force to be reckoned with! After your 10 Years you will be sent to a very special part in Hell...to show off what you learned.

What you need to do here is actively go out and defeat every named character you meet in a Special Dungeon, by yourself. You have no allies nor can you use any crafted Items. You need to survive by your own innate power, skill, fortitude and whatever you bought here. You cannot craft anything inside this Dungeon as all that you can use will crumble into nothingness. You also do

not gain anything from these opponents: No power, abilities, weapons, items or anything. Even abilities of yours that would allow you to grow in power will only help you in the fight with the opponent you are facing right now. Should you die you will need to do all fights from the beginning once more (you cannot use any resurrection abilities or One-Ups of any kind here). You have 7 Tries to do this.
You will face these Characters in the following Order:
Leoric
The Butcher (a bigger and stronger version)
Xul and Cassia
Valla and Kharazim
Belial
Auriel
Then you get a small reprieve with a room with Deckard Cain and Itherael. Cain gives you 3 Large Healing Potions (one Potion heals about a third of your total health) and heals you fully and recharges your mana in this room with a special gem. Itherael gives you some words of advice and courage to face the next rooms.
After that you will face the hardest fights this world has to offer:
Andariel and Duriel
Azmodan
Sonya and Johanna
Li-Ming and Nazeebo
Tyrael
Mephisto
Imperius
Diablo (his normal form)
Baal
Malthael (normal)
You then again get a small reprieve. But here you get not healed, but your energies get refilled. You also gain only 2 normal Health Potions (which each refill your health by 10% of your maximum health).
Time for the Finale:
Malthael as the Reaper
Prime Evil Diablo

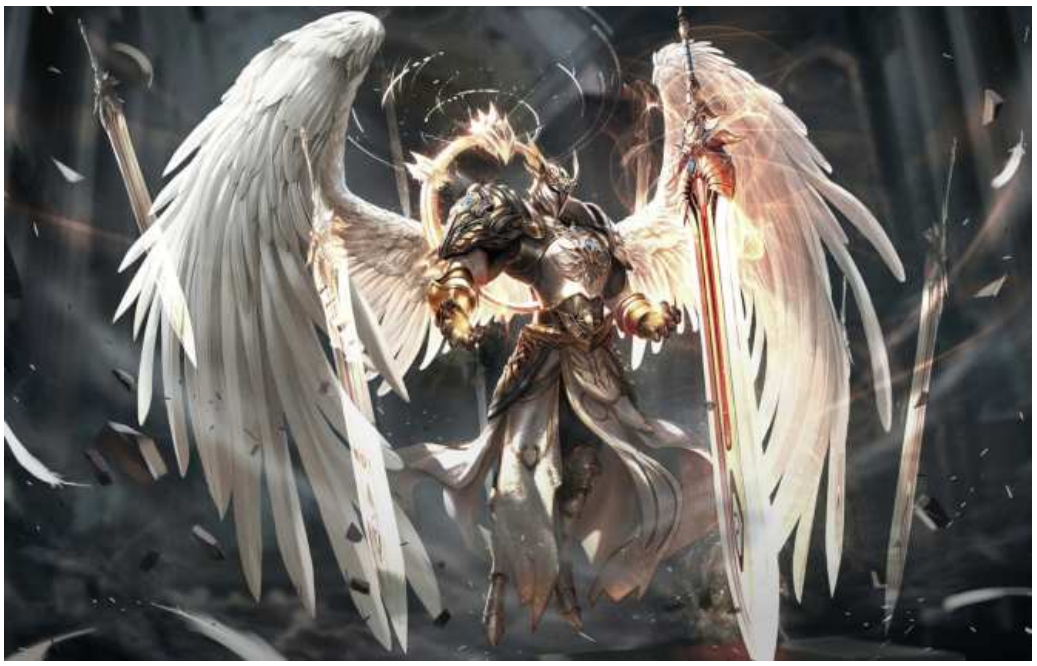
After you defeat all of your opponents you will gain the following option: Go through the Dungeon again or not.
Should you choose not to you gain the following Rewards:

Tenacity of Humanity: You have proven how resilient and powerful you yourself can be. And that is something others will never take from you again. Any power that you have yourself cannot be lowered by outside forces, no matter what. Anyone or anything that tries to will find that they are actually just weakening or hurting themself massively. If they want to erode or manipulate your will or soul they instead hurt their own in turn. Never again will you bow without your consent! Taking Weapons you use away will dance out of your opponents hands and attack them before returning to you.

Bossrush Dungeon: You also gain the **Dungeon** itself: In Future Worlds you can now do a Bossrush just like the one here: Except for learning you do not gain anything through it, but you can do that for amusement or trying out abilities. This also retroactively counts for all Jumps you had so far.

Should you go through the Dungeon once more (your 7 Tries get refilled), with all opponents stronger and only one reprieve after Diablo you also have to face an additional trial:
You will face Lilith and Inariel at the same time. They both are very feared and powerful opponents. Lilith can use all abilities of the Nephalem you have faced so far in addition to her very powerful Demonic Magic. Inariel was a very strong Archangel capable of defeating Azmodan by himself without being a member of the Angiris-Council with countless centuries of battle experience.

Should you manage to defeat these two on top of the empowered opponents you will gain the following in addition to the other Rewards:
Infinite Pain: Pain is called the...version of a world here where everything is just...more. More lifeforce, more damage and more danger. But you managed to go through the Pain of this Dungeon and gained something greater: Any opponent that has any form of growth in power, be it by defeating beings and growing permanently or only for some time, or simply by fighting or concentrating or something else entirely, is the same before you. Your own abilities and powers will rise to the point that you can fight any opponent. Your resistances will grow so even Gods that weren't born with their amount of power need to actually fight you. Any power grown through Infinite Pain is only during the fight with whatever you are facing in the 'Bossfight' at the moment. Should you fight multiple opponents that aren't an army, then you will grow to an extent to be able to win. Not to such an extent that it is guaranteed but just possible for both of you to win.



The Angiris Seraph (Angel Only):
The High Heavens always had an Angiris Council that led them to victory. But it was proven that the individual differences among the siblings created problems that left them critically open to the assault of the Prime Evil Diablo. This needs to stop now.
After Tyrael's fall you need to keep Heaven together. Imperius will defend the Diamond Gate against the Invasion of Diablo and you can decide if you want to help him or not.
Point being: You need to prove yourself worthy to the will of Anu and all of the good things He left behind in the forms of the Archangels. You need to prove yourself worthy of Justice, Hope, Wisdom, Valor and Fate.
Should you as an individual be able to represent these 5 Aspects, you will truly turn into the Seraph of the Angiris. Then you need to use your power to finally end the conflict and defeat the Burning Hells once and for all. You will need to face the Prime Evil Diablo in single combat twice: Once before your Ascension to defend the High Heavens and once after it to defeat the Burning Hells. Diablo will be a very tough challenge indeed, since he/she was able to easily defeat Imperius and you at once. And now Diablo will be even more powerful, gaining strength from the Burning Hells itself and overcharging all of his powers.
Should you still manage to defeat Diablo by yourself without help of any kind, you will become the true representative of the High Heavens.
Your Rewards will be the following:
Seraph: As a Seraph you will be an Archangel which is even stronger than an Angiris Council Member. Everything holy, divine, light-based, goodness-based or similar things will be boosted massively as will all

Angel-Origin-Based-Things you purchased here. You can also easily convince angelic and celestial beings to join forces with you and they are inclined to find you trustworthy. You also not only become immune to Light and Holy based things of any kind, but actively get empowered by them.
You also gain an additional 1000 AP for the Angelic Power Section and can choose one of the 600 AP Powers for free.
Virtues of Anu: You gain the Angelic Power: **'Archangel Aspect'** for all 5 normally available Aspects. Should you already have one of these it gets powered up massively. You know hold the Hope to never give in to despair, even when the world and your body is breaking apart, all the ones you loved and cherish are erased from reality or even worse. You hold the will to follow the Destiny you or anyone has, but gain a sense of will to follow it. Your plans come easier to fruition, your movements better to barely miss attacks and your attacks now weave past immunities like they were destined to occur. (You can damage invulnerable beings, but you can't kill them easily. There is still a destined fight). You hold the Justice to always know what is right or wrong and never give in to injustice or unfairness no matter the consequences. Your strikes are way more damaging against criminals and beings of evil. You hold the Valor to never be affected by anything that would stop your way. You can fight the literal embodiment of Fear and Evil alone and could still push forward. And lastly you hold the Wisdom to know your own weaknesses and see it in your foes. These of course are on top of what you gain from the Aspects already.
Of course you enforce these virtues to a massive degree around you, to such an extent that even normal Mortals would be able to push through any negative feelings, even enforced by something like Tathamet itself.
Holy Protector of Heaven: This gives you the massively holy aura of the High Heavens similar to, but of course nowhere near the one, of Anu. But it is still so massively potent, that weak and standard Demons or similar beings with a weakness to light and holiness are instantly disintegrated and stronger beings should have any right to fear you, because your strikes against such creatures are more potent than the holiest instruments themselves could hope to achieve. Angelic and Light-Beings can be empowered and reinvigorated through this should you wish and allow it.
You also gain an entire arsenal of **'Archangel Weapons'** (you can now take the Item 6 more times for free and choose either the other weapons and/or take copies for them. You could take another 6 swords for example or take a whole arsenal of different weapons). Your powers are also now massively boosted when you are fighting for some sort of heavenly realm. Even more

should you be inside of one.
Even the Prime Evil with its endless power can fall if you are the one facing it.
Now go forth and save other worlds from the taint of evil and corruption.
Spread the benevolent light of Anu and yourself!

The Prime Evil (Demon Only):

Normally Diablo would collect the Essence of his brethren and combine them in the Black Soulstone to become the Prime Evil. But Azmodan wanted to stop this to become the Prime Evil himself...maybe you should try it yourself!

Even when you are not one of the Evils you shall attempt to become the Prime Evil...the Avatar of Tathamet's fury!

What you need to do is probably one of the more ambitious things: You need to find the Black Soulstone which already holds all Evils except Azmodan. Of course Azmodan needs to be defeated and absorbed into the stone. Then comes the hard part: You either let the essence of all Evils flow into you and try to wrestle against the extreme will of Prime Evil Diablo (who already defeated his brethren inside the Black Soulstone and absorbed them).

Or you also get defeated and absorbed and need to fight against the other Evils to subjugate them.

It entirely depends if you think you can defeat one extremely powerful enemy or 7 strong enemies in a battle of willpower and spiritual power.

Should you be able to defeat them and absorb them successfully, you will need to do one more thing: get accustomed and prove yourself worthy of your power.

You will not be able to use all of your powers from the get go, so you need to crush some enemies first. You get one day in Sanctuary for that.

After that it will be time to finally win this Eternal Conflict. You will need to march into the High Heavens and face Imperius at the Diamond Gates. Using your newfound power this may be easier than expected, but you should at least try to take it seriously, since Imperius will be able to hurt you severely and even end you should you be too prideful. Should you defeat him and

destroy the Diamond Gate you can just waltz in and defeat whatever else tries to attack you.
But here comes the greater problem: you need to defeat the Nephalem. The Nephalem will be a tough challenge indeed as they will be trained and empowered to be able to severely hurt you. Should you still manage to defeat the 4 Nephalem coming for you, Heaven will be able to burn....
But then you still need to face one more opponent: Malthael.
Malthael will be truly a tough challenge indeed as he absorbed the Nephalem Souls you just killed and will use all he has to kill you...which he can. Should you defeat him too, everything will burn with sin...and you shall be the Prime Evil forever. (You can choose your look and design as long as it is similar to something from the pictures above)
Your Rewards will be the following:
Prime Evil Jumper: That's it. The reason you even took this path. You will now gain a frightening amount of power, coming from the Evil of the Burning Hells itself. You gain the Demonic Powers '**Lesser Evil' AND 'Greater Evil'** and gain all the 7 Canon Options. You will get empowered by Pain, Anguish, Sin, Lying/Deception, Terror/Fear, Destruction and Hatred to such a degree that even an empowered Angiris Council member looks like a child with a knife to you. Any hellish, evil-based or similar powers will be empowered to a massive degree, especially all Demon-based things you purchased in this Document.
All kinds of demonic, hellish- or evil-based things find it impossible to affect you and instead empower you further. Your powers also can now grow endlessly through this. You can also simply absorb Demons and Evil Powers and/or Entities by consuming them. Looking into your head, mind and soul is likewise a bad idea, since that would allow you to corrupt anyone and anything that tries to do that. Infinite Power is within your grasp…
You also gain an additional 1300 DP for the Demonic Power Section and two of the 'Ultimate Demon Abilities' for free.
Personification of Hell: You gain a massively unholy and evil aura, which defiles and corrupts any being around you. You will find it incredibly easy to defeat anything that doesn't submit to you, your wishes or your forces. You will also gain incredible patience, since your endless lifespan doesn't require you to act immediately for your plans. Also your fire- and demon-related abilities can now be infused with the very essence of the Burning Hells to make them even more devastating and painful as they attack the souls and/or essence of their victims as well as their bodies. You also gain power if fighting for some sort of Hell and get an even stronger boost should you be in a hellish dimension. Demons or demonic and evil beings will ally themselves gladly

with you, if not outright serve you, without even trying or thinking of betrayal. Even when they normally would be an embodiment of lying or betrayal. You can also affect and manipulate hells or similar dimensions or places with just your presence and will, even when they are owned by someone else or even ARE someone else.
Now go forth...ALL WORLDS WILL BURN!

Rainbow-Level (Nephalem Only):
In the circles of Hell there exists a story...from a place...where rainbows with fluffy unicorns and cuddly teddy bears walk around… well...probably just a scary story for Demons… ehehe...
But you will find it! After your time here is up you can embark on this quest. Your job is now to find the secret entrance to that special hell!
For that you need the Staff of Herding from Whimsyshire.
But in order to make it you need to get one thing from each place:
A Black Mushroom from a Cathedral
Leoric's Shinbone from Leoric's Manor
A Wirt's Bell that will be sold to you by Squirt the Peddler for 100'000 Gold
Liquid Rainbow from a Mysterious Cave in the Dahlgur Oasis
And lastly the Gibbering Gemstone in the Caverns of Frost in the Fields of Slaughter.
After you have all the ingredients you need the blueprint to build the Staff of Herding. That one you can get from the Fallen Angel Izual, an old comrade of Tyrael. This will not be an easy fight as Izual is still a formidable fighter.
After you manage to successfully build the staff you need to go to the Old Ruins...where you need to find the Cow King's Grave.
Next to the grave you find a giant crevice which glows pink. Should you appease the spirit of the Cow King he will turn your Staff of Herding into the

key for the special level. The crevice will now glow in rainbow colours instead of pink.
Should you jump into it you find a terrifying sight….green fields, shining waters, clouds with faces which all smile, ponies that fly around and unicorns that walk on rainbows and come close to you...truly frightening…
You need to escape this dangerous place... if you can. You need to find the right way through these grassy ways which all look the same, waters that don't allow you to go over them or touch them in any way.
And this place doesn't want you to leave: the smiling clouds become angry and shoot lightning at you, the ponies and unicorns will charge at you and heavily damage you...as all seems to do here.
This place will be not only very dangerous in theory, but also in reality...EVERYTHING here scales to you and any of your abilities. The ponies, the clouds and of course the unicorns all can and will try to kill you. They will do massive damage should they hit you with their attacks.
You will need to defeat the greatest and most powerful enemies Whimsydale and Whymsyshire can muster up against you in order to escape:
A teddybear named Evil Oliver, who is more powerful and has the abilites of 3 Punishers combined.
Another group of enemies that need to be defeated will be the 3 Unicorn Lords which are Creampuff, Midnight Sparkle and Nightmarity, all of which have massively powerful magic which is purely unique to them.
You also need to defeat all members of Team Unicorn which will now attack you on their own but can create copies of their comrades should they not be complete. You can only ever defeat one of the members as only one will be correct. You will need to defeat Killaire, Miss Hell, Maulin Sorely and R'Lyeh.
Should you still manage to escape and not lose your mind, you will be free once more in Whimsyshire just outside the crevice.
Your Rewards for this shall be:
Secret Level of Doom: You now can find a so-called 'Secret-Level' in all worlds you go to. All of these Levels will be a tough challenge for you, but will also still offer great rewards, should you manage to beat them. You also gain insight in how you can find these. Maybe you find a hellish place full of cows? Who knows…
Survivor of the Ponylevel: After facing all of this horror which even surpasses the face of Diablo, you get an absolute immunity to fear in all of its forms. You will never know fear, anxiety or similar things ever again. And on top you can now always fight against horrors, no matter what form they take. This doesn't allow you to defeat them easily but you can now at least put up a fight against anything.

Defeater of the Cuddly Bears and Unicorns: Anything that might look cute that you will find in future worlds will no longer be able to affect you as easily. You will never be affected by cuteness unless you truly wish so and will always know when something wants or can affect you with Cuteness. You are also highly resistant to attacks and abilities from beings that look cute or at least try to look cute. Your attacks are also vastly more effective on beings like that.

General Scenarios:

General Scenarios can be taken in any combination and don't take away any of your things, unless you took an Origin Scenario.

Save Leah

Such a tragic existence with a doomed fate right from conception… I do hope you know what you are planning.

What you need to do is quite simply said but not easily done. You need to stop Leah's transformation into Diablo.
There are multiple ways you can do this, depending on what Reward you want.
First you could try to not let Leah anywhere near her mother Adria and/or the Black Soulstone. This will not be easy as Leah will be drawn towards the Black Soulstone and Adria is drawn to her daughter. You could kill Adria (if you are capable of that) but keeping Leah alive while constantly exposed to the whispers of the stone will not be an easy task.
Eventually Diablo will just take any other mortal being as his vessel but will be far weaker at first than he was in Canon as the vessel wasn't one that was as 'prepared' as Leah. Then you should try to kill him and force him into the Black Soulstone again.
Another way would be to let Leah get corrupted by Diablo but trying to reason with her while it happens. Should you have gotten a good bond with her so far this will become more likely to happen. She then will push out the Prime Evil who will either try to use you (should you not be an Angel) or use another Mortal Being as his vessel. You then need to kill him before his power grows too much.
You could also try to come up with another way should it be possible for you as long as it doesn't involve killing Leah or destroying the Black Soulstone.

Your Reward shall be (depending on which way you have chosen):
No matter what path you have chosen as long as Leah is alive and well, she will accompany you on your journey. She is a smart scholar with a knack for archery and finding lost treasures and texts. She also counts as a Half-Demon and knows nearly as much about Demons as her foster-uncle Deckard Cain.

Should you have taken the first path of avoidance, you shall be able to do so forevermore. Any tries you do to hold off a dark future that involve fleeing from the problem (should it be possible to run away from the problem) will be more likely to succeed. You also gain the **Whispering Black Soulstone** as an Item. Should you give this stone to anyone, they will slowly be corrupted into the Prime Evil Diablo, which will basically kill them via soul-devouring. You will also possibly doom the world with it, but I am sure you can find some use in it. You can use this on yourself, in which case the transformation is temporary but way more powerful. Think of some sort of Berserker-Rage for yourself with extremely potent demonic powers. All of this will also be part of Leah herself.

Should you have taken the second path of trying to force Diablo out of Leah with her willpower and your bond Leah will additionally be able to absorb some of the power of the Soulstone and be able to do so in Future Worlds. Should Leah ever be possessed again, the possessor will be unable to leave her or even influence her in any way. Leah will essentially become a prison for them. She will also become immune to control or corruption of any kind. You yourself will gain the ability to ward off control and corruption on your mind and soul, but not to the extent of Leah.

Should you have taken any other possible approach, you will still gain Leah as a Companion, but not gain anything else, except one 100cp Item of your choosing.

Save Deckard Cain

Cain the Elder. Probably the most versed scholars in all of Sanctuary with more knowledge about the history of the arcane and the obscure lore of this world. He knows more than he may think he knows and he already knows more than any other Mortal in this place.
Normally he would get hit by Tyrael during his fall and be thrown down a burning chasm left to fend for himself, until he was saved by Leah and a Nephalem.
He later would get killed by Maghda, Adrias' close friend and a powerful witch in her own right, but not before repairing El'druin and revealing the Stranger as Tyrael.
This is where you come in. If you manage to keep Deckard Cain alive for your time here, without reviving him or using anything that isn't from this world, you can take him on your travels to Future Worlds.
Your Reward for this shall be:
The Companionship of **Deckard Cain** obviously. One of the most knowledgeable and wisest men to ever live on Sanctuary. His mind will prove very useful on your travels and his age will not hold him back as much as you may think.
You also gain the following Items:
Horadric Cube: An interesting artifact which allows you to combine Items that are put in it and transform them into something new (For a List of what it can do normally, see this Link: Horadric Cube).
But yours can also be used in combat: You can throw the cube telepathically to a place within your line of sight and make it explode there. Anyone hit by

the explosion will move slower for a short time. The cube returns to you after 4 seconds after this explosion.

Scroll of Sealing: A very interesting artifact. This scroll can be used once per Jump to seal something off (preferably a strong Demon or a certain area). This seal is very powerful but can be broken by something that could defeat you or an Archangel of this world.

It also has a combat use: Should you choose an area it will draw a triangle in that area. Should anyone be inside this triangle, once it is completed, anyone inside of it will be bound in place for some time and take damage by the seal. This can be used even if the sealing effect of it is in use.

Perfect Gems and Healing Potions: You gain 10 Flasks of self-filling Greater Healing Potions (you can only drink from them or use them once they are fully filled) and a bag full of Perfect Gems. The Potions use is quite obvious: It is to heal serious wounds pretty quickly without any side effects.

The Gems can either be sold for a hefty price to live your life in luxury, should you want to (the bag will refill once per Jump) or these can be used for high-quality crafting materials should that be needed.

Burning Down Heaven/Purifying Hell (Requires to take an Origin-Scenario)

The Eternal Conflict raged on for too long now. You will now be the one capable of ending it, should you prove yourself powerful and capable enough of it.

Should you have chosen 'The Angiris Seraph' or 'The Prime Evil'-Scenario with this these Scenarios will stack with each other and will become harder to do because of that.

You now have to choose which side you will take. You cannot switch sides, betray your side or pretend to be on the other side.

You can choose to either help the High Heavens or the Burning Hells.

Should you side with the Burning Hells **(Mandatory with 'The Prime Evil'-Scenario)** your goal will be to march into Heaven and burn it all down. Every world shall resemble the Burning Hells and with the fall of Heaven, the Mortal Realm shall soon follow. For this you will need to defeat every Angel sent your way and all 5 Angiris Council Members, restored to their most powerful form, need to fall.

For this you either need to convince the Prime Evil or other very powerful Demons to assist you, because doing this alone will be not easy at all.

Should you yourself be the Prime Evil, you will need assistance fighting all 5 Angiris Council Members in your relatively juvenile state as the Prime Evil would be a guaranteed loss. Also as soon as you and yours have defeated the last Council Member, Malthael will rise once more with more of his Power of Death than ever before seen.

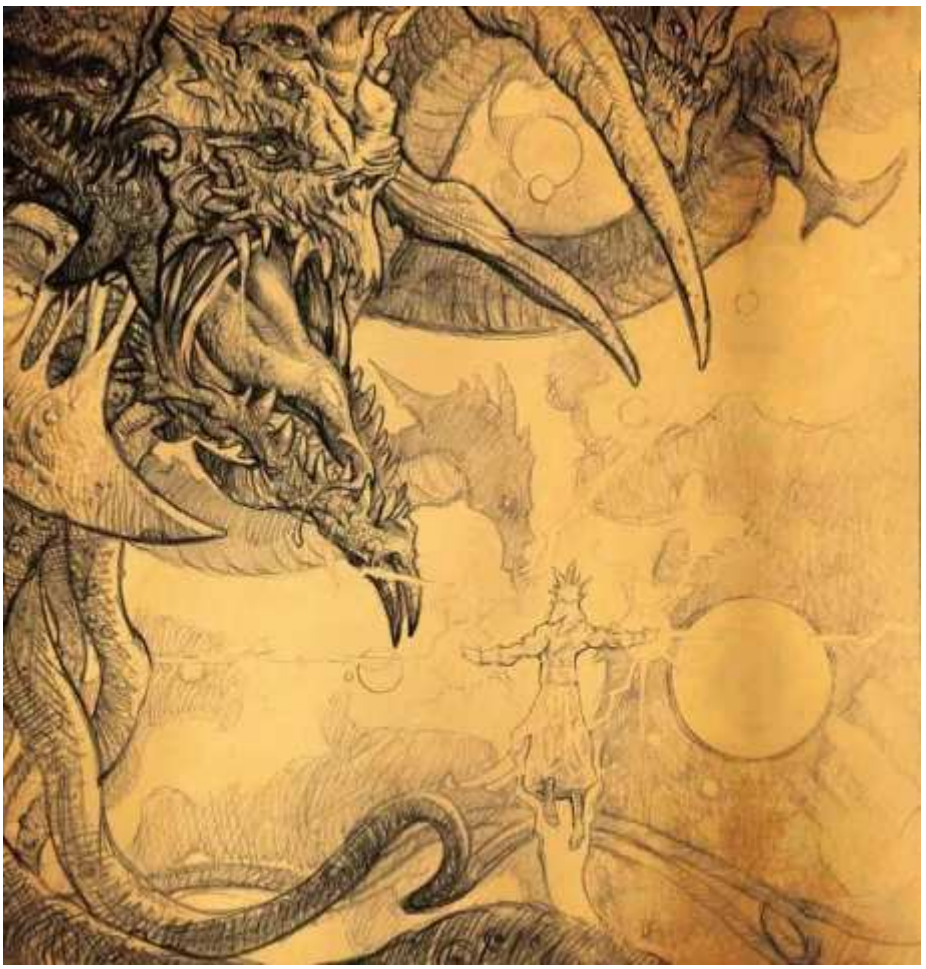
After defeating him and destroying the rest of heavens forces you are free to corrupt and burn the High Heavens as you see fit.

Should you have chosen to side with the High Heavens **(Mandatory with 'The Angiris Seraph'-Scenario')** your goal will be to march into the Burning Hells and free it from the Evil and Corruption of it forevermore. For this you will need to defeat every single of the Evils which will get restored after the Prime Evils first fall. Each of the Evils will get massively boosted to be able to defeat you and yours should you fight it. After defeating Diablo you will need to fight Prime Evil Diablo again, but this time it will be way stronger than ever seen before. Should you defeat it, the Prime Evil will be sealed within the Black Soulstone forevermore unable to flee ever again. Now you can proceed to purify the Burning Hells and clear the demonic taint away from the Sanctuary forever.
Should you be a Seraph, the Essence of Tathamet will weaken you more than anticipated that you cannot surpass a Greater Evil or damage Demons with just your presence. You really need to strain and fight if you want to succeed here. You will also start to tire more easily as Tathamet/Hell itself will suck the sustenance of the Crystal Arch right out of you.
Should you manage to help your side in ending the war which has shaken all of Creation since the beginning of time your Rewards shall be the following:

<u>Should you have sided with the Burning Hells:</u>
Destroyer of Heaven: After being able to destroy the last bastion of Creation you can now do the same in Future Worlds. Your Forces now carry your essence in them, which means that if one grows stronger, you grow stronger and in turn everyone with your essence grows stronger. Should your forces kill something you gain the soul, essence and energy of that which got killed. Should one of your forces die you also gain the same. Should an enemy grow by killing or gaining anything from killing they instead gain nothing.
Corrupter of Creation: Now anything that you corrupt or destroy will never be able to be freed from it. Destroy a castle and the ruins can never be used by anything for something again. Weapons and armours that you destroyed cannot be repaired by anything ever and need to be thrown away completely. Wounds never heal, bones stay broken… Pain always burns...
Corrupted taints can never be removed and what has been changed by your powers can't be changed by another, even should the used method be way more powerful than you.
You yourself can never be corrupted or changed from other things in any way and can now corrupt something more easily the purer (holy, divine) it is. After all...a white canvas is more easily ruined than one that is colorful…that will not

mean it is easy, but it will be easier with this than without. Even Anu Himself should be wary of you…

Should you have sided with the High Heavens:
Destroyer of Hell: After finally ending the Eternal Conflict by destroying the Burning Hells you can now do this way easier with your comrades in Future Worlds. Your forces now grow strong to keep up with your power to an extent, which allows them to grow in power as you do. Let your righteousness flow through them and grow to greater heights together! You also gain the ability to create truces with even the Burning Hells themselves. Instead of the truce between the Angiris Council and Mephisto at the end of the Sin War, you don't need to grant a being as tribute like the poor Inarius or need to fear of the other side of breaking the truce or even planning the break of the truce as long as you refrain from doing so too, with sincere honesty (No Covert Ops hidden as someone else either, unless you want the guaranteed effect to go away).
Cleanser of Creation: After finally getting rid of the demonic taint in this world you can now do the same far more easily in Future Worlds. Should you try to purify something without the source of it being there, the corruption will go away far easier. Should you manage to purify a source of corruption everything it corrupted will also get purified right after it in some time. And the best part is that everything that you purified once can never be tainted ever again. This has the side-effect that every being that in some way counts as some form of corruption gets more easily damaged by you and can never regenerate or come back ever again. Should you fight and/or kill special Demons they can never come back or even heal from it.
You yourself will become like a shield for corruption, never breaking or even getting stained by it, no matter what form it takes.
Even Tathamet Itself should fear you as an opponent with this.
Don't get too assured with only this, but it will prove very useful in freeing Future Worlds from any kind of corruption.



Savior of Creation

What is this? Where is Sanctuary? Where is everything? It seems after your time here you find yourself in a time immemorial even for the Greater Evils themselves...a time where only 2 beings existed: Anu and Tathamet.

Anu expunged all of his Evil piece by piece which was thrown into the empty abyss where it fused with other discarded parts of itself where it became Tathamet.

Tathamets only thought is to destroy and corrupt everything Anu creates, including Anu himself in which he will succeed if things go their normal course of events. Tathamet will have its power based on the Drawback **'Tathamet's Fury'** (See Notes).

You yourself will be able to survive in this place and move even without ground should you not be able to do so already.

The Battle of Creation would take an Infinity which ends in the destruction of both Tathamet and Anu, which would end in the equivalent of your world's Big Bang.

You and you alone are now able to change this outcome. Should you be able to actually affect the outcome, you need to help Anu survive the battle at all costs (except your own life of course). You and Anu need to fight alone,

regardless of the means you may have (No Companions, Followers, Items that can summon something, etc.) you have to fight yourself against it. Should you help Anu in surviving the battle he will be thankful and will give you His Blessing.
Your Reward for saving the Creator from is ill fate:
Blessing of Anu: You are now viewed as a savior by all gods, godlike entities, creators and protectors. Working together with them will be quite easy and gaining blessings or trust from them will be nearly as easy as breathing for you, as long as you prove yourself of good help and show no hostility.
Rescue at the Beginning of Time: You can now keep the ability to use any of your abilities as they worked before, like you did here, regardless of how the place would treat it, as long as you use it to protect someone very important for the entirety of Creation or Creation itself. Now you don't need to worry about a place to stop you or weaken you from saving someone or something. Except if the place itself is fighting you.

The Eternal Playoffs' Hot Zone

Jo, jo, jo! You should already know who I am, but just in case you are stupid...The name's Azmodunk, Lord of Slam and I am going for the Most Valuable Prime Title this year! Problem is: We are short for a team...guess you have to do… Come off the sidebank!

The Burning Court needs some backup and you will be it! Our team is made up of: Of course me. Azmodunk, the Lord of Slam!, Diablo, the Lord of Dribble, Mephisto, the Lord of Heights, my other brethren and my Fanclub of the 'Seven Sins'...Problem is that...well ever since our last game against Malthael, the free agent, my team got...really demotivated, after hearing he now plays for the High Arena again...but you seem ready. Demotivating Wrath is nearly impossible anyway and with you, we finally have the 5 needed field players! We need to win a multitude of games to get to the finals in Sanctuary! We need the home court advantage there! Of course, this involves a whole lot of games with the High Arena...and Imperius really caught fire the last few games...and with Malthael's mean game back with them we really need your help… It's just a game you say? JUST A GAME?! You think dribbling between your legs is hard? Try it with 6! Now...ok calm down Azmo...he is a rookie… Remember the fundamentals of basketball and all of this should come to you as second nature.

And if you could help me to become the MVP of this Season...I would be REALLY thankful man. For better help with this...even though they call me Azmodunk, my best plays come from way, WAY downtown.

Also I should say: The Basketball Plays here are more...eccentric to say the least. You are allowed to use your abilities and most of your abilities now carry a basketball-aesthetic, but we still have rules...that we never get told. As long as you actually play the game (actually dribble the ball, move or throw the ball to the basket (no teleporting or other 'Cheating' abilities)) *and don't get bodied on the court or really destroy our opponents, all seems fair. After every game the players come back should they have died. Can happen if the ball is a burning rock and the players can shatter mountains normally...*

Your Rewards for winning the Eternal Playoffs will be the following:
Eternal Playoffs 2: Jumper Boogaloo: *Jo,jo,jo! How about we bring the Eternal Playoff to other worlds? Now you can start and/or host your version of the Eternal Playoffs in Future Worlds, which would require all participants of all Major Conflicts to stop fighting and start playing! Fighting prowess here gets turned into skill in basketball so don't think you nerf others too much with this. The Losers in these games have to accept the results as the verdict of Anu and Tathamet enforces it. But since everyone gets resummoned after a game is done, you can stop A LOT of bloodshed with this. You also become a master at basketball. The normal and infernal version.*
Basketpowers...of DOOM!: *Forget the boomshakalaka...you bring the DOOM-SHAKALAKA! Now all of your abilities can be 'basketballified' as you like! Stuff you summon wears tank tops with numbers and names on them, orbs, balls and other spherical ranged attacks have the markings of a basketball and much, much more! Also you can now make spherical ranged attacks you throw out bounce around like basketballs! Truly fun!*

If you also helped Azmodunk to become the MVP:
Azmodunk, the Lord of Slam: *Slam, bam, thank you ma'am! I think it is only fair my dude that I will now help you on your travels. Playing here ain't easy, so don't think I can't fend for myself. I was born with a basketball in my clutches! I've got more game than World of Warcraft!*
I will bring my fanclubs and such with me as Followers. Did I tell you that my face was on a box of cereals once? But for some reason all children stopped eating breakfast...I wonder why…
But that doesn't matter! First we will shatter their backboard! Then we shatter their world! YES! Also I let you in on a little secret….It's actually never the shoes...they uhm...don't fit.

If you also did a very good job on the field yourself on top:
Fanclubs of the Burning Courts: *Whoa! Nice! It seems you got your own fanclub like me! Lots of little Demons with foam fingers, big Demons with drinking hats, even two Punishers that have merch of you! You also got some Succubi-Cheerleaders and even some Witch-Talentscouts! Man...I mean this doesn't even nearly rival mine, but they are so loyal that you could tell them to attack some asshole that's harshing your mellow and they would absolutely body him...*

The Vault of Greed (Requires the Drawback 'These greedy little...ARGH!')
There is a tale...of a gigantic vault, filled with riches beyond human imagination. This Scenario allows you to enter the Realm of Greed at any time if you take the required Drawback for **no cp-gain**, otherwise you have to wait until the Drawback runs out after 10 years.
You can enter the Realm of Greed by either killing a Treasure Goblin after it opens a portal to it. So you have a very small time window to do this. Too early and there is no portal, too late and the Goblin and the portal is gone…
Should you be inside the Vault you will find a gigantic cave-system filled to the brim with treasures of all kinds. You will also see a lot of Treasure Goblins bringing in even more treasure, counting the riches at all times and patrolling around. Even though you might think that this will be easy, it will not.
You need to defeat anything that sees you here before it can start an alarm. There will be sentries you need to defeat which will hurt you no matter how strong you are, but they will not start an alarm immediately. A Sentry if not what you may think. A Sentry here is a very powerful Demon that will block your path until you defeat it. But if a Goblin realizes that a sentry is fighting it will check it out first and then maybe sound an alarm.
Should you manage to not get lost in this maze and actually find the center of it you will find Baroness Greed herself. She will be asleep on her giant throne, but do not let that fool you. She knows that you are here and messed with her stuff. She will be immensely powerful thanks to all of her unending greed and all the treasures around her.
While the fight against her might have been easier, she will use everything that her Treasure Goblins have stolen, to fight you...where you will find she

has access to some stuff from your Warehouse where you thought it would have been safe. Turns out your Warehouse has a safe connection to the Vault which she found out and sent her Goblins out to gain everything that was not nailed down, then stole all nails and took the rest too. (She is only interested in stuff and not living beings so don't worry about your sleeping Companions. The Treasure Goblins are weak, paranoid and afraid creatures by nature so they won't even think to steal stuff that is alive, but sapient weapons will work for her).
Do you think you can defeat a literal Demon Lord of Greed with all of your OOC stuff, that fully accepted her?
Should you still manage to defeat her she will get vaporized and all Treasure Goblins flee from you. It's over…
Your Rewards for this will be:
The Vault: You now gain a Vault of your very own. This one is not filled yet and looks like a giant cave-system for now, that never seems to end. In the center you will find that there is a throne for you that now is only a wooden chair. But the more you fill the Vault with treasures, the better this throne will look and the more comfortable it will get. Get enough and it will be a golden throne with cushioned treasure chests as tables or footstools. The Vault will also attract Treasure Goblins and thieves of any kind that will be loyal to you and gladly steal random valuables for you from all over the world.
The Vault has a connection to your Warehouse wherever you want (you can open and close portals to your Warehouse in the Vault where and whenever you want.) If you Warehouse gets locked away the Vault will not, but you still cannot access your Warehouse. You will be able to access the Vault whenever you want (through Portals you and your thieves can open) but you can only access what was stolen and not put here (if your Items get locked away, all stuff that would normally be in your Warehouse will be teleported in there), but you will be able to access riches and such that you own through the effects of the Vault.
Also one thing that should be noted: Your Vault carries no protections you or your items normally have. So anyone who finds out that they can get in can try to steal something from here should they be clever and strong enough. Better let your Goblins count your riches at all times to make sure it's all still there...
Sentries of Greed: To better protect your new valuables, some powerful Greed Demons swore their loyalty to you. They cannot be turned against you through any means, as long as you own the Vault and the riches inside there. The richer you get the more Sentries you will have. They will scale to always be a threat to any intruder, but they still will be defeatable.

Notes

Things that are marked with **‘Cannot be purchased with (X)’** or with ‘**(Y) Only’** can be purchased, but cannot be used until the Jump ends if you don’t fit with them. **‘Requirements’** are still needed in order to purchase them at all though.

Buying any Capstone Perk makes you immune to One-Shot-Attacks or Instant-Death-Effects of any kind. Someone who wants to kill you needs to exert some effort at least. This does not include Reality Warping, since that was never shown or used.

Items respawn or repair themselves after 7 Sanctuary Days. (1 week in Earth Words).

Buying anything here as an Angel or Demon from the other Origin will not affect you as greatly as it should. As an Angel you will not be corrupted but may feel some pain at first should you use things from the Demon Origin and as a Demon you may feel wrong and hurt while using stuff from the Angel Origin. This can be overcome with time, effort and use. It will never be fatal or crippling though.

Any Being that you summon through any way does not give yourself anything, should you use any ability you bought here (to not create an infinite loop of gaining EXP or souls) as these summoned beings do not have souls. You also do not replenish health through them through any means possible.

About the Magic you get with **‘The Bone King’**: The Magic involves absorbing lifeforce of any kind (even from Demons, Angels, Robots or even Aliens (as long as it can count as an enemy and not a Structure of some kind (you can heal and deal damage to a Robot but not to a sentry or wall for example))) and adding it to your own. With this you can not only deal damage to anything in some form (as long as it’s healing factor doesn’t outpace your damage or it’s immune to any sort of damage) but you can also heal yourself in the middle of fights. You can also summon walls out of the ground that cannot be destroyed in any way (noone, not even you or spiritual beings can move through them) but some attacks can pass through which will break after only a few seconds...but until then they are trapped inside a very small arena with you which they cannot escape out of, except by slipping by you.

This gets massively upgraded through **‘The Undying Skeleton King’** as you can then learn to manipulate your Soul to actually absorb even more, use a spectral hand to absorb lifeforce in a certain range and much more. (Should you be dead, you cannot actually deal damage, but you can ‘shorten your Respawn Timer’ somewhat)

About **‘The Undying Skeleton King’**: Yes. Your Immortality cannot be ended through this at all. You can still chainfail if you are still a spirit by the end of your time in a Jump though. So make sure you have other one-ups ready to burn through once you fall. But you can’t keep killing yourself to gain any EXP or something similar. You don’t get anything from committing suicide. Your abilities that would give you EXP or make you grow in power also don’t work while you are ‘dead’.

About **‘Archangel of Death’** and the Power of Death: This doesn’t allow you to instantly kill everything. Beings that are vastly weaker than you can be killed just with your presence, but something that can put up a fight against you, can resist the Power of Death for longer. They will lose stamina and strength more quickly though than normal. Also beings that are immortal normally can resist this ‘instakilling’ far more easily than something that ages. Even if something ages WAY slower than a mortal normally should, it would be affected by this. And should they carry the ‘Reaper’s Mark’ it is only a matter of time, when they die, should you keep applying it to them,

About the strength-gain from **‘Archangel Aspect’**:
In the case of Malthael with his Wisdom for example: He was by far the strongest Archangel as he continued to gain more knowledge and acted accordingly to it. He never lost a sparring duel with any of his brethren. He didn’t even have an Archangel Weapon and was way stronger than any other.
Tyrael with Justice was always knowing what was right and just and was even able to surpass Imperius as he vouched against Mankind's extinction.
Imperius with his Valor was entirely unaffected by Diablo's presence (even in his Prime Evil Form) and was even able to wound him at all, by facing him alone. It was believed that Diablo in that form should be utterly impervious to any harm even by Angelic Weapons.

About the power/ability you may gain from **‘Archangel Aspect’**:
This ability can be something like:
Justice: Creating a shield for you and allies that is like a 2nd skin out of light that absorbs damage for some time but may shatter after time or taking too much damage, dealing damage to close enemies around you.
Wisdom: You may be dealing more damage to certain beings that you have fought before, because you know their weakspots already.
Those are just examples. The ability created is useful, but can’t win fights alone.

About the strength-gain from **‘Lesser Evil’/’Greater Evil’**:
You continue to gain strength, the more the Evil you represent runs rampant in a world, universe/Setting you are in. Your power will only increase through this and never decrease even if you, for example, kill all people that fear you should you embody Fear/Terror. The power you gained from them shall remain in you, but it wouldn’t increase anymore, unless someone starts to fear you again.

About the power/ability you may gain from **‘Lesser Evil’/’Greater Evil’**:
This ability can be something like:
Sin: Letting your abilities create an ooze that deals damage to enemies of any kind and making any damage they may take far worse.
Fear: Absorbing the health of enemies you strike.

(Structure)-Items are incompatible with each other. You can import them with other Structures outside of this Jump (except the Worldstone) but not with each other or something you already imported one of the others in either.

About the Poisoned Worldstone: If poisoned the Worldstone will either shatter, leaving a gigantic crater where it once was and creating horrible monstrosities that are a real threat to the setting if not dealt with fast or it will instead twist anything it has created and will create into something that nobody really wants. This will never be something positive for anyone in case this happens.

About what the ‘Poisoned Worldstone’ does: Should the Worldstone be poisoned, it will twist anything that it created and/or will create into something that no one would want to have. It will create terrible monstrosities, poison the land, twist all life and generally make everything miserable. Should it stay poisoned for too long it will start to crack.

Should the Stone get destroyed (which in an uncracked form would need at least the full power of an Archangel and his weapon) it will only leave nothing but a gigantic crater and some shards of it. You can turn these shards into Soulstones and one Black Soulstone. These version of them are not fiat-backed to be inescapable or have the effects of what was offered in the Item Section.

About **‘Leoric's Crown’**-Item:

- The only way to destroy this Crown is if it would get destroyed while you are not a Ghost or Spirit.

About **‘Archangel Weapon’**-Item:

- Allowed would be: Sword, Spear, Bow, Chains/Whips/Cords, Shield, Mace/Warhammer, Axe, etc.
- You cannot choose something that can change its shape, material or size. If you do that you must choose one form that while the weapon is on that form regains its Archangel Weapon-status.
- You cannot choose something that doesn’t qualify as a real medieval weapon on its own: a gun, ship, anvil, carriage, a structure like a castle or even something living would not be allowed
- You cannot import this weapon into something that would avoid or break one of the above rules.

About **‘YOUR Soulstone’**-Item:

- Range: Near in this case: you must/would need to be able to see it and it (the thing that dies) needs to be not farther away from you than 5 times your height in total
- About the Absorbing: You don’t absorb their soul or trap it, you just use the energy that it releases, once the body and soul get separated.
- About the Filling of the Stone: It could take thousands of Human deaths in order to fill this stone full with energy. Demons, Angels or other stronger beings, would fill this quicker, depending on the power of their souls.
- About Corrupting while ‘Trapped’ in the Stone: Think of the Canon Examples of the Black Soulstone. You cannot directly Mind Control Beings, even when they are vastly weaker than you, but you can corrupt them to do your bidding by making promises and so on. You can also show them visions.

- About the Fusing with the Stone: You can either implant it into your forehead, in that case you gain some sort of horn with which you can stab someone with it, corrupting the wound massively or you can choose to replace your heart or whatever else you may have in your torso, in order to hide it better, without any loss of function of our inner organs. Either way, using this will ensure anything that dies near you will feed the Soulstone the needed energy should you find your demise.
- About the growing Durability: Even you with your strongest attack and abilities could not damage it at all and it can only be destroyed using 'real' physical force (not an absolute effect of a strike that destroys anything and such) and no special or esoteric ability, magic, or something stranger of any kind. Even the Creator Anu or Tathamet would need a weapon or their hands and brute force to end this stone.
- Should you be in your stone by the end of a Jump you still chainfail, unless you have any other means of resurrection ready that work before your Jump is over.
- The stone respawns after getting destroyed, but doesn't bind to you through that. You need to touch it to be reconnected to it.

About the Drawback **'Tathamet's Fury'**: This Drawback is only for those who can take on massively powerful Beings capable of destroying all of creation. Tathamet is incapable of being harmed by any ability that would bring Death, any ability that can be considered 'Evil', any kind of Reality-, Space- or Timewarping and any Holy Ability that is not at least something that would impress and surpass an Archangel. Tathamet can and will happily end you, not caring for anything in its way. It cannot be reasoned with nor can its motivation or mind be changed. It also cannot be manipulated, purified or corrupted. It is even unclear if it has a Soul. Since it is made up of all the Evils it also has Destruction, which makes everything it uses way more destructive and stops anything you may have from regenerating or may even completely destroy it (Barriers, One-Ups and such). It has all the Perks and Scenario-Rewards of the Demon-Origin (this does include the **'Burning Down Heaven'**-Scenario). It WILL be able to end you forever should you die once here.
Defeating Tathamet would require you to defeat it with sheer power and destructive ability. Destroying/Destruction-based abilities may not break it apart easily, but can do so over a long and hard battle.

Should you survive this you may gain the Title **‘Destroyer of Evil’** which allows you to repeat the feat of slaying world-, universe- or even reality-ending entities and stay on even grounds fighting-wise, without being omnipotent or nigh-omnipotent yourself.
To make this Drawback somewhat fair: Tathamet scales to you in such a way that you can defeat him, even with just the In-Jump Methods, if you are a very powerful fighter and bought enough Capstones and not just Demonic Powers.

Companions also always lose everything they don’t buy in this Document should you lose access to something. (For example through the Drawback **‘Unworthy’** or any Origin Scenario)

About the **‘Prime Evil’** Reward: Trying to absorb, weaken, control or take away your power in any way, shape or form, would result in a massive backfire in the way of turning whatever is now having or suppressing your power into a Demon that will serve you without weakening you at all. This may also turn an individual insane by filling it with the Prime Evil that you/Tathamet represent/ed, if said individual absorbed your power and just absorbed your pure evil energy.
Looking inside your mind, soul, personality and memories would either turn the target insane, kill it or turn the one who tries into a follower of yours. It also can corrupt them into a Demon should they not be able to resist it. Possessing you is also futile and impossible as the one who tries either gets rejected or swallowed by your essence.
Manipulating your Mind, Soul and/or Essence becomes impossible to do as long as Evil and the seven (or eight) Evils that make you up, exist. You are also immune to conceptual effects and attacks that would disconnect you from the Evils you are representing or erase you from existence.
Of course Holy Effects now need to be on an unimaginable level to not simply fizzle out and die near your aura alone, let alone harm you. Should they get to you, then their massive power they had when they got fired, is now most likely a simple pebble thrown at you.

About the **‘Angiris Seraph’** Reward: Trying to lower, control, weaken or take away your power using any means, will not amount to anything. Your purity rejecting it completely.
Trying to control or bind you, is impossible as your Light will free you from the influence of any binding or control set upon your mind, soul, body or personality.

Trying to possess you will also fail as your light would push the one who tries out, burning them in the process. This can kill them if they are too weak in comparison to you, otherwise it will do them great harm.
Manipulating your Mind, Soul and/or Essence becomes impossible to do as long as your Virtues exist. You are also immune to conceptual effects and attacks that would disconnect you from the Virtues you are representing or would erase you from existence.
Of course Unholy Effects now need to be unimaginably powerful to even affect, let alone harm you, as your holy aura burns through them, while they come closer towards your body. Should they come through, then they will only have a fraction of their power left in them.

About the **'Infinite Pain'** Reward: This allows you to literally fight anyone or anything on even footing like you could fight a Videogame-Boss. Immunities become very high resistances and resistances are still reinforced, but you can literally defeat anyone should you try really hard. This isn't meant to cheese any enemy, but now you can fight omnipotent beings, while you yourself aren't omnipotent. You are also immune to anything that unfairly would cut the fight short. One-shot kill attacks still exist, but like in any game can now be dodged.

Should you already be a Prime Evil and use the Supermode granted by the **'Whispering Black Soulstone'**, you can choose to become Tathamet and how it was during its battle with Anu, granting you the effects of what it had in **'Tathamet's Fury'**.
The only difference you may have with It then is your time limit.

Changelog: What's new in V1.1?

- Buffed all 600cp Perks
- Buffed **'Archangels Stigma'**
- Buffed the Rewards of the Human, Angel and Demon Scenario
- Added new Drawbacks (**'These greedy little….ARGH!'**; '**Technology Level: Medieval'**; **'Those who meddle with fate, will find themselves succumbing to theirs'**; **'Singular Form'**)
- Added 2 new General Scenarios (**'The Eternal Playoffs' Hot Zone'** and **'The Vault of Greed'**)
- Added Descriptions in Notes for some things

Changelog: What's new in V1.12?

- Clarified some stuff about the General Scenarios and Origin Scenarios
- Added more Descriptions in the Notes and some Perks for some things which were implied before, but now written out.
- Slightly buffed some Items
- Wrote out the possibility of dropping-in
- Made **'Archangel of Death'/'Soulstream'** incompatible with **'The Undying Skeleton King'** as I noticed and then was told about the logical conundrum it opened up. The Power of Death would maybe accept a Human who has died, but not someone who is truly immortal. (By In-Lore Standards/Metaphysics.)
- Slightly 'buffed' some Drawbacks/made them more hard-hitting
- Made **'Tathamet's Fury'** not be counted towards the Drawback Limit
- Added the '**Sacrilege...'** and **'Curse of Mephisto'** Drawbacks