THE GODLY EPIC MÉROS PRÓTO XXXL

Notes/AN:

I wanted to create a list, where you become an almighty god and my first thoughts were the jumps “Supergod”, “Kult”, “Norse mythology” and “Warhammer 40k Necrons”. For that I wanted to find all the divine related jumps and collect all their perks, items, companions etc. The reason I mostly collected all the perks from these jumps was, because I didn’t want just god perks but also the perks that assisted/followed them. That way the user gets to experience the perspectives from other origins and more from the origin, who posseses the god perks. Imagine it like a travel, where you are walking through universes to become a god but you also get the other power and companions to experience each step towards godhood but to also to get the views from those, who live with these gods. Sorry, if I can’t explain it more accurately. Anyway I started collecting and I slowly realized that the list is going to be quite big but I was like: “Screw it.” and continued anyway. These jumps are mixed with my preferences a “little” bit and some jumps in certain categories might be confusing but this is a matter of perspective. Also some perks are bundled together into packages because they cost 50 cp each. Some perks have the power with different prices and potencies, so I set them at their highesht prices/powers. Look into the original jumps for the original descriptions. Nonetheless here it is. The Godly Epic Méros Próto XXXL. It took atleast 3 weeks and both my left shoulder and arm hurt because of all the tipping and copying.

Apotheosis: Jumps, where you have to earn complete godhood or at least obtain only a fracture of it and train it from there.

Pseudo: Jumps, that look like divine powers but actually aren’t. Have a divine theme to them one way or another.

Unholy: Demonic/unnatural divinity.

Godhood: Perks/Jumps, which have divinity/Gods in it.

Apotheosis:

Spawn

1. (Free) Rotting Shell – You won’t age, because you’re dead. You can’t die, because you’re dead. You will neither hunger nor breathe nor thirst nor tire, nor require anything at all to animate or empower you... because you’re DEAD, you fool. Blood, brains, souls, whatever you might have thought the undead subsist on is not the case: you are animated only by the extension of my will, the Necroplasm which is the very fiber of your being. Fret not, worm, for it is not your mortal body: this is merely a

shell I have created from Necroplasm, 300 pounds of it to be precise, for you so you may carry out my will. You may look like a half-rotted corpse with more skull showing than face, but at least I took the opportunity to make you imposing – with height and physique most fitting of a warrior of Hell! You have the strength to toss men like toys, speed enough to keep up with the best mortal combatants, and toughness to shrug off a lead pipe to the face. I think the steel-hard, razor-sharp talons on your fingertips are also a nice touch! Don't get cocky, though, for you will die your second and final death if you take massive damage or suffer a catastrophic trauma. Having your insides spread all over the ground remains fatal, even now, so you'd best not grow careless, worm!

2. (-100CP) Veteran Soul – Malcontent, are you? You think yourself worthy? Very well, worm. You've piqued my interest. I can arrange for your tutelage in the arts of war, rendered by the most vicious, skilled, and accomplished killers in the history of humanity. Coincidentally, they're all right here in Hell! Ten thousand years of training accomplished in an instant: Murderers to assassins, soldiers to warriors, generals to squad leaders; you can have the skills and strength of each, honed to a razor's edge. A soldier of a million battles, a commander of a thousand campaigns! A master of every Earthly weapon and martial discipline, with the finesse and strength to wield your weapon of choice in whatever fashion you chose! Able to command a partner or an army with equal ease and skill! Able to fire an arrow or a bullet, swing a sword or a fist, every method of killing as horrifyingly effective as the last. I will even allow my officers, Hellspawn much like yourself though with centuries of experience, to train you in the ways of your abilities; this will give you a grasp of what you are capable of with your powers. A rare treat, worm. Do not squander it.

3. (-200CP) Hell Symbiont – I will grant you an esteemed daughter of the 7th House of K, at once your weapon and your armor. In return for feeding off your Necroplasm, she will protect and fight for you. She can blossom into razor- sharp steel-hard spikes, she can become armor that will turn aside furious attacks, and she can become a cape that can grab and glide and shield and cut and hide. Her chains are strong enough to suspend a dozen tons, and fast enough and hard enough to deflect bullets with ease. She has only limited sentience, the overwhelming majority of it concerned with protecting her host - that is, you. At times, she will move without your direction (or consent) to protect you, even if you are unconscious. However, your desires and hers may not always align... if you do not maintain your dominance, if your symbiont grows too powerful too quickly... she may make the decisions! You may will her to take the appearance you wish for, adding to or subtracting from your costumed form, assuming a disguise, or perhaps have her integrate herself with some other form of personal armor you possess – it doesn't matter to me how you use your tools, worm. Keep in mind, though, that she is a newborn, much like yourself; try not to expect too much too fast. I know I won't! AHA HA HA HA HA!!

4. (-400CP) Engine of Evil – You have but a sliver of my power, but that does not mean that is all that you may have. I won't give you more, but you may recharge your power

reserves from ambient evil. Any kind of committed sin will invigorate you ever so slightly, either perpetrated by yourself or those around you within a city-wide radius. Even minor things such as aggressive or lustful thoughts or minor maliciousness – a school bully's pranks, a secretary sexually harassed by her boss – these are still evil, even if a very minor kind, and will provide a proportionally tiny boost to your power. Better still, I'll allow it so you can cut out the middleman: you won't need to be covered in worms, perched upon by bats, or pawed at by wolves for this effect. Evil and sin are naturally drained into you as though from the very air.

5. (-600CP) Masterpiece - You are displeased with your new form, worm? Then, a new shell; 500 pounds of Necroplasm, denser than concrete, with toughness and strength to match even the demons of Hell! It will take a trash truck barreling into you to move or injure you, and you can pick up that very same truck and throw it like a toy! Losing limbs or being eviscerated or the like won't harm you as usual, but now you won't even feel the pain and it won't slow or hinder you. This body is efficient and will require less of your precious power to repair, and it will be more resistant to the Holy or magic weapons of the enemy than usual – though not by much, so don't get cocky, worm.
6. (Free) Mockery – You... you're really going to wear that? You want to look like those foolish mortals? Very well. I suppose it's passable, though you're not very... clean cut. They certainly won't let you into any parties in the nice part of town, but at least you have that certain... what do the humans call it? Ah yes, "hardcore" air about you. Well, they would all shit their pants if they saw your true, horrible form anyway. When you're out and about, make sure you take the couple seconds to hide your demonic visage. Oh, don't worry about damaging it; you'll still be just as tough, strong and fast as you are in your real body. The same rules, apply, of course: you'll be able to shrug off most minor damage, and heal from the rest. No, no, you'll still die for real if someone takes your head off, or an angel or their flaming cronies inflict enough Holy or magical damage.

7. (-100CP) Opportunity – I see you have a keen eye, friend. It's like chances just fall into your lap, and lady luck is always on your side, isn't it? Being able to spot the opportunities that others miss, the openings that everyone has left undefended, is an important skill for the likes of us: the rulers, the lords. You see, by taking a hard look at ourselves, we can see our own weaknesses and carelessness just as well as we can see any enemies'.

8. (-200CP) Might Makes Right – The age old lesson, it's the basis of much of Hell – and, indeed, pretty much anywhere else. You see how they kneel to you, but you can see in each one of your brethren the desire to rise up and crush you, to take your favored place and even usurp the throne of your master's Sphere. It's an age old lesson, but you have to apply it effectively. You have to crush them so completely that they fear you more than they hunger for power. Yes, just like that... that one will never

again question or threaten you, his life yours to command. You can see it in his eyes... See? Now, he is a mere tool for your ascent. And if your tool breaks? Just consume them; you can absorb their strength for your own. Though, that's not just for your own underlings, you know? Lay claim to what you please, for it is yours by right of conquest. Demons have tough stomachs for a reason: if you can eat it, it becomes yours forever, no matter what it is.

9. (-400CP) Opener – You really are a special one. I haven't seen an Opener in centuries, at least. Nothing is closed to you, your movement unrestricted and unbound. Be it a magically sealed vault, or a locked front door, you know how to open it – only the most powerful of sealing magic, or the most intricate and strongest locks will bar you. They also say Openers are incredible escape artists, able to find a way out of just about any kind of physical or magical prison or binding. And, you didn't hear this from me, Openers can possess those who are most sinful and evil, or those who are willing and offer themselves. You won't leave your original body behind, either, but you'll die with your host if that's what it comes to. At least they'll benefit from all your powers, so that won't be too easy to happen, I should hope.

10. (-600CP) Power of Hell – Yes, yes! Just like that! Feel the fire flow from your core, and project it into the world. Unleash your hatred, your violence, the very foundation of your being. Now, take that fire and shape it. Concentrate... see how your flesh follows? What was a hand is now a mace, a tool becoming a weapon. Now, swell your flesh... feel your power flowing... Stronger, tougher, a true juggernaut. You've impressed me, child, truly. Why, at this rate, you might make a powerful piece. I await the day you will serve at my side...

11. (Free) Elemental Fire – Your body is consumed with the Elemental Fire, transforming your body into an alternate aspect: that of the Redeemer. Your height and physique will be imposing, and your toughness, strength, and speed a match for that of the Hellspawn. However, the Elemental Fire cannot be tamed, merely contained. Your body will suffer horrible pain while you are clad in the vestments of the Redeemer, and your mind will be consumed with Heaven's zeal to exterminate the minions and agents of Hell.

12. (-100CP) Two Sides of a Coin – Your body while possessed by the Elemental Fire is considered a separate manifestation. That is to say, damage which you incur during your services to the Heavens will be rendered null and void upon your return to your mortal body. However, you are only allowed to resume your mortal form away from enemies and in secret: none are to know you are our soldier. Revealing your dual nature will result in the revocation of Heaven's Blessing. Your Redeemer aspect will heal rapidly but not instantly while you are in your mortal form. Healing from serious injury would take at least three or four days, while recovering from near-death would take at minimum one full week.

13. (-200CP) Physical Tolerance – Your pain tolerance is surprisingly high. Remarkable for a human, even. This should allow you to retain your rational mind even as the Elemental Fire courses through your being, perhaps tempering your zeal while allowing you to make wiser tactical and strategic decisions. You will not be slowed by minor or moderate damage, and it will take injury on the level of losing a limb to give you pause or disrupt your concentration. In fact, mortal, your tolerance is so high... perhaps you can even channel the powers of the Elemental Fire outside fully manifesting as The Redeemer. The Elemental Fire's powers would be weakened, but you would never be defenseless and would prove quite the surprise to the careless agents of Hell.

14. (-400CP) Burning Blood – While you are draped in the Heaven's Blessings, your body will be animated by the Elemental Fire. This removes your need for other sustenance, and you will be able to fight for days at a time as we require. This also results in your blood being, for lack of a better term, pure, literal, supernatural fire. Should you lose a limb or otherwise be injured enough to cause severe arterial bleeding, the Elemental Fire will be released as pure destructive energy – at a level much beyond your typical capabilities to produce. While you are not sanctioned for self- harm for the sake of unleashing this power, it can serve as an appropriate last-ditch attack against an overwhelming enemy. Keep in mind this destruction does not discriminate between friend and foe.

15. (-600CP) Rebirth – If you should ever fall in the line of duty, you will be returned to your home - or at least, a familiar sanctuary where you can safely rest for a time – while the Elemental Fire rekindles your life in exchange for much of its power. Over the course of several days, your life will be restored and your soul returned to your body while in exchange the Elemental Fire ebbs. You will be restored to peak health, though your powers while clad in the mantle of the Redeemer will be reduced by half for approximately a year. However, this can only happen once in your lifetime. Heaven watches and rewards, child.

16. (Free) Hunter – Well, at least you look ready to hunt Hellspawn.

A lithe, toned body like that will enable you to dodge the attacks you can't parry or defend against. You may think you're strong, fast, and tough enough to go up against a Hellspawn – and you'd be dead wrong. Hellspawn and demons are both much tougher and a fair bit stronger than we are, but we've got them beat in speed and agility. And, we blend in with humanity better than anyone or anything from Hell. Well, maybe it's not exactly perfect. Apparently, we're all beautiful with... what was the phrase... "supermodel bodies", so we get our share of attention. But hey, at least we're not short, fat and ugly.

17. (-100CP) Tracker – Look, pay attention and I'll teach you how to hunt down Hellspawn and demons. It's not hard, really; they're pretty obvious unless they're trying really hard to hide. See, feel that? That's a Hellspawn, or maybe a demon in human guise. They feel pretty similar from this far. It's not like there's exactly a range for this, but you won't pick them up if they're in a different plane other than Heaven, Hell, or Earth. You'll have to follow them to that other plane to get a lock, but once you do, you'll know when they leave and where they go to unless they're really good at sneaking around. The closer you get, the more accurate you are, too. See how you can just tell what plane he's in from here in Elysium? Once you're on Earth, you'll be able to tell which direction he's in, and as you get closer, you'll be able to pinpoint him. Oh, and learning this will qualify you for your Hunting License, so you can go after Hellspawn and the like with impunity – you won't need permission from the Throne to cross into the mortal realm.

18. (-200CP) Bestiary – Here, take a look at this. Do you know what this is? It's a certain class of demon from the 7th Sphere. They're... well, look, we'll go over that in a minute. Anyway, what I'm trying to get at is the importance of knowing what you're going up against at any given minute. What is it, what it can do, what it's resistant to and what it's weak against. What kind of fighting style it has, if it's intelligent, that kind of thing. You know, the information that will either keep you alive or get you gutted like a trout? I can teach you everything you'll need, so you'll be able to tell a demon's type at a glance, or size up a Hellspawn as a newbie or a veteran.

19. (-400CP) Vigilance – You see, rookie, you have to keep an eye out. The scum of Hell are always looking to play tricks, to make you look twice, or fool you into thinking something is there when it's not. They're crafty, but if you keep an eye out for their tricks, you won't be caught off guard. And a solid guard is the most important thing when fighting Hellspawn. They'll sneak up on you like a coward, or use their costume to misdirect and confuse you. You have to see through all that, to keep your eye on the prize so speak. If you keep your wits about you, you can even spot Hell's minions hiding in the masses of humanity, or sense the knife about to slip between your ribs. They're treacherous, all of them, so you'd better keep a sharp eye out.

20. (-600CP) Disciple – You okay there, newbie? You look a little... MY GOD! You're... you're burning! No, you're... you're a Disciple? Impossible, they're accounted for... a XIII Disciple? You have the armor and the wings of fire, but... Impossible. To stand among the greatest of Angels, you?! What a joke! The Disciples are Heaven's greatest guardians, imbued by God Himself with strength and fervor beyond even His Hunters! This can't be... you're just a noob! How could you have been chosen when I'm...?!

21. (-100CP) Camouflage – You are naturally and instinctively adept at concealing your presence. You can blend in with nearly anyone, just another face in the crowd and completely inconspicuous. Granted, you have to look like you belong there, but so long as you're appropriately dressed and otherwise could be mistaken to fit in, no one will give you a second glance. You can stand so still and breath so quietly you could be mistaken for a statue. Additionally, you are very forgettable if such a thing would prove advantageous, and if pressed to identify you people often can't come up with anything other than "s/he was average".

22. (-200CP) Survival – You know what it takes to survive, and you don't balk at it. Eating maggoty meat from a dumpster. Sipping water from a pothole. Sleeping under a fire escape with a newspaper for a blanket. What others would consider unthinkable, and only acceptable in the most desperate of circumstances, you take to as a fish to water. You can eat anything even remotely edible without ill effect or even a wrinkled nose, and will even gain increased nourishment from what might otherwise be garbage – and even more from proper food and clean water – which notably reduces your food and water requirements. You can drink anything that isn't explicitly toxic or poisonous, and are extremely resistant to waterborne and foodborne parasites and diseases. You can sleep comfortably anywhere with enough room to curl up, sit, or even stand in a pinch. Finally, you are much more resistant to hot and cold environments, and could survive a bad winter or scorching summer outside with nothing but the tattered clothes on your back.

23. (-400CP) Hardware – You've got access to some serious military hardware. The method of acquisition may vary: knowing just the right army depot to raid, having someone in the government owe you a hefty favor, or "happening" upon a sizeable cache buried in garbage. While it's not enough to arm an army of any size, there's plenty to go around among your Companions, and plenty of variety to boot. Conventional firearms, high-tech energy weapons, missile launches, hand-held tank-busters, the list is quite extensive. It's enough firepower to set an armored platoon alight... or take out a squad of Angels, or a pack of Demons. You've got plenty to ammo to use with it, too, and oddly you don't seem to run out: there's always just one more magazine in your hand to slap in even when you're sure that was your last one just before. But it doesn't just stop at guns: you've got body armor, communications gear, and explosives by the handful. It doesn't come with any insignia to fool anyone, but when you've got this much firepower... who needs to be subtle?

24. (-600CP) Boots and Cogs – You're sharp, and you're privy to a lot of information. A bit too sharp and privy to a bit too much, maybe. It's as though you've got inside information on all the goings on, or have seen this very scenario play out time and time again. You can identify the basic overarching genre and themes of a world just by stepping into it, and can guess character archetypes at a glance. That guy over there with the trench coat and moustache? Hardboiled detective. That one with a suit and shades? Power-hungry Mob boss. Fat midget clown? Decapitation candidate. On

introduction, you can tell if someone is good/bad relative to your own disposition, and if they are hostile or helpful towards you... and you'll also know if that has changed upon your next meeting, if they aren't trying to make a secret of it. Characters steadily reveal their motivations and characterizations unwittingly as you interact with them, and you will develop a finer grasp of the genres and tropes in play the more exposed you are to the world. You're even able to spot a deconstruction before the hammer drops, if you're on your toes. You can feel how far along the plot is, the ebb and flow of events, and you can feel when things are going right... or horribly wrong. You can guess the major powers in play, and how they relate to each other and to you. You won't get caught up in others' machinations easily, unless you allow it, and even then you'll be able to guess their endgame with good accuracy if you can spot their plots and plans. You're not precognitive, and you don't have all the answers - especially when things start going off the rails from the original source, you'll be just as surprised as anyone - but you've definitely played this game before.

25. (-200CP) Infernal or Holy Weapon – Your aligned power, be it Heaven or Hell, will forge your choice of melee weapon for use in your crusade. It will cause increased, aggravated damage to those opposed to your alignment, and may be imbued with your powers at cost to you (Necroplasm or Elemental Fire) to grant it temporary magical abilities such as shape-shifting, elemental damage/effects, or life-drain. It is functionally indestructible, will return to your hand if you concentrate for a moment if you are disarmed, and will return to you by the next dusk if you are Hellspawn, or dawn if you are Redeemer should you lose it. You may opt to apply the above to a melee weapon you already possess.

26. (-200CP) Safespace – You have a dingy apartment, abandoned building, or even quiet little alley corner to call your own... and only your own. It's isolated from all except those you allow to enter, and you cannot be detected while there. It inexplicably has basic utilities, decent beds, heating/cooling and is large enough for you to comfortably live with 2 or 3 others. There are food and water sources nearby, though they probably aren't very pleasant... This will follow you from Jump to Jump and integrate itself as appropriate into an apartment block, abandoned area, or alleyway.

27. (-200CP) Essence – A single decorated and elegant vial of either demon blood or angel blood. Just by touching it you can feel the power emanating from it, a subtle crackle of electricity, the hairs on the back of your neck standing on end. It is the concentrated quintessence of what it means to be a denizen of Hell or Heaven. A single drop ingested could give a mere mortal all the abilities and forms of their chosen heritage for a time. But the whole vial... what could that do? This vial is indestructible, and contains a refilling supply of concentrated Angel or Demon blood, respectively, which will refill from completely empty to full over the course of two years, refilling only during the times the cap is secured. The contents will not spill,

and if you lose the vial(s) it will return to you when it is filled, or after one week, whichever comes first. This is the disparate essence of each concentrated to liquid form, their greatest secrets and powers manifest in a dark red liquid. But what could you do with such a thing? Surely you have some ideas... You may purchase this item twice for one vial each of Demon and Angel blood.

28. (-200CP) Writ of Cease Fire – An archaic scroll that details a temporary (no more than 72 hours) pass to the bearer, signed by the powers of Heaven, Hell, the highest national/international power, and all the interdimensional planes' rulers. Upon being presented to any leader of any rank (e.g. squad leader, pack alpha, diplomat, commander, etc.) it will grant you safe passage, immediately cease hostiles by the faction of whomever you are presenting it to against you (including mortal agencies), and allow you free access to unrestricted areas that are under the control of a given faction, or their territory. You also may use it to seek an audience with any member of any faction, including the top leader or another person which might otherwise be restricted such as a prisoner. Any hostile or subverting actions on your part will render the document void and you will lose your protection immediately. You cannot force anyone or any faction to cooperate with you with this: they will merely tolerate you, and depending on your relationship, perhaps poorly at that. You have two separate scrolls and may not make forgeries or copies. Post-Jump, they will replenish each Jump and will apply the same effects to all factions and powers, but will never affect minor, rogue factions such as a bandit gang or other small criminal group or unintelligent hostile creatures such as wild or feral animals/beings.

29. (-300CP) Dead Zone – You have ownership of an area in the deepest back alleys of the so-called "Rat City" that is an outpost of your aligned power – Heaven or Hell. Those aligned with the opposite power (or both, if you're a Drop-In) lose their supernatural powers when they step across the border of this roughly half city block-sized area (with the ceiling limit of its effects a few dozen feet above the tallest building present), even if only by a single toe. This will render Hellspawn or Redeemers mortal, greatly weaken Infernals or Halos, and will block projected opposing powers completely, such as fireballs or stop opposing Symbionts in their tracks. Post-Jump, this zone will follow you and you may apply its affect wherever you please, though it may not be moved from where you initially use it per Jump. It will outright remove or greatly limit the supernatural, magical, or otherwise incredible abilities of your enemies depending on their power level – the most powerful enemies will merely be crippled. You may extent immunity at your whim, and may revoke your favor at any time with but a thought.

30. (-300CP) Invader – An icon, much like that left by the Hellspawn when they die though with the inverted symbol of Heaven on the back. Once pressed against a door for about ten seconds, it will allow you to access Heaven, a Sphere of Hell, a mundane location on Earth or another planet, or any other metaphysical plane that exists in the

current universe by simply opening and walking through that door. The plane, area, or building accessed is of your selection, but the location of your exit within that selection is not. It is of note that your intrusion itself will not be hidden to those that can detect your entrance or are otherwise aware of intruders, though none will know of your location without searching for you. You can be recalled to your previous location or your home/Warehouse without need for a doorway by holding the icon and concentrating on that place for about 30 seconds. Allies and adversaries alike may hold on to you to be recalled with you, or may use the doorways you've opened. These doorways expire as you please, or are closed after 24 hours. The icon itself is invulnerable, and will return to you within 72 hours should it be lost or taken.

31. (-300CP) Reliquary – An abandoned church's storeroom filled with an ancient collection of tomes, relics, and other artifacts from Heaven and Hell alike. Though there are weapons and tools such as an Angelic Hunters' headband, a Spawn's shield, and a Dimensional Spear. They will turn to dust if you attempt to use them for purposes other than learning or study, but beyond that weakness they are in perfect, preserved condition. This collection will allow you access to long-lost, esoteric, and otherwise obscure or even secret knowledge regarding Heaven, Hell, the other dimensional planes, and most subjects relating to them. You can learn curses and rituals (which may be of dubious effectiveness), and may learn about various rules and systems, such as portals, summoning, how demons or angels work, and if you dig long and deep enough even hints at the true history of God and Satan. Post-Jump, this collection will contain similar materials (with similar restrictions) about the supernatural, occult, or otherwise generally unknown or hidden parts of your current Jump. It will never reveal things like governmental or trade/industrial secrets, and you cannot use it to obtain mundane intelligence. It can be located in your Warehouse, any housing you possess, or the storeroom can follow you Jump to Jump and attach to somewhere appropriate (such as a nearby abandoned church) but cannot be used as shelter and does not count as housing. The items within are vulnerable, but will be replaced in one week should they be destroyed in any manner.

Dies Irae

32. Die Ewigkeit- Free

There is great power in this world and that power comes in many kinds. But there is only one kind that might eventually lead to the very top. Ewigkeit is the name of a magical process wherein a special prepared artefact, known as an Ahnenerbe or Relic, is bonded to the soul of the subject in order to grant them both magical power and the ability to grow even more powerful. Not every magical item may qualify as a Relic, though the bulk of information on them will be described later. For now, the benefits of Ewigkeit and the process through which it works will be described. Ewigkeit users grow via the devouring of souls. The more souls and the higher quality those souls, the stronger the user will grow. Over time, these souls are slowly used up as fuel, though only a few are burnt at a time and even in constant combat this can take hours of work to get through even a small number. A Ewigkeit user can devour souls by either physically eating them, killing beings

with their relics or killing them with their supernatural powers. With practice, a user can also draw in every corpse and soul around them automatically, eating even down to the little drops of blood or fragments of spirit in a small area around themselves. Ewigkeit boosts almost every aspect of the user and continues to boost these aspects even more as more souls are taken in. The physical strength and speed of the user will grow without regard to whether the body of the user fits it. Their durability will also grow, including their entire bodies so that even normally soft parts such the eyeballs are harder than diamonds. Their bodies become more and more resistant to any kind of poison, drug or disease, to the point that most users see no enjoyment from alcohol or recreational drugs. It is possible to, with concentration, suppress this resistance to drugs for a time. An Ewigkeit user also finds themselves less and less in need of physical sustenance or rest as they grow stronger, eventually ascending beyond the need for eating or sleeping. The users five physical senses heighten as their power grows, eventually to the point of picking apart individual heartbeats across a school campus or picking out the wrinkles and hairs on someone's face from across a city or even higher. Ewigkeit users also gain a Third Eye, a sense that allows them to perceive magic, souls and hidden things. The greater the power of the user, the harder it is to hide things from them with supernatural means. This Third Eye can work on a 360 degree radius if concentrated on and this may eventually be trained to become constant. A Ewigkeit user loses the need for their physical form, surviving so long as their soul is maintained no matter the damage their bodies receive. The Relics that Ewigkeit users wield are able to strike at the soul but they are otherwise ultimately immune to most normal humans. They are also able to regenerate their physical bodies at astonishing speeds to match those they move at and, so long as they have devoured souls still remaining within them, even extend this to regenerate their own soul so long as it is not yet destroyed. The innate magical might of a user will now also grow as their spiritual might does. The more souls gathered within you, the more that your magical spells and abilities will find themselves empowered. Obviously, any spiritual abilities will also find themselves growing stronger as your soul is bolstered by the presence of your devoured prey. As well as increasing their raw power, the user's resistance to all kinds of supernatural effects will grow as their souls do. Resistances to raw supernatural power, to the unique conceptual abilities wielded by some, to manipulation of physical reality or time or space. While this will not progress to immunity, a Ewigkeit user becomes harder and harder to harm or effect as they grow. The presence of a Ewigkeit user grows as well. Just being near an Ewigkeit user that is not actively suppressing their power makes one feel like they are near a giant and those with thousands or millions of souls can feel like unbeatable titans to those weaker than them. This also manifests in the killing intent of the users, as they gain the ability to emit their murderous intent on a dangerous level. The more souls you possess, the stronger this will grow. Stopping a man's heart, shattering concrete around you and melting an entire steel bridge are all possible if you grow strong enough, whilst a Hadou God can kill the body and soul of anything beneath its level with just this desire to destroy. If you try to train this, you will eventually be able to attack with just your killing intent, unleashing physical blows just by looking at something. Beyond the power they gain from holding them, a Ewigkeit user also has other ways to interact with souls that they devour. Stored inside your soul, most devoured are instantly subsumed. It is possible to look into those

devoured souls and take out the knowledge they possess, though it takes a great will to handle doing this to more than a few souls at a time. A Ewigkeit user is not immortal however. Their souls cannot stand more than a century or so of continued existence without breaking apart, though this can be extended for another century with magic. Those who reach a certain level of development in Ewigkeit can overcome this and if you possess a different sort of soul from another world, you will not be subject to this either. While they may eventually break apart, a user will not physically or mentally degrade through the passage of time during their life. Next will be described the four stages of Ewigkeit use, as well as where you start and how you progress from each level to the next. Assiah is the first stage, known as Activation. All those who have at least a single soul, their own, and undergo the formula begin here. At this point, you have not yet become able to give your Ahnenerbe physical form. You are still able to briefly manifest it but only in a phantom state, such as summoning a ghostly sword to stab something that you thrust your hand at. Normally, users at this state are only slightly stronger than normal people and still able to be harmed by guns, though they can run faster than any modern car, jump tens of metres into the air and kill men in a single blow. Yetzirah is the second stage, known as Formation. To proceed here, one must devour at least a hundred souls, though more may be required if their spiritual quality is low. The more powerful or spiritually developed a soul, the more valuable, tasty and beneficial it is. At this stage you will be able to give your relic a permanent physical form, though you can continue to recall it. Those at this stage go far beyond what is humanly possible. They can destroy buildings with a single blow, run faster enough to move across water or through the air by kicking hard enough. Their laughter alone can crack pavement or kill ordinary men. Briah is the third stage, also known as Creation Figment. Around a thousand souls are needed for this stage as well as requiring you to become aware of your deepest desire and gather enough willpower to force it to manifest in reality. This stage is not innately more powerful other than the new power you gain and beyond this point, any power increase will usually come from just having more souls eaten. This Briah stage is special in that it grants you a Law or Creation Figment. A special power based on your deepest desire. They come in two varieties. The Hadou/Hegemony that is focused on external effects and the Gudou/Transcendent that is focused on the internal effects. These abilities will be described in detail at a later Briah section. Atziluth, Emanation, is the fourth and final stage of Ewigkeit. It is not a stage achievable by anyone and indeed, you must be specifically born with the potential to be one or have that potential granted by an existing Atziluth user to become one. To those who possess the potential, the exact conditions to reach this stage are unclear, often involving special rituals or bonds with existing Gods. The users who reach this stage become known as Gods, for they rule over and above all things. Their Creation Figment emanates from them to cover the entire multiverse permanently and allow them to freely warp reality in all areas affected by their law. They become incomprehensibly immense beings, akin to walking universes or something even greater, ascending beyond all dimensions, concepts and truths. With just a brief flash of rage, one of these beings could destroy all of existence. An Atziluth user also gains the ability to create a Legion, summoning souls that they have devoured to serve them as warriors that have been scaled up to fight on the level of a God as well. The current ruler of existence is one of these beings but it is possible for more than one God to exist at

once. In these cases, they are almost always driven to fight by their nature and do so by a combination of their competing Laws and a special substance known as Taikyoku. Effectively a measurement of their power, the number of Taikyoku that a God possesses indicates their strength compared to other Gods. The Ewigkeit process may be refused if you wish but you must also give up access to the Relic and Briah sections if you do so. You begin at the Assiah stage unless you are part of the LDO, in which case you begin at the Yetzirah stage.

33. Limit- 400

An important limitation to the above, detailed here for ease of use. The users of Die Ewigkeit are not all born with the same potential. The number of souls that one can contain depends on an innate potential, which varies from person to person. Lower quality souls can be stored in greater number, though they of course give less power. Some might be able to contain no more than a few handfuls, while others have limitless potential. By default, you start off fairly gifted in this area. Similar to Wilhelm Ehrenburg, you can contain several thousand average souls at your maximum. Enough to be a potent warrior, if not to ever truly challenge those on the Commanders level. Paying an additional 200CP will bring your limit to an astonishing high, equal to the three Commanders. Tens of thousands to over a hundred thousand souls can be contained at this scale. A final purchase of 200CP, in addition to the previous purchase, gives not only an unlimited potential for the number of souls you contain but also something special beyond that.You were born with the potential to ascend to the Throne itself, to become a God in the Atziluth stage of existence. Not that you have attained it quite yet. You'd need some sort of immense arcane ritual to kick you over from the Briah stage to the Aztiluth stage, likely alongside a tremendous sacrifice of souls. But those things are far from impossible to set up and what do you know, someone's setting one up right here in Suwahara City. Maybe you can steal a spot.

34. Mephistopheles- 400

Before you, no man can stand without bending a knee. No mortal man at least. When people speak of the charisma of the legendary kings of old, the sort of people like Alexander the Great or King Arthur, and describe how they believe they had such a force of personality that it manifested in an aura...they're describing what you were like the moment you were born. You've only grown greater since and now, you're standing equal with the most charismatic man in the world. With a few minutes long speech, you could talk an enemy army of hundreds of thousands into happily killing themselves to please you. You could convince lifelong enemies of yours, people who you had done atrocious things to, to become loyal allies with just a single conversation. Men and women both, even those who believed themselves to be conquerors in their own right, fall in love with you just from the force of your presence. Your charisma surrounds you like a hurricane, pressing down on the minds and spirits of all those who are near to you even when you do not speak, making it almost unthinkable for those around you to not do as you desire before you even request it. It is not impossible for someone to resist your beguiling words

but only the sort of man who could look at the face of God and spit in it could manage such a feat, something that might be beyond even the greatest of heroes or villains.

35. Lower Case god- 600

A unique being has appeared. Things such as you were normally considered leftovers, forgotten things from a long past age that humanity has no more use for. But a god is not easily erased from existence, even if you are not God himself. You were made to represent a specific concept of your choosing, something such as Darkness or Fire or Anger. You have immense powers over that concept, though the fading mystery from this world has taken much from you. So long as the concept that you chose continues to exist, so will you, even if you normally should have been killed. A god of darkness will exist so long as darkness does, whether it be physical shadows or the shadows within a man's heart. Do note that certain affects that destroy all they touch or otherwise kill and bypass any defences can ignore this defence. You have immense control over your concept, able to control it in all its forms to accomplish mighty acts and even exert control over related things. A god of fire could summon an attack to vaporise an entire continent or send millions of people into homicidal rages by manipulating their fiery anger. A god of darkness could reflect any attack back through shadows, manipulate time or gravity to age people to dust in seconds or send the fear of darkness into a man's mind to drive him mad. Your powers are great and they are broad even extending to allow you control instances of your chosen concept that are summoned or used by your enemies. You are not omnipotent however and you can be resisted, ignored or even crushed outright by those with enough power. You may be a match or even vastly outclass much of the LDO but attempting to take on the Gold himself would result in your swift death. Note that while you are given much leeway in what concept you choose to be a god of, picking particularly broad concepts will weaken the benefits you gain as your power is spread more thinly and you may not pick 'Everything' or similar things as a valid target.

36. Low Brow Opera- 100

All these old geezers sometimes forget that they're not in the 40s anymore. They get their heads up their own asses and start talking all this philosophical mumbo-jumbo, seemingly in intent to just confuse and distract anyone listening. You can get the gist of what they mean though, even if you've got no understanding of those complicated words they're using. You understand what someone means when they say something, even if you don't understand the way that they choose to communicate that meaning. Even the most over complicated speech is easily parsed by you.

37. Personal Faith- 100

The quite literal Apocalypse may be nigh and God himself, or the closest thing to such a being, might be an uncaring monster who only seeks death but your faith remains strong. Even in the very worst of situations, you are able to calm yourself and find solace in prayer and/or meditation. So long as you have a few minutes of peace, you'll always be able to calm yourself down, focus yourself on a task and rid yourself of pointless worries

or fears. It might not last forever but you should get at least a few hours of this continued mental state, provided nothing worse appears.

38. Born For the Stage- 100

Drama class was always an easy A for you, having grown up needing to conceal your true feelings from the dangerous people around you. You were a born actress and your life has only honed your skills to perfection, letting you effortlessly slip into almost any role imaginable, along with some quite incredible voice control skill to replicate different voices and accents. You're also just about perfect at concealing your own feelings, requiring supernatural abilities to tell what you're actually feeling unless you want to show your emotions.

39. Future Planning- 100

Even the smallest of choices can have wide-spread effects on your entire life, depending on the situation. Most are not aware of the importance of every choice that they make but you differ. You always know the magnitude of any decision or event you take part in has for your life and the world itself. You won't know why or when or anything else but you will know how important a decision or event is to yourself and to everyone else, being fully aware of the true scale of even the most insignificant events you encounter.

40. Convenient Woman- 100

Perhaps not the most endearing of names to be given but it seems to be true even so. You'll find that you're always able to be there when someone you love is in need of emotional support. When they find themselves troubled, it'll be when they're near enough to you that you can be there for them. And once you are, you can almost always solve their struggles, as you share a bond with anyone you love that grows very quickly and gives you a deep understanding of them as a person over time.

41. Emergency Alliances- 100

You might not like them, you might even hate them but you still need their assistance when trouble comes around. When you need to, you are always able to put aside any bias or dislike you have towards someone, no matter how great, and work with them effectively. You'll even find that they are much more cooperative than normal once an alliance has been forged and that, so long as you do not show signs of screwing them over, they're much less likely to betray you before you both accomplished your goals than they normally would be even if they were hostile before.

42. Yusa Have Some Fun- 100

Sure, you've got a dozen super powered Nazi wizards hunting you and sure, you've got literally God trying to force you into a death game against your best friend but...so what? Is that a reason to not have a blast as you do all this? You're always able to find enjoyment in everything you do, even if it's something you know everything about and know exactly how it will pan out. You're never afraid anymore, how can you be genuinely

afraid of something you enjoy doing, and you can effortlessly lighten any room up as the fun you have is infectious to other people. Even your enemies start to have fun in a fight against you, despite maybe being the tall, dark and dour type. As a side effect, you're also not squeamish at all when it comes to gross, brutal or dangerous stuff, since you've had a long history of trying out the weird shit in the past.

43. Soldiers Never Cease- 100

Tense as battles can be, you'll always be served better by keeping a calm and cool head on your shoulders during them. No matter what the current situations or your feelings on them, so long as you are currently in a conflict you'll be able to stay calm and efficiently assess, analyse and plan out your moves in the battle. Even if your friends are dead, it won't stop you from coldly and quickly tearing through every last foe in front of you. Once the conflict ends however, you'll feel all those bottled up emotions come flying back up.

44. Best Friends Forever- 200

Once you make a friend, you have them for life. So long as you retain the bonds between you and your friends or loved ones, you'll always meet them again no matter what happens and no matter how far they go from you. Eventually, you'll always be re-united with those you care for. Even if one is killed and eaten by a demon witch, you'll just find that you get a chance to steal back their imprisoned soul later on. Your loved ones can still die but...well, death is hardly the end in this world. This does not work across jumps until you have ended your chain.

45. Standing Together- 200

The bonds of blood far outweigh any other kind of bond, be it one borne of fear or loyalty or greed. Your family understands this and stands by you, even when it goes against their best interests. So long as they are either closely related to you by blood or have raised and care for you since you were born as adoptive parents, they'll always take your side when it comes to something important. They won't let you have all the candy you want but they will protect you with their lives from any threat, even if that threat is someone that they may have believed in before. This effect also extends between them, making them just as protective and caring towards each other as they are to you.

46. Natural Lady Killer/Brothers In Metal Arms- 200

You're a pretty cute guy but that really doesn't explain why so many girls are this into you, especially when your personality is honestly quite dim. Still, no one can deny the effect that you have on women, or men if that is the gender you are attracted to. You don't have any skill in seduction yourself but just being yourself will often charm women around you into having a crush on you, even the ones not normally into your type. Actually doing the things that they like in a guy can quickly progress this from a crush into a full blown love. Alternatively, you can have this perk work to attract comrades in arms that share your own gender, making you a naturally appealing brother or sister figure to other men or women. Something about you naturally attracts them to want you become

friends with you and fighting together with them will only cement that bond like it was made of steel. You may buy this perk again to take both effects.

47. Last Stop- 200

You're well aware of the dangers of going out to fight beings that can live forever. Fail and they might seek to take out their grudges on those you left behind, through killing or worse fates. You can be assured and feel safe that that will no longer occur. The buck stops with you, as it were, as no problem that you have brought on yourself will pass on from you. Enemies you have made will not care for those you care about or who have descended from you, curses that target entire family lines will never pass on from you, diseases that might be inherited by children simply are not and so on. You are the last line of defence and you work without fail to protect those you care for.

48. Surplus Soldiers- 200

The bad guys aren't always as bad as you might think at first, at least if you get a chance to get to know them. Now you might have more than a few of those because you've got an uncanny ability to tempt over your enemies to your side, though usually only certain individuals or factions within the enemy. Those who have doubts about their organisation or who don't care much for it can be surprisingly easy for you to draw out and make them either neutral or even a new ally. You're also pretty great at making sure this isn't immediately clear to the ones they're betraying, so you can keep it as a surprise advantage for later. The guys that are real fanatics for their cause probably won't give you the time of day though, so make sure to spend your efforts on making turn coats on those with the potential for it.

49. Shot Through The Heart- 200

With just a touch, you can give life to someone. You can't bring back the dead or animate the inanimate, when you give life to someone you are giving the gift of feeling and enjoying life. You're able to create a hole in the heart of any at least semi-intelligent being you touch that allows it to feel emotion, even if it should be impossible for them to do so, and to grow as a person. You are even able to make this a forcible thing, forcing them to feel and take in the emotions of people around them and if they do not have a strong will or sense of self, this can quickly change the kind of person that they are based on the emotions and people that they are constantly around.

50. Thug Life- 200

With all the stuff on your rap sheet, there's no way you're getting off from jail time just because of your youth. You're damn good at the criminal life and even better at getting away from it. You're masterfully skilled at all sorts of shady things, from pickpocketing to lock picking to hacking into computer systems and even some extra training with guns and knives. Getting away with these things is a cinch too, as you're able to evade even a dedicated task force of detectives in the same city as you grew up in without any trouble at all, leaving little to no traces behind of your presence at any crime you've committed. It's

not impossible to get you without magic but to all but the best lawmen, it might as well seem like it.

51. Real Memories- 200

Through the blood that runs in your veins, you have a connection to your forefathers. The genetic memory of all those who preceded you biologically is still present within you, in a way. Over time, you slowly absorb the memories and knowledge of your direct ancestors, starting from the most recent and going back as the years go by. Some of this knowledge will be useful, some outdated and some plain scary to know at all. You're able to force this genetic memory to focus on specific ancestors with time but it can be actually quite tiresome to do.

52. Making My Entourage- 200

When you're one of those unique, special people that only appear once a generation, it can be pretty hard to find companions that can keep up with you. Friends aren't so good if they leave because of fear of you and what you do. While you probably won't be finding people as strong as you through this, you'll find that you do often encounter people that are just the perfect sort to become best friends with you. Their personalities mesh well, they can keep up with even the craziest things you get into and they're never turned off just by a little danger in your lives. These people, if you want them to, will quickly become loyal and trusting friends to you, the sort that will stay with you even when your lives are endanger and make jokes about it just to cheer you up.

53. Need To Do Better Than That- 400

The bad guys seem awfully keen on you giving them a good fight these days. Your enemies almost always do things to try and give you a better chance at giving them a good fight. This can be giving you a free shot, letting you have a few minutes to get your breath back or even giving you some pointers on how to use your powers better or fight them better. Something about you just gets everyone in the mood for a great fight and so long as they don't believe you were already capable of giving them one, they'll be absurdly lenient on you in hopes of you managing to entertain them. Even if you run, they might just let you off in hopes you can come back stronger.

54. You Can't Iai Slash With A Guillotine- 400

A man must always be adaptable to thrive in war and a man's ideas are no different. You are able to take techniques from one discipline and apply them to a similar discipline without any loss in effectiveness, even if it seemingly should not make sense. Take the Iaido arts of kendo and utilize them with a guillotine that extends from your arm, using yourself as the sheath in this case. Take the techniques to forge a sword and apply them to building or armour construction with every bit as much effectiveness. You are able to apply these differing ideas to differing disciplines so long as they are in the same general field and have them work out.

55. The Hangman- 400

An executioner, a proper Guillotine Man, is a very precise kind of person. They focus entirely on that single cut, only taking what they wish. Perhaps not in the way you are now able to but the spirit of it all remains the same. You only harm, kill or destroy that which you wish to. This works on a physical level, letting you never harm an ally unintentionally with a stray shot and also on a more metaphysical level, letting you use a weapon that attacks souls and destroy only certain parts of a soul that you attack or destroy only the main soul and leave any connected souls alive. If you had the ability to interact with it, you can destroy only a part of it even if you should destroy all of it.

56. Living Relic- 400

You are yourself a weapon. Quite literally, you are a living, sapient Ahnenerbe that was created by Mercurius in the past. Your being has the same basic, innate traits as an Ahnenerbe such as striking at the soul and body at once. Your nature as an Ahnenerbe also lets you wield any Ahnenerbe, or similar relic or magical item, that you can handle even if it would normally only be usable by certain beings or dangerous to hold. Those items seemingly recognise you as just another weapon, instead of an invalid user, and will work for you as if you were the fitting owner.

57. Götterdämmerung- 400

The undead are walking the streets of Suwahara city these days and they're much harder to put down than your average zombie. But in the end, even the Einherjar themselves can die or at least be locked away for good. When you kill a being, you kill it for good. You'll have to beat through any defences or regenerative abilities they have, so the warriors of the LDO are still a tough battle, but once you have them killed, they'll stay dead even if they might normally revive anyway.

58. The Sakurai Blessing- 400

The Sakurai were a family that were hired to create a replica of a great and terrible weapon, the Lance of Longinus. They succeeded, in a way, but were cursed terribly as punishment for it. If it could be controlled, perhaps that curse could be turned to benefit. You've gained such a blessing, forming the bodies and spirits of one member of each of the past three generations of your family into an armour around your being. They will act as a powerful defence against attacks against your body and soul, as well as allowing you to borrow their skills and any powers that they may have had. Unfortunately, in this world it seems that you do not have any empowered ancestors that are valid, merely very skilled and widely travelled individual soldiers. You'll be able to draw on different ancestors in each jump, though you will not keep them between jumps either.

59. Faustian Bargain- 400

The heroes don't always win in a realistic world. If you find yourself and your friends at the end of the line with no help on the way...maybe you can still work out a way to get out alive. Excepting cases where you truly, personally pissed the bad guy off, you're able to strike a deal for your life and the life of your friends in exchange for something very important. It might be allowing the villains plans to go ahead with your help, it might be

them taking something vital from you as punishment or even taking everything but your life and the lives of your friends from you. Whatever deal you make will be up to the whims of the opponent and you will be forced to obey the terms, though you can try and convince them to lighten the load a bit. Once struck, they'll leave you alone. Only one of these deals may be made with a single person, the next time you enter this situation with that same person, they'll just kill you and be done with it.

60. Bad Apple- 600

You're pretty hard to swallow and not just in terms of the boasts you make. It doesn't seem possible for anything that eats you to actually keep you down, even if they chew up your body as they do it. In fact, when they try, you're able to get them to chuck you back up and even bring along some souvenirs. When somebody or something eats you, so long as your soul is not destroyed in the process, you'll be able to tear your way out of their belly a few minutes to a few hours later, killing them in the process if they aren't a lot stronger than you, and taking most or all of their powers in the process of this. If they're strong enough to survive you tearing your way out of them like this, you'll only receive a portion of their powers, but you'll be rested and ready to go once you exit, even regaining your physical body if you were reduced to a soul.

61. The Gallows- 600

Way back when the guillotines were in their peak of use, in the heyday of revolutions and rebellions, there were far too many executions for a single man to manage. Executioners had to be recruited to carry out the job of the man in charge, now that he could no longer manage it on his own. You too can create deputies like this, though yours are quite special. You are able to designate other people, provided they are willing, as Executioners for you. They will then count as if they were you for the purposes of growth, acting as proxies for your own growth. What they learn will become what you learn, the souls they devour will instead be transferred to you, the training they do empower your own body and so on. The reverse is not true, they serve you after all, but their work will make you able to manage all the easier. You may only create up to eight Executioners at a time.

62. Beast of Possibility- 600

You may not be the most suited to gathering souls in slaughter but you might just find you no longer have need to grow strong. You have a soul with a vast amount of potential, something that allows you to not only grow at a rate that turns days of time into decades of progress but also lets you progress in power without the usually required materials. Despite normally needing you to eat a certain number of souls, you are able to progress through the stages of Ewigkeit just through time, constant fighting and training and self-reflection. You are able to do this with other sorts of powers as well, progressing even when lacking the usually required resources and simply using time, battle and self-understanding in place of them.

63. Broken Chains- 600

Whatever you were made for, it's not something you're going to lie down and accept without a fight. If you had a purpose, it's irrelevant to the you of now. You're your own man and not just the costumed puppet of anyone else, not even God himself. It is impossible to control you anymore, through any means. Your actions and choices are entirely your own, rendering you immune to any attempt to control your mind, body or soul and even severing you from the need to follow any instincts or automatic responses to things. Even God himself trying to force you to act according to a certain nature would fail utterly and you can ignore the most basic human reactions without thought.

64. Born With It Baby- 600

Some people find that they get good at things faster than anyone else. Others like yourself, don't even need to bother getting good. You've got natural talent for everything you try, almost as if you'd already been doing whatever you start doing for a whole decade. Whether it be picking up a strange magical weapon, trying out a new martial arts move or even just trying to study for exams, you'll find you're just as good as if you'd already had ten years' worth of regular practice. This won't give you any knowledge out of the blue, just increase your innate skill in a subject as if you had years of training. Deciding to study how firearms are made won't suddenly give you all the knowledge you'd obtain through ten years of studying how firearms are made but it will give you ten years of experience in studying and, once you try out those firearm making techniques, ten years of experience in each technique.

65. No Mountain Too High- 600

Mighty as your foe may be, they're never all mighty. Not quite anymore. No matter how strong or deadly the opponent you face, you'll now always find a way to have a chance of either resisting or at least escaping their wrath. This chance might be infinitesimally small but it will exist, giving you just a chance at resisting the battle against the greatest beings or making a successful escape. Your chances of escape will always be higher than your chances of stalling or blocking your foe for a time, even if your foe would normally be present everywhere and every when. Even if you successfully escape however, your opponent may still be able to find you again eventually.

66. Not My Time Yet- 600

Foreknowledge is a terrible curse, a debilitating sickness that can bring even a God to the point of insanity. Yet there are certain benefits to knowing how events will play out. Benefits you seem to have gained a part of without the rest of the curse. The future has at least somewhat of a good idea of when you're going to die and it seems like you won't die before that time. Now that you have this, you'll only die in a particularly dramatic battle, being forewarned of and led away from any othersituation that might result in your death. A car accident that might cause your death? You'd somehow sense it was coming and be able to dodge to the side. An experiment about to go wrong? You'd get a feeling and be able to shut it off in time. Facing someone who might be able to kill you, but the fight would not be a climactic end? You'll realise that and get a chance to flee or dodge. Keep pushing however and this protection will leave you, as you are not wholly bound by this

unique version of foreknowledge. You will at least get a sense of when you are in a battle that could result in your death though.

67. Jumper Finale- 600

At one point in time, you briefly made a connection with the Throne of existence. Lasting no more than a microsecond, this connection transferred an immense amount of potential to you that manifested in a very particular sort of transformation. When you access this great well of power, it will alter your appearance to something much more monstrous in appearance, yet still clearly styled after something important to you, while also multiplying your power by a massive amount. Someone only equal to a lower ranking member of the LDO, such as Kei Sakurai, could become strong enough to challenge one of the Three Commanders in a one to one fight with just this transformation. There is no time limit on this transformation but it is very obviously inhuman and until you practice with it, you may find it difficult to keep your emotions under control when in this state.

68. Den Mother- 100

Though most parents would be horrified by the reasons for it, you've gotten quite good at handling children. Children find themselves naturally trusting you, even if you look scary, and you're quite an excellent parent if you wished to raise a child yourself. In fact, so long as you were a major and constant part of the child's upbringing, you are able to mould children to be almost exactly who and what you want them to be as they grow up, though this is still limited to their abilities and actual potential.

69. Oh Father- 100

Charming fellows like yourself were born to join the clergy, though many of your ilk just abuse that faith. You've got a naturally kindly exterior and demeanour, at least to all those that watch you, and you find it relatively easy to befriend people, get them to open up to you or just convince them that you are not a threat if they have no reason to suspect you already. You're also very good at showing off how scary you can be without letting your smiling exterior drop.

70. Learnt It In The BDM- 100

Just because you've said one thing, doesn't mean you actually need to do it. Despite the abject hypocrisy you often spout at people, they never seem to notice. You'll never be called out for hypocrisy or hypocritical actions, getting away with telling people one thing and justifying yourself doing something else with ease. You can even fool yourself if you wish, allowing you to use reasons that you might ordinarily disagree with or have used against others to justify your own actions to yourself.

71. Pride of One- 100

You are already complete as you are. Whilst most humans require interactions with their peers to stay sane and well adjusted, you have already grown beyond the need for such things. You are able to function entirely fine even when completely devoid of contact with

anyone but yourself. If you have no one to interact with or even just no one of a level sufficient to keep up with you, you can still find fulfilment perfectly well on your own and even find yourself growing as a person just by living life, rather than by adapting to the people around you.

72. Evil Is What It Is- 100

Evil just can't help looking good, huh? You might be a dirty Nazi but people are going to find it very hard to resist ogling you even with that knowledge. You've got a gorgeous, sculpted body that stands out even among the best in the world. Whether you want to be curvy beyond all reason or be a towering mountain of muscle, is up to you, but either way you're going to be an unforgettable sort of person. This body is also maintained magically, meaning you lack any need to exercise or diet in order to keep your form as healthy and fit as it currently is.

73. High As A Mountain- 100

As one ascends beyond the rest of the world, it can become harder and harder to keep the little ones in mind. When your blows erase entire countries' from existence, why worry so much about what a few normal people can do? You never lose your sense of scale though, always able to consider things with the importance and weight they deserve regardless of their outward appearance. You won't forget about the little stuff either, always being able to meticulously remember all the details and minor players involved in your plans or in events you are part of. You might not always know where they are but you'll never forget about the seemingly harmless normal friends of the hero.

74. Shepherd of Sheep- 100

People have never been the brightest of things, especially not when it comes to realising the dangerous truths of the world. When they look at you, they see what they want to see, something that is not dangerous and is just what it appears to be. People ignore many things that might seem out of place, wrong or scary about you when you want them to. It makes maintaining a disguise far easier and it makes hiding your true nature from people much easier too, even if you happen to slip up and let out a bit of your natural bloodlust now and then.

75. For Years We Struggled- 100

The LDO is not a particularly unified organisation, at least when not under the direct command of the Beguiling Light himself. That said, the web of friendships and rivalries that exist between the members of the round table are enough to keep them together. None are closer than you and your own rivals however. Whenever you are part of such a thing, the rivalry will only make the two of you become closer and closer friends over time. So long as you keep competing against them, the two of you will come to understand each other on the deepest level and feel affection for each other, though you'll never lose the spark that drives you both to best each other. Even if it was originally formed from animosity, you can eventually see yourselves becoming more like sisters.

76. The New Life- 200

Back in the good old days, you did a few years working with the Lebensborn group, helping out with their attempts to create those with special abilities. While obviously nothing here would come close to what the magician Mercurius had created, you did find out some quite impressive things that could be done to the minds and bodies of humans to make them more special. You're able to awaken psychic abilities or minor superhuman talents in people, more effective and likely to work the younger they are at the time, as well as being very well versed in the most effective and efficient eugenics methods.

77. Vampire Night- 200

The presence and hostile intent of those with Ewigkeit is an awe-inspiring thing to see. These are beings that walk with the weight of thousands and who can, with enough power, shatter concrete or reduce a man to bloody pulp just with the force of their bloodlust. Even among these brutal warriors however, you would be renowned for the sheer lust for violence you possess. You have an overwhelming amount of killing intent for your level of power, such that even before taking in any souls you can force the hearts of normal men to explode under your gaze. As you grow stronger and take in more souls, you will retain this unnaturally high level of bloodlust. This bloodlust does not influence you mentally unless you allow it to and you find it effortless to entirely hide your killing intent from any external being.

78. Spinneder Sense- 200

Not all men are born equal. Some are born without spines, for instance, but that often just makes them better at surviving. You've got a good sense for when trouble is coming your way, able to realise when something is actually dangerous even if it seems good or innocuous at first. You're able to recognise dangerous things, especially threats to yourself, on sight and you even possess a limit sort of danger sense that will give you a slowly growing feeling of impending doom when a significant threat is approaching your position or time, so long as that threat would actually threaten you. You might be a coward but you're by no means a weakling.

79. Spirit Connection- 200

Never trust anyone, not even your fellow members of the black round table. You've become aware of how to keep a covert eye on people though, with a special trick. You're able to make any part of your body, down to the size of a single hair, into a spiritual antenna that you can use all five of your senses through. So long as the piece of your body remains intact, you will be only to look and hear through these antennas no matter where they are and you are even able to speak through them, though that is sadly the limit of what you can transfer through the antenna.

80. Tactical Retrifa- 200

If plans go awry, it's much better to have a route to get out from than to be stuck sitting in front of a very angry Nazi demigod. Always better. You're a master at running with your

tail between your legs and skulking around in the shadows, hidden from others. You're so good at it that even outright supernatural methods of locating you completely fail to do so. It's not impossible to find you physically, so don't bother trying to hide from God, but it is damn near such for all but the best, superhuman trackers in the world. You're even able to help others hide alongside you, though you're a bit less effective when you do such a thing.

81. No Idea Why I Did That- 200

What a terrible thing it is to know all that you will do. As much benefit as it can be to know the future, it also takes out the fun in life. Not so much anymore. You're able to selectively prevent yourself from knowing about knowledge that you have in your mind yet still retain the benefits if you wish. If you possess foreknowledge, you are able to prevent yourself from experiencing the drawbacks of knowing about the future yet still unconsciously take actions based on that knowledge to benefit yourself if you wish. You can know some dangerous eldritch knowledge and prevent your sanity from suffering due to it yet still use the knowledge within on an unconscious level. You will always be able to know what you have made yourself temporarily forget if you desire to and cannot make yourself forget about this ability, as well as revert any forgetting at will.

82. The Greatest of Challengers- 200

How can one hope to reach the greatest heights of power without some motivation? A rival is a perfect source of such motivation, something far truer for you and any rival you have than for others. Whenever you are part of a rivalry between yourself and another being, that rivalry will steadily increase the rate at which you learn and grow so long as the both of you continue to strive to compete against each other. So long as you continue to desire to have them as your rival and treat them as such, they will benefit from this steady increase to their growth rate as well, providing you with a challenger who will constantly be able to push you to grow even better than you were.

83. Silent Giant- 200

As effective as you are in destroying entire armies, not every situation calls for raw power. Indeed, many situations may end up disadvantageous for you if you are constantly radiating enough power to kill any mortal man. You're able to hide all that, perfectly concealing every last bit of your supernatural power within your own body and shielding it from any attempts to detect or sense it. On top of that, when you finally do release your power from it's' bindings, you'll gain a brief burst of power beyond your normal state. The more of your power you had sealed and the longer, the bigger this instant-long increase will be.

84. To You I Swear My Life- 200

You've never done things by half, not when you were doing it casually and definitely not when you were doing something you believed in. When you put your faith in something

or set your mind to a task, nothing can change it. You cannot be swayed, taunted, scared or broken from your chosen purpose, not by anything less than mind magics to forcibly change who you are. No matter how aggravating, charming, scary or charismatic the opponent is, they'll find you to be an implacable iron mountain when it comes to getting you to change your mind.

85. Architect of Death- 400

The dead need not remain such. Not entirely. You may not have the power of the Gold but you can make a cruel facsimile of life, provided you have the right materials available. You have the ability to re-animate the dead with science, with just their bodies or by placing a spare soul into that body. The bodies will possess the abilities they did in life and the souls emplaced into a dead body will also transfer their abilities over, though if all you desire is mindlessly loyal soldiers you should avoid mucking with souls. It's possible to use this process to combine multiply bodies and even multiple souls into a single form, combining their power and abilities and create a hive mind of sorts, though only one soul can be in command at a time.

86. Leased Vessel- 400

Those who are favoured amongst the round table will often receive more support than usual, a gift or reward to encourage further good work or, in an emergency, a way to support a soldier against an enemy the commander cannot yet fight. Other people are now able to loan you a portion of their power or even outright abilities that they possess on a temporary basis if they wish, even if they lacked this power before. They must willingly and knowingly do this, being able to retake it at any time and the power will automatically leave you to return to them should they die or you leave the jump you gained them in. That said, while you are present, you can become the avatar of your leader's wrath.

87. Tubal Deadman- 400

Perhaps someone did eventually take the failure of the Sakurai and refine it into a more applicable process, given your current nature. You are now an undead being, placed just a touch beyond the normal boundaries of life. You've got no need for any sort of human sustenance and can freely move your body without regard for things like joints to limit your flexibility. You're quite a bit stronger than before as you no longer need to hold yourself back and even have total control over your physical movement and strength, such that you can decide exactly how hard and fast you hit something without mistake. You won't age and, thankfully, it seems the process done to you preserved your body so you won't rot either.

88. Jealous Spider- 400

To those born without power, looking up at the heavenly heights others have achieved by birthright can be a painful thing. The sort of thing that makes you feel like showing them what it's like to crawl around in the mud. You're able to do just that sort of thing to anyone better than you. You'll often find yourself underestimated by those stronger than you and that you get opportunities to ruin the plans, livelihood or even power of those

above you, though you'd need to be good enough to take advantage of these chances when they present themselves. If you actually manage to conclusively defeat someone above you, you can ensure that they will be pulled down to at least what you were before as fate coincides to ruin their life until they know what it was like for you down in the muck.

89. The White Beast- 400

There's few enough of your kind in the world and that's something to be grateful for. You were born a beast of slaughter, finding all forms of battle and death-dealing to be as effortless and natural as breathing. Even without any training, you are able to take down some of the greatest combatants in the world with your sheer natural talent at fighting, your instinct guiding you so that you never willingly make a mistake in combat and adjust almost instantly to any attack against you to dodge or counter it. Even if you were lost in a mindless berserker rage, your natural instinct for battle would remain and keep you fighting at your very best. This instinct also extends to sensing traps and tricks in battle and also such things when they are going to lead to battle, such as realising when you are about to be ambushed.

90. Sonnenkind- 400

You were a very special child, one with a very unique sort of heritage. The lineage of the Sonnenkind flows through to you, making you a sibling of either Rea Himuro or Kasumi Ayase. You developed mentally at an unnaturally fast pace, enough that you knew several languages by the time you were

only three years old. You continue to learn several times faster than most of your peers but that is hardly the true benefit of your nature. Being as special as you are, even compared to your sibling and cousin, you have a unique interaction with supernatural locations and realms. When you are in a location or separate realm/dimension that you are in full ownership or possession of, you are able to make yourself a part of that location. This allows you to be aware of and constantly perceive all locations within that space and also to control all parts of that location or realm without minds of their own as if they were part of your body. You can also be allowed to do this by the actual owner of the area you are in if you are not the full controller, though they can take this control away at any time. Do note that as part of the Sonnenkind lineage, you may be dragged quite deeply into the plots that are about to occur.

91. Age Old Witchery- 400

There's no need to rush your plans, not when you've got a few decades at least to plan things out. Rather than expend all your resources on casting one big spell, why not just let a smaller spell grow over time to be what you need? Your magic now becomes greater as time passes, growing stronger and better rather than weakening and rotting away. It won't make spells that have limited durations last forever but those that would naturally decay over time and use would no longer do so, nor is there any upper limit to how great a spell might eventually become. Given the timeframes this works on, don't expect to see

significant increases on anything less than a timescale of months to years. It's for the long term planners, not the wild beasts of battle.

92. Father of Man- 600

Were you born in a different time, perhaps men could have come to regard you as a new messiah. But you were born into a time of war and thus your talents were put to terrible uses. You have an easy understanding of all things around you, be it a man or a tree. Your spirit resonates with the world allows you and lets you read people like books, figuring out who and what they are and even knowing some of their darkest secrets just by being near them. You understand the purpose and make of the objects around you and your spiritual sense allows you to operate even when lacking all of your other senses as normal. Finally, your innate understanding of how people work allows you to manipulate them like puppets, getting all but the most intelligent, canny and stubborn people to do what you want or just breaking their minds with a few minutes of conversation.

93. The Aryan Dream- 600

A philosophy that many of the members of the LDO share is that they seek to eliminate their own flaws, whether by working to conquer them and turn them to strengths or just by killing absolutely everyone who even knows of the weakness's existence. You took it more to heart in the former way and gained the ability to slowly work and train yourself to get rid of weaknesses in yourself and even in the powers that you have. The greater the weakness, the longer it will take but by constantly exposing yourself to and outmatching that weakness, you can see it disappear over time. You'll find it much easier to train an attribute you are deficient in, possible to become immune to sunlight as a sun-fearing vampire or even able to have a fair time of riding yourself of mental flaws such as a lack of self-control.

94. The Holy Collection- 600

Very few are capable of touching the Lance of Longinus and surviving. Only two men at this time are great enough to truly wield it. The reason for this is that the Lance seeks to protect itself from outsiders, burning away at the body, mind and soul of any who touch it without permission. Only those of earth shattering power can bypass this without being the true owner of the Lance. Now they'll need the same permission to touch anything that you own. So long as it is a possession of yours, you are able to extend this same three target ward to any object you possess. Any who touch your weapons, armour, accessories, clothes or even idle trinkets or money without permission will find their bodies rotting, their minds shattering and their souls burning away, quickly enough to kill in just seconds for most or even less for those truly weak compared to you. Those near or equal to your power will still be harmed but it would take a few minutes of contact for them to be severely harmed. Those far above you will be unfortunately largely unaffected, at least until you become stronger. You can choose to disable this effect for specific objects, specific people or overall as you please.

95. Myth In The Making- 600

Even when a God descends on the world and your comrades are pissing themselves, you'll be standing tall and looking at the end with a smile on your face. You have that thing called Will, on a level few to none can match. Your strength of determination transcends just allowing you to face any fear or hardship with a grin on your face, it even manifests into the physical world. Your body will hold together far more than it should, continuing to fight solely because of your will holding it together even when you have been cut into pieces. Your energies have just a little more to give than should be possible. If you were not already capable of surviving as just a soul, this sheer will would allow you to live past the point of your bodily destruction on nothing but will. Should you actually be killed, you'll find yourself still able to fight for a few minutes more before that death finally overpowers your will, though unfortunately in this time you cannot be prevented from dying and can only struggle and fight.

96. Let The Gates of Valhalla Open Wide- 600

The Einherjar of the Gold are those favoured warriors who have been blessed with entrance into Valhalla. Their number includes the Three Commanders that serve Reinhard Heydrich as his greatest warriors and they are immortal in almost every way. Even should their very souls be destroyed, the Einherjar will return in just a few hours to continue their ceaseless battle. Only something that could kill even the unkillable, prevent resurrection entirely or simply bypass the need for death to erase their very concepts of existence could manage to kill an Einherjar. Now you too are one of these immortal warriors, though it seems that a mysterious Benefactor has taken up the role normally filled by Reinhard. Even if your body and soul is entirely obliterated, you will return to life in just a few days. As detailed above, there are things that can kill you, certainly in this world, but they are rare and hard to come by.

97. Divine Vessel- 600

Valeria Trifa is the current leader of the LDO, in the absence of its true upper hierarchy. He was given that position because of his status as the Divine Vessel, the quite literal embodiment of Reinhard Heydrich on Earth, as Valeria has the Gold's body for his own. You as well seem to have gained a replica of Reinhard's form, though adjusted to fit your own image, as your new body. A peerless construction with all the natural durability of Reinhard himself, as he is as a man, and then layered with countless protective spells by the magician Cagliostro. Resistant to both physical and spiritual attacks, to supernatural abilities of all different kinds and of any kind of negative effect that might harm this body or the soul interred within. It is not immune to harm, Reinhard himself is powerful but not yet a God, yet your body will still find that anything less than the force of a blow that could tear apart the Earth's crust will fail to scratch it. Even the Three Commanders would not be able to actually harm you, though you could still be imprisoned as this body grants nothing but protection. Abilities that do not work directly, such as those that simply destroy absolutely anything they touch, will still harm you and those with power equal to Reinhard's or beyond will bypass your protections as well. However, you will always

retain these protections and they will even grow with you as you become more powerful, even if you do not do so through the power of Ewigkeit.

98. The Power of Three- 600

The Three Commanders form a triat in many ways. Rubedo, Nigredo and Albedo. Red, Black and White. But for our purposes, the only triat they represent that matters is that of Power, Speed and Accuracy. These three attributes are embodied by the Three Commanders and now you have taken on a similar trait. You may choose one of the three above and find your powers imbued with that attribute overall. Choosing Power will multiply the strength of your attacks and powers ten times over from their normal height, choosing Speed will increase your own speed and the speed of your attacks tenfold each whilst choosing Accuracy will ensure that fate itself bends to ensure that the chance of your strikes missing is reduced to a mere one millionth of the normal chance for them to miss. You may not share the sheer, absolute depth that the Three themselves have yet your applications are far broader.

99. Red Blade of Rage- 600

With the soul being used as the source for all of the great power in this world, it is no wonder that there are sometimes those who experience an increase in power when their emotions run hot. The intense fear when cornered can empower ones' blows and increase one's speed or the hatred at confronting an archenemy can strengthen your attacks and make the wounds you deal fester and rot at an accelerated pace. You are able to imbue your emotions, desires and dreams into your abilities or attacks, granting them increased power and even unique additional traits based on what emotion you are using and the strength of that emotion. Be careful which you use as some can backfire. Fear can be used to grant power but a strike made that is filled with fear can never finish a fight, not in the way you desire.

100. Sunny Beach- 100

You are the calm in the eye of any storm for those around you, the sort of person whose mere presences fills others with a sense of peace, comfort and affection. Whatever you look like, you give off a feeling akin to a loving mother or protective father, something that makes the people around you feel safe, happy and open. You're quite good at taking this to an active level as well, enhancing your natural aura with your genuine empathy and people skills. Not everyone will open up to you at the first word but those who do eventually let you in will find that their lives are improved for it.

101. The Great Playwright- 100

A self-admitted chatter box you might be but at the very least, you're always interested to hear chattering away. It appears that you had extensive education in the old arts, judging by your impeccably well-spoken tongue and you've got a talent for pulling lengthy, over the top and even outright magnificent speeches out of nowhere, not to mention skill at just confusing people with your barrage of words. People don't get annoyed when you talk for

too long or even just talk in general, so you'll almost always get a chance to run your mouth off for as long as you want.

102. The Reason For My Birth- 100

Much as you may feel it to be so, no one is ever truly outside of existence. Everyone has a role, a part to play on this grand stage. Unlike most, you're well aware of the roles you are given in life. You are always aware of any point or purpose to your overall existence, or at least the lack of such a thing if so, and also the role you have been given to play. This might be a part in the destiny or fate of someone else, your own ultimate destiny should you be bound to it or even the role that the ultimate ruler of this universe has given you. Whether or not you will be able to defy your purpose and role is up to you, all this provides is the knowledge.

103. Looking Past the Orchestra- 100

Ah, the excitement of a plan coming together. The play you worked so hard to create has reached its climactic scene and it is all you can do to sit in rapt attention. Yet as much enjoyment as you gain from it, letting yourself get caught up like that leaves you vulnerable. It did before now at least. You will always remain fully aware and focused on your surroundings from now, even when you are caught up in your own emotions or other plans. The joy of seeing one plan come to completion will never distract you so much that you cannot see that the larger scheme is at risk of catastrophe and any pleasure you might feel will never prevent you from noticing an assailant sneaking up to strike at you..

104. Untouched By The World- 100

Ever since you were a child, you loved to see new things. To others it was just someone having the heart of a child, a naïve optimism that would leave as they grew up into the real world. Yet it never did for you, even when you saw the darkest parts of humanity. You retain the innocent wonder and love that a child can feel, always being able to find enjoyment in both new and old things. Your childish nature by no means makes you a fool or even naïve, just taking the benefits of the youthful enthusiasm. As a side effect, you are also surprisingly clear minded and able to see through lies or hidden emotions with more ease than most adults could hope to.

105. True Love For All- 100

There are so many people in this world that don't think of anyone but themselves. Those whose powers spread outwards from them without any sort of control, even to the point of harming their allies. You couldn't stand the very thought and learnt the control to prevent yourself from doing such. You can prevent any of your powers or actions from harming those you care for, no matter how impossible it may seem for it to be so. Your fire won't burn them, even as it scorches away the enemies right next to them and your Law will not affect them negatively if you wish it to not be so. You can exclude specific people from this if you wish.

106. May I Die In Your Arms- 100

Go too high and you might find that you regret the place you found yourself in. Power and knowledge can be all too alluring, the realisation that you have lost everything once you achieved those things all too heart breaking. Strong as you might become, you'll never be unable to end your own life should it come to that. This can only be done willingly by your own hand, not through force, manipulation or trickery by any outside source. But so long as it truly is your own choice, you will be able to end your own life no matter what tries to stop you from doing so, physical or not.

107. Old Hermit No More- 100

In your long, long lifetime you've had the chance to come across more than a few people with similarities to your own life. Those with the same philosophy as you, those who have suffered the same affliction you do, those who live long lives as you have. You find that sharing these similarities makes it much easier to become friends with people and that the more the two of you share, the easier still it will become. Even shared experiences that should not normally open one up to friendship somehow look to make a stronger bond between you and another person.

108. Haven't Aged A Day- 200

The family is always surprised to see you when you come back around to the homeland, especially after a few decades have past and you haven't aged a day. In fact, you don't seem to change much at all over time. Even if centuries pass, you won't change in body, mind or spirit if you don't want to. Your body does not age, your personality will not change over time and your spirit will not mature nor weaken. You are effectively able to lock yourself at a certain point in time. You can still be wounded or negatively affected by outsiders, though not by time-based effects that would forcibly age or de-age you.

109. Beneath The Throne- 200

You gained a brief peek into the Throne itself and while you gained no power or nature from it, you became aware of a wealth of information that only one other man is normally privy to you. You are innately aware of the true nature of existence, of the identity and nature of the creator or ruler of all existence and of a great deal of other information about the universe that you find yourself in, its metaphysics and its structure. Much of this knowledge is lost, hidden or protected but in this world and even in future worlds, you will always possess this knowledge on existence and it's ruler, even if it might be desired otherwise of you. This knowledge will never harm you to possess nor will anyone immediately know that you possess it.

110. The Dark Spectre- 200

Rather than spend your whole life trapped in some other realm, unable to interact with reality, why not just pass a small version of yourself down to meet everyone? You are able to travel between dimensions and even project a fraction of your being between them instead. This projection possesses only a small fraction of your power but is able to pass

into dimensions normally blocked off to you and will not cause trouble or damage in that dimension, even if your presence normally should for some reason. Normally, this would be used for a higher being to interact with those in a lower dimension without killing them but you can potentially visit the realms of those higher than you, perhaps even the exalted seat of God himself. Be prepared though as if you are not, you might cease to be just from entering that place.

111. Rebirth- 200

The manipulation of the soul is core to the process of Ewigkeit. You are far from the level of creating such a thing, yet you still possess a certain trick to use when interacting with souls. You are able to take any soul that you are in contact with that is currently without a body of its own and instantly form a suitable physical form for that soul. You can allow the soul's self-image to form something for it, let random chance decide or specifically direct its physical appearance as you wish. Once formed, the soul will then exist independently, though you can revert this effect at any time with just a thought. You are able to apply this effect to any soul currently within yourself as well, forming it into a separate body outside your own.

112. I Beat Cancer- 200

You didn't live this long to just end up taking yourself out like some idiot cartoon villain. It's not possible to make yourself take actions that would lead directly to your death, from things as simple as redirecting your attacks against yourself to those as complex as accidentally creating a being designed to kill yourself eventually. If you make a choice and it then comes back to bite you in the ass? That's one thing. But it won't ever happen without your will. You can be hurt by your own attacks, so long as you launch them knowing that risk. You can be hurt by that cancerous being you created, so long as you chose to make it. Even the unconscious actions are stopped.

113. Freak Child- 200

The lineage you come from can be traced directly back to those children who were forced to participate in the mad experiments of the Lebensborn program, the one the Nazi's sought to use to create all manner of supernatural powers. You possess a range of psionic abilities like your ancestors. You can read the minds of people who are within the range of your sight, see into the future for short and unfocused bursts, move objects as heavy as adult people with your mind and even look and hear distant places through clairvoyance. Your psychic powers are not terribly strong at first and can be resisted by the users of Ewigkeit as any other power, though your psychic potential will slowly grow with time and practice.

114. Three Letter Word- 200

There are certain truths in the world that people don't want to admit to themselves, even when you speak them out loud to those people. What you now know is not one of those things. The single piece of knowledge you have, the true nature and name of God rolled into a single word, is something so nightmarish that it can drive any man into a maniacal

frenzy of rage in an attempt to stop you from saying that one word. You yourself are immune to and seemingly cannot hear the word you speak but it will drive any who hear it to temporary insanity, lasting a few minutes of murderous rage at most and a few seconds for those of great power and mental fortitude.

115. Witch- 200

The arts of Magic are seen as somewhat lacking in comparison to Die Ewigkeit, at least for mortal practitioners. There are few left who know how to use spells even among the scarce supernatural population of this world. But you're one of those few, even if just an intermediate caster. You've got a very wide array of knowledge on the supernatural, on potions of many kinds and of course, on spells. Spells for healing, for hypnosis, to create barriers of force, to extend unnaturally the youth and life of people by a few decades and more. You have much more breadth than most of the peers you'd find in this world but it would take years of practice to advance your power, years that may not be available without some way of truly extending your life.

116. Lion's Fury- 200

The fury of your power resounds within your soul, begging to be let out and unleashed on your foes. The manifestations of your power, be it overall or just of your individual abilities, can be summoned out from within you and into the form of monsters and animals fitting to your nature. The greater your powers or power, the stronger this summoned creature will be. They won't last for very long when summoned but can make for an impressive guard or statement, especially as they obey your every order. Being destroyed will just seal them back within you for a time and will have no other negative effects.

117. Divine Retribution- 400

Those who rise against God are struck back down with divine punishment. You might not be able to lay claim to a divine title but you are still able to borrow some of that biblical fervour to punish those who displease you. So long as you can physically grab hold of someone, you are able to force a special kind of curse on them. This curse is personal to every individual, something that will cause them endless unhappiness and constant dissatisfaction with life. It will make their life a living hell, one way or another. A man who loves battle beyond all other things would never find a satisfying battle. A man who wished only to repent for his sins would be forced to commit them over and over again. This curse is powerful but it will always have an escape clause linked to the curse itself. The battle maniac beating a foe he failed to in the past or the penance seeker managing to succeed where he once failed. The stronger these people are compared to you, the easier the condition will be to satisfy.

118. War Is Always Changing- 400

A lifetime spent observing the greatest strategies and moves of all the legendary military leaders taught you much. A hundred more lifetimes doing the same turned you into an unsurpassed master of war. Be it tactics or strategy, any matter involving the

commandeering of war is something that comes to you as easy as blinking and breathing. You can lead tiny forces to route and slaughter foes of many times more numbers and strength, defend even the flimsiest of positions for days after you've even run out of ammo and win almost any war you put your mind to that isn't entirely suicidal, even sometimes outmatching the supernatural advantages of your foes with your pure brilliance in military command. You're a fair hand on the battlefield as well and you're assured to never lose your calm because of the atmosphere of war.

119. A New Route- 400

The future that has been set down as certain need not remain such. With your presence, events that normally must happen can instead be changed or avoided. Things that are fated to be cease to be such around you. You are able to break the bonds of fate, destiny and certain lines of events to make paths unable to be taken before now able to be travelled. This does not make the normally impossible possible, simply force reality to be unable to make possible things impossible. An event that might normally be locked to a single outcome despite your efforts can now be easily changed and such.

120. Avatorium- 400

You will not always be able to take care of things personally. Sometimes this is simply due to needing to place your full attention elsewhere, though sometimes you will not even be able to enter the same world as your goal without destroying it. For these purposes, the creation of an avatar can work perfectly, something you are now able to do. You are able to create avatars of varying sorts, ranging from clones of yourself that are controlled by your mind but have a far weaker body and soul of their own to equal replicas of yourself to separate beings that simply share a few traits of yours but are otherwise distinct individuals. The greater the power of the avatar compared to your full might, the maximum they could be given, the longer it will take to craft them and the more tiring it would be for you. Creating a mundane human body to serve as a vessel for your mind to interact with the mortal realm might be the work of minutes but creating a unique being that possesses the potential to equal you in power but is otherwise a separate being may take years on years of careful and exhausting work.

121. A Time For Peace- 400

To hold that one moment in stasis for eternity, to live those peaceful days over and over without interruption. It's a dream like goal that should be unachievable to any but the luckiest of those who desire it. Yet it seems you are able to force life to stay the way you want it, so long as you don't take actions to break this freeze. Whatever your life is like at the moment, whether it be a peaceful and friendly day-to-day school life or the never ending blood and dust of war, you are able to make your life stay in that tone and style. The former example being frozen would ensure you continue to have peaceful, worry free days of little exertion whilst the latter would ensure there is never a day you are outside of a warzone with someone acceptable to fight. If you purposefully take actions that break

this tone or try to take advantage of the tone, it will break this effect and you will not be able to refreeze your life's state until you had settled back to its original form.

122. Endless Swirl- 400

To display a truly grand performance, time is needed to set it up. Certainly, you could just brute force it but you often find that taking the time with your plans will see them become all the more magnificent. You are a mastermind and trickster of legendary scale, able to design and successfully carry out schemes that stretch across centuries of time. If anything, the longer you stretch your plans out, the better they get. So long as the plans are still in motion and not being dragged out or stalled to take advantage of this, they will continue to become more likely to succeed as more time passes. Your schemes get blessed with luck, unforeseen boons aid your goals and so on. Unfortunately, your schemes must be indeed far sighted to take advantage as they must go for at least a few months to start seeing any benefit from this.

123. Frenchman's End- 400

You were raised alongside an icon of death. Your parents manned the guillotines, you watched the blades drop every day of your life and when it came time for you to die, you knelt before that altar like so many thousands of others. Yet you didn't die. That guillotine engraved its nature onto your soul and turned you into an extension of its own purpose, though you managed to control this nature. Whenever someone comes into physical contact with you, you are able to instantly decapitate them. It will be a clean separation of head from the neck, as if they had been executed by a guillotine. This isn't necessarily able to kill someone, those who can regenerate from such things will do so and those with no need of a head will not need it. But there is no way to resist it, save from not touching you directly.

124. Mercurial State- 600

The users of Ewigkeit soon find that the body is far less important than the soul. It's just a way to interact with the world, not at all needed for survival. But those who go beyond just using the formula realise that the soul is all you need. Mind and body are just an extension of the spirit and it is entirely possible to exist as just a soul without any loss. By taking this, you've reached that realisation and transformation, able to exist entirely as a soul yet retain the benefits of a mind and body. In effect, your body, mind and soul are all mixed into the same thing known as your spirit. When one is protected, so are the others and when one is attacked, so is the rest.

125. Transmutation- 600

What makes a person an individual, separate from others, can get awfully vague. It only gets vaguer when you bring your magic into the mix. You've become able to combine people into places, objects or even things as esoteric as supernatural powers or emotions. You must have both the person to be fused and the target be consenting or unable to refuse

but may then perform the short process of mixing in the soul of the person to be fused. Once done, this person is aware of and can control almost every aspect of what they are fused with, even increasing its power and utility beyond what it was before based on the strength of their own soul. A weapon can fight on its own and be enhanced with some magical power just from being combined with a normal person or a castle can be turned into a terrifying mobile machine of war by being combined with a powerful soul.

126. Golden Ending- 600

If only the people of this world could learn to get along, you know that a happy end could be reached. While before it might have been impossible to do anything but dream of such a thing, now that you're here the situation has changed. You are a bringer of peace like no other. Nations that have warred with each other over decades of hate fuelled conflict can be brought to genuine peace if you can manage to talk to those in charge. People who are physically and spiritually incompatible with each other can not only just tolerate each other but even become friends with your guidance. Even the most bloodthirsty, irrational and insane people can be made to at least listen to your proposal, all provided you can get them to hear and understand your words. Which can be more of a challenge then you might think.

127. Scales of Death- 600

There is an undeniable connection between you and all that you have wrought. This connection binds their lives to that of your own, ensuring that so long as you wished for them to do so, they would die or be destroyed when you are. Everything you have made, everything you rule over without dispute and everything you are in full control will be affected by this, coming to an end if you wish them to once you yourself have died. This ability has also made you become aware of how to prevent such things from happenings due to the deaths of others, be it because of a supernatural link or something entirely more mundane, such as mere biology.

128. Relic of the Past- 600

Spells and enhancement are just the basic steps, you say. They’re impressive enough but unique to each person. To create a relic, the thing that can one day become an Ahnenerbe, that’s the impressive stuff. You’ve gained the ability to craft powerful relics without danger to yourself, even to the level of something like the Fake Longinus blade, though you must acquire the materials for such undertakings. You personally excel at replicating other artefacts, even ones not normally usable to you, in more easily wielded forms. Those of enough power like the Longinus itself might need to be made in a weakened form but even then, it’d still be an incredible artefact.

129. Round And Round- 600

Time is a circle. What has been seen once can be seen again. What has been reached once can be reached again, if only you had the time. Despite the seeming paradoxical nature of it, you are able to unlock the same transformation or stage of power multiple times over, even when you’ve already reached it once. Awakening to the stage of Briah a second time

and enhancing your Law further or perhaps unlocking a slightly different ability, even when you have already gained it once. To do this, you must start your training again from the bottom and it will be substantially more difficult to reach the stage you aim for than it was the first time. To reach Briah a second time, one would need far more souls and much more time. But there is no real limit on how many times you could do this, provided you have the time and resources. Starting from the start a second or further time will not prevent you from continuing any possible growth in the first instance of a power or line of development. You can only progress one line of growth at a time however.

130. Will You Marie Me- 600

The mere sight of you is enough to change lives. You possess an innate physical and spiritual beauty that is unsurpassed by any but a single being in this endless world. The sight of your body or even merely your shining spirit is enough to make even some of the most jaded and empty beings fall in love with you. It would take a cruel person to be able to raise a hand against you and only a genuine monster could do so without you first attacking them. Those who fall in love with the beauty of your essence will find themselves helplessly falling even deeper into that mire of obsession as they seem to believe that you only grow more beautiful. Almost like a fly trap, your sweetness only lures those who fall for your trap in ever deeper, whether that was your intention or not. The only way to avoid eventually becoming a slave to the desire to make you happy is to have the ability to not fall for you in the first place, something only those with great wills, existing true love, a lack of emotion or genuine and pure evil in their hearts could do.

131. A Summer Holiday- 600

It's no mystery that a man is stronger when in his own home. That a God-to-be obeys the same rules only makes sense. They are still men after all. Yet, you've gone a little bit beyond being a man in that way. Even when in a different place or time, you retain the benefits of being in places or times that you are more powerful in, so long as you spent at least a few years in those locations. Your power won't fade due to being outside a magically reinforced fortress, you will not lose the abilities you only possess inside a ghostly castle, and your powers remain as filled with mystery as they were during the time of gods even if you now live in the mortal age. So long as a significant amount of time was spent there, it will remain with you for good.

132. Ahnenerbe – 500

Your own Ahnenerbe. This magical artefact has been bound to be part of your very soul. Relics are often famous artefacts of myth like Excalibur or personal objects of the user, such as a memento of their past. Whatever it may be, the process of turning it into a Relic transforms it. The artefact is filled with countless curses and powerful grudges, bound with numerous enchantments and spells and even imbued with a part of your own will, the item is transformed into a weapon unlike anything else. The relic is a powerful weapon that strikes the physical and spiritual at the same time, tearing apart the soul of whatever it hits. Any injury inflicted by a relic is cursed and filled with unnatural venom, making it near impossible to heal for someone without regeneration on the level of an Ewigkeit user

and even then, slowing their speed. They are even more effective than normal against particularly old beings and the relics will grow in power as you gain more souls. They are powered by your spiritual strength and thus need no resources to work, such as guns never needing physical ammunition. You are able to control them with your mind as if you were physically wielding them, such as summoning and firing gun relics independent of your body in the air behind you. Your relic is a part of your soul and exists entirely within it most of the time. Once you learn to manifest it, it will be able to be called and dismissed from your soul at will. If it is destroyed however, it will be as if your own soul has been destroyed as well. An Ahnenerbe can be many things. A single sword, your own body, a collection of torture tools or an entire armoury. The following section will guide you on what to pick for your relic and offer some additional customisation options.

Third Tier- 300

The final tier allows a frightening degree of expansion. Relics at this level may include things as large and powerful as an aircraft carrier or battleship or as numerous as, quite literally, every gun used by the Nazis during World War 2, from personal weapons to artillery guns mounted on rails.

Fusion- 100

Certain Ahnenerbe possess unique properties with their wielder, a closer connection that allows the wielder to utilise them in a surprising way. Taking this option turns your Relic into a fusion-type Relic. This allows you to summon the Relic as part of your own body, even in multiple instances at once. A single long sword Relic for example, that is turned into a Fusion-Type could be made to extend from many points on your body and turn yourself into a porcupine.

Spirit- 100

Your Relic has now awakened into a semi-independent intelligence. Still utterly loyal to you and a living part of you, it now possesses a mind of its' own. You may design the personality of this mind if you wish or leave it to random chance. Your Relic is able to freely swap between its' normal form and a human form to interact with the world normally. You may recall it at any time you wish. If you have a Relic with multiple forms, you may optionally choose to have those separate expressions manifest as separate minds and people.

133. Briah - 800

Eventually, you will reach the Briah stage and unlock your Creation Figment. This is a unique power that matches your deepest desire, as that is what is being projected onto the world around you. Summoned with a chant a few sentences long, this power will be decided in the following section. You will be able to freely choose what your power is and it may grow in strength over time as you gain more souls, the following section simply decides the limits you may operate within for that choice. Do note that while the strength

of your power will grow with your Ewigkeit, the actual abilities it possesses will not change or have new powers added through this growth, save for if you reach the Atziluth stage.

Type

There are two types of powers. Hegemony/Hadou and Transcendence/Gudou. Hegemony powers come from people whose desires are focused on the world around them. A man who wished to experience one perfect moment forever would be a Hegemony type and might gain the ability to slow or even stop time. Hegemony powers are thus those that are directed towards the world around the user. Transcendence powers come from those whose deepest desires are focused on themselves and what they can do. A boy who wished to never be touched might gain the power to be faster than any opponent. These powers are those that alter the self or internal of the user. Hegemony types are the most likely to become Gods, given they naturally trend towards being more ambitious, but Hegemony Gods cannot co-exist with any other God of the same type. Choose whichever type most fits your own deepest desire.

Levels

What your power can do is up to you, within the limits of your Type, but how much it can do will be decided here. Not all powers are equal and there are some who possess greater Creation Figments than those stronger than them. A girl who can create and control fire can't be said to have a power equal with a man who can kill anything he touches that has a history. The below levels will indicate the breadth and depth of the power you can choose.

Fourth- 800

The final level, allowing your power to now cover multiple innately powerful effects at once. Only a single example of this level exists, Reinhard Heydrich's own Briah. Named Gladsheimr, its effects will be described below to detail the level of power this option grants. This power allowed Reinhard to summon a golden castle the size of a city wherever he pleased, the mere act of summoning tearing out and feeding to him the souls of any mundane man for several kilometres around the castle. Reinhard is aware of and can control every inch of the castle if he focuses on it and the castle distorts distance and focus on those around it, making it nigh-impossible to get to unless Reinhard allows it. The castle itself is able to teleport to almost any location in the multiverse, allowing the user to use it as transit to any place he wishes or to simply detach himself and the castle to be outside of reality. The castle may transform into a gigantic skeleton that towers over even mountains, with its foot falls generating greater energy than any earthquake in the past 70 years and possessing laser attacks that can wipe out entire countries at once. Anyone killed within the castle or by the users' relic will be made into a part of Reinhard's Legion, granting him all of their memories, knowledge and powers. He is also able to summon them as Einherjar, loyal warriors to fight alongside him and whom cannot die. Even if their bodies and souls are destroyed, they will reappear a few hours later in the castle or instantly if Reinhard focuses on them. His Einherjar are every bit as strong as they were in life, possessing all the equipment and knowledge they did and may even

grow stronger over time, but are forcibly bent to be loyal to his will unless he desires otherwise.

This is the level of power that this option allows you to create.

134. Dressed To Kill/Reminder of the Past - 100

Dressed To Kill- 50

A gorgeous, flowing white dress with matching hat. It's a genuinely beautiful thing, the sort that might go for a very large sum of money in some designer showroom. Just wearing it makes you look and feel more beautiful and despite its size and flowing nature, it is effortless to carry out a battle in it and blood or other muck will never stain it. You may optionally choose to receive a similarly fancy suit outfit instead of a dress, if that is more suited to your preferences.

Reminder of the Past- 50

It's not all that impressive to look at, this little bit of jewellery hanging from your neck. In truth, the necklace looks a bit like what you'd get from the marketplace for cheap. But it's got a certain importance to you, reminding you of the good times and people you have or have had in your life. Holding it or just looking at it can give you the push you need to rise even when scared or facing terrible opposition. You won't conquer any fear but when you might have given up, this can sometimes push you over the edge.

135. Pocket Friend- 100

The very latest in technology, even a bit beyond what's currently out. Being friends with rich kids can help sometimes eh? This smartphone a top of the line model and has everything you might expect, with some unique additions. It's impossible to break into it or intercept its transmissions and it's automatically hooked up to any electronic device you own and desire it to be connected to, allowing you to control those devices just through the phone. It's a nice and simple interface too so unless you're dealing with something truly complicated, you should be able to control it just fine.

136. Valkyrie Rune- 100

I don't think you're legally allowed to have this at such a young age but it doesn't seem like anyone minds. You've got a top class superbike in your possession, the sort of sweet thing that can outrace anything short of a race car with ease and turn on a dime. It handles like it's just an extension of your own body and seems almost impossible to crash outside of outright sabotage or attacks against you, letting you ride it normally even off road, despite it's make. It's easy to take care of too.

137. Tampered Guns- 100

You've got your choice of two special guns here. A Desert Eagle, one of those massive American guns or a classic Colt .45 revolver. Both guns have been magically enchanted to be able to harm the spirit as well as the soul of those they hit, though unfortunately the

bullets aren't any stronger than normal for it. It doesn't look like they run out of ammunition though, needing just a few seconds to fully replenish itself before you can send off another volley of shots. You can buy this again to get the other gun if you wish.

138. Holy Home- 200

How improper, to be holding secret Nazi meetings beneath a holy house. Or maybe it is fitting, given history. You're the owner of a church of a religion of your choice, even coming with a proper ordainment into that religion and recognizance of the place your church has in it. To all outward viewers, the church seems to be an entirely normal place, though the curious might find a run of secret passages through its back rooms. The actual secret is the dungeons beneath the church, containing many passageways, cells and even a large meeting room slash theatre stage.

139. The Little Hell- 200

A little subterranean paradise of your own. You've got your own nightclub and business is booming in it. While the entrance might seem relatively unassuming, the majority of the nightclub is below ground in several floors and is actually quite large. It's well loved by the local night life and the police won't come knocking unless there's outright gunfights going on inside, even if they believe other illicit activity is going on. There's a bunch of private rooms, including a nurse room and kitchen, along with a room with monitors linked to the whole of the interior and exterior of the club.

140. Fortunate Birth- 200

You had the good fortune to be born into a very good family. Blessed with wealth and status, you could have lived out your entire life and more in luxury just on the inheritance you'll gain or may have already gained, depending on your age. If you're still a Student, you'll be the child of a very wealthy, important family in Suwahara city. If you're a member of the LDO or an outsider, it will be money and status left over from the olden days when your family was at its height. Future worlds will find you in a similar situation, having a rich family or at least a rich inheritance.

141. Delimiter- 400

Specially ordered from a foreign land, this syringe contains a special kind of drug that allows a man to go far beyond the limits of what is humanly possible. When injected into a normal man, he'd be able to run as fast as a car, shatter bricks with his hands and find all of his senses boosted to a level only the best animals in the world can match. Normally such an increase would come at the cost of great harm to your body but it seems that this drug, which you receive a weekly replacement after being used, does not harm the user. It removes the limits on your body and boosts you higher, even somehow working comparatively better if you are beyond the level of a normal man.

142. Stamina Up- 400

Often paired with Delimiter, this syringe contains a concoction that allows one to fight on long past the normal point of biological death. These drugs forcibly keep a body going even when it should have gone into shock or outright failed on the person in control. Massive internal damage, having your heart ripped out, losing your limbs or even having all the blood sucked from your body. So long as your body is roughly intact and your brain has not been destroyed, taking this drug will let you keep fighting for at least a half hour after you should have dropped dead. You have a supply of ten syringes, which are replaced weekly when used.

143. Online Hunter-Base- 400

The UN has a secret site, only for the very trusted or skilled to access. This site contains a wealth of information on some of the worst and most dangerous people in the world, the criminals who possess supernatural powers. Brief summaries of most of their powers, some knowledge on their history, personality and common tactics. It doesn't reveal everything but even knowing this for some can be a leg up. Through this site, very high reward bounties are offered for these people, which can be an intensely lucrative trade if you have the power yourself. A similar website or at least shop will be available in future worlds, listing information and bounties on all the worst criminals in the world, focusing on the supernatural ones.

144. Wewelsburg Longinus- 600

One of the mightiest artefacts in this world, yet it is still nothing but a pale imitation of the real weapon. The Wewelsburg Longinus is a shape and size changing weapon, built in the image of the Lance of Longinus and yet far from it. It has settled on you as its true master, though Tubal Cain retains the original copy. Wielding this blade will not curse you and you can freely change its size and shape from something that is two or three times your own size to something as small as a single human finger. The blade devours the special powers of those it kills, absorbing them and allowing the wielder of the blade to utilise them. Only one person's powers may be used at a time, though multiple powers can be gained from a single person to be used at once. The false lance also shares all the basic traits of an Ahnenerbe, such as striking the soul and making regeneration difficult.

145. Nuclear Family- 600

Family is ever so important. Especially when mama and papa used to be super Nazi wizards. But they don't know you know that, even if they do love you. Your family has some special things about it, notably that your parents were astonishingly powerful members of the supernatural community of this world. In some way, they are tied in quite deeply to the story of the world, though not nearly enough to change it on their own, and they possess a large amount of power. Whatever their ties are to other groups in this world, they love you far more and would even betray their former comrades to protect their child. In future worlds, your parents will be similarly powerful and connected to the story, also sharing this same care for you.

146. Sunlit Paradise- 600

It seems like an endless paradise for you, a little world tucked away in a place only you can reach. You've got a dream world of your own now, a small dimension that takes on a landscape of your choosing. It's a few miles wide in every direction from the centre and being here is healing to the body, mind and soul. You can enter this dimension from anywhere with just a few seconds of thought, returning to this home of yours no matter the restrictions. You can then also exit into any place that is not specifically barred against those who travel through dimensions with just as much ease. Despite this method of use, others will find it near impossible to break into here and only someone like the Gods of this world could force it without your permission. conditions where you are both able to talk and even be seen in a favourable light.

147. Apoptosis- 300

A unique trait of most Gods is that they often eventually develop an Apoptosis. A special being designed to work in opposition to them, often in order to eventually satisfy their desire for death. What you have here is a similar sort of being, though with a far less grim purpose. This being is the best friend you could ask for. Whatever they look like or act like, you'll find it near impossible to not enjoy having them around. They'll often oppose you and try to drag you out of your shell and do new things but when push comes to shove, they'll have your back even when their own existence is threatened. They're as loyal as it's possible to be and while they're not always going to agree with you, and may even try to beat the crap out of you to prove a point, they'll always have your back when you need it. They're linked to you and will grow as you do to always remain equal to you or near to being such. If you need a worthy partner in battle or need someone able to hurt you to fulfil a plan, this is the guy for the job. They gain an origin for free, though they must pay to be part of the LDO, and 800CP to spend on whatever they want here.

148. The Heart- 200

Within your soul, in your heart of hearts, now waits a young child. At least in body, if not in mind. This being that has been placed within you is a biological child of yours, though they are several decades old mentally, unless you choose otherwise. They have a very specific function, that is to manage and increase your powers by working in concert with you. When you are working in harmony with this inner child of yours, you'll find yourself gifted with greatly increased power with your abilities and incredible control over them. The child can also independently keep watch over your body, powers and any kind of inner world or projection that you have. So long as you allow them to, they are able to control and activate these things independent of you to assist and protect you. It is entirely and quite absolutely impossible for this child to betray you fully but it is possible for them to be harmed, killed, controlled or left shaken and these things will not only prevent them from fully assisting you or helping at all, the shock can drastically weaken you for a time until you are able to recover. The child cannot exit your soul or other inner worlds. This child has the Outsider origin and gains 600CP to spend on perks in this jump. They may

not buy items as they have nowhere to place them. This companion does not take up a companion slot so long as they stay within you as described above.

149. JDO- 300

It seems that Reinhard is not the only man with a round table now. You've become the head of your own version of the LDO, named and styled in whatever way you most desire. This organisation is made up of 12 members other than yourself. You may either create new companions or import existing ones into these roles. All members of this group gain the LDO origin for free, though the background is changed to be fitting for your new group instead, and gain the normal Ewigkeit, Relic and Briah freebies. Nine of this group will be junior members, gaining 600CP to spend on what they want as well as starting at the Yetzirah stage of Ewigkeit. The other three members will be your senior commanders, gaining 800CP to spend and starting at the Briah stage of Ewigkeit. If all members of this group are newly created companions, you may treat them as a single slot companion all together. Otherwise they are separate slots.

KILL SIX BILLION DEMONS

150. (200) Angel- Weapons of destruction, made to enforce the God's laws, and put down

Servant rebellions, they are arguably the deadliest race out there, though there are still people of other races that outpace them. You are a creature of the void, where you can exist in your true form. In order to stay in Reality, you must gain a shell, which, while comparable to a "constantly exploding nuke", you lose most of your power in real world.

Even then, though, you are a force to be reckoned with. Like Devils, Angels simply don't age, and you can choose how your shell looks.

151. (100) Hope- Hope. Perhaps the biggest lie. To have hope is to have your dreams smashed and belief shattered. But this lie can also fuel you. When you have Hope, no matter what it is, it is much harder to break you. Perhaps sometimes lies are helpful.

152. (100) Martyr- So many people die without getting anywhere. Most people died expecting something great, only to be let down and alone in their last moments. But at least you can bring them down with you. If you were to die, you would kill the person who killed you. No matter what protection a person have, if you die they die.
However, this only works when you are killed by another sentient being: jumping off a cliff, nor slitting your own wrists, will work.

153. (200) Brightest Star- Get enough power, and people will look up to you. Doesn't matter who, or why, but you can use this to your advantage. You, at will, may start glowing a bright white light, and allies within the light are motivated and moralized, while enemies in it are demoralized.

154. (200) Heat of the Voice- Some heroes from myths across the Wheel, about heroes who could whip an army into shape with a short speech. And now you follow in their footsteps. You are good at giving "pep talks" to your allies, and when you do, your allies are more effective in battle than they would normally be.

155. (400) Vengeful Star- The thing about battle is, in most cases, the warrior is at their best state at the beginning of the battle. As the battle continues, they become wounded, tired, and sometimes unwilling to fight. But at least you can hurt your enemy just as badly as they harm you. When you are hit, you may inflict the same amount of damage you have taken on your enemy. The more enemies you're fighting, the more dispersed the damage is, and it is less damage they take. Of course, this won't help against someone completely immune to any and all attempts at harm, but anything less than that is gonna be damaged, though magical effects from the wound don't spread with the damage.

156. (400) Destiny- There are many stories from many worlds, about heroes defeating nigh-impossible odds. They are mostly bullshit, made to placate the masses about how someone might come and save them. But maybe you are different? By writing a story about yourself, you may follow the path written. You go the way your story went, all the way to the end. Well, at least theoretically. Any tests you set for yourself must be overcome without the help of the Story, and "I win" stories simply don't work. So, don't expect to defeat Jagganoth just because your story says you did.

157. (600) Hero of Legend- So many heroes out there on so many worlds. Maybe you want to imitate them? You naturally seem to attract, or maybe you are attracted to, points where you can go on an adventure. If you force it, maybe you can even end up along with the major players in the world?

158. (600) Armor of Will- Realistically, most heroes would die early in their adventures. But that would be boring. You aren't gonna die to something as petty as falling down the stairs, are you? You have plot armor, and this has the effect of being hard to kill, unless said attack was deliberate. You avoid accidents by centimeters, walk out of a building shortly before it explodes, and more. However, as was said

earlier, if it's a deliberate attack against you, then this plot armor is less effective against that.

159. (100) Mundane Martial arts- While some people have some fancy schmancy advanced martial arts that can break reality, but you can make do with what you have. Choose one martial art from our earth, and master it perfectly.

160. (100) Hard Bitten- One of the flaws of fighting with your own body is how fragile your form is, with the flesh ripping and bones breaking after a few strikes on the enemy. Not anymore. Now, you can no longer wound your own body, by striking something too hard, or too often. This isn't to say you are gonna survive your body being overloaded with energy, nor is it gonna protect against external attacks, but you no longer have to worry about hitting something too hard.

161. (200) the Wise- There must be something special about you, because people seem to look up to you. They seem to take your sayings as wise teachings, and they tend to ignore your shortcomings, saying they are flawed. Doesn't help against someone if they already hate you, but it's a start.

162. (200) Swat at Flies- Guns, in the world of today, are rare. Not extremely rare, but rare enough that you only occasionally see one. Regardless, they are potent, able to pierce most armor, especially the more advanced ones. You, however, can change. When attacked with a bullet, or other physical projectile the equal to or smaller than your hand, you can "swat" the bullet from the sky, stopping it from hitting you. You can do this 5 times a day

163. (400) Mountain Rooting Step- Just because you are small doesn't mean you are a pushover. By standing still and focusing, you become immovable. That doesn't mean that people can't harm you, of course, it justs means you can't be pushed back.

164. (400) Great Master- It seems your reputation has spread. Good, it makes it all the easier to get students and followers. The wider and more famous you are, the more potential followers you get.

165. (600) Teacher of the Ages- You might be a good master, but a good teacher? With this, you are both. You may teach anything you have learned, regardless how

complex it is, in about a year. And those easy-to-master arts? You can teach them even faster.

166. (600) Wide Reputation- You must have done something big, because it seems like everyone knows about you, even if what they heard isn't 100% true. Your actions tend to cause big ripples, ones that affect everyone around you. On top of that, your actions tend to grow in size and ridiculousness, the more people know about them.

167. (100) Habitual Drunk- It is hard to outdrink you. It seems something in your body craves the stuff, and you need it badly. No one, no matter who, can ever outdrink you. Ever.

168. (100) Drunken Brawler- While drunk, it appears luck and fortune are on your side. When drunk, not only do you become stronger than normal, but you also become more likely, dodging at the perfect moments to avoid attacks, and such.

169. (200) Squash the Dog's Back- There must be something in you, because when you strike someone, you hit hard. Your attacks seem to have a gratuitous amount of gore and bloodiness to them, and it is even more painful than the attack would have been normally. While it also boosts the damage you do to people, its not by much.

170. (200) Impossible Weapons- It looks like they have you cornered and unarmed. Fools. They just aren't creative enough to use everything you got. You can use almost anything as a weapon, from a 2x4 to a potted plant to a clay idol. Never again will you be defenseless.

171. (400) Enemy Mine- Sometimes petty rivalries can get in the way, but not when you are around. You can make people who hate each other, including yourself, work together. This, however, doesn't mean they are gonna enjoy it, and they may also backstab each other when a chance presents itself.

172. (400) Tracker- When on the run, people tend to make mistakes, including ones that anyone else would call obvious flaws. Thankfully, when looking for someone, you can use this to your advantage. On top of giving you skill in tracking someone, fate is on your side, with you being able to find clues as to where your target ran off to.

173. (600) Thanks for the Noodles- Most people don't seem to expect the homeless, frail person to be badasses. Whether that description fits you, people underestimate you all the same. Even when given ample warning, they will expect you to be weaker than you actually are. Even those that fought you before seem to fall into this trap, with them thinking this time will be different.

174. (600) Just Getting By- In these days, it is so easy to fall into the pits of despair. With all the power being held by a fraction of a fraction of the population, everyone else serves them in some way. However, you will never fall into the pits of despair as they do. Your mental state, no matter how badly damaged, will always continue to repair itself, never going down.

175. (100) Rage- Like any beast, you can go into a berserker rage. You feel no pain, can take much more punishment, and brutalize your enemies even more than usual. However, when you are out of this rage, all the pain and damage you ignored will come flooding in a single moment.

176. (100) Coat of Scars- Some scars look cool. Some look ugly. But, regardless of what people think they look like, they are generally useless in a fight. At least, to other people. For you, the more scarred and damaged a place is, the more durable the area is.

177. (200) Tiger's Blood- Looks can get you far in the Throne. Some mercenaries, assassins, and general killers are hired just for having an imposing figure. Like them, you look pretty threatening. While I'll leave the specifics to you, you generally have an aura of "don't fuck with me" around you. Just try to have strength to back up your looks.

178. (200) Tiger Eye Technique- Whether through genetics, experimentation, or something else, you simply see through Darkness as if it were bright in the room. Useful for going around in the depths of the city.

179. (400) Boiling Blood- Some people say the only way to fight properly is to know what you are doing at all times. But this doesn't apply to you. The more reckless you are in battle, the more damage you can soak and the more pain you can deal out.

Also, as a side effect, your body is so brutal that when you bleed, the blood literally sprays at your enemy at such a force it can damage them even through plate armor.

180. (400) Meti's Technique- By calling your attack, you become much more lethal to your target. When you target a single person, all your attacks against them are far, far more lethal and brutal. What could have bruised them before would go right through them with this.

181. (600) Claws of the Beast (Requires Rage)- To rage is to lose yourself to your inner beast. Well, at least in theory. There are some that managed to keep their skills while berserking, and now you are among their numbers. When you lose all the chains holding you back, you don't lose any skill in weapons or attack methods or martial arts.

182. (600) The Bloody- The more people you slaughter with your own weapons and body, the more dangerous you become. All your attacks become more effective, your armor becomes harder to pierce, and your enemies become more squishy. The buff, however, depends on how much of a threat to you your enemy is, so seeking out armies of weaklings won't change much, while someone who stands on an equal or greater stance than you have a much larger boost.

183. (100) Wield the Old Law- The old law, the law that the Angels follow, is extremely complex and hard to understand. But somehow you know it front to back perfectly. You know what are rules, violations, and loopholes you can abuse. When you go to a world different from this one, you instinctively know the rules of said world.

184. (100) Famous Iron Soul- When wearing armor, the armor feels like nothing on you, and doesn't inhibit your stamina at all, regardless of how thick and heavy the armor is.

185. (200) Burning Finger- When you touch someone, you may trigger extreme, unbearable pain in the area you are touching, and you may also cripple the limb you are touching. Useful for threatening, and "interrogation".

186. (200) Het Transforms into a Pillar of Basalt- Maybe someone threatens you, or thought they could get away with what they were doing, or maybe they looked at you

the wrong way. Regardless, by focusing on someone, they seem to do less damage toward you. While simple, it can be useful in some circumstances.

187. (400) Unlimited Chariot- Why let petty things like walls or cages stop you? It seems that objects designed to keep you out, or keep you in, are like paper under your blows. Let nothing hold your justice back.

188. (400) the Watchful- One of the problems with angels in this day and age is that they are quite corrupt, unwilling to help, or just outright uncaring. Whether you are an angel, you never become disconnected from those you are protecting, regardless of the power you hold or how far away you are in either mind or body.

189. (600) We Shall Make an Anvil of Their Skulls, and My Heart Shall be the Forge- There is much evil in the Throne. Slavers, criminal empires, uncaring gods.... It's quite a big shtishow. But maybe you can change that? With this power, the more evil a person is, the stronger your blows against them. Let them hide, for Justice has come.

190. (600) Watchman's Eye- Evil is not something obvious. It is hidden, and while sometimes it's obvious, the most black of all evil is often the best hidden. But by looking at someone, all their sins are laid out at you. Their intentions, their crimes, their merits, their accomplishments. Justice sees all.

191. (100) Shining Boss- Gang leaders tend to be obvious in what they truly are. They wear all kinds of bling, and expensive ones at that. Despite this, whether through fear or respect or something else, no ones even thinks of stealing from you. To them, it doesn’t matter if you are dressed in rags or a suit made of gold; they simply will ignore it.

192. (100) That’s Our Boss!- Morale is important, and you have taken this to heart. Just by existing, your followers are full of pride just because they follow you. May not seem like much, but it helps with insurrection issues.

193. (200) Swell Ranks- The Downtrodden of this world are so gullible, willing to do anything just to get higher on the social scale. By manipulating this, you are good

at finding loyal recruits among the lowest of the low. They will thank you, even when you are stealing from them.

194. (200) Squeeze ‘em Dry- Even though the Throne doesn't have an established currency, there are still things of value out there. But more often than not they are in possession of someone. So, you take this to its natural conclusion. You always seem to find easy, if not necessarily legal, ways to get money, be it extortion, mercenary work, or more.

195. (400) Serious Swagger- Glorious and Indecent. Those are two words that describe you. When wearing jewelry, fancy clothes, and other expensive stuff, people seem to respect you even more than normal.

196. (400) Total Nutters- Your followers are so loyal, they would die for you. Literally, actually. When you are given orders to your followers, not matter how much they value life, they would gladly sacrifice themselves purely because they respect you that much.

197. (600) Nothing to fuck with- Sometimes you gotta send a message. The more afraid your enemy is of you, the more you hurt them. Show the world that you are not one to be fucked with.

198. (600) Fierce Loyalty- People who follow you, seem to look up to you. Whether they see you as a parent, a protector, or simply someone they want to be someday, they respect you nonetheless. To the point where no matter what it done to them, they will not betray you. Even if they promise the world, your followers would spit in their face, telling them they already serve the man that rules it.

199. (100) One Thousand Blooming Flowers- Guess with all the free time you have, you have worked on some hobbies of yours. Pick one type of art from any period of history up to the early 21st century, and you are the undisputed master of it. This perk can be taken more than once, but only discounts count on the first purchase.

200. (100) Mantra of Pravi, the Exquisite- Must be the way you walk. Or maybe it's the way that you hold yourself? Despite any dirtying you go through, you will always look the way you want to look.

201. (200) Flying Sleeves- Who says you can't use your own clothes as weapons? Somehow, in battle, you may use your clothes, no matter their fabric or weight, as weapons, and some deadly ones at that.

202. (200) Devouring Shadows- Fear is something present in everyone's hearts, even the bravest of us. You know how to manipulate this to your advantage. At will, you may summon a personally made nightmare from the shadows, and it resembles whatever the victim's greatest fear is.

203. (400) House of Smoke- from the shadows, you can create some of the most realistic illusions, to the point where even reality is fooled. Meaning, these illusions, while still illusions, are physical, so you can do stuff like pick up a pan from the kitchen you manifested, and hit an enemy with it.

204. (400) Sublime Performance- People would pay to see you. When you perform in some way, regardless of the actual skill involved, to onlookers it looks so beautiful they are mesmerized. Those of strong will can ignore this, and people can be taken out of it by being hurt, but so long as neither of those things comes true then you should be good.

205. (600) Cloak and Dagger- The most vicious and dangerous place isn't the battlefield. It's the ballroom. With every noble and upper-class person, there are plots to kill or sabotage each one. You are the undisputed master of this. You can spin courts of nobles around your finger, and destroy people through proxies so complex it will never fall back to you.

206. (600) King's Charisma- Something about you just makes you shine. With every word you say, a life is changed. You are so charismatic that people would die for you, with just a few sentences said. You can turn enemies into allies with a few words. They say words will never hurt you, but you'll show them the truth.

207. (100) Silent as a Mouse- Stealth is important for assassins, for obvious reasons. Whether you were trained, self-taught, or just experienced, you are a master at stealth, and on top of that, you can fit into areas you shouldn't be able to fit in, so long as it isn't ridiculously different in size.

208. (100) Sense Atum- Atum. The fire that exists in all beings with a soul. Used in many martial arts, it is called “life-force” on some worlds. And you can use it to your advantage. You can sense the Atum (or life-force, in other jumps) of other beings, even through stone or dirt, but not metal of any kind. The further away, the more muddled they are. But hey, it's better than nothing.

209. (200) Toad School Technique- Whether you bred insects into your skin, altered your own body with sorcery or surgery, or something else, your body has some type of natural weapon. It can also be hidden well, so no need to cover it up, though you should not make it obvious.

210. (200) The Empty One- No one can run from you. So long as you know where your target is, and the location of them, you can “teleport” there, so long as the place you teleport to is unwatched.

211. (400) The String Cutter- Violence, according to YISUN, actually is the answer. When you want change, whether on a small scale or a large scale, you know who to kill to change things the way you want them to be changed. Just be careful, anyone with that much influence probably has some sort of protection.

212. (400) Scorpion School technique- No place is safe, so long as you were there. You know how to bait people, create traps, and plant those traps in there they would be the most useful. You can also make traps at an unusual speed, capable of trapping an enemy base despite the fact you just got there.

213. (600) Murder the Gods and Topple Their Thrones- The Seven are uncaring about the world they rule. They let the guilds and syndicates rule the world for them. But maybe that isn’t good enough for you? You know how to get a revolution started. You are a master and setting up small cells, providing weapons and supplies to your followers, and everything else a revolution requires. Though, this doesn’t help when it comes to actually recruiting people, just with the followers you have.

214. (600) Reach Heaven through Violence- A common saying across the Wheel is “reach the heavens through violence”, and it appears you have taken that to heart. In a

battle, you seem to embody death. Ripping through entire crowds of armed and armored people, without making a noise nor getting a drop of blood or fluids on your outfit. Additionally, when you see something you haven't fought before nor studied before, you can observe it, and find out its weakness and weak points, though the stronger and harder to kill something is comparatively to you the longer it'll take, and at some point they would be strong enough that you can't study them at all.

215. (100) Red Arts- The Red Art is associated with changing the existing physical universe or non-animate matter. In layman's terms, it means you can alter non-living matter, and transmute it into anything. However, this transmutation depends on the difference between the two. Iron into gold is easier than salt water into gold, for example. You also can't make matter from nothing, requiring matter already there.

216. (100) White Arts- The White Art is associated with changing the self or the self's perceptions. In short, you can alter your own body, teleport across the multiverse, aligning your Atum, and so on. This type of the Art is much harder to master, however, making it used only by the most advanced Sorcerers. One other thing: there are rumors that the White Art's ultimate use is to turn back time. Maybe you'll see if there are truths to this rumor...

217. (200) Coherency- Problem with the Arts, is that not saying things correctly can have physical consequences, including death. But that shouldn't be a worry for you. You will never trip over your own words, always able to properly say what you want to say.

218. (200) Toolless- Some new practitioners need tools to safely use the Art. You have grown beyond this need for tools. To cast magic, you don't need any foci to cast your spells. You simply need to say the world, or will it, to cast it.

219. (400) Technomancer- Sometimes, but rarely, magic is used to enhance technology. You possess this odd skill, and with it, you can make some magical technology, like the Glyphosphere of Mammon's design.

220. (400) Captivator- Unbound Devils, for as dangerous as they are, are used to fuel and enhance many kinds of machinery, like Prime Angel Shells or Airship engines. You are skilled in this area, being able to bind Devils or other eldritch beings into objects, and have then enhance said object.

221. (600) Will to Kill- The thing is with the Art, is that it is often a contest of Will. For example, a will to kill a person must overpower the victim's will to not die. Sometimes, the magic can even be sent back at the caster. But you shouldn't have this

problem. Your will is immense, so much that you shouldn't need to worry about the magic being sent back or fizzling out, unless you are aiming it at someone like a Demiurge or other similarly powerful beings, due to their will.

222. (600) The Red-White Art (Requires Red Arts and White Arts)- Red-White Art is a mixed art, more common in many uses than the pure White, but extremely rare and difficult in its most powerful uses. With this type of magic, you can transform people, such as turning your skin into iron, making kings babbling idiots, or transforming a warrior into a story tall monstrosity. At its peak, it can kill people, sometimes even entire armies, with a single word. People fear this art so much, that it is banned on some worlds.

223. (100) Found in Madness- What's the big deal? You've seen some shit on your adventures across the planes of existence, so why should a world like this feel weird to you? You are hard to faze with simple weirdness, as you are used to it by now.

224. (100) Friendly Face- You naturally seem to get people to trust you, whether by your looks or mannerism, you come across as gentle and nurturing and friendly. Just be careful, there are some who view this as a weakness.

225. (200) Inheritor- Sometimes, you gotta prepare the next generation for what's to come. You are skilled in the act of finding a good heir for your powers, and additionally you are good at grooming people to your specifications.

226. (200) Self-aware- We are all flawed, but YISUN likes it that way. Perfection is boring, and weakness defines us as much as our strengths. You must be a follower of YISUN, it seems, as you are aware of your strengths, your flaws, your everything. You know who you are, and that is a gift within itself.

227. (400) Hidden from the Eyes of God- Sometimes, you have to hide. When hiding, you do so with surprising effectiveness, and you can stay hidden so long as no obvious clues are there to point in your direction.

228. (400) The Crew of Jumper- Friendship is important. Sometimes it's the only thing preventing us from going mad. Thankfully, you will never have to deal with loneliness. You seem to naturally attract "true companions", people who you can trust and see as equals.

229. (600) The Master of the Universe- Sometimes, life isn't fair. Sometimes, you gotta make your own way to what you want. When a power is hidden behind a wall that only those that are born a certain way or were blessed with potential, you can

reach it just by searching for enlightenment. Let no one, not even the universe, change your path.

230. (600) I Choose King- Many people hate themselves. They wallow in their failures, and they feel misery over how stuck they are. But there is a path, one that can lead them out. When you want to change, you will find that through some self-reflection and enlightenment, you can change in to the person you want to be. Additionally, so long as you like what you currently are, you will remain that way.
231. (100) Creativity- One of the things that sets humanity apart from the other races is that how creative they are. They create entire stories and worlds in their head. You embody this aspect. The thoughts you have, the worlds and stories you create, as so creative and vibrant they are lifelike.
232. (400) The Eternal Flame- Humanity is flawed, as Aesma created them solely to have their own creation. But in this weakness, there is strength. You never give up, no matter what the multiverse throws at you. Maybe you can be so stubborn that even in the face of god, you can spit in it.

(800) The Conquering Jumper- Humanity has a potential, one that differs them from the other races. A potential for power. There is a reason 5 out of the 7 Demiurges are human. So long as you seek power, you will find pathways into getting more.

233. (100) Smug prick- You're an asshole, I hope you know that. You can spread your smugness into your surroundings, so everyone knows how better you are then them. Jerk.
234. (400) A Reason for Existing- There is a reason you exist. Literally. Servants were created by Koss, the craftsman god, to help him around the Throne. You excel at one job, with the more specific the job the bigger the boost, and vice versa.
235. (800) Grand Jumper- Servants are immortal, and they can live so long as no one kills them. And some, like Mammon, grow with age. The longer you live, you grow smarter and wiser. You also never grow weaker from age, only stronger.
236. (100) Distiller- Devils love alcohol. They create all kinds of it. And you, Jumper, are an expertise at this. You can make the most delicious alcohol, and people would buy it for any price, so long as it isn't overly outrageous.
237. (400) Ebon Devil- Considered some of the most dangerous beings in the universe, Ebon Devils are the oldest, and closest to their unbound form, as they can get. They are nightmares, with a now-extinguished Ebon Devil called Yaldacloath being able to steal a key from Mammon's vault. You are one of these devils, and you gain boosts all around, but particularly in stealth, where you excel even among Ebon Devils. You also have a commanding aura, able to direct people lower on the social ladder than you, so long as they are a different species. Just try not to get too ambitious, as there will be consequences.
238. (800) Pure Ego- Himself isn't the only one, it seems! By choosing this perk, you have become unbound from the Void. You have become separate from the rules of Reality, and the laws of Decay and Time. This means you no longer decay nor age

over time, unless you want to, of course. On top of that, you can speak a language, one that not only hurts to hear, but can literally harm and cut through matter. Additionally, your power is boosted to the point where even 13 Ebon Devils would be needed to so much as threaten you.

239. (100) 26 Jumper Names Mark the Sky- Angels tend to have flowery names, so why shouldn't you? You may choose an overly flowery and long name, and people will call you that seriously.

240. (400) Thorn Knight- Thorn Knights, the servants of Metatron, are the most dangerous angels outside of Michael 2 and Metatron 1. They are equal to Ebon Devils, except in Speed and Stealth, where they excel in the former but lesser in the latter. On top of that, you will always be treated with respect wherever you go. You are also good at riding motorcycles and looking cool while doing so, for some reason.

241. (800) Prime- Looks like Michael is no longer alone. You are a reincarnated Prime Angel, one of the Angels that protected heaven after the gods died. You are strong, among the strongest beings in the multiverse, and you also have memories of the old days of being in the Throne before Zoss came, with some knowledge of the gods and what came before.

242. (200) Common Sense- You actually have some sanity, after all. You see through people's lies, at least the less complex ones, and you know when you are being manipulated.

243. (300) Mendicant- an order of beggar knights, the knights here are all poor, and are often just getting by in life. However, despite this, Mendicant knights are considered the most dangerous of the 4 orders. By trying to hide your true power, you become someone looked down upon, and enemies often underestimate you. This lasts until you stop hiding, of course, but isn't it worth it to see the surprise on your enemy's face before you strike them down in a single stroke?

244. (300) Peregrine- an order of explorers, this order explore the Wheel, and destroy any evil they see, and repair any shrine. You have had some of this power handed to you. By searching for something, events will conspire to have you find what you were looking for.

245. (300) Bellergent- the order of Bloody Knights, the knights of this order are always searching for a good fight. They wander the roads, looking for someone (or something) to battle. By choosing this perk, you now have the tendency to find things that will always challenge you, regardless of your power. You will never be stuck at a certain point, just because nothing challenges you anymore.

246. (300) Geas- knights of this order always have a single goal, one that differs between each knight. Some choose to help people, others to restore a king, and so on. By focusing on what you want to accomplish, nothing can change your mind from what you need to do. Whether it's torture, mental influence, or simple manipulation, your mind can simply not be changed from your goal.

247. (500) Demiurge- There are currently 8 Demiurges in the entire multiverse: Allison, and the Seven. Well, it looks like there are now 9, with you getting in. This

power manifests as a glowing white dot on your forehead. While it can be covered, it otherwise can't be hidden or gotten rid of. At will, you may also manifest a halo above your head, and beyond having to look kinda like a halo, you get to choose how it looks. This power, access to the Key of Kings, grants you many abilities. First, you are able to do stuff like summon phantasms of gods to fight for you, have clones made up of white energy split from your body and attack your enemies, teleport, and more. Additionally, you know one of the words of the Seven Part Name, YISUN's true name. By saying this word, you damage reality itself, and even killing those of weak will. Finally, you can also loan some of your power to your followers. How strong these powers you give them depends on how much power of your own you sacrifice, but these blessings can be pulled back to you at no cost, and making your power whole again. You can also make your Emissaries, the people who have been granted power by you, have their mind twisted to your goals, though those with strong will can fight against this, even defeat your corruption. The Key you get is equal to Allison's/Zoss's, though you have to learn how to use it. The downside to this power, is that anyone that sees your Key and knows what it is, they probably want to steal it for themselves. And if it is taken out of your head, you fall unconscious and take a ton of damage and pain, regardless of any power you have. Post-jump, you may choose to hide the Key, revealing no outward signs of it. This perk is also a capstone booster, look in the Notes section to see how it affects the capstones.

Demiurge boosts the following perks

○ Hero of Legend- Not only are you attracted to adventures, but these adventures tend to be a scale as to rival the main character's story. While this depends on where you go, it will always only be rivaled by the overarching plot.

○ Armor of Will- Your plot armor increases to such an extent that only a deliberate, planned attack on your life would kill you.

○ Teacher of the Ages- Not only can you teach, but those you teach can teach it just as well as soon as they learned it, and so on.

○ Wide Reputation- To say you have a wide reputation is downplaying it. Almost everyone in the setting knows your name (or at least what you call yourself), and they all view you how you want to be viewed.

○ Thanks for the Noodles- People seem to forget about hurting you, as they feel you are too weak to fight. They also treat you with pity, and hold back, not wanting to hurt you.

○ Just Getting By- You can help others get better, as well as yourself.

○ Claws of the Beast- Not only are your items just as deadly, but they are now even more deadly, causing much more destruction than normal each time you swing your blade.

○ The Bloody- It is a treasure to see you in battle. You are capable or ripping your way straight through an army, without much harm done to you.

○ We Shall Make an Anvil of Their Skulls, and My Heart Shall be the Forge- Evil burns in your presence, and any evil actions (other than your own) within 100 meters causes extreme pain and agony to the perpetrator.

○ Watchman's Eye- Not only are their sins laid out to you, but they also become a loyal servant to you, seeking redemption through death. This does not work on this with powerful wills, but even they can still feel it.

○ Nothing to fuck with- You are so scary that you are practically an urban legend at this point. The mere mention of your name and that you are coming is enough for a whole gang to surrender.

○ Fierce Loyalty- Your “employees” are also good at convincing others from different gangs to sabotage their own organization and join you.

○ Cloak and Dagger- Not only can you twist a court around your finger, but you can control how society functions, through proxies or from the court itself.

○ King’s Charisma- You may be the most charismatic person in existence. With a few words, you could change the course of history. People who hear a small verse from you, no matter where, would be willing to die for you.

○ Murder the Gods and Topple Their Thrones- Fate seems to act on your side, with events happening that heavily favor the growth of a revolution, and events will also make the rulers of the world less powerful and more fragile.

○ Reach Heaven through Violence- To call you a killer would be an insult. No, you are the reaper. You can kill anything, even things that cannot die. And even then, they will never have some special attack that would activate automatically if they died, so no death curses or such.

○ Will to Kill- No matter the odds, you will always win a challenge of will, regardless of your will nor your enemies will.

○ The Red-White Art- You have found the power of the Black Arts; the act of creating something from nothing. As simple as it sounds, keep in mind all red arts require you to have matter available to mess with. It can also potentially kindle the Flame Immortal, allowing you to create souls from scratch.

○ The Master of the Universe- Even powers normally impossible to get, like powers that belong to a single person, can be gotten through enlightenment (though this does not work on fiat-blocked powers)

○ I Choose King- Not only can you change, but you can change the world around you. By improving yourself, the world improves, though it will never decrease in quality.

○ The Conquering Jumper- The true king as come. You are a force of nature, capable of fighting every single prime angel in heaven, simultaneously alone, and you could win.

○ Grand Jumper- Not only do you grow wiser and smarter, but also physically. Your physical, and magic passively increase over time, and they increase at a faster rate than normal.

○ Pure Ego- You have become completely free of any and all restrictions. As a being second only to Himself, leader of Devil-kind. You are more of a force of nature than a living being, able to warp reality on a scale of a small city, and due to your abstract existence only supernatural attacks can harm you.

○ Prime- You are no longer a reincarnated prime angel, but instead one who survived Zoss's onslaught. Your power is so great that you could slaughter the entirety of the Red City, minus the Demiurges, easily.

248. (700) The Sanctioned Action- ...is to cut. There is only one, maybe two people in the entire Multiverse that have the skill to cut. And it is much more than just cutting something with a sword. To Cut means division by the blade of Want, that parer of potentials that excises infinities. And by cutting, you cut not only the physical, but the universe itself. At the point where you start at, it is "merely" the ability to cut through anything not completely invincible. But by studying and growing the act of cutting, you will grow in Strength. At the end of the road for this, you will be able to cut anything, no matter how strong or durable or esoteric or abstract it is. Not only that, but you can cut people without so much as drawing your sword, and cut things just by touching them. You can also project a "laser" from the tip of your sword, and it cuts as well as you can.
249. (200) 49 Empty Palms- Using your Atum, the fire that burns in every soul, you can turn your strikes into projectiles, allowing you to "hit" people from a distance. You can also use this power to do things like force a lever open, and other actions of that nature.

250. (200) Vertigo Bullet- You are good at using a ranged weapon, such as a gun or a bow, in close quarters. You can avoid attacks, reload, and aim all at the same time.

251. (200) Pilgrim Fist- Not a martial art in the strictest sense, you become much better at exploring places, and it is hard to get lost barring sabotage. You also seem to have an extensive amount of contacts for traveling; so while you might not get the strongest weapons available, you will still get what you need to survive when exploring.

252. (200) Medicine Palm- You are able to balance the Atum in others by touching them, allowing you to heal their physical, mental, spiritual, and emotional wounds. You are also good at finding out how to help people heal, be it stopping a curse from killing them, to simply healing a broken bone.
253. (200) Flying Snow- You become light and agile, and you are able to fly for short periods of time, as it is tiring.

254. (200) Demon Flips the Cart- By consuming twice the amount of sustenance that a member of your race usually does, you can hit people hard enough to launch them, sometimes even beyond sight. This actually doesn't hurt them more than a regular attack would, but it's good for keeping people away.
255. (300) Shivering Arrow- You may purify some kind of physical ranged projectile, like a bullet or an arrow, and by using it in battle, the projectile never misses its target, even turning 90 degree angles and dodging obstacles to hit their target. Damaging them, however, isn't a guarantee.
256. (300) Pattram Sword Hand- Using Atum, you can allow your unarmed attacks to act as if they were bladed, allowing you to cut into people. The sharpness of this blade depends on how strong you are, but even a regular human can treat their unarmed strikes as a steel sword. As a side effect, it is harder for you to break your own limbs in combat when hitting others.
257. (300) Murderous Blade- A forbidden technique, this perk allows you to drain the Atum of others by hurting them physically, and steal their Atum for yourself. This allows you to heal from hurting others. A dark talent, for sure, but also a useful one.
258. (300) Rider of the Endless Path- You are a master at riding. When you need it, you may summon a mount of your choice (it is either a horse, or something that you own, like a hell motorcycle), and upon it, you are an expert at taking down others. You will almost never crash, and it is hard to hit you. Not to mention the fact of how satisfying it is to hit someone with a mace while riding a motorcycle. Your mount also grows more durable, at least half as durable as you.
259. (300) Five Elements Internal Technique- Using your Atum, you may attune to one of the following elements: Fire, Earth, Water, Wood, Metal. While resting for 8 hours or longer, you can choose one, and only one, of these elements. When the chosen element is used against you, you can expand the charge in order to completely ignore the attack, regardless of your strength. This ability does not stack, and can only be used once per rest.
260. (400) Bearer of Legend- Somehow, one of your weapons or even your body itself, has been infused with an ancient and potent power. While I'll leave the nature of such power up to you, the power can be used to "charge" up whatever is imbued with the power, and the longer you charge, the more power it expels when used, and there is no limit to how much you can charge.
261. (400) Diamond Soul- It seems that, some time in the past, you studied a Shard of the Worldstone, a massive gem that was destroyed over 30,000 years ago. Through this studying, you have learned how to allow your body to take on Gem-like properties. When using this power, so long as you don't move, you can't be knocked back or down, and even a regular human who has this power would be as durable as a diamond, and this scale with how durable you are.
262. (400) Howl of the Cursed- You have been cursed. Or was it a blessing? Regardless of the intent, you are now able to turn into a rampaging monsterous, warped, or bestial form. While in this form, all natural abilities (and I mean stuff like sharp claws and teeth, not genetic-based powers) are enhanced, to the point where your claws could cut through steel like it isn't even there, and you can flip cars with one hand.

263. (400) Twenty Five Purities Path- Someone found the book, it seems. Having studied this book, you have gained a multitude of abilities. You are immune to all poisons and diseases, no matter the potency or nature. You are also immune to all attempts to change or alter your mind against your will. Additionally, by studying someone, you can see their weak points.
264. (400) Head of John- For some reason, you have affixed 3 metal studs to your head. Don't fret, these are actually useful. The left stud prevents your head from being decapitated, and it makes your head functionally indestructible (though this does not spread to the rest of your body), and you may survive a year and one day as just a head. Using the right stud, by focusing, you can read the general emotional state of the situation. The central stud allows you to fire a laser of ice, fire, energy, etc from the stud. You may choose what each stud is made out of, however it can't be indestructible and you must have it either on you or in your warehouse.
265. (300) Cult of Jumper- Seems as if you have some followers. You now have a dedicated cult to you, one that will follow your every order. They change every jump, but they maintain the items you give to them, though different people hold them each jump.
266. (100) Meti's Sword Manual- A manual to the art of Cutting, by Meti. It attempts to convince the reader that violence is pointless and that they should become a farmer.
267. (100) Signature Weapon- A weapon made to your specifications, while it doesn't have any supernatural abilities it is durable, needs to maintenance, and good at whatever it does. Over time, it also start to feature art of your adventures.
268. (100) Iconic Clothing- Clothing tailored to your specifications, it can look however you want, though it cannot be more protective than a set of plate armor. It also doesn't need maintenance, repairs over time, and seems to avoid or minimize harm to itself, somehow.
269. (100) Weapon Implants- A bunch of weapons of your choice, you can insert these into your skin, regardless of their size, painlessly. They do no damage to your internal organs, and they can't be broken or taken out of your body by anyone other than you. Really just decorations, but sometimes that matters.
270. (200) Airship- An airship, nothing special about it other than it's the size of a galleon, rooms of everyone, cannons, and other stuff that warboats have, except this one is powered by an unbound devil engine, and it floats.
271. (200) Slice of Red- a warehouse addon, this addon resembles a 1x1 mile slice of a section of the city of your choosing. It is bustling with life of all kinds, though none can leave this addon.
272. (200) Sin-cycle. This motorcycle, if it could be called that, seems made out of torture equipment, with skeletons tied to it. Despite its looks, it can go up to 100 mph, ignores terrain (so long as it isn't ridiculous), and doesn't require fuel. Neat deal, huh?
273. (400) Immortality Peach Tree- A tree like Mottom's eating the peach of this tree will de-age you, and eating them periodically will prevent you from aging. Unlike

Mottom's tree, it isn't coming out a corpse, and it does not require the blood of virgins to live. It is in a small garden attached to your warehouse.

274. (400) Prime Angel Shell- the shell of a long dead prime angel, this shell is now inhabited by Unbound Devils, this is commonly used as a war-machine, due to its size. The Shell can take a ludicrous amount of punishment, though it is slow in returning it.

275. (400) Living Wood Arm- A prosthetic limb made from wood of a living tree, this arm is much stronger than your other arm, and you can force energy through it, allowing it to manifest objects like a sword made from light.

276. (600) Angel Armor- Armor made from multiple bodies of angels, it was then enhanced enough to put most armors to shame. It is strong enough to survive a drop off a mountain, a tank shot without flinching, and the collective force of an entire army. You can also import a set of armor, in order to get it these abilities. If you are an angel, then you may use this as your body.

277. (600) Citadel- the Seven Demiurges each have their own base, such as Incubus's tower or Jagganoth's fortress. You now one of these. You may design your citadel in the Citadel Table. Post jump, It is either put somewhere in the world, or it is an attachment to the warehouse.

278. (600) Guild- You are the proud leader of a guild, the criminal syndicates that cross the multiverse. It is as large as the setting allows it, spanning from a world-spanning mega-corp, to a multiversal empire.

279. Citadel Creation:

(Free) Aesthetics- You may choose how your Citadel looks. Whether it is a pagoda made of marble, a library full of books, or something else, you can make it.

(100 BP) Reinforcement- Your citadel has been made with stronger, sturdier materials. Despite looking the same, it is now capable of taking much more punishment.

(300) Protection- Every citadel needs some protection from invaders. For the 100 option, you have walls, some guards, and a gate. At 200, you have thicker, reinforced walls, and the guards have guns comparable to a modern day military. For 300, you have more guards, artillery, some high-technology vehicles like tanks, and a fleet of airships patrolling the area. If you have followers, they can replace the guards.

(100 BP) Mimic Nest- A nest of Mimics, beings that, well, mimic inanimate objects. At least, until an enemy appears, in which case they come alive and try to eat the enemy. For some reason, they know when someone has your graces when coming in, so they don't attack allies or followers. Mimics are also dumb, and a large number of the same object most of the time signifies their existence.

(100 BP) Traps- The basic thing to have in any dungeon, traps for those that aren't wary. They can range anywhere from spikes and pits, to magical traps and cursed items. These traps also don't trigger when an ally or follower of yours crosses them.

(200 BP) Luxury- A less useful upgrade, but by buying this, you are allowed to make your citadel into a luxurious palace. You can get libraries, baths, gardens, bedrooms, and so on. And that is with the 100 option. With the 200 option, your luxury rooms are places of legend, in how advanced and comfortable they are.

(200 BP) Puzzles- The citadel is full of puzzles, ones designed to trick and frustrate intruders. Followers can remember all the answers to it. With traps, you can have the traps activate if the puzzle was solved wrong. With maze, you can have some sections of the maze hidden behind puzzles.

(200 BP) Evershifting- The citadel is not a static building. With effort, it can be changed. With a thought and some power, you can warp the entire internal structure of the building, making it hard to travel without getting lost.

(200 BP) Maze- Your citadel twists and turns, and unless the invaders have knowledge on where to go, more than likely get lost, and starve to death inside the maze. With Non-Euclidean, the maze is infinite in size, and some parts of it look and act lie Escher paintings. With Evershifting, the maze can change over time, making it much harder to find the exit.

(200 BP) Inner World- The core of your vault is less construction, and more natural. As in, the entire place resembles a terrain of your choice. With Follower Village, the village is somewhere here, and with Non-Euclidean, the inner world is practically infinite in size.

(500 BP) Follower Village- Inside of your citadel, lies a whole village, with thousands of people in it. Whether they are cultists, soldiers, guards, or other things, they all live here, and would protect the citadel with their life. They also know their way around the place, so they will never get lost. That is the 300 option, at least. The 500 option is more comparable to a small city in terms of population, and every single one of your followers is a trained fighter. Not only are they deadly, but they also have High technology, and are more than willing to use it on intruders.

(300 BP) Non-Euclidean- The inside of your citadel does not obey the laws of physics. It is much larger inside than outside, maybe even infinite inside. Therefore, it is both much easier for intruders to get lost, and it also allows Followers, if you have them, to build even greater things inside of the citadel.

(400 BP) Vault of Gold- At the core of your vault, lies more money and gold then you can properly understand. Literal hills of gold coins, it all belongs to you. Try not to let it go to your head.

(400 BP) Flying- Like a certain old hag’s palace, your citadel can float. It is mostly slow, but it is out of reach of those that seek to raid it, unless they have some way to enter a flying plane. Additionally, if you can teleport, you can teleport the entire structure with you.

Viking Saga

280. *Sea Legs 100

You are better at navigating the seas and holding yourself up on unsteady terrain, never get sea sick or altitude sick again.

281. *Traditions demand 100

You are respected by people as being of a notable status, Your followers and companions are more willing to listen to you and will fight harder to keep you safe.

282. *Freedom to Speak 100

People will listen to you words without openly attacking you for them as long as you speak the truth. Publicly you will not be challenged but go about talking how the jarl is impotent to everyone and you might find a dagger in your back. You will also gain knowledge of when to say these things in order to avoid retribution.

283. *Soft Magic 100

You are able to slowly heal people and put glamour's upon yourself to hide your true shape or make you look more fearsome. You gain a minor control over nature, trees won't walk for you put they might grow faster over time into a shelter for you.

284. *Dwarfy 100

You are stout and strong, easily capable of working long hours and growing a beard anyone would be proud of. If you end up female then women's beards end up really soft, like seriously man this stuff will make you forget everything you thought about beards.

285. *Earned valor 200

You have honed your skills in your travels either raiding or holding off those who would exploit travelers. Your shield always seems to be in the right place and you know where to put your axe to put someone down. Make less stupid fighting mistakes from overconfidence.

286. *Rulers Strength 200

You have great strength earned from your work on your land and the free time your servants give you to train it. You are near ten times as strong as a normal man and can last longer in a fight because of it, however this will not give any battle experience or skill. Be warned that this strength is still bound by cause and effect and thus you can still be knocked into the air or have a blade break easily from overuse.

287. *Bardic memory 200

You can remember obscure details and have no issue pulling up relevant information.

288. *Swing of the Hips 200

You start clan wars and bring kingdoms to their knees with how fine you are.

289. *Weight of years 200

You bear age easily and are more compared to wine than milk.

290. *Scion of the Trickster 200

Congrats you are a child of Loki, everyone hates you and if you play your cards wrong you start Ragnarok. However people are still willing to talk to you and oddly enough this actually improves their opinion of you from that of a mindless beast to that of a really pissy noble. Your body stops following normal biology.

291. *Saga Hero 400

Stories told about you travel fast and followers flock to you in droves, getting the manpower you need is easy. Their skill is questionable, their loyalty is not.

292. *Enchanting Voice 400

Your voice is wonderful, like a king hears you and demands you in his bedroom with a dress on for private entertainment, when you are a guy. People love hearing you talk and getting a word in edgewise is easy. Swaying opinions and gaining allies shall come more easily to you and saying the right words is never an issue.

293. *Runes 400

You may use runes to empower objects and create strange and wonderful effects. They are an alphabet that when combined creates their effects, your skill at carving them increases their power and ability.

294. *Graceful Bearing 400

Even when you have absolutely no idea what you are talking about you can be a smartass know-it-all, catching you off guard in any social, intellectual, or physical event are unlikely. People tend to think you are at really chill.

295. *Yo Mama so Ugly 400

You scary. Like fuck man people don’t even listen to you speak before running away. Well when you want to be, cowards do what you say and do it right. You scare people so hard they grandchildren still running.

296. *Tempered Courage 600

You have endured a great deal and have no issues jumping into battle against the greatest of foes. Your confidence never falters and you are more easily able to bring out your full potential. Fear shall not decide your actions.

297. *Kings Wisdom 600

You are seen as nobility in blood and name, Odin grants you the secrets of his magics and anywhere you go you are treated to a kings welcome so long as other nobility is present and able to. Slow blows against you and your allies or turn people into vampires. All eighteen are taught to you because Odin thinks you are that much of a bro.

298. *Words Hold Power 600

You speak and the world dances to your tune. Even if they were a part of something else you can warp the world with your speech, though doing too much at once will begin to destroy your throat. Step 30 feet in a single instant or ask to the wind to power your sails. Living beings are harder to command though knowing their name will make it easier, though every command must be directly issued.

299. *Craftsmen of the Gods 600

Things you make yourself from base components gain properties far beyond what they should. Belts that increase strength several times over or a spear that never misses are well within your skill, and you will only get better.

300. *Sorcery 600

Necromancy away! Armies of relentless dead heed your call and the power to strike your foes dead with a thought becomes open to you. You also gain immunity to the cold. You may grant wishes at a cost, such as immunity to fire but being permanently burned from head to toe. Over time the benefits from these backhanded wishes increase and the drawbacks decrease, great power is yours if you are patient and let it come to you.

301. *Fueled by fear 600

your powers are fueled by the fear of others, what the least afraid person thinks you can do is the limit of your power, also shapeshifting. In case you ever wanted to give birth to a horse.

302. *Of Destiny Born 1000

Your physical and mental prowess increases by half again and your body and mind get faster, stronger, and more durable. No longer are you held down by the petty strings of fate unless you like where they lead you. You are your own jumper and shall hear your song spread across all lands. This power over fate may be used selectively, thought the more you wish to keep of a fate the less you have to change. You gain no additional perception over what your fate will be other than that from other abilities.

303. *Farming tool Free

Hit ho’s with hos.

304. *Steel weapon 100

This is a well-made weapon for defending yourself with.

305. *Boat 400

YOU ON A BOAT.

306. *Field hands 100

10 people who serve you, 9 who only know how to tend to farmland/raise livestock/fish, anything more you will have to train them for, 1 guard to keep the rest safe and they come with the equipment they need. Each purchase after the first doubles the number.

IE x1, x2, x4, x8, x16.

307. *Homesteads 100

You get houses for people to live in and more land for those people to work. Each purchase of homesteads gives housing for each level of Field hands or Guards.

308. *Domain 400

A plot of land and enough houses to hold the people working on it are now yours. If bought with Field Hands and Homesteads it multiplies them by a factor of five.

309. *Armor 200

Strong and hardy this armor is of your own choice, do be aware though that it only protects what it covers.

310. *Musical instrument 100

You have a thing that makes the sounds.

311. *Herbs and poultices 200

Notes conveying an understanding of natural remedies and how to use them come with these useful cures ointments. Thankfully there are no snake oils in this batch but those that will actually help. If you need someone to die a soft end then there are a few things in here that might interest you.

312. *Lair 100

It’s a cave of your very own!

313. *Legendary Weapon 600

Its properties are up to you but it is a weapon that would make a hero's name all on its own. A sword that cuts through anything or a spear that always strikes true to the heart and then returns to your hand.

314. *Legendary Armor 600

Turn aside the blows of the Other Clan with this indestructible shield or suit of armor that lets you take blows several orders of magnitude higher than you normally could. Perhaps a helmet with no eyeslits that you can still see through? The choice is yours.

Dragon Ball AF

315. Demon [200]

Like Dabura before you, you have come from the Demon Realm, a native of its hostile environment. As a full-fledged demon yourself, you possess great innate strength beyond any normal human, colored skin, and possibly horns protruding from your head.

316. Namekian [200]

The proud Namekians hail from the planet Namek, a world long since destroyed by the tyrannical Frieza oh so many years ago. As a Namekian yourself, you possess their physical attributes such as green skin and two antennae on your head, along with their innately superior hearing and physical capabilities..

317. Frieza Race [300]

A Tyrannical species wielding immense power, the Frieza race is as well known for their brutality as the Saiyan's are. And they, too, have transformations of their own. While their forms and stature are highly variable, dependent on which transformation state they are manifesting, they still retain key features such as a white, often carapace-like layer, and purple skin, as well as immense power well beyond that of other species.

318. Saiyan [500]

A powerful race, the Saiyan's are battle hardened and battle hungry being with nearly limitless potential. Appearing almost entirely human, with the exception of sporting a monkey tail, the Saiyans stand out due to their immense power and, more so, because of their transformative capabilities. By experiencing intense emotion, Saiyans are capable of powering up into their ascended forms, the Super Saiyan state. These forms grant them immense power, more so with each iteration of the form, and finally peaking at the Super Saiyan 5 state.

319. Shinjin [500]

The Kaioshin are the most exalted group of beings in the universe, a group of Shinjin born from the Kaiju and exalted to their position as the literal creation gods of existence. Their power is innately immense, well beyond that of most other species, as is their wisdom. Despite their position as gods, they have humanoid appearances with the only major distinctions being their colorful skin color and their white hair. As a member of the Kaioshin you will innately have access to Godly Ki.

320. New Shadow Dragon [600]

The Shadow Dragons, unbelievably powerful beings born of the negative energy collected by the wish-granting Dragon Balls. With each selfless wish they gathered more and more of this negative energy, eventually solidifying into the corporeal Shadow Dragons, beings filled with power and the desire for destruction. Eventually they would be defeated, and the cycle would begin anew with a second set of Shadow Dragons, to which you now belong. You now replace 1 of the 7 AF Shadow Dragons, having free choice over the Dragon Ball that you represent, although the wish that led to your creation shall be taken from the one you replace. The form that your new body takes will be mostly up to you, although you must be at least vaguely humanoid and must have your chosen Dragon Ball implanted upon your body, such as your forehead or chest.

321. Ki [Free]

Ki is the life energy of the universe, present in nearly all beings and the source of their power. By coming to this world you, too, shall receive the ability to use ki, and will begin with power and skill equal to the level displayed by Trunks in his base form at the beginning of Dragon Ball GT.

322. Weird Guy [100]

Whether it be your unusual appearance or your disarming demeanor, your very nature causes opponents to take you less seriously. Where many would normally hit you with all they had right from the start, any foes you face will now instead treat you as a non-threat, lowing their guard and giving you ample opportunity to strike where it hurts.

323. Tricky Fighter [100]

You have an... odd way of fighting, to say the least. By adapting your moves on the go, you are capable of fighting with a degree of randomness, allowing you to throw off your opponents during fights and preventing them from entirely learning or adapting to your style.

324. Behold My Power [200]

You have power well beyond others, and it is time they realized how doomed they really are. At will you can allow another being to feel and understand the difference in power between you and them, and should yours be far greater they will feel a sense of hopelessness or awe, whichever you choose.

325. Adaptive Combat [200]

Knowing your foe is the first step to defeating them, a phrase that you know exemplify. The more you understand an opponent, from their techniques to their motivations and history, the easier it becomes for you to adapt to them and counter them. Knowing merely their techniques would allow you to easily predict their moves, knowing their motivations on top of that would make countering them and striking back more effective. And should you know everything there is to know about them, their skill will become useless before you, though their speed and raw power may still overwhelm you.

326. Instant Transmission [400]

Teleportation. A powerful technique learned by Goku during his time on the planet Yardrat, the Instant Transmission technique allows a user to focus on the energies of another and instantly teleport to their location, a technique you know bear as your own. With time you may even learn the variation displayed by the Kaioshin, allowing you to transport yourself to any location known to you.

327. I Am Majin [400]

You are Majin. Within you exists a dark and twisted ki, the boundless negative energy of a Majin. The same power that resides in Uub. This power may pulled to the surface at will, granting you an incredible temporary boost to your power while simultaneously darkening your ki to that of one with a heart filled with evil, regardless of your normal moral alignment. This power comes with a cost, however, as it will cause you to go berserk once your foes are defeated, posing a risk to friends and allies alike, though this berserk state may be removed with time.

328. Potential [600]

To be a warrior is to climb the mountain of power, always seeking whatever peak may exist. For you, however, there exists no peak, no limit to how far you can climb. You possess unlimited potential and unmatched growth, allowing you to train forever without limit while simultaneously outpacing almost all around you even when performing the same training. Your growth is such that you could gain the same power in a day that others would need a month to achieve, and the more you push yourself the faster your growth will become.

329. Fusion [600]

The melding of two beings, and the creation of one whole larger than either piece alone. This is fusion. A powerful ability used by few, the most notable fusion is that between Goten and Trunks using the rather silly process of the Fusion Dance, a series of movements performed in unison to initiate the fusion process and to bring about a temporary fused state. But you have something greater. You, like the demons Marble and Chiyoko, are capable of fusing with another permanently, creating a fused being with power beyond the combined power of both individuals. However, this form, while capable of lasting an indefinite amount of time, can still be undone should the fused being be severely damaged or rendered unconscious, and can also be undone should either individual wish it to.

330. Willpower [100]

The will of a warrior is without limit, and so too is your own. You possess the same nigh-limitless willpower of Goku, allowing you to stay clear and focused in nearly any situation and strengthening your resolve to incredible heights. The true power of your will, however, is your ability to push beyond your own limits in a time of strife. When all hope seems lost, you will stand, and whether it be surviving just a bit longer or boosting your own power at the cost of damaging your body, you will push forth in some way to close the distance.

331. All Day Every Day [100]

The greatest pleasure a warrior can feel is the trading of blows with another of a similar caliber. The second greatest pleasure is preparing for such an occasion. To you, training is now an excessively fun event, one that never ceases to excite you and will almost always make it into your schedule.

332. Turtle Style [200]

Combat is, in essence, an art form of the body, filled with the flowing movements of its participants as they trade their own arts with, and against, one another. The Turtle Style of martial arts, practiced by Goku and friends and perfected by Master Roshi, is one such exemplary example, and is one of many forms you have the potential to master. To you, the mastering of the physical arts is a simple task, with you learning and mastering martial arts and fighting styles far faster than your peers, learning in days what would take others weeks.

333. Turtle Schooling [200]

The skill of a master martial artist is brought to them by long and grueling years of training, both their own and that of their forebears. This cycle, when properly applied, allows these arts and forms to grow with their learners, changing over time and becoming greater for it. By teaching another your own techniques, whether they have been learned from another or developed wholesale, your disciple will in turn adapt the form and make it better through use, though they must first master it. Should they, too, pass it on themselves this cycle will continue, with the techniques being altered and improved with each generation, though so too will the arts difficulty.

334. The Art of Ki [400]

Beyond the physical combat many on earth are accustomed to, there exists the art of ki manipulation. This energy has many purposes and capabilities, and when gathered can be turned into powerful beams and balls of destruction, some even capable of destroying planets and stars alike. It is this use of ki for which you are a genius, as you are capable of manipulating ki in extraordinary ways. Given a short time nearly any ki based attack could be replicated, and given more time you could even develop techniques of your own, even going so far as to create solid ki constructs or shaped ki attacks.

335. Creation [400]

The Kaioshin, the Gods of Creation, are those who uphold the balance of the universe through the act of creation. This power has now, too, been granted upon you, allowing you to create any normal matter at will, whether it be a simple set of clothes to the strongest material in the universe, katchin. These new creations may take any shape, though the creation of living beings is still beyond your grasp.

336. Go Further Beyond [600]

The Saiyan race is known for overcoming their previous limits, transcending their previous stages and unlocking new forms wholesale, each granting immense power. You, too, have unlocked such an ability, allowing you to enter transformed states akin to that of the Super Saiyan form. While you will initially begin with a single transformed state, you will with time and great efforts be able to achieve even greater heights. Unlike the Saiyans of this world, however, your transformed states are not only not racial, meaning you may transform regardless of which form you take, you will also be able to achieve new ascended states without limit, requiring only the mastery of each form in order to unlock the next. As a bonus, you may also choose what each transformation looks like, and may even have the appearance be unique for each alt-form if you so wish.

337. Perfected State [600]

The Super Saiyan state is one of great power, brought about by the intense emotional state of its user. In this way each stage was unlocked, starting with rage for the first, rage once again for the second, pleasure for the third, and sorrow for the fourth. It is this intense emotional response that provides the Saiyan's with their power, and by controlling and releasing the emotions of rage, joy, sorrow, and pleasure their power can be increased to levels far beyond normal, to the point that a Super Saiyan 4 could fight at and even exceed the level of a normal Super Saiyan 5. This power is now yours, giving you the ability to bring out the full potential of any transformative state, meaning any transformation you take will be empowered well beyond its normal capabilities, although this effect will not be dependent on your emotions.

338. Welcoming Party [100]

You are, by nature, merely a visitor of the cosmos and dimensions in which you walk. It is only fitting that you be treated as a guest. Whenever you arrive in a new location, whether it be a new planet or a new continent, you will be met by the most powerful and important individuals available, who will come to either gauge the threat that you pose to them, attack you outright, or extend the hand of diplomacy, as the case may be.

339. What Wonderful Delicacies [100]

As a traveler of the stars you are likely to come across delicacies and entertainment of all varieties, some worse than others. It's a shame, really, to go to a brand new world only to find out that their food is subpar. Well, it would be if that ever happened to you. You seem to have a bit of luck in this regard, as you have a much wider palate than most other beings and can find food and entertainment at least mildly entertaining regardless of content, though it may still not be enough to keep you from blowing up the planet.

340. Space Age Wonders [200]

The greatest minds of the Dragon Ball universe were capable of a great many things, ranging from simplistic devices such as the energy scouters used by Frieza's forces to the advanced androids created by the likes of Dr. Gero. You will now stand among them, although only as high as their ankle to start. You have the same intellectual gifts that they do, and can make a variety of creations such as the energy scouter and basic space ships. Given time you could recreate technology on par with the more basic android models like Android 8 and even the gravity chamber, and with decades or more of study you may eventually match, or even exceed, Gero and those on his level.

341. A Strong Opponent [200]

There is no limit to power, merely a limit to growth. And how can you grow without enemies to push you to those limits? To push you past them? This is an issue no longer. By actively searching for them, you will always be able to find an opponent near your own level and who

is just as willing to fight as you are. While survival is not guaranteed, doing so will always result in a sizeable boost to your own power as you grow to match, or exceed them.

342. Reduced Form [400]

The most notable ability of Freeza's race, other than their terrifying strength, is their transformative ability. In contrast to the transformations undergone by Saiyans, however, theirs is not an increase in power. Rather, it is a reduction, a form generated to more easily contain their awesome might. An ability you now have. At will you are capable of creating weaker transformation states for whatever form you hold, sealing a degree of your power by at least half for each reduced form. These reduced forms grant benefits twofold: the first is enhanced energy regulation, essentially granting you enhanced stamina, while the second benefit is an increased growth from training. The more your power is sealed by this reduced state, the greater your gains will be, and when the time comes to unleash your full power your opponents will wait until your transformation is complete.

343. Special Attribute [400]

Aliens aren't always one of a kind. Many, like the saiyans and humans, share an appearance but none of the ability, whereas others are the reverse, having vastly different appearances with the same abilities. You, however, are exceptional even by your races standards. Choose between speed, strength, or durability. The selected attribute is far greater than it would normally be for one of your kind at your level of power, being easily twice that of another of your race. May be purchased more than once, however only the first purchase is discounted.

344. Weird Physiology [600]

Across the universe there are beings with unusual biological abilities, ranging from green beings capable of regenerating an arm in seconds to beings that can survive nearly any injury. Your own physiology is now a match for these beings, as you no longer have the basic needs expressed by many across the universe nor are you so easily put down. You are capable of subsisting with merely water and sunlight, having no need for normal food or oxygen, and your body is such that anything short of reducing you to less than a single cell is incapable of killing you. To match this, you also have a powerful regenerative capability, allowing you to regenerate limbs in an instant, while reforming your entire body would take no more than an hour or two, and could even be sped up at the cost of some ki.

345. Chilling Hibernation [600]

The birth of one of Freeza's race is rather unusual in nature. After birth their members encase themselves in ice and enter a thawing period. This thawing period is where they gain their

strength, as the longer it lasts the more powerful they will be. Freeza, the tyrannical ruler of countless planets, was said to have thawed for 6 years while his son Ize's lasted for over 50. You now also share this unusual ability, although slightly different. At any point once per jump you may enter your own thawing period, encasing yourself in ice for as long as you wish, although this will still count against your time in said jump. During this period your strength will undergo vast improvements far beyond normal training, meaning the longer you wait to thaw the more powerful you will become.

346. Go All Out [100]

Sadly, most opponents don't put their all into battle. Instead, they hold back, gauging their enemy and looking for weaknesses or sometimes just having fun. No more. With just a few words you can push others into using their maximum power, making them go all out in a fight. Of course, you don't have to be the one fighting for this to work, although some will have morals strong enough to resist your temptation.

347. Knowledge of Power [100]

So many would like to believe that power is simple. They have it, while others do not. A foolish notion. One you have removed from yourself entirely. Any confrontation, from a quick exchange of blows to a simple hello on the street, will allow you to discern someone's full power and, more interestingly, their full potential in comparison to your own. However, the full potential of this power requires their blood, as with a single taste of a person's blood you will be able to learn everything about them. Their memories, their weaknesses, their trauma. All will be open to you to do as you wish.

348. I'll Become Your Worst Fear [200]

Allies. Friends. Loved ones. These attachments provide many the strength to continue ever onwards, travelling to new horizons. For others, they are but a weakness. A weak spot. Especially for you, as you now have the ability to shapeshift into any being that you know of, perfectly mimicking their voice and appearance, making you the perfect choice for subterfuge or betrayal.

349. Deadly Strings [200]

The threads of fate, the fabric of life, the string of theory. Strings can be a powerful tool, one you are capable of utilizing. At will, you are capable of creating and manipulating powerful strings of thread, allowing you to launch them at opponents at high speed or bind them with hundreds of nigh-invisible threads, requiring significant amounts of power to break free.

350. Negative Energy Field [400]

What is positive energy? Nothing. To you, at least. The energy from those with justice and hope in their hearts is like a bright light, cascading across darkness and extinguishing it. You, however, have a 5 meter field of negative ki energy surrounding you that dissipates all positive energy, preventing those with the power of justice in their hearts from harming you with their energy. Though this power may seem impenetrable, it is still possible for those with darkness in their hearts and those who use dark energy to harm you.

351. Sweet Sweet Energy [400]

Ki, the delectable source of energy permeating this entire universe. Oh, how sweet it is to be able to drink it up. Ki blasts, energy beams, even the aura of your foes and more, all of this can be consumed by you, diminishing the energy of your opponents while increasing your own without limit. No matter how much you consume, you will always have room for more, with this new energy empowering you permanently. Do note, however, that large enough attacks such as the Spirit Bomb contain too much energy to eat all at once, and thus may still cause some harm.

352. Greater than its Parts [600]

Nearly every species within the cosmos has an ability or two that makes them a contender in battle, while others wield raw power. A hybrid, however, can be a whole greater than its parts, a whole that you are now capable of making. You have the ability to, through science, combine the DNA of two or more beings in order to create a hybrid, though more using DNA from more than two beings increases the difficulty of creation. This new being will be one that is loyal to you to an extent, and will possesses enhanced variations of the powers and abilities of its forebears while having reduced, if not nonexistent, weaknesses, truly being greater than its individual parts. Beyond this, obtaining this DNA without raising alarm is another of your specialties, whether it be in battle or otherwise, allowing you to make your creation in peace.

353. Ridiculous Power [600]

Power. Unimaginable, absolute power. When you are all powerful, there exists nothing to stand in your way, nothing to oppose you. And you, you are power solidified. Your power strikes fear into all who can sense it, for you have power beyond their comprehension. Your innate, raw power alone makes you a match for even the most powerful of the Z Fighters' previous enemies, Omega Shenron.

354. AF Manga [100]

The AF manga comes in two variations. One was written by the current illustrator for Dragon Ball Super, Toyotarō, while the other was written by YoungJiji. Now, you have a copy of both in their complete form, giving you a heads up on the events soon to pass and the enemies you'll have to prepare for.

355. Crystal Ball of Seeing [200]

Roshi's elder sister, Fortuneteller Baba, is known not only for being a mischievous witch but also for her crystal ball. Likewise, Old Kai is also known to be in possession of one, and that is because of its ability. With this crystal ball the viewer may view any location in the universe, including side dimensions such as hell or heaven.

356. Training Gi [400]

Goku, at least in the early days, was known to use weighted clothing in his training, only removing it in order to fight incredibly strong opponents. This set of clothing in particular is imbued with magic that makes the outfit weigh just enough to lower your top speed to a crawl each time it is worn. And once you're finally able to move around at the speed you did before while wearing it? Just remove it and put it back on again to increase the weight once more.

357. Gravity Chamber [600]

The Brief family is one of geniuses, and their company, the Capsule Corporation, is responsible for many of the luxuries used every day by the people of Earth. One such invention is the DynoCap, of which you now have one. While miraculous on its own, yours is special. Within yours is a sizeable gravity chamber, one that can increase the gravity inside of it to any amount conceivable without affecting the world outside or damaging the machine itself, while also increasing gains from training by 5% for every 10g of gravity.

358. Training Dummy [100]

This dummy, oddly shaped like Yamcha, is perfect for practicing techniques as it is not only invincible, but it will also move rapidly to avoid attacks and will even display a list of hits and how much damage they would have done in units of Yamcha. As in, how many Yamcha would it kill. Yeah, someone really hates Yamcha for some reason. He isn't even in these fan comics. Odd.

359. Sacred Water [200]

At Korin's tower lies a bottle of Sacred Water, which has been blessed with the ability to remove the effects of corruption and mind control with merely a splash. Bottle refills weekly.

360. Z Sword [400]

The Z Sword was, like the sword Excalibur of yore, embedded within the earth and awaiting the arrival of the chosen one. In truth, the sword had been merely a seal for the Supreme Kai known as Old Kai. This sword, an exact replica of the original, can be used in a ritual done by a Supreme Kai in order to seal another being for eternity. Or, at least until someone breaks the sword. As a weapon it is also incredibly sharp, able to slice through rock with ease. For brevities sake, you are also capable of using the ritual to seal another being. Be warned, however, that should the ritual be done incorrectly the sealing will be temporary and last only a month.

361. Hyperbolic Time Chamber [600]

In your warehouse rests a door leading to a copy of the Hyperbolic Time Chamber, a giant white expanse with only a single building. Inside of this chamber the gravity is increased tenfold and, when the door is shut, time inside moves separately from the time outside at a rate of 1 day outside equaling 1 year inside. Alternatively, at the start of each new jump you may choose to instead manifest this as your very own Lookout, which will float far up in the sky and remain undetected unless you allow otherwise.

362. Scouter [100]

Frieza's warriors, unable to sense the Ki of others, require these devices worn over a single eye in order to detect lifeforms and gauge their power. Yours is a cut above the rest, able to detect the actual power of any being rather than just their Ki and assigning a number value to them. For reference, the average human has a power level of 5 and most rarely exceeding 20.

363. Dragon Radar [200]

The device created by Bulma in order to search the world for Dragon Balls is now yours. While the Dragon Balls of this world are useless, this device has been altered to locate any and all supernatural items within its planetary range.

364. Battle Armor [400]

The advanced warriors of this world seldom use armor anymore, but despite that someone has made a suit of advanced power armor that could give even them a run for their money. This armor is made of incredibly durable material and has advanced targeting and weapon systems, having easily enough defense and fire power to match even the likes of a super saiyan.

365. Alien Fleet [600]

What good is an alien overlord without an army? At your command now stands a small fleet of ships of the variety used by Frieza's forces, along with generic aliens and sentient species. The ships are FTL, have advanced bio-tanks for healing, and have impressive weaponry that would easily demolish modern civilizations. If you wish, you may change the race of said fleet to that of the one purchased for yourself, although in the case of hybrids you must select which race they will be.

366. Miasma Pipe [100]

Good guys don't smoke, so obviously you do. This pipe, when smoked, will release a thick black fog that will surround you and protect you with illusions formed from the smoke.

367. Dimension Sword [200]

The sword of Janemba is now yours. This sword, transformed from a mere club, is not only supernaturally tough and can channel Ki, allowing you to slice at opponents from a distance by sending out blasts of cutting Ki.

368. Staff of Corruption [400]

Magic is a powerful thing, though seldom seen. In your possession is a staff of dark magic that, once you've defeated someone in combat, allows you to corrupt them and force them under your control while also providing a sizeable boost to their powers. Note that this hold can be broken by those with strong willpowers or those who would become more powerful than you with the boost to their strength.

369. Corrupted Dragon Balls [600]

The Dragon Balls. A set of seven orbs with corresponding stars that, when all are brought together, summon the great dragon Shenron, a being capable of granting nearly any wish. Alas, you have the corrupted variation, and it seems they no longer hold the power they once did. Instead of summoning the great Shenron you may use these Dragon Balls to summon one of the 7 Shadow Dragons at the prime of Shadow Dragon power, matching the might of Omega Shenron himself, although you may also summon all seven Shadow Dragons at once at their normal power levels. Should you be a Shadow Dragon yourself, however, these will grant to you another option. By consuming these corrupted Dragon Balls you will be empowered with unimaginable might, with the increase to your own power being equivalent to the Ridiculous Power perk.

Dragon Ball Super

370. Super Power- Free

There's no weaklings around here anymore. If you're going to get into a bust up here, you'll have to be ready, as only the greatest warriors from every universe will matter. Due to the sheer power of even the ordinary combatants in this story, you will be afforded a great deal of skill and strength for free. You have enough power to destroy an entire universe with your stronger attacks and skill to put you on the level of some of the best fighters in the universe you come from. You'd be able to give Goku in his Super Saiyan God form an excellent battle but would be more likely to lose than win, for a example of your power and skill. This may change depending on what else you purchase, of course.

371. Hakaishin- 1000

In each universe, there is a being in charge of keeping the balance of life and death. This being is known as a God of Destruction, a creature of almost unlimited power that destroys entire worlds that have run their course or disturbed the balance, working in tandem with the Supreme Kai to create and destroy as needed. You have become one of the Gods of Destruction, either replacing the existing God of Destruction of your chosen universe or becoming the new one if you have picked a universe without one currently. Taking this title on has ensured you have the power and skill appropriate for your rank. A God of Destruction is only outmatched by the Angels and a scant few mortals of terrifying might. Both your raw power and your martial and ki skill is extraordinarily high, letting you match blows with people like Beerus and fight to a draw. As a God of Destruction, you naturally have access to both Godly Ki and the Destruction ability, which allows you to direct your ki to destroy things with a touch, obliterating even ghosts or souls that draw your ire. As a God of Destruction, you also gain an Angel as your teacher. One of Zeno's attendants will guide you in learning the martial arts and in how to maintain a universes' health, as well as almost any other subject you care to take an interest in. They get on quite well with you, though they are primarily loyal to Zeno at the moment. They are not a companion by default but can be potentially convinced to become one, should you be able to break their very strong loyalty to the Supreme God. You also, unfortunately, gain a weakness in this position. Your life is now tied to that of the Supreme Kai of your universe, a separate being to you that represents Creation as you do Destruction. If they die, you cease to be, unless you find a way around it. This is nulled post jump. Optionally, you may choose to merely be a candidate for the God of Destruction position. You do not yet have the power associated with it, though you do have the skill, and at any time you can assume your God of Destruction form to gain the power and Destruction ability. You do not gain an Angel teacher but you also do not have any duties or Supreme Kai bond.

372. The Grey- 1400

You've already become a legend. Even the other universe than your home have heard tales of you. Your peerless power, your magnificent feats, your endless potential. They say that you have surpassed the Gods of Destruction already and now have only the Angels of Zeno-Sama to consider as threats. They'd be right too. You are akin to an embodiment of pure power. A god of war in the flesh, essentially. Just releasing a portion of your energy can cause an infinite void to tremble before you and even a tiny exertion of your power can leave entire universes obliterated. Your sheer skill is a match for your power too, allowing you to

accomplish astonishing feats with your body or ki. Complex blasts, teleportation, taking on entire armies with the use of a single finger or effortlessly duelling even the great martial masters of other universes and winning. You have the potential to grow even further than this, though it might take something special indeed to get you to unlock that potential. For now, the only being outside the ranks of the Angels to be a match for you is Jiren the Grey, a hero with a legend to match your own.

373. Noppelganger- 100

From an evil doppelganger to a sapient puddle of mimic goop, there's no end to the pretenders that may arise in this world, acting as if they were you. Unlike others, you're not so vulnerable to their tricks. No one is ever able to mistake you for someone else if you don't want them to and no one else will ever be able to pretend to be you, if you don't want them to. Even if they're possessing a cloned body of you that appears exactly the same or are just you from a future timeline, people will be able to tell something isn't right and figure out they're a different you. Image Training- 100 A technique sometimes used even in less fantastic martial arts, the Image Training you've been taught is quite a bit more advanced. Effectively, you are able to perfectly simulate in your mind battles between any beings you know of, including yourself or those you have fought or allies you have or just people you have seen battle. You will only simulate the techniques and abilities you know they have but otherwise, you are able to play out battles over and over in your head to practice against what you know they can do.

374. Family Man- 100

It's a pretty hard life, growing up as the child of the saviour of the world. Harder still if your parent is never around to help you get through it all. Your kids won't ever have to put up with such problems though, since you're always able to make time for them. With this, you become a fantastic parent, skilled at a variety of tasks related to raising children and teaching them the way you want them to be taught. But beyond that, you are somehow always able to balance your work, training and personal life to ensure that you never neglect your family. Even with an incredibly busy life, you'll always be able to steal at least an hour or two each day just for your family.

375. Chill Out- 100

It's important to be more than just a thick headed fighter, especially when there's a lot of guys that are not just way stronger then you but also way more temperamental then you too. Thankfully, your long experience with being a cool dude has made you pretty good at working with people that are stronger than you or have a nasty temper. You're able to easily keep people calm and entertained without them realising that is what you are doing, as well as sometimes calm down people even after they've gotten angry, though it usually takes some special treat or reward to make it happen. This does help you keep calmer yourself too, even in stressful situations you'll be able to keep a clear head and a cool tone.

376. Equilibrium- 100

As a fighter becomes more and more powerful, they will come to realise that even the slightest slip in their control can endanger millions or billions of people. When a stray blast of

Ki can destroy entire worlds, how can a hero not fear what might happen if they lost control of their inner fury? Through long and arduous training, you have reached a state of mental balance few can dream of attaining. You have perfected mental self control, enabling you to focus solely on what you wish to focus on, never wavering in that focus or allowing unwanted information to distract you. You could even prevent yourself from receiving information at all, essentially deadening your mind to sensory information other then what you seek to focus on. Finally, you have attained control over your emotions, enough to prevent yourself from feeling any emotion beyond a certain level you wish to feel it at.

377. Ma Fu Ba- 200

An old technique originating on the dinky little planet called Earth, yet somehow still scarily effective even at the heady heights of power this place reaches. The Mafuba that you have learned is a mystical technique created to seal away other beings, originally demons but it works on any being. With the incantation, proper movements and expenditure of a great deal of personal energy, you are able to activate the Mafuba and suck away a target being in front of you to seal them inside a prepared container. Any container that can be sealed tightly with a special seal tag, which you are aware of how to make, can work even if you use something like a rice cooker. It can be difficult to aim the technique, especially when using a small container and you are vulnerable to being interrupted or having a different being jump in front of your target, so careful planning can be required to have the technique work. Once sealed, they can only be released by opening or breaking the container the target was placed in.

378. You're My Worthy Opponent, Brah- 200

The stronger you get, the harder it becomes to find a good fight. At least it does when you're one of the strongest beings in your universe or even the entire multiverse. Yet you personally have not had much trouble with this. Whenever you've wanted to find someone who can give you a challenge at something, you're almost always able to do so within just a few days. Even finding someone willing and strong enough to give you an enjoyable battle to the death doesn't take more than a week or so. You might need to hire an assassin or two but these guys are practically popping out of the newspaper they're so common for you.

379. No Ego Zone- 200

Through facing your deepest fears and accepting them into your heart, you have gained access to a strange and perhaps not as focused upon power as some other things here. The No Ego Zone is a ability that allows you to entirely contain your Ki around your body, not allowing anything to leak out from your form or your attacks that you do not intend, whereas most fighters unconsciously leak at least a little, if not a lot, of energy as they battle and their emotions rage. For you, even when in a berserker fury, you will not waste any more energy than absolutely necessary, not just greatly increasing your stamina but allowing you to utilize significantly more powerful Ki attacks and enhancement of your body, as you are now able to use your energy much more efficiently.

380. Healthy and Hearty- 200

There are some truly ancient fighters floating around the upper reaches of this universe. And even older things from beyond it. Are they really getting in their daily martial arts practice or do they cheat a little bit like you are? You no longer grow weaker from age, not working out or not practicing. You retain the highest level of power and fitness your natural base form has ever achieved through practice, training, good diet and being in the prime of your youth. Even being decades into your elder years won't lower your effectiveness in combat, though you might still be pretty senile out of combat, and your power won't fade at all even if you don't practice for years. You'll be good to go for a knock down brawl even if you've been a nerd for a the past five years.

381. Hole Exploiter- 200

A key part to defeating those who are on the same level as you is noticing how to take advantage of their flaws. A key part of doing that is noticing what their flaws are in the first place, a thing you've got down pat by now. You excel at noticing weak points, deficiencies and flaws in other beings or objects. If there's any sort of physical sign, you'll be able to notice it as soon as you look at something. If you actually get in a battle with something or carefully observe it fighting something else, then you'll find that you slowly become aware of weaknesses that don't have any outward sign of existing, though the more esoteric or strange the weakness the longer it will take for you to realise it exists.

382. Ritual Swapout- 400

Prophecies, destiny, magical rituals and special ceremonies all usually have a fairly strict set of requirements. They tell you what is going to happen and what you need to make it happen. You're able to buck the trend just a little and swap out a number of normally required things for similar but definitely different things. While you can only do it for one or two pieces of a ritual or prophecy, it can let you do what you'd normally be entirely unable to do. A ritual that requires five pure hearted super saiyans could make use of a still in the womb saiyan-human hybrid, regardless of it not having the ability to go super saiyan, not being a pure saiyan and its' morality being unknown. A ritual that requires a specially prepared magical seal to complete the imprisonment of a demon could instead use a coupon sticker from your local supermarket.

383. I'm Not Gonna Let You Destroy My World!- 400

A real hero never gives up, even when everyone thinks he's been put down for the count. Like any true fighting hero, you're able to get a second wind so long as you are willing to keep fighting. In any fight, so long as you are actually in a fight and haven't been instantly killed, you're able to get a huge burst of energy that not only lets you get raring to go again at full power but also heals many of your wounds. In dramatic battles that have high stakes like the death of everyone you love, you may even get further chances at revival like this, though each successive comeback will restore you with significantly less energy and heal much less of your wounds. Your enemies are a lot more likely to go for a death blow after you come back the first time too.

384. Godly Favour- 400

The Gods smile upon you, quite literally. You're very well-liked by any divine being, taking a natural shine to your personality and being quite friendly with you, even when they'd normally be very easily angered or despise your kind of being. That's not to say they'll change their plans for you just by you asking but you do find yourself with a lot more influence over any divine being, provided you still act your place. You're also surprisingly charismatic and quite the smooth talker in general, so even with non-divine beings, you can often get people to side with you, sympathise with you or do what you want.

385. Potential Unleashed- 400

A mystic power attained only through a strange ritual administered by the former Supreme Kai of Universe 7, the potential unleashed state is a powerful form that forces out all your latent potential and then brings out even more power you didn't know you had. Manifesting as a white aura around your body, it can even be easily utilised with other transformations without putting any further stress on your body. The power the form grants normally would be somewhere between the Super Saiyan 2 and 3 states but with mastery, as you have, the Potential Unleashed state has grown to enhance you with equivalent power to a Super Saiyan God transformation.

386. Another Step Up- 400

Martial Arts is like a ladder with an endless number of rungs. There is always one step further to take, one more refinement to add to your techniques and one more stage to a transformation. This is the truth for you, allowing you to always be able to take any technique or transformation you have to a new stage of ability. These will always be significant improvements on the prior stage but will be difficult to achieve even at first, with successive new stages becoming exponentially harder and longer to acquire and to master. The effort will be well worth it however, allowing you to become a mighty contender even with a very limited moveset.

387. Jumper Is Stronger Than Time- 600

Power is all that matters in this world. Skill helps, strange abilities help, allies help but in the end they're all going to bow before sheer power. Whether you have the sheer power you're after yet or not, you most certainly know the way to use it. Through the application of raw power, you are able to break through any kind of special ability, strange effect or 'hax'. If someone stops time, you can break through and continue moving as normal simply by possessing more raw power than your opponent. A power that allows someone to rot the flesh of anyone they came into contact with would fail on you simply because you were just too strong for the opponent to hurt. Even someone hiding in a different dimension may not hold up against you, as you smash your way to their little pocket hide-away with raw strength. The stranger and stronger the ability, the greater the difference in power there must be between you and your opponent, but nothing is ultimately too absolute or weird for you to crush.

388. Time Ends All Men- 600

But perhaps power is not all there is to the world. Perhaps when you have a lack of power, it is your skill and techniques that make up the difference, allowing you to force the mighty to

bow down before your cunning mind. So long as it is not a matter of delivering pure damage and the opponent resisting that damage, your techniques and abilities can no longer be overpowered with any amount of raw force. When you stop time, the opponent will not be able to move in that frozen time just because they are strong enough to squash you like a gnat. Your abilities to control the minds of others will work regardless of the inherent power of your victims. They can still use specific techniques or resistances they might already have but raw power will not enter the equation for you anymore.

389. That's My Bulma!- 600

There is an inextricable link between Ki and emotions but it is not a link that is equally strong for all beings. For some, getting angry may see only a small boost in power. For others, it may be quite massive indeed. And for some, the difference becomes incomparable. You are able to channel any of your emotions into raw power, greatly enhancing your ki or similar supernatural energies with even weaker emotions. Drawing on every day anger may multiply your ki two or three times over, whilst seeing a loved one harmed could invite thousands or tens of thousands of times as much power as you normally have access to, depending on how deeply you fall into that rage. The abilities linked to the energy you supercharge with your emotions, such as combat techniques or special powers, will also grow in scale with the energy. If you can learn to control yourself even while feeling immense rage or hatred, you could even maintain these boosts for long periods of time, as otherwise they'll be very tiring to keep going.

390. Beyond God- 600

So many fighters these days rely on transforming into higher states for their power that they can become surprisingly weak when unable to transform. It's a weakness some have sought to take advantage of and thus one some have thought to rectify. You have gained the ability to permanently take on a great deal of the power and abilities of any transformed state, such as the Super Saiyan transformation. While this process takes some time and requires one to have mastered the transformation in question, it allows you to make use of around 80% of the transformations raw power and all of the abilities at a similar potency, yet without any kind of energy cost, time limit or continual damage to your own body. This state of permanence is itself not a transformation, though you are able to weaken yourself to normal if you wish.

391. Triumph of the Pickle- 600

The threats never cease to grow stronger here. Nor do a lot of your allies it seems. Apparently they were just blessed with that much talent and natural ability. Bit unfair really, especially when certain boys don't like to train and yet catch up in power straight away. You'll be able to keep up, generally, with this though. Having taken this, you'll now find that you are always able to reach the general power levels that most of your allies and enemies are fighting at in your current world, not taking more than a month or two at most even if you're going from blowing up planets and stars with your best attacks to threatening the stability of entire universes with each blow. This doesn't mean you can easily reach the level of the strongest guys around but it does mean that you won't be taken out by a bunch of mooks that all your friends can beat and that you'll be a useful ally against some of the bad guy's better servants.

392. Hide Away Now- 100

There won't always be a chance for you to win in a battle or even survive going into a fight at all. At these times, it can be for the best to just slink away into the shadows and train to fight another day instead. You're quite the stealthy young man, experienced in getting around urban and wild environments without being noticed or leaving tracks behind. You appear especially unnoticeable to beings in this world that possess a great deal of power, at least until you get into a fight with them.

393. Mad Survivor- 100

Wouldn't be able to call yourself a survivor if you couldn't survive. You've been trained since you were a kid to survive on your own or even lead a small community of other survivors to successful, even thriving, life. Be you out in the wilderness on a jungle world or in a ruined city after the apocalypse, you've got a great chance of being able to regularly find food, shelter and clean water. You know how to care for wounds, to make good shelters and defences as well as how to prevent or treat a large number of environmental hazards.

394. Observing Eye- 100

What a fantastic tournament is being set up to view! All kinds of amazing fighters are about to clash together and even if you're outmatched, you can be sure to at least enjoy the show of martial might. Even if you are unable to keep up with someone in a fight or react in time to their attacks, you are always able to perceive their movements clearly. Even if two fighters are battling at far beyond light speed, you could watch every perfectly launched blow without issue and see every attack coming at you, even if you lack the speed to fight back well.

395. Magetta Man- 100

Within you flows a network of pure, molten magma. Hot enough to burn badly even some of the fighters in the coming universal tournament and heavy enough when you let it rapidly cool to smother even powerful energy beams. You have command over your internal magma, allowing it to be shot out of you in liquid or rock state as you wish and to massively raise your body temperature, incidentally making you almost completely immune to heat-based attacks. When you raise your temperature, you'll find your strength and speed increase noticeably, though keeping your body temperature at a greatly increased rate is tiring.

396. Take Pride- 100

A basic skill that is not to be underestimated, while some fighters may desire only one on one duels you are well aware of the benefits of teamwork. You are able to work together almost flawlessly even with total strangers, naturally coming up with excellent combination tactics in the middle of battle. You've got great talent for figuring out combined attacks as well, knowing how to create much more powerful than usual attacks provided your techniques are compatible at all with your allies.

397. The Killing Arts- 200

The killing arts are the martial style used by an organisation of assassins that work across the multiverse. It's quite the incredible style, focusing on sheer lethality and efficiency, even to the point of harming those much stronger than the user. You're a master of the style, similar to the great Hit, and know how to kill almost any species in the multiverse with just a single poke if they are not strong in their own right. Those unfamiliar to you may take a while to figure out how to apply your killing arts to but it should not be too long before you can work out their vital points. For those who are actually fighters or near your power, these attacks may 'merely' be horribly painful, disabling and injurious. Even if someone is quite a bit stronger than you, by attacking their vital points you can actually injure them even if your attacks ordinarily would not. It won't work with no upper limit and some beings can ignore even your specialised attacks but you've got a lot more lasting power now. A handy side-effect of learning these arts is that you are able to completely mask your own hostile intent towards others.

398. Botamono Bay- 200

What good is offence is no one can break through your defense? You have access to a special dimension, private to you alone, that appears to be significantly larger than an entire universe. Unfortunately, you don't seem to yet be able to take things out from this massive empty space. Fortunately, that doesn't matter much because it makes for one of the best defences in existence. You are able to open up invisible portals at any point on or around the whole of your body, taking merely an instant to do so, allowing you to harmlessly suck away attacks or enemies that touch you into this private dimension. You need to be able to activate it in time for an attack so if you don't maintain it constantly, you can be hit by sneak attacks. As well, enough power can overwhelm that private dimension from within, causing the attack to burst back out from you and deal a lot of damage. But it'd take something that was beyond the power of a universe destroying blast to do that. As your personal power increases, the amount your dimension can withstand before it belches back the absorbed damage at you will increase.

399. Crusher- 200

Defence is the best offence? Psh, it's all about turning your opponents attacks back on themselves. That's what is best in battle. You have the ability to absorb any kind of energy directed at you, converting it into Ki power that you can then utilise. Focus it into your fists to empower the damage you deal, spread it throughout your body to power up, use it to grow in size and power (Though at the cost of speed) or just fire it back at your opponent to hit them with their own power plus yours combined. Your absorption ability does have a limit, though it is hundreds of times beyond whatever your normal power capacity for Ki is, and hitting that limit will cause a sudden weakening as the power begins to slip out of your grasp and you are unable to absorb further energy attacks.

400. That Park Life- 400

Training is for bozos with no real life. Why spend all day getting sweaty in a dojo when you could be sweating it up protecting the environment man? You seem to keep up anyway, despite how unfair it seems. You're effectively able to gain the benefits of training yourself

for long hours each day in a wide area, such as martial arts or several scientific disciplines at once, while not actually doing that training. You just need to keep yourself busy with active stuff that isn't also training. Get out and protect a wildlife park, spend your time teaching or creating wonderful toys for kids, go home and be a family man. So long as you aren't training yourself, you'll find you constantly get the benefits of having trained in your chosen area at the time for the majority of the day. It'll be great training too, efficient and working as if you had a good teacher. How's that for keeping up with the Z Fighters?

401. Time Skip- 400

You have the power to control time itself! At least a little bit. Similar to the assassin Hit, you have the technique learned that allows you to make time skip by a full tenth of a second, during which you can move freely while your opponent is left scrambling to keep up with the sped up time. It may not seem like a lot but a tenth of a second at this speed and skill level can end entire battles instantly. With training, you will be able to greatly improve this technique, learning to skip longer and longer periods of time, to fully freeze time for others or everyone and even to create small personal dimensions to store skipped time in. Perhaps you could find even more ways to manipulate time with practice. The one limitation to this technique is that it can be quite costly to your energy stores to use, especially at first. Perhaps it is most suited to a precise fighter.

402. I Was Like You Once- 400

Something about you calls out to your opponents, reminding them of themselves in the distant past. As children perhaps, when they were as young and naïve as you. It inspires them to give you a hand. Your opponents will often find reasons to teach or assist you in battle, giving pointers on how best to use your techniques, showing you how to properly use abilities you both share or picking their words carefully to inspire you to fight beyond your current potential. Sometimes this will be out of sympathy or nostalgia, sometimes just for a better fight. It will be rarer in battles to the death and much rarer in battles where something the opponent considers truly important is on the line. Don't expect a man whose family you threaten to stop to teach you. Unless the lesson is a fist to the face.

403. Galaxy King- 400

Hark, here arrives the King of the Galaxy! All bow to the mighty...oh, it seems that not many people really care. At least not many that matter in this world. Perhaps being able to blow up the universe is bad for respecting legitimate authority. You are in fact the king of an entire galaxy in your universe, being the official and legitimate ruler of the entire galactic body. There are likely at least several dozen civilised space-faring worlds, if not in the hundreds, in your galaxy and a vast number more carrying life at various earlier stages. As the galactic king, your rule is imposed on all the civilized planets that exit to space, provided there are no beings powerful enough to tell you to go away and make it happen, and you have an enormous body of advisors to help you manage your domain as well as an elite force of policing officers to enforce your law, though they're not terribly strong. In future worlds, you'll have a similar title over a galaxy, though one may be created for you if the current one doesn't fit. Beware that powerful beings may decide to ignore your rule if you don't make

them submit. For an additional 200 points, also discounted to Survivors, you can instead take along your starting galaxy to future worlds. See the notes for more information.

404. Formation!- 400

Form up! Strike a Pose! Announce your love to the world and take on your true form! With a magnificent transformation sequence, you too can become a magical girl, complete with cute outfit and vastly increased military might. A magical girl has to beat her opponents' faces in with the power of love to win, after all. With a quick transformation sequence, you are able to take on a magical girl outfit that multiplies your physical and spiritual power by a factor of around 50. This form is fairly easy to maintain but you have access to two further transformations. The second form is your Super Magical Girl mode, granting you pretty pretty wings and extra frills. In this form you have twice as much power as your first stage. It is quite energy intensive however. Your third and final magical form, making you into a gigantic magical girl construct formed from love and hope and kindness, takes your power to new heights. You'll have thrice again the power of your previous form, for a full x300, though being like this can only last for a few minutes. With time, or somehow getting an additional source of energy, you can increase the power or duration of these forms.

405. Ki Blast In The Dark- 600

Fighters rely primarily on their eyes and their supernatural senses. They expect the opponent to try and blind them, so they compensate with the ability to sense ki and fight on anyway. How'd they feel if you took that away too? Your ki, and indeed any supernatural energy you possess, is both completely undetectable to any kind of sense and entirely invisible to any sense as well. Even if you were charging a destructive energy blast in your palm right in front of your opponent, they could neither see nor feel anything occurring. The only way they can see your blows is by the damage they leave in their wake or by sensing your killing intent directed at them to try and dodge through secondary means.

406. Light Bullet- 600

Can't beat what you can't hit and odds are, if you can't hit something then it's moving fast enough to hit you like an intergalactic freight space-train. A special form has been unlocked within you, known as Light Bullet. When you switch this form on, you gain speed thousands of times beyond your normal level of speed. However, you are only able to move in straight lines in this form, severely limiting your agility even if you possess almost incomprehensible speed. By pushing your inner Ki to the very limit and rapidly using up your energy, you can instead activate Super Maximum Light Speed Mode. In this form, while wreathed by spiritual fire, you can move at a hundred times the speed you move in Light Bullet mode and have full control over yourself at that speed, letting you move however you wish. Now you can take your time beating down every foe before they even blink.

407. Blooming Caulifla- 600

Ain’t no one got time to wait around studying and learning shit for years just to get good. The tournament is right around the corner and you’ve got to catch up with guys who’ve got decades on you. Guess that just means you’ll need to take a week off to catch up to them, eh? Your learning and growth rates are absolutely off the charts, allowing you to accomplish growth that takes talented people years to achieve in just days of practice and training. Even if you’ve just relied on your natural power till now and been too lazy to train, a solid week or month would see you matching even some of the greatest warriors in the world. If you happen to be training an ability or skill that is inherent to your species in some way, such as a biological transformation state or a brawling style of fighting that works well with your animalistic nature, then you’ll find yourself instantly learning the early stages, taking in years of practice in just moments and then progressing at an even faster than normal rate for your already prodigious growth speed past that first burst of advancement.

408. Living Legend- 600

From deep within the rage surges forth. You can feel it inside, an immense power just waiting to be called on. You are akin to a sleeping dragon and when woken, you reveal exactly why you are called Legendary. You have the ability to take on the first of a series of immensely powerful transformation states, each one giving an immense boost to your base power and then multiplying that base power in a similar way to the Super Saiyan transformation states. These transformation states will take many forms, such as greatly increased size and muscle mass or taking on a green aura and hair colour when transformed. They will also send you into a berserk state when you transform, though you can learn to control and master each transformation state with effort. If your species already has a transformation or series of such or you possess transformations of your own, you can instead apply the Legendary effect to those transformations to immensely magnify their power at the cost of this initial berserker state.

409. Pure Progress- 600

Life is about learning. Through every moment, you are always growing and changing. A battle is no different, certainly when you apply it to yourself. When you are in battle and pushed to your limits, you are able to rapidly increase the power, scope and effects of your skills, your techniques and even your abilities, so long as you are using them at their limit during these stressful battles. Powers to control a few seconds of time quickly allow you to control more and more time, over wider rangers and with less energy cost. Your skills rapidly sharpen and your techniques are honed to perfection and then brought even further beyond that. Even abilities that cannot naturally grow are improved when you use them in these times. The improvements are permanent, even once your battle ends, so there is never a reason to cease seeking out properly powerful opponents. A battle of course, need not be just a purely physical matter either. Pitting your wits and skills against an opponent in a game of chess could see similar effects on your mental capabilities and strategic skills.

410. In Three Months Time- 100

With all these strong heroes opposing you, you need power of your own if you want a chance of your evil schemes going ahead unopposed. But power takes time to accumulate and you may not have all the time in the world, either from being a filthy mortal or from having some time sensitive plans in place. With this, you'll at least know what the most efficient ways of gaining power will be. You always know exactly how long it will take you to reach a certain level of power or skill in something, such as how long it'd take for you to train your power level to surpass a certain opponent or how long it'd take for you to become a master in a certain skill. This only takes into account what you currently have available in terms of talent and abilities, so gaining new benefits may adjust the time to reach certain levels.

411. The Heroic Rogue, Really- 100

What sort of bad guy has anything to do with honour? Not you, that's for sure. You're as good as any rogue at being sneaky and dirty in a fight. You know how to trick and feint people, how to make use of the environment to your advantage, how to conceal extra weapons on your body and hide your usage of them in a fight. You're even a whiz at making any particularly brutal and unfair moves you make look like 'accidents' to any judges watching, letting you get away with cheating and grievously injuring your opponents.

412. Ki Technician- 100

Power is common here. Everyone has brute force, unrefined and crude even in the greatest martial masters. What they don't understand is how far you can take the power that is Ki when you have true talent. You already have immense power and with this, you gain incredible skill with controlling your Ki. You can easily form it into solid shapes, such as weapons or armour or shields, and even interact safely with the Ki of others should you be able to prepare in time. This allows you to easily accomplish feats like grabbing the Ki blasts of others and throwing them back or compressing them, even letting you tear the Ki out of people to drain their energy away in big leaps.

413. Witchcraft- 100

Undertaking lessons at ancient temples, you chose to ignore the martial arts for a time and study the mystical arts. A specific kind in fact, based on the use of magical talismans, seals inscribed on paper to accomplish a variety of effects. Most effective at warding away beings from certain areas or sealing them in, you also have learned a specific spell that turns anyone you place a special seal on the forehead of into a Jiang Shi, a chinese vampire, under your control. Your magic isn't without limits and enough power can break through it but you are able to use your own spiritual energy to empower the seals even more too.

414. NINGEN- 100

The style is every bit as important as the substance when you're bad. You've got the acting chops to ham things up to the point that you start chewing on the very fabric of the universe. Even if you remain a easily defeated foe, your enemies will remember you forever just on how entertaining and impressive your speeches were. The more over the top you act, the more scary you'll be too, never accidentally embarrassing yourself because of your dramatic oaths and revenge speeches.

415. His Ki Was Down- 200

No one can keep their guard up forever, not even the strongest man in the universe. There's always that one moment when they think they've won and there's nothing to be afraid of. That's when you strike. You have the ability to bypass the defences of those you catch completely unawares, letting even an ordinary attack from you strike down to their cores. With this, even a simple ray gun could badly injure one of the most powerful beings in the universe. Only through surprise attacks can this work however and these powerful beings are often quite hard to distract enough to not keep you in mind, especially if you have power in your own right.

416. We Need Your Help- 200

Never expected them to come crawling back to you after how they defeated your dastardly plans, did ya? I guess heroes and your opponents in general have a habit of thinking of you first when they get in trouble. You might not be the only one that could help them but with this, you become far more prominent and even being a hated enemy might not stop them from requesting your help. Maybe with conditions. This also makes it fairly easy to parlay that help into actual forgiveness and reconciliation if you choose to pursue that.

417. Plotting In Time- 200

Time travel is just not fair. You put in all that work to murder the hero and then some upstart kid changes it all around or gets to train in the past to defeat you. Don't they know only the bad guy should get to abuse time machines? They won't have this option for much longer though, as you now have the ability to always know when someone has travelled back in time with plans to affect you in some way, such as training to beat you or killing you in the past. Despite how time may work where you are now, you'll always get a chance to stop them from carrying out their plans. It might be from getting an offer to travel back in time yourself for just long enough to beat them into a bloody mess or a chance to stop them travelling back in time in the first place.

418. Love Like Lavender - 200

A villainous way to fight indeed, the powers of poison are yours to command. You are able to freely create and control poison by manipulating your Ki, creating such nasty toxins that even universe destroying beings can be greatly weakened, impaired or had their flesh rotted from their bones by coming into contact with the poison. You yourself are immune to this poison and all other poisons, as well as being able to do such things as coat yourself in a poison armour, fire blasts of poison, breathe it out as a gas or even, in the future with practice, create poisons with specific effects on the biology of other beings.

419. Ultimate Secret Technique- 400

Science is more than a matter of metal or a fascination with flesh. To really keep up with the supernatural beings of this world, you need to combine the two seamlessly and you have

finally achieved that dream. You have the ability to seamlessly fuse man and machine, causing biological beings and technological devices or beings to create a new thing, with the abilities of all the component parts at once but magnified to even greater levels. You can even combine yourself with things in this manner, though do note that unwilling fusions, including yourself in the fusion or not, will result in the strongest will ending up in control of the final product.

420. Body of Steel- 400

A lifetime of punishment and brutal torture has made your body a peerless example of the endurance of life. Where others faltered, you stood tall without a single noise of pain. What might kill another of your peers can only deal a minor wound to you, such as a bad bruise or cut. You are exceptionally, even absurdly tough for your power level and capable of taking attacks from much stronger beings as if they were an equal to you as well as taking the strikes of your peers as if they were actually much weaker. You're not invulnerable but your foes might be tricked into thinking it at times.

421. The Young Kai- 400

There are few born under the stars with the talent for martial arts that you possess. You mastered the stances and combination attacks of the masters before you'd even reached two digits of age. Your skill since then? It's only skyrocketed further. You have an unbelievably high level of natural talent for all things relating to martial arts, including the use of Ki in combat. It can take you just a tiny fraction of the time, perhaps just days, to learn styles of battle that may take others half a lifetime to master. Of course, as great as your skill may be, it remains just that. Skill. There are some unskilled brutes who may defeat you simply through the raw power that they stole from the gods like the dirty monkeys they are. But it'd take a lot of power to get past your skill.

422. Barrier of Light- 400

Perhaps the universe has truly recognised your divine right to rule. The gigantic glowing halo that has appeared behind you when you wish is some fair evidence to that fact, you may think. You have gained the ability to summon the Barrier of Light, creating a shining white halo of light behind you. When this ability is in use, your power skyrockets immensely, similar to the Super Saiyan 3 state, and you gain an automatic defense as the Barrier launches powerful blasts of lightning at any attacks or foes that come near you, whether you notice them or not. The barrier can be broken, which will prevent you from making use of it for a short time, or deactivate if your body becomes unstable, such as by taking enormous amounts of damage and losing focus due to the pain.

423. Endless Power- 600

A good bad guy is the sort that gets pro-active. Your evil plans won't come to fruition without you taking the initiative and perhaps self-improvement is just another kind of evil plan. While others may wallow in the indignity of having an ability or technique that harms them to use,

you know it's just a matter of training to get it down right. You have the ability to train off the drawbacks of powers, transformations and techniques that you can use, lessening and eventually even removing completely them with focused time and effort. The greater the technique and the worst the drawback, the longer this will take, but you can remove almost anything with enough time. Make a transformation last for longer and take less stress on your body, have a technique that can be used only once a day now work twice or thrice each day, even reduce the energy cost of certain techniques over time.

424. Mutant- 600

Once in a while, some one really quite special comes along. A being that exemplifies everything about their own race and then takes that stuff to a mind blowing new level. You're a mutant of your own race, much like how Frieza is a mutant of his own as well. Your natural abilities are far higher than the normal range for your species, letting you match some of the oldest and strongest of your kind without a day of training in your entire life, though if another happens to have some serious talent or abilities from beyond just your shared species, they could still win against you. And you have the potential to become far, far stronger if you ever did train. Some say you could even unlock a Golden form for your race, like how Frieza did for his own. Who knows what that'd look like for you though. This ability continues to apply in future worlds if you happen to be born again as a member of another race.

425. Black Copy Cat- 600

There's no point letting your enemies keep their special skills to themselves. Not when you could use them so much better. You have a very powerful form of combat mimicry unlocked in you now, allowing you to almost instantly copy and learn to an equivalent degree as your opponent any combat technique they have that you could use. A special ki attack, a unique martial arts move, a psychic technique or even just how to use your emotions to empower your attacks. So long as you have the potential to use it, it'll take you just a few seconds of watching to make it your own and do so just as well as the original holder in terms of skill and perhaps even more power if you were already superior to them.

426. True Immortality- 600

To never age, never be harmed and never die. The meaning of true immortality and now your new true form. You have become genuinely and truly immortal. No attack, no matter how strong, can kill you and you appear strangely immune to energy based attacks. You can be harmed by physical blows and even torn to pieces by them but your body will almost instantly reset to your healthy prime, taking just seconds to recover from any injury, no matter how severe. Even attacking your mind or soul is utterly futile. Unlike a normal immortal of this place, you have the ability to grow in power or change over time if you wish and will not suffer degradation of your perfect form just by adding in the cells of a mortal being. Perhaps you could even learn to pull the same trick Zamasu did to become Infinite Zamasu, creating clones of yourself or infecting spacetime itself. However, despite all of this, it is possible for you to be destroyed. You cannot be killed but if something, such as Zeno-Sama's Erase power, were to erase your very existence, then you would still be destroyed. Anything short of

negating your very existence, and it still requiring an immensely powerful user of such abilities to do so, will be ignored and made pointless.

427. Zenkai: Model Black- 600

The Saiyans have the ability to grow stronger from defeat, so long as they survive. It can make for a terrifying opponent if you let them get away over and over. But you're something much more scary. You have acquired a special kind of Zenkai ability, gargantuan in scope compared to an ordinary saiyan. Just being made to feel pain by an opponent around your level of strength or beyond it will cause you to gain noticeable increases in power. Actual injuries? You'll see your might magnify immensely, even growing two or three times over your original level. Once you begin to surpass your foe at the time, the boosts from pain and damage will become less and less but finding a new opponent of the right level will see you gain those original immense boosts once more. Unlike even an enhanced Saiyan, you'll never reach a point where Zenkai becomes ineffective, always able to grow through conflict with this power.

428. Connoisseur- 100

There are many ways to pass the time, when you live for eons. The method you chose was to devote yourself to the enjoyment of the culinary arts the universe has to offer, cultivating your palate to the finest degree. You have a truly superb sense of taste and seem unable to be harmed through nasty substances you might ingest, such as poisons or dirty foods.

429. Linguistic Lord- 100

As part of the administration of an entire universe, it'd be quite remiss of you to not be able to communicate with those that inhabit the countless worlds. You have the ability to understand and be understood by any living being, as if you were speaking their language and they were speaking your own language as well. They might still be too stupid to understand you or wish to compromise but that's just how mortals are sometimes.

430. Long Life Habits- 100

Mortals overestimate their own importance. You might have been around for a few million years by now and many of your compatriots or superiors have been alive for as long or longer. How much value can something with the comparative lifespan of a gnat really have? While you might still be that sort of stuffy immortal, you'll also be able to deal with your own immortality quite well. You'll easily handle living for hundreds of millions of years without going mad or numb. You'll still be able to enjoy hobbies you've practiced for a few millennia, you'll be able to stand eons of monotony without your sanity cracking (Though you'll probably still find it annoying) and you'll even be able to remember all your experiences without them fading over time.

431. Eventful Lifestyle- 100

Despite your long life, you've never truly felt like you've run out of things to do. Perhaps this is because interesting people, things and events come to you instead of you needing to search

them out. You'll never run short on things to do, whether they be fun things or challenging things or interesting things or even at times frustrating things, you'll always be able to occupy your time with something that actually does occupy your time. You'll never have to face a years long stretch of just...having nothing at all you want to do.

432. Helluva Woman- 100

The divine are held to the highest standard and you don't fail to meet that exalted line. Few can even dream of being as pretty as you, much less aspire to actually look in the same league as you do. You're one of the most gorgeous beings in your entire universe, with less than half a dozen competitors at best. Why, you could even garner the attentions of one of the Gods of Destruction, long as they were the sort of being to still feel those emotions.

433. The Holy Tongue- 200

Particularly high status gods are taught a special method of communication, known as the Divine Language, that allows the user to speak telepathically to anyone else within a quite significant distance of themselves. Even across entire universes if need be. The communication cannot be intercepted and in other worlds, you will find that this strange tongue you have been taught allows you to speak as an equal with divine beings of those new worlds. You may not be trusted but you would be allowed to speak and be listened to. Just try to ignore how the Divine Language just sounds like backwards Japanese.

434. I Need Another Nap- 200

Is it not a God's right to do as they please? Work is certainly not a pleasing thing to do and that means you need breaks! Often, for years at a time. Now this is technically against your job description but...these things have a habit of working out for you. No matter what your job is, you can laze off and others will take care of it quite well for you, provided that is at all possible. If you're in charge of regulating the civilised planets of your universe, than you'll find that the worlds come to save and destroy themselves most of the time. Now and then some very significant event might happen that needs you intervention but such things, depending on the scale of your job, may be weeks to eons apart from each other. Your neglected duties will only be taken care of to the minimum satisfactory level however, if you wanted good quality work then you should go into work yourself sometimes.

435. Godly Mindfulness- 200

The responsibilities of being a god are difficult to carry out without the proper knowledge to know where your divine hand is needed. Through this, you have gained a cosmic sense of knowledge, making you instantly aware of when any event occurs in your current universe that affects an entire galaxy at once or greater. This could be the birth of an immensely powerful new being, a battle that results in the destruction of a galaxy, the entrance or exist of powerful beings from your current universe or even just the approaching threat of a being from outside your universe. You'll receive some details as well, such as a general idea of

what kind of event has occurred, the level of power involved and the level of danger to the rest of the universe.

436. Precise Power- 200

To embody Destruction is also to control it. The Gods of Destruction are not the gods of meaningless mayhem and chaos but orderly beings, meant to finely tune each universe with scalpel like precision. While many Gods of Destruction falter at this task, they and now you all have the control of their own power needed to accomplish it. You are able to exactly control the amount of collateral damage you cause. From your own attacks, the emanation of your raw power and even the direct after effects caused by clashing with your enemies, though not any collateral sourced from their powers. You are able to prevent any of these from effecting that which you wish to remain untouched

437. Sing Proud- 200

No one can miss your arrival, not when you announce it with a shout loud enough to shake the heavens. Quite literally in fact, as you possess a voice to rival the God of Destruction Rummshi's, loudest in the multiverse. Your voice is a weapon of mass destruction if you wish it to be, allowing you to shout and cause injury, destruction and death to those around you. At your maximum volume, you could leave the majority of a universe in utter ruin and if focused towards a single target, you could disorient even one of the Gods of Destruction or badly injure less powerful foes. However, it is possible to use Ki or other supernatural abilities to protect themselves from both the volume and the vibrations your voice carries. You have total control over your volume and direction, so you can have no fear of accidental destruction.

438. No Fun Allowed- 400

Serious business goes on here. There's no time for fun and games, not when you have worlds to destroy. If someone comes up trying to joke with you, you'll just have to bat them away as you get back to some real work. Your dutiful nature seems to have granted you genuine power against fools who try to turn life into a gag. A comedy or 'gag' based character, the sort that might normally be able to warp reality or accomplish impossible things because of it being a joke and not because they possess the actual ability to do so, is powerless against you. Even if they were somehow able to take on some of the most powerful Saiyan Warriors in the multiverse, they would have no more power than they realistically held in their body against you, making these joking people only what they really are when they face you. Powerless jesters.

439. Tournament Arc- 400

It's quite worrying to see how childish and rowdy the Gods in charge of existence act. They fight like angry cats, have endless sibling squabbles and repeatedly threaten to destroy their own universes due to their in fighting. It is only the brilliant talents of the Angels that manage them that have prevented more problems. Angels that have a habit for organising enormous fighting tournaments to get people to work their problems out safely. I guess even the Angels mostly think of battle these days. Whatever the case, you share their talents in getting people to agree to tournaments to solve disputes, problems and even outright wars. The tournaments

must be agree to by both sides, so they'll want something fair, but you have an incredibly high degree of success in getting people to agree to work their differences out through these organized events. Long as you're reasonable and fair to each side, it shouldn't be hard to let everyone beat each other to death with some extra rules in place.

440. I Wish For Everyone to Be Happy- 400

Despite their power, the ranks of the Gods are not without limits. They can be challenged by truly powerful beings and many of their foes can at times seem to take away all hope of victory. But it is with Zeno-Sama's light that shines upon all beings, that hope can be taken back from the jaws of defeat. No matter how impossible a situation may be, you know that there is always a chance for a happy ending for everyone at the end of the line. A way to avert the universes being destroyed in a sick tournament of power if the right man succeeds, a way to stop the extermination of mortals if the time is right to stop a monster and even a way to bring redemption to a vile monster. You always have the capability to find happy endings for yourself and everyone else, though it may take great power, skill, compassion, intelligence and luck to do so at times.

441. Great Teaching Whiz- 400

Mortals may have limited lifespans but there is plenty of use to be found in them for the brief times they are around. Entertainment, useful servants, sometimes even powerful allies on rare occasions. It pays to teach them well and bring out their potential and you've gotten quite good at that. You're one of the greatest teachers of the multiverse, able to instill lessons into people that would normally take years of work in just days, no matter how stupid the student might be. You can effortlessly draw out the latent talent and potential in someone, even for something you are not skilled on yourself, and can teach people techniques that should not be physically possible for them to learn, such as a mortal training in the use of godly martial arts.

442. Martial Modes- 400

A curious talent and one that can quite often defy what others believe possible. You have a knack for a certain process, turning specific techniques into brand new transformations. It takes some work, more the greater the technique you focus on, but you are able to transform skills, martial techniques or even things such as spells into transformed states, giving both increased power and powerful abilities relating to the base technique. A skill that allows one to react without thinking when mastered could result in a transformed state that not only improves power but allows novices to temporarily react without thinking even before they have mastered the basic skill.

443. Do You Know Like Zuno- 600

If knowledge is power, there are few that can claim to be as powerful as you. In your universe, you are known as one of the greatest scholars to ever live and that is because of the one quality you have that no one else. Nigh-Omniscience. Almost everything that is or was in your universe is known to you. From the exact measurements of a woman when she was a

young adult to the strengths and weaknesses of every fighter in the universe to the martial techniques of secret sects to answers to any mathematical problem ever posed and solved. You cannot draw from the future for knowledge but if it is present or past, you know it. The one exception is that beings with more power than you that know how to obscure themselves or other things may be able to prevent you from knowing about them, though few will realise to do this.

444. God of Science- 600

Technology remains a strong force even amongst the Gods of Destruction or the holy Angels of Zeno. There are devices that allow travel between distant universes, arenas that can stand up to universe destroying battles, suits of powered armour that can fight against some of the greatest combatants in existence and of course, thinking androids and cyborgs that could eventually reach the heights of the strongest warriors in the multiverse. You have the intelligence and raw knowledge to create almost all of this, even weapons or robots that can destroy universes, and the know how to get your hands on the materials you need to make them. Which can be surprisingly easy to find. You've got near endless knowledge and skill in every field of science, including some that mortals may not have any idea could even exist.

445. Harmonisation of Force- 600

For a God who stands at the top of this world, it is very rare to face an opponent at close range. More commonly, they struggle helplessly from afar against that God. Perhaps this is why the Gods appear so much more powerful when they are far away. You have an ability similar to this, allowing you to make your attacks and abilities grow more powerful the further away from you they grow. The shockwave from one of your punches that might be so tightly controlled as to only make a small crater on the ground could destroy planets if you imbued it with enough power for the shockwave to continue travelling a few light years away. Travel to a further side of the universe and the fabric of space-time itself would begin to tear apart. All from that little punch. Of course, you still need the power to move your abilities that far but with the right planning, you can be far more powerful than you truly seem.

446. Son of God- 600

That holy light shining from within you...could you be the prophesied child of the Grand Zeno? Or are you just some weirdo that showed up one day with a completely unfair ability? Erase is no longer unique to his holiness, as you have the beginnings of that vaunted ability. You can now emit the same destructive power that Zeno can use, enabling you to delete things from existence entirely, from the body to the soul to the very existence of that thing. At first, these emanations are mostly uncontrolled, like vaguely directed bursts and expand fairly slowly for the level of existence you are on, even if that speed is still a million times the speed of light. You can control the size depending on how much Ki you put in and they will delete without fail anything they touch, regardless of power, but it will take years of practice to finely control Erase and increase the speed.

447. Ultra Instinct Sign- 600

The Angels have a special skill that allows them to react in combat without thinking, instantly fighting based on sensory information that they receive without needing to spend time thinking how to react and freeing their minds to think freely even as they battle. But when this was taught to a being outside the Angel clan, it became something quite amazingly different. You have learnt the technique known as Ultra Instinct Sign, a basic form of the true Ultra Instinct. This allows you to take on a special form, granting you access to your deepest fighting instincts and allowing you to briefly fight without thinking. This form also transfers a colossal boost in power, to the point that one verges on the territory of the Gods of Destruction with it. But it can be taken further still. In time and with practice, you can unlock the true Ultra Instinct, allowing your power to surpass even the Gods of Destruction, though this form is very dangerous to remain in too long without long periods of training with it.

448. Uniforms/Godtube - 100

Uniforms- 50

To make a brand work, you need to be recognised. And what better way to do that then some snazzy uniforms? You've got enough for your entire team, even if that team has dozens or hundreds of members, to fit with these uniforms. Anything from the classic Saiyan armour to the Pride uniforms worn by Toppo and his men or something entirely custom to your own choices. Any that break will have replacements appear once you and your team get to a safe area.

Godtube- 50

Godtube is the divine equivalent of a certain video sharing site. Once you access it from any internet capable device, you can watch almost any even that has occurred in your current universal space. As long as it wasn't a private event, you'll be able to leisurely look over past battles, festivals and historical moments. You can even upload your own videos, getting likes, comments, subscriptions and even ad revenue as the divine beings of your current and previous worlds look at the cool things you post online.

449. Radish Farmer- 100

Radish farming is where the money is at these days. Especially when your radishes appear to farm and sell themselves. You've got a healthy plot of land populated by many, many planted radishes. When you're not looking, they'll be mysteriously cared for, picked, seeded and even sold at market, leaving the money at your mailbox or doorstep or nearest equivalent. It's not a lot of money but it still easily supports a good sized family living out in the country without you ever having to work a day in your life.

450. Hot Spring Water- 100

A carton of bottles of packed water, always heated to a very pleasant temperature. These waters contain hot spring water from some sacred mountain on Earth somewhere. They're very healthy drinks, not just to actually imbibe and rehydrate with, but also for washing your skin with. They'll keep you in good shape and keep both your hair and skin in tip top

condition no matter how sweaty or hurt you get. Maybe this is the secret to how Vegeta's hair is still intact despite all the fighting.

451. Prize Money- 200

Heroes, the real ones, don't often get appropriate rewards for their great deeds. It can be hard making a living as a superhero or world saviour if you need to train all the time and never get paid. But now, with this item, you'll receive an appropriate monetary reward based on your heroic deeds. Save a kitty stuck in a tree? You might find yourself with some lunch money. Save the planet from certain destruction? There's a new richest man on the face of this world. The entire universe is brought back from the brink of destruction by your efforts alone? You could buy entire galaxies with the combined cash the various worlds grant you.

452. Senzu Bag- 200

What wonderful things Senzu Beans are. Who could have thought that the idle work of a humble cat would one day have a hand in saving the multiverse? You've got a small bag of Senzu Beans at your side now, just a single bite enabling you to fully heal and restore yourself from almost any injury or battle. Where others might expend all they have in one fight, you can go for several with these. But don't eat too many too quickly or else you'll face some nasty backlash. The bag contains a dozen senzu beans and each one eaten will be replaced a week later.

453. Gravity Room- 400

A special room made by the Briefs family as a final, perfected version of their gravity training chamber. Made so that even a Super Saiyan God can feel weighed down, this advanced room is able to turn up the gravity in the room with no upper limits, so be careful you don't crush yourself into a black hole. The gravity won't ever affect the outside world of the room, even if you destroy the walls with a blast, and any damage done to the room will repair quickly on its own. You can wreck the room by attacking the walls but just powering up won't damage anything or leak outside of it. You may attach the training room to a property that you own.

454. CC Ship- 400

Capsule Corp have been working on something pretty special, now that people are flying all around the universe. A new model of spaceship, about the same size as the old ones they used to travel to Namek but now with enough speed and fuel to zip across the entire universe in just a few days! The ships are unarmed but can stand up to anything short of being hit with a planet destroying blast and carry enough supplies to keep an entire family healthy and living for months.

455. That Place- 600

You've got a Place. It's not a nice Place but it is a useful Place. In fact, even though others are very scared to go to this Place, they can't even deny it's very useful to be in. In a location of your choice, you've got a gate that lets you travel to this Place, a little pocket realm that appears separated from the rest of reality. This place is perfect for training. Not only does

time move much faster in this little realm, a year for every day outside, but the Place always has an environment capable of challenging and threatening you, no matter how strong you become. It can be quite dangerous to be in but it is very worth the effort given the results you get.

456. New Corp- 600

Business is big and booming these days. The modern world always needs more technology and your family continues to provide, especially with you at the helm. You are the owner of a Corporation that competes equally with Capsule Corp in size on your homeworld, though unlike Capsule Corp your family company has expanded to have serious presence on many other worlds in your local space cluster. Even now, your company expands at an incredible rate. Filled with some of the best scientists from around the galaxy and churning out brilliant invention after brilliant invention, they'd be a force to reckon with even if you stayed at home all day.

457. Protein Drinks- 100

They might taste like crap but there's no denying this set of protein drinks is great for your body. Regularly drinking these will ensure you have a much easier time training your body and that maintaining your current level of fitness is almost effortless. You get 2 bottles of the stuff each day and drinking one in the morning and at night is best for optimal conditioning.

458. I Am The Law- 100

The galactic patrol is always looking for new members! It looks like you're an excellent recruit too, so you've been recruited/asked nicely to join and help out in keeping the galactic peace in your universe. You're an official officer of the law, of the highest level beneath the Gods themselves, though people with any sort of actual power probably won't respect your authority unless you beat it into them. In future worlds, you'll find yourself part of one of the highest levels of law enforcing organisations in each setting, though only as a new recruit. Alternatively, in this world, you can choose to be part of similar justice enforcing groups, such as the Pride Troopers.

459. Contract Killer- 200

Sometimes, you just have to see someone dead. Whether they've gone too far or you just don't have any other way of giving them a good fight, this contract will come in handy. Once you sign the empty line at the bottom of this piece of paper, a being will appear to you within the hour. This is an assassin, quite a powerful one for the world you are in too. In this world, you would meet the legendary hitman Hit, or someone on his level, and in other worlds a comparatively powered being for that world. The assassin will accept a single contract from you, making an attempt on anyone's life. They're not omnipotent and there's sure to be some people they have only a chance at killing or even no chance at all, but they'll do their best to carry out the task even at risk to themselves.

460. Underground Resistance- 200

Even in the wasteland after life has ended, a man has to eat. The greatest fighters might defeat any opponent but fall to starvation, exposure, exhaustion and disease. It's why it helps to have some guys on your side round every corner. Taking this enables you to have the uncanny luck in finding resistance groups and secret minor factions wherever you go. These people are friendly, if downtrodden, and willing to help out with supplies and healing anyone who can help them with their problems. Sometimes it'll be getting a lost friend back home safely, others freeing them from the tyrant that rules over their world. These guys are pretty weak on their own but are earnest in their desire to survive together.

461. Tool of Hope- 400

Though rare, there are certain weapons that can keep up even in the realms of the Gods. You have attained one such weapon, such as a sword or spear or gun. This weapon is almost unbreakable and powerful enough to harm even beings on a universal scale, if at the lower end. The true power of the Tool only appears when one channels Ki into it. The weapon acts as a magnifier of energy, allowing one to emit many times more power than is placed into the weapon, letting even a man on his last few dregs of energy stand against the villains without fail.

462. Bad Ring Laser- 100

Everyone needs a secret weapon, a last resort. This ring has a easily and well concealed laser gun in it. It's not terribly strong, long ranged or fast firing but it's definitely enough to kill a monkey or unpowered alien in one shot and injure someone who lets their guard down completely. It won't run out of energy, long as you let it charge for a few seconds between shots.

463. Space Pet- 100

It might not be much of a help in a fight now that you're as strong as you are now but this space monster that is now licking at your palms makes for a wonderful pet. Through this option, you can get some kind of amazing new pet creature. A building sized blob of tentacles or a furry little kitten with twelve eyes and four tails are equally possible. The creature is strong enough to destroy an entire planet on its own if you give it a few minutes but quite well trained, so you needn't worry about it disobeying.

464. Super Dragon Radar- 200

The Dragon Radar was sufficient for when you just needed to search a single planet. But the Super Dragon Balls are spread across the entire universe. It's lucky your Radar got upgraded to match this greater scale. You now have a Super Dragon Radar, a device that lets you track down things across an entire universe, telling you where to go to find them. You can even program in new things for it to track, provided you have a sample of what you want to find and give the Radar some time.

465. Frosty Reception- 200

For a villain like you, only the sneakiest of cheats is acceptable. You've got a small pin you can stick to your body somewhere, totally undetectable, that can extend a tiny needle when you will it. This needle can pierce almost anything, even beings on your level in this world, and transfers an extremely potent toxin. This toxin could bring even the strongest Saiyan warrior to exhaustion and agony in minutes, even risking death if you get enough in them. The needle won't run out of poison but the substance doesn't last long outside of the needle or a living body to destroy.

466. Mystic Talisman- 400

A series of shining blue crystals, somewhat impressive magical artefacts that you have attained ownership of and skill in the use of. These talismans, when used together, can create a wide variety of magical effects. Up to 129 different kinds of illusions, such as phantom fireballs or changing the surrounding terrain to look different, and 76 different kinds of attacks, such as shadow binding spells or basic elemental attacks. While the attacks are not amazingly powerful, at least not by the standards of the fighters common around here, the sheer versatility the talismans offer can't be underestimated. If broken, a talisman will restore itself a few hours later.

467. Armada- 400

A conqueror cannot be such without men to hold his conquered territories. Even should they be weaklings, they can at least form the beginnings of a kingdom. Or a business, if that be your tastes. Similar to the great overlord Frieza, you now have a small empire's worth of an army under your command. Hundreds of large starships that can travel across the galaxy quickly, each one carrying dozens or hundreds of loyal soldiers. The soldiers view you as something like a divine being or absolute ruler, and may be either a mixed variety of lesser alien races or members of your own species. Your ships have the facilities to provide for their occupants and are piloted well, but true expansion will only happen once you take a planet or two for yourself to get going.

468. Time Ring- 600

This beautiful wooden box contains one of the most powerful artefacts in the universe. A Time Ring, the silvery, sacred tool of a Supreme Kai. Time Rings allow the wielder to freely travel to the future and back, along with granting limited acausality to their wearers, protecting them from being affected at all by changes in the timeline or other time based effects. They normally cannot travel to the past but the Time Ring you have access to appears to be constantly affected by a strange twist in time, allowing you to travel to the past for a few minutes before being forced back to the present. The last trait of the Time Ring and it's box is that, for every alternate timeline in your current universe, an additional green time ring will appear in the box. Your Time Ring allows for free travel to alternate timelines and back, provided the green ring representing that timeline is in the box. Once the timeline is destroyed, the green ring linked to it will disappear.

469. Sleeping Gown- 100

The luxuries of a godly life are many and this is just one of them. The fluffiest gown you'll ever put on your body. It allows you to have the comfiest, most restful sleep you could possibly have and do so anywhere, any time and through anything going on around you, long as you want to sleep. It'll even adjust to fit you, no matter the weird size, shape or composition of your bodily form.

470. Packed Lunch- 100

A good god never leaves home without a healthy lunch packed in his bags. Whis himself made this lunchbox with lots of love, experimentation and ingredients from around the universe, gifting it to you to help you feel better at meal times. The lunchbox is filled with some of the tastiest food from around the universe whenever you open it, though it has a tendency to give you earth based food. No matter how much you eat, the lunchbox will never be empty either.

471. Oracle Fish- 200

A strange little blue fish-like creature, floating in a sturdy cup. This is an Oracle Fish, a being that has powerful prophetic abilities. It can seek out basic information even decades in advance, such as when a rival powerful enough to challenge you may appear or informing you on other prophecies already in existence. It won't be too detailed but there are no limits to how many questions you can ask, provided you don't tire the poor Oracle Fish out completely. Just make sure to give it some food now and then.

472. Pleasure World- 200

Every God has his home and so do you. You've got a independent celestial body as a private new home for yourself. It's not too large, perhaps with enough surface area to equal a small town, but it is a very comfy place to live. Not just a luxurious house to sleep in but all kinds of utilities and amenities, such as food and water supplies or secret stashes of sweets or even automatons to automatically clean your new home. It's quite difficult for others to find this place too, as it is shrouded constantly in a strange nebula mist that prevents scrying and makes travel difficult to those other than yourself.

473. Potara Earrings- 400

The mystical earrings held by the Supreme Kai. The Potara earrings are actually powerful artefacts, allowing the fusion of any two beings that each wear one of a pair of Potara earrings. Once fused, the resulting being will be far stronger than even the sum of its parts, being a combination of the two component beings. Normally, those who are not divine will only be temporarily fused before being forced apart but the pair of earrings you now hold does not possess that flaw, though you may still forcibly defuse yourself from another at will.

474. World of Void- 400

The battles of divine beings can't be carried out within the universes, else they'd destroy everything around them. Instead, a special dimension was created to allow for battles of any magnitude without harming the outside. The World of Void, a dimension of infinite

emptiness, where the only matter within it is air and an innumerable number of empty stone arenas floating here and there. You have a key in your possession that allows you to open great dimensional gateways that lead to this realm, even allowing you to make the gateway suck in yourself and your opponent should their strength not be great enough, letting you force any battle to occur in a safe location. While in the World of Void, not even attacks or methods of movement that travel across dimensions will allow you or your opponent to damage the outside world. The key is always in your possession, even repairing if broken or reappearing if lost.

475. The Cube- 600

A divine space ship, far beyond what any mere mortal could hope to achieve. The Cube is a large glass box, with enough room for a few hundred people to pack in together tightly, and is almost unbreakable to attacks from either side. Despite needing no fuel and having seemingly no propulsion system, the Cube can almost instantly travel any distance, travelling even from one end of a universe to the other in a few minutes at most.

476. Jump Troopers- 300

A friend or two might not be enough for the struggles to come. Why not bring along all your best mates to form a team of your own? By taking this option, you may import all of your companions as part of a new team, similar to the Pride Troopers. You'll get a free set of matching uniforms, a number of team dances and even some well known mottos and slogans. Each companion may take a free origin, with associated freebies and discounts, and has 400CP to spend on what they want.

477. Jumper White- 200

Why do the alternate versions of you always have to be bad? Why is it always Jumper Black and never Jumper White? Perhaps they were all hiding in this option. Taking this companion has you come to meet an alternate version of yourself quite quickly into your time here. They possess the same form as you, as well as all your abilities, gear and powers. They're not exactly identical however, as you may choose to have them take on minor differences. Perhaps their colour scheme is different to yours or they have a different personality to you, though with the same memories. They're not totally loyal to you but they do know you're the main jumper here and try to work with you, depending on what kind of people you two are like.

Dragon Ball Xenoverse

478. An Era of Warriors [Free] - The greatest fighters in this world rely on the power of ki, spiritual power generated from both your own body and your fighting spirit. By utilizing ki, you can make your body stronger, faster, and more durable, as well as fly and use various techniques such as mountain-shattering blasts. Do enough push-ups, sit-ups, and drink plenty of juice and you may one day be able to destroy planets or even entire galaxies worth of them!...but, uh, you wouldn't REALLY recklessly destroy things like that, right?. Your starting fighting ability and power

begins at the same level as Goku during the start of the Saiyan Saga. With training, you may reach even greater heights!

With ki training and the knowledge of how to utilize it becoming increasingly common, as well as Saiyans beginning to integrate with the population of Earth, the days of aliens and being born with innate power dominating the galactic stage are beginning to fade. Regardless of the physical limitations of your own race, you will find that physical training and greater control of your ki has no true 'ceiling', and you will be able to get stronger so long as you continue to push yourself and grow.

479. I Don't Know Who You Are, But Thank You [100] - Showing up out of nowhere to help out the locals is part of your job description, but it can be a problem when everyone is gawking and asking questions about the suspicious stranger who appeared from thin air. You'll find that when you swoop in with amazing or unusual powers to save the day, those you help just tend to go along with it and roll with the punches, and save questions for until the dangerous situation is over with. Leave a good enough impression on the ones you're helping and they won't think to question it at all, or only think to much later.

480. Hey, Where'd You Go? [100] - Of course, it's also good to make yourself scarce before you meddle with a situation you just finished fixing. Once the dust settles on a battle or chaotic situation, you can 'exit stage left' from sight, briefly becoming undetectable by any erstwhile allies or strangers. Once you disappear from a scene, those you helped will briefly wonder who you were, but won't dwell too much on who you were or why you helped out in the first place. While this lets you make clean getaways, someone who knows and is after you personally will still be able to go after you, and repeating this for the same group of people will see its effect diminish a bit more each time. The more you meddle, the harder you are to forget! This effect can be toggled off if you want to stick around instead.

481. The Right Moment [200] - You wouldn't be a good member of the Time Patrol if your arrival wasn't 'timely'! Ahahaha...what? Don't look at me like that. You are excellent at arriving in the nick of time, always able to show up before it would be 'too late' to do anything about a problem as long as you went as fast as you could to the scene. In addition, you're good at setting things 'right' and making sure events unfold the way they're supposed to according to 'canon'. You know the right words to say and the right person to punch when it comes to reinforcing the status quo...though this is largely useless if things have already been blown off the rails!

482. You're The One For The Job! [200] - Erm...why did the Eternal Dragon think you were the one fit for that wish in the first place? This may have something to do with it. Regardless of your qualifications or job history, you will find yourself being chosen for positions of great importance...whether it's at a very important desk job or fighting in a top-secret mission to preserve the timeline. People tend to put total faith

in you and your abilities, and you'll never find a shortage of jobs or interesting events. Naturally, though, people you've opposed or otherwise wronged won't have such blind trust in you. This can be toggled on and off if you don't want a bunch of people at your door saying you happen to qualify for the nearest 'hero' position.

Future Sue [400] - Is it your charming smile? Your strong demeanor? The fact you just kind of nod awkwardly along with whatever people say to you? Whatever the case, you find it amazingly easy to get along with just about anyone - heroes, villains, and even the frothing-at-the-mouth types consumed by endless rage and battle lust or some other insanity. Even the coldest soul will warm up to you eventually the more you spend time with them...though you may have to prove your abilities to them at some point, you could even make grumpy warriors of old accept you as an equal and a dear friend. Maybe even more than that, if you're the type. So long as you're not actively opposed to them (and can survive an initial encounter or two for violent types), you can befriend nearly anyone...and even your enemies are prone to respecting you as a worthy opponent, should you live up to their expectations.

483. No Butterflies Here [400] - You just have a natural knack for this whole 'time travel' thing, don't you? You have a sixth sense for time shenanigans...you can subconsciously sense when someone has meddled with history in the universe you currently reside within, and an idea of 'where' and 'when' it happened. In addition, you have a natural resistance to time-related shenanigans...if someone shot your grandfather, you wouldn't immediately pop out of existence. Even better, folks who can stop or meddle with time around you directly find you harder to deal with - you'll have a chance to break out of a time stop or keep up with a time skip, though you have to exert your willpower and power in order to do so.

484. Meet The Challenge [600] - Even among the many members of the growing Time Patrol, you're nothing short of a prodigy. Your abilities have an absolutely meteoric growth rate, and you could see yourself go from an average fighter to capable of fighting even an angry God of Destruction on even ground in a mere month or two. However, the price of such growth is being able to challenge yourself...you must both train and push your powers to their absolute limit against foes that are equal or greater to you. Slacking off or playing it safe will see this monumental growth wane and eventually stop altogether. So long as there is a challenge to you, all abilities you can improve through experience and training will grow exponentially...but if there is no challenge in the first place, it's little better than mundane training.

485. You've Got The Gift [600] - Aren't you such a good student? There's a hidden potential in you that powerful beings and great fighters can sense, and you will look like an ideal apprentice to most if not all of them so long as you're capable of getting along...so sworn enemies or people actively opposing you don't count. Most are eager

to take you in as a student, though some need coaxing or a show of power to prove yourself depending on their personality. You'll find that they will be eager to pass down their techniques to you, which you will soak up like a sponge and learn extremely quickly, and the longer you keep them as a personal mentor, the more they will pass down even jealously-guarded techniques and heirlooms down to you, seeing you as their star pupil. The sole catch is that this only works on one mentor at a time, and you'll have to start over with the same person if you switched over suddenly...they're usually quick to forgive you after an apology, so long as you didn't blatantly betray them, though.

486. Hey, It's Me, Jumper! [100] - The warriors in this world are pretty easy-going, aren't they? You're not much different...despite stressful situations you may be under and battles you may fight, you know how to appreciate the little things in life like a good meal and having friends and family. Even if you're constantly in battles to determine the fate of all things, you'll always be able to wind down and appreciate those little things, no matter how old you are or how hectic life is.

487. Fighting Is My Life! [100] - You're no stranger to fighting either! Years of combat experience and training have added up - you know how to keep your cool and discipline during a fight, even having a healthy enjoyment of it without getting caught up in the battle frenzy. You also won't get bored of training or having to put your all into mastering a particular technique, able to keep on going until your body gives out.

488. Never Give Up! [200] - BUT LET'S TAKE THIS DETERMINATION EVEN FURTHER! You'll find that fighters tend to get progressively weaker as they exhaust their energies and take increasing amounts of injuries. You'll find that no matter how badly you're injured, you'll still be able to fight with full effectiveness right up until you're knocked out or killed...or have a limb chopped off. While your energy and stamina can still be exhausted, mere bruises and deep flesh wounds won't stop you from throwing a mean punch!

489. Let's Fight Again, Okay? [200] - Even your enemies can't help but be fond of you, a familiar foe, after a while. 'Defeat means friendship' may be a bit of a cliche' in worlds like these, but it's no less potent here. You'll find that when you defeat someone - whether in battle, a friendly competition, or any sort of contest, they can't help but become a bit more fond of you in the process. Even your worst enemies will develop a jovial and respectful attitude, even as they continue to fight you. After a long rivalry, some may even become your closest friends, though only if they're willing to join you as such. That being said, randomly punching strangers who had no intention of fighting or engaging in said contest with you in the first place won't see much of any friendships form. That's just rude.

490. Shut Up! [400] - You won't let anyone dictate the sort of person you are and the person you want to be! Your willpower is something to behold, able to easily ignore coercion and charisma alike, especially from villainous types seeking to appeal to your vices. Mind control finds you an incredibly difficult target, for you can shake off just about any with a moment of focus or a well-timed punch to the noggin. Yes, your own noggin. You are also able to break similar effects on others with a similarly well-timed punch to the face (or closest equivalent), though you need to be able to even slightly hurt them in the first place for this to work.

491. You Can Do It! [400] - While Son Goku and his rival Vegeta were said to be the universe's mightiest warriors (not counting the God of Destruction and his Angel Whis), something they weren't particularly great at was training successors. You've learned not to follow this example, and know how to quickly train others in combat skills and abilities you possess. If it can be taught or bestowed, you could turn an individual into your equal in a matter of months...and perhaps an entire army in years. It's a bit of a time sink, though...can you skip out on your own training that long?

492. Keep Up Your Training! [600] - Not everyone is a prodigy at fighting like Goku or certain wish-made warriors, but that's no excuse to not keep racing for greater heights! You will find that not only is training more effective and efficient for you, but you're able to benefit from even outdated methods you've outgrown by suppressing your own power. By lowering your strength down to low levels, you can benefit from even Roshi's famed Milk Crate training methods and weighted clothes, and the result will be proportionate to your full power. It's a bit more gradual compared to the Future Warrior's own shooting star in potential, but with work and humility, you may also reach those heights in time!

493. A Jovial Fellow [100] - Being a dastardly fellow is no excuse for bad manners, you know. You are surprisingly charming despite being obviously wicked and devious...if anything, that just causes some to get along with you better since you wear your heart on your sleeve. Won't stop heroes or those against you from trying to fight you, but at least there's no hard feelings, right?

494. Don't Mind Me [100] - It can be tough, being a galactic tyrant or a biological monster. You don't get invited to as many parties, particularly by goody-goody types, you know? At least, that's what SHOULD happen, but it doesn't seem to be the case for you...no matter your reputation or deeds, you'll find your presence will be tolerated even in public locations or places where heroes gather. While they probably won't trust you or think you're up to any good, no one will actually confront or attack you as long as you don't taunt them or cause trouble...so long as you haven't attacked said location in recent memory, of course.

495. Proper Management [200] - What is an evildoer without underlings?! What? You should be managing your minions instead of going out eating sweets or destroying planets? Bah, that's for the help, not you. You'll find regardless of your extended absence or neglect for an organization you run, the trains will still run on time and things will be just as you left it. It won't get better, but it won't get much worse without you around either. You just can't be bothered with busywork, you know?

496. Fighting Dirty [200] - Backstabbing, feints, solar flares to the face...oh, what fun it is to be a bully! Even your betters can fall victim to a well-timed sucker punch if you time it just right. You'll find that the more underhanded and pragmatic your fighting style is, the more effective it is against your opponent. It may not be able to let you defeat a vastly superior foe, but they'll certainly feel pain with a well-placed poke in the eyes or a kick below the belt!

497. Team Jumper! [400] - As said, you cannot be bothered to do everything yourself...that's what minions are for. As you yourself grow in power, you will find a growing number of sycophants and eager mooks will flock to your banner. The majority of them are just competent enough to do things like guard work or menial tasks, but occasionally a talented and color-coordinated bunch will appear complete with poses and a fair amount of strength compared to 'normal' folks in that world you're in. And if you don't want to wait for destiny to bring them to you, you can train such an effective team how to pose and work together effectively under your banner!...what do you mean 'kind of niche', this is important for aspiring evil overlords!

498. Hope Crusher [400] - It's so easy to make them think they have a chance against you, isn't it? The battle of the mind is just as important as the battle of the body...and you know how to win it. You know how to twist your words in the way to infuriate your opponent into making mistakes, or convincingly throwing the fight in a way that makes them think you're much weaker than them. This is all a wind-up to tearing down their hope and fighting spirit, having the right combination of brutal attacks and words designed to shatter their morale into pieces. Those much stronger-willed are harder nuts to crack, as is someone who can break you over their knee...but if you knew their weak spots and just how to get a reaction out of them? Ooooh, that pain would be delicious.

499. Supervillain Mode [600] - It seems the Time Breakers have already tried to use you...and drastically underestimated your power. You've internalized their dark magic into your own body, and it has become a natural part of you instead of some temporary power-up...and lucky you, your ego was too strong for them to control. In this

Supervillain Mode, optionally with an ominous black-and-purple ki aura and red eye color, you receive a significant power boost from your own vices...anger, ambition, lust for power, all those wonderful things. The darker your soul, the more vibrant your rage, the stronger the boost...and as you grow stronger overall, this boost grows with you. It pays to be evil, no?

500. You Cannot Control My Pride [600] - It's not just the Time Breakers who try to use types like you, of course. It's always some other moustache-twirling sorcerer or overambitious fool who thinks that just because your heart is a black, shriveled thing that you're easy pickings for them. Idiots. You will find that not only are you immune to being controlled by outside, corrupting influencing, but that you retain the benefits and none of the downsides of any power or ability said corruption grants you. They may be able to control others, but what they can't control is your warrior pride.

501. I Can See Your Heart's Desire [100] - It's easy to control someone when you know what it is they ultimately want in life, right? There's a few constants...love, power, wealth, but you're familiar with all of them. You read the emotions of others like a book even if they have the strongest poker face, and you can quickly deduce what it is they currently desire...useful for bargaining chips or manipulation, no?

502. Menacing Foe [100] - You're not a simple, run-of-the-mill villain...you have big plans in mind. Plans that will shock and terrify those who dare to comprehend them. Or rather, they're just scared of you, period. You're naturally intimidating to others, especially those much weaker than you, who will usually flee instead of trying to fight you once they sense the aura of murderous intent around you...sure, certain heroic or strong-willed types will stand and fight anyways, as weill those stronger than you, but this saves time, doesn't it? This can be toggled on and off.

503. The Moment To Strike [200] - Being a Time Breaker is about knowing the right moment to strike, exploit, and steal. You have a second sense for that sort of thing, knowing in the back of your mind when a pivotal moment in history is about to unfold and an idea of how it will influence the future, as well as how your actions can potentially make it damaging to your foes or those who oppose your goals. You may not necessarily have the abilities to, but you have a solid idea of how you could do so with what you possess. It just takes a little pressure, you see?

504. Follow Me To Victory [200] - Evil is one, big, happy family you know? Just ask the Demon Realm. You're good at using honeyed words and misdirection to recruit similarly villainous types to team up with you, making your goals sound mutual to theirs. You might need some effort and leverage to make something more than a temporary alliance, but...birds of a feather and all that.

505. Make A Real Villain [400] - Did Towa have a disciple instead of a lackey? Who knows? Whether taught to you or stolen from her, you know how to use dark magic to corrupt and empower others, giving them a 'Supervillain Mode' that boosts their power and lets you subtly manipulate their actions by subconsciously directing them using their vices and shortcomings. Pure-hearted or strong-willed types can shrug this effect off, as can beings like the Gods of Destruction, but those who can't...they're useful pawns indeed. The best part? You can create and control this effect from miles away from the action, so long as you can sense your target.

506. Dance To My Tune [400] - It's not enough to hide somewhere behind a rock and wait for a single moment...you need to create that moment yourself sometimes, through careful manipulation and plans spanning across time and space. You know how to make intricate schemes by misdirection and careful planning, and unless someone catches onto your end goal early on, it's easy to have these plans go off without a hitch. You even know how to make this plan non-linear to account for extensive time travel on your part - how about that?

507. Your Power Is Mine [600] - Kili is the energy unit that Demons take measure of and utilize. Kili is generated from ambient tension in a battle, along with injuries inflicted and energy spent during the fight. Normally, it takes a device to make use of this spent energy, but your body is a natural sponge for it...you can absorb Kili generated from a battle you're either present or participating in, and it can be used to either restore your own reserves or boost your base power. Should you feel...generous, you may also grant a temporary power boost of Kili to any living creature of your choosing. But the ability to grow stronger by reaping the power levels of those who do all the fighting for you...it's a tempting prospect, isn't it?

508. Forced Fusion [600] - It's not enough to merely take in table scraps, though, is it? What you need is a tried-and-tested method of gaining power, the most dreaded of all...Absorption. You are able to reduce either an object of power or living being into energy and absorbing it into your body, fusing their power and abilities to you and greatly boosting your own power as a result. Your body may even change in shape and size to gain traits of your victim. That said, this has its risks...you must be able to overpower both the willpower and strength of your victim or the object, lest they break free during the initial process. Your body may also become volatile from taking in energies beyond your ken, and using it recklessly after the initial fusion may destroy your body and more. But if you can overcome these and have time to fully adapt? May the spoils of war be yours.

509. Costume Closet [100] - The people of this world wear such interesting outfits, don't they? If not, you'll certainly get acquainted with them soon...this is a collection

of clothes and armor worn throughout this world's history, contained within a very spacious crate. They don't have any special properties aside from magically becoming good-as-new after being destroyed in a fight the following hour, but they're also very laundry-friendly and even comes with about ten personalized outfits in a style of your choosing. How about that?

510. Groundbreaking Science [100] - A copy of the book Groundbreaking Science, authored by Son Gohan himself not long after the death of his father...or was that another timeline? It's not clear. Either way, this is a book that details the science behind ki generation and how everyday people can use it. The methods in this book detail a speedy way to awaken a living being's ability to use ki, even if they're not necessarily humanoid or have conventional biology or souls, and enables them to start training it further. Who knows? You might be able to use this to start your own martial arts school.

511. Advanced Scouter [100] - We've come a long way from those stupid scouters that exploded upon seeing too high a number, huh? This is a comfy holographic scouter that appears in an overlay in front of your face at will, able to detect the power level of nearby living beings and give a rough approximation of how much stronger or weaker than you they are. The actual machinery for this is located in your Warehouse, safely tucked away and can be turned on and off with a simple mental command. Neat, huh?

512. Dragon Radar 2.0 [100] - ...come on, you know this one by now. This is a miniature radar that can detect the presence of Dragon Balls. The main difference it has to its predecessors is that it can tell you when the object has been misplaced in time, and has the range of an Earth-sized planet. It can scan unique objects that are part of a 'collection' like Dragon Balls and detect those instead, if you so wish.

513. Historical Documents [100] - I was wondering how long it'd take for this option to show up. Um...nevermind that, now. These are a collection of 'historical media' from this world. That is, it's a complete set of Dragon Ball merchandise and several disks from a media of your choosing detailing the entirety of this world's canon. How about that?

514. Saiyan-Ready Rations [200] - Between all the training and the fact Toki Toki City has a sizable population of Saiyans, you're going to be burning a lot of calories in a very short amount of time. Luckily, we have you covered! This vending machine will dispense any food you've encountered into a conveniently-sized plate on command with the push of a button. Magical or supernatural food won't retain any special properties aside from taste, but you'll never go hungry again!

515. Time Scroll [200] - Did you steal from the Time Nest already...? Oh? You didn't? Huh. Anyways, this is a magical scroll that shows a detailed account of your life and chain up to this point, like a sort of portable movie. It can even show 'what if' situations and see what would happen if you made different choices in prior jumps, though it won't show any jumps you haven't taken or only 'might have' taken. They also retain their ability to sense distortions in the timeline in the universe you're currently residing it, and have a one-time time travel ability you can use to correct the error and defeat the offender, which will cause the timeline to 'snap back' to normal regardless of any leftover meddling on your part. If you fail, you get booted back to the present to deal with whatever consequences await you. No pressure, right?.

516. Magical Weapon [200] - Not everyone is a standard martial artist, you know. In his youth, Son Goku used a magic size-changing pole. Trunks himself prefers using a sword he's managed to hold onto for this many years. The problem with normal weapons is that when you train hard enough, mundane steel and bullets just stop mattering...well, most of the time. This is one of the exceptions. This is an ordinary melee or ranged weapon, whether it's a gun, a bow, a sword, a spear, or what-have-you. The catch is that it easily absorbs and synchronizes with your personal ki levels, always being as strong or durable as you are so long as you have energy to burn. You may import a weapon you already own to this option.

517. Helpful Robots [200] - Sponsored by Capsule Corp! This is a collection of robots who don't do too much on their own, but will happily settle down in any properties that you own or just your Warehouse if you want them to. They will organize and clean anything you wish in any manner you see fit, and can operate things like the Portal Network or similar technological devices in your stead. They also respond to mental commands from you, and only you. How? Uh...science!

518. Portal Network [200] - When you need to get somewhere and just flying there will take too long. This is a levitating portal that will take you to any location within the current 'dimension' you reside in after only a minute's delay...and once you're taken to that location, a return portal will materialize behind you to take you right back where you started. You can just reprogram the first portal to take you somewhere else, but you also receive some handy do-it-yourself blueprints for constructing additional ones. If you've bought the 'Time Machine' below, these portals can also take you 'anywhen' in the current jump...though mind that clause about reckless time travel!

519. Evil Mask [400] - A favorite of Towa's, this is a mask of any design of your choosing with a unique ability. It will quickly brainwash someone you throw said

mask onto, and giving them a power boost akin to ‘Supervillain Mode’ above. They won’t respond to you or anyone verbally in any way, but they’re effectively your obedient minion so long as they wear said mask. It won’t work too well on types resistant or immune to that kind of thing specifically. Hm? What happens if you wear it? You’ll gain the benefits of ‘Supervillain Mode’ as well, though without the brainwashing, and it immediately wears off if the mask is completely destroyed or removed. It oes look pretty cool, too, and can hide your identity. You may import a mask you already own to have the same effect.

520. Infernal Staff [400] - Another favorite of Towa’s...actually, no, I’m pretty sure this is an exact replica of her staff. In addition to being able to do things like open portals leading to other locations, making yourself invisible, and launching magical projectiles...this staff has the ability to turn ki or Kili into magical power and vice-versa, letting you augment your fighting power with magic or enhance magic with your body’s own energies. You need to be holding the staff while doing this, though. You may import a staff you own to gain this same effect.

521. Senzu Dispenser [400] - Ah, the Senzu Bean...a miracle food that feeds the user for several days and near-instantly heals all of their physical injuries and restores their energy to boot. Toki Toki City has taken this to its natural conclusion and sells these at shops for both the Time Patrol and those who don’t want to fuss over a kitchen for too long. You seem to have gotten special treatment, because this is a vending machine that freely dispenses Senzu Essence Capsules, which are effectively just Senzu Beans contained in small capsules. The catch? Well, eating more than three senzu beans in one day is a good way to make your stomach burst...or at least make you very, very sick instead of revitalizing you. Burn off the calories before you scarf more of these down, they can feed you for several days!

522. Mixing Machine [400] - Want to improve that old Saiyan Armor with something a bit tougher? Want to make incredibly tough armor into a smaller, easier-to-carry package? Look no further! This Capsule Corp-sponsored device will let you break down a person-sized armor of your choosing and add its durability to another piece of armor or clothing of your choosing, keeping the durability and special properties of the first piece of armor while keeping the look (and lightness) of the second armor. Just be aware highly-advanced technology doesn’t really carry over, so I don’t recommend sticking an electronic suit of armor on here unless you won’t miss it...and don’t forget durable metals might not mean much around here after a while. Still, if you’re in a pinch...

523. A Cozy House [400] - JUMPER’S HOUSE IS UNDER ATTACK!...I’m kidding, I’m kidding. You do have a new house, though. It’s a two-story tall home with an aesthetic and surrounding biome of your choosing, based on one back at your

home or in a location you've been to before. It doesn't carry over special properties aside from aesthetics, but it comes fully stocked with furniture, food, and any devices you've purchased here if you so wish. It's also located away from the bulk of civilization, and is very difficult for your enemies to find unless they specifically track you down. No attacks here!

524. J-Force [600] - You and what army? This army. This is a collection of various generic aliens from across the universe with the odd Earthling or ten, numbering at about a 1,000 and come with an interstellar spaceship for a base of operations. How does it fit that many people? Uh...don't worry about it. Each alien is individually outfitted with the Saiyan Armor used by the Freiza Force in the good old days and some personalized blasters. Individually, these soldiers are about as strong as Nappa was at the start of the Saiyan Saga. They're all blindly loyal to you and will happily attack any threat you point them at. Good for a distraction, or tiring out the opposition. Any who die will be replaced by suspiciously similar substitutes the following week.

525. Time Egg [600] - Alright, are you just stealing from the Time Nest on your first day on the job? This is an egg laid by Tokitoki, or at least a similarly important divine bird. This egg passively generates a growing amount of Kili - it starts with about as much energy the Z-Warriors had during the start of the Namek Saga, and grows to contain more by the month. While potentially a great power source, its true use is much more important...when the Egg is hatched, it will create an entirely new timeline within the universe you exist in, where events in history unfolded in a way appealing to your specifications or desires, or at least the last person holding the egg. The old timeline will still exist, but this is a way to create an ideal 'future'...though it takes at least five years for it to hatch. The only catch is that this future must be possible within said world without outside interference (you) and make sense for the universe it is used within. It will be replaced in the next jump and won't be usable until the mid-point of your time in said jump, either way. Absorbing the egg's energy or using it for something else resets that timer, too. So decide what you're going to use it for ahead of time!

526. Creation Chamber [600] - This is a modified Rejuvenation Pod containing a red orb that beats like a disembodied heart...ew. This doesn't do anything on its own aside from being a creepy conversation piece, but if you feed this 'core' both DNA samples of creatures and species you possess along with a day's worth of energy for a few months, it will start to germinate into a powerful Bio-Android with an appearance and aesthetic of your choosing, possessing the traits of all the samples you've given it. They are programmed with absolute loyalty to you despite any violent impulses on their part...though you may need to personally educate them to get anything besides a glorified attack dog. Should they become fully sapient, you may take them as a companion. Otherwise, them being completely destroyed or otherwise permanently cease being companion (through being left behind or otherwise) will see a fresh core appear in the chamber, and you must start over again. In short, you can only have one

at a time. But the fruits of your labors...they should be worthwhile, no? If you wish to upgrade the one you already possess, you may place them back into a 'sleep state' in the chamber and add more samples to them, though it will take at least a week and possibly a month for them to adapt depending on how much you add at once.

527. Parallel Room [600] - Located behind a door in your Warehouse or a property you own is a completely white, featureless plane of existence about the size of an island. With a mental command, this room can simulate any opponent you've fought or encountered on your chain, as well as a biome or environment of your choosing. These are simulacras that only hold their fighting abilities and don't have much in the way of conversation, but are excellent for training or testing yourself against opponents you may not have had a proper duel with for whatever reason. What is in the Room cannot be taken out, but perhaps you can glean both training and insight with these artificial sparring partners...? Should you be knocked out or struck fatally by these copies, the 'simulation' will immediately terminate and you'll be booted out, exhausted but alive. Don't push yourself too hard, okay?

Burn Legends (Shards of the Exalted Dream)

528. Body of a True Warrior (300 CP): In this world the natural attributes of a trained fighter come first and foremost in the greatest conflicts it has seen. A weakling seldom reaches the heights of power and influence that the Exalted enjoy. You begin with if not an outstanding body, one fit and ready for the intense battle your kind is all too familiar with on a regular basis-but why should you settle for such? Whether through strong blood or stronger spirit and training, for 100 CP one of your natural capabilities may be bolstered to the limits of human ken-and perhaps just a tad beyond. Your strength may give even technique-enhanced clinches and grips a struggle, and fling carts like basketballs. Your dexterity may leave you the envy of knife jugglers and ballerinas alike, letting you dance through gunfire or even some supernatural projectiles. And your stamina may be such that you could fight all day and night, and not feel tired until the next evening without reaching for any particular technique.

529. The Will to Fight: (200 CP): Ki, the very breath of life is almost as inseparable from your greatest techniques as the will to invoke some of them. It is fortunate then that you are well trained to wielding both in pitched battle. But for 100 CP you may prove stubborn even among the Exalted, your will rapidly replenishing during each battle and possessed of great resilience even in non-combative struggle. Or your ki could be just as virile, providing you significantly more spiritual energy than the average fighter. And of course you may pay once again to have both effects.

530. Back to Basics (1 free/50 CP for more): Many are the mundane martial arts that mortal and Exalt wield alike against one another, which lack the powerful supernatural effects or Overdrive special attacks their betters can unleash against each other. From the basic blocks and grapples of rough brawlers, to kyokushin karate and Brazilian jujitsu, there are many styles that all are capable of grasping. And you happen to be

remarkably skilled in one, having pushed your art in battle with the Exalted themselves. You may be the equivalent of a seventh degree black belt in any martial art or other style of fighting that exists in the real world. Whether this manifests as being the second coming of Wanderlei Silva or merely being the king of pub crawl brawls is up to you.

531. The Inverse Exalt Law (200 CP): Many will warn you about the dangers of facing more than one trained fighter at once. But where others fear the effects of force multipliers and blindspots, you almost seem to thrive in them. Through a combination of practical experience, spiritual as well as physical awareness and specialized techniques you are unusually adroit at fending off attacks from multiple opponents. Shoves' momentum becomes redirected into shoulder checks that upset your opponents' stance, while you seem to know just how to duck out of a kick so it may strike a wall or another foe's face. You are no more immune to being overwhelmed by truly insurmountable numbers than any man but are far more prepared to deal with it than most.

532. Dragon's Legacy Meditation (100 CP): All Aspects of the Ryuujin harvest a different and singular element, which greatly shapes their temperament. With attunement to the family style that cultivates their ki, comes a special technique related to their element with an advanced form. And you are no different, boasting the legacy of your heritage.

Dragons of Flame are boisterous and aggressive, as charismatic as they are prone to hot tempers and showboating. They may draw flame from within to unveil it like a crimson battle standard, unleashing it in torrents. Their advanced technique is the Shadow Jutsu: The channeling and control of shadows, winding them around themselves like a cloak or strangling and slashing at opponents.

Dragons of Wind are energetic, feckless, bold and shameless. Though they show almost effortless bodily control their tempers can be horrific. Wind techniques are birthed from the breath and core of the body, and channelled through the curve of punches or kicks to batter opponents or even physically redirect them in a twisting cyclone. Their advanced technique is the Lightning Jutsu: A blazing sheer of wind-bound energy that can electrify attacks, stunning or crippling opponents.

Dragons of Water are patient and curious. In battle they find it easy to adapt to the unexpected, and as graceful in retreat as counterattack. Water techniques may let them dance effortlessly on water or sculpt it through katas to strike opponents with blows and torrents. Their advanced technique is the Frost Jutsu: The power to breathe ice into the world or draw it from their core. Through it they can freeze surfaces underfoot, or fix an opponent in place.

Dragons of Earth are determined and stoic. Patient and sensitive, their sensitive ki enables them to often predict future instants before they occur. Relying on their element being present around them like Water Dragons, they can draw land up with their arms, punch stone masses through the air or stomp whole sections of earth with their heels. Even local structures and fields can be ruined with their control over tearing the ground. Their advanced technique is the Iron Jutsu: The power to shape metal with their ki. Few formal techniques have been developed so far, but it remains useful for wrenching apart steel doors or disarming and restricting opponents with metal weapons or armour.

Dragons of Wood are peaceful and compassionate, often disciplining themselves not to be entangled in the passions of others. Some may appear stoic like Earths in an attempt to hide their truest feelings. Uniquely, as a tree takes in energy from the environment to grow alone among the Ryuujin Dragons of Wood may bind and move the other four elements by learning the techniques of the other Dragons, and as such count as the rarest of them. The price they pay for this unique ability is lacking an advanced technique, and being unable to use the advanced techniques of the other elements.

533. Wake the Sleeping Dragon (200 CP): Perhaps to the greatest extent among the other Exalted, the Ryuujin rely on their familial bonds. Through marriage and tryst, their blood has seeped across the globe throughout many generations, and must be awoken through the thrill of combat. In modern times, when some Ryuujin break away from family tradition to leave the conflicts of ghosts and demons and teach their children nothing of their true heritage, it is all the more important to the active families to discover their descendants. Whether through training specifically to address this newfound problem or sheer talent in ki sensitivity, you have honed your senses upon those Sleeping Dragons. The first is a refinement of the Dragon Sense that lets you better detect the dormant blood of those who share your familial gift. Though still random and determined by chance, where other Ryuujin would have to humble themselves to literally stalking maternity wards you would be able to sense dormant kin from across several city blocks with the same pinpoint position and accuracy through your ki. The second extends the inherent blessing of the dragons to any other seed you may have. Any powers that can be said to be inheritable though blood can no longer be seen through something as simple as a microscope - it will take the touch of magic for your legacy to be found.

534. For Clan and Country (400 CP): Beyond the advent of the modern era’s decadence, simple infighting and dereliction have left the great Ryuujin houses in near-universal destitution-save for a few houses in Japan. Across Europe, Brazil and North America the remnants of the old houses send itinerants to do what they can against the spiritual foes of the world, while hoarding places of power. But what if someone rose to the challenge? A patriarch or matriarch of such fortitude, charisma and warmth that with luck and pluck the Ryuujin diaspora could once more be forged into a unified force. What if that someone...was you?

You are the kind of born leader who seemingly effortlessly sits atop a totem pole in many fighting games. Whether you are officially a businessman, a dojo owner or something else, your force of personality and management skills command tremendous respect in sectors beyond your impressive field of nominal expertise.

Your management skills and organizational expertise are as formidable as your intimidating presence, cowing lesser men into living up to your expectations. Moreover, a quality of your ki lends your spiritual signature a degree of charisma by itself. Where others of your family may resort to kidnapping lost dragons for their power, you will find your very spiritual energy adept at cultivating a familial warmth to put them at ease as you warmly greet them as a long-lost relative and explain the necessity of putting them in a kung fu battle-at once uplifting, and wreathing you in an aura of ancient power that demands respect.

535. Natural Disaster Incarnate (600 CP): Many of the greatest martial techniques in your bloodline skirt the border between elements in destructive spectacle, be it wreathing oneself in a devastating cyclone or causing a massive explosion from the earth itself. And among the Ryuujin, your proficiency with such techniques is to be feared. Not only are you a one in a million genius when it comes to advancing the martial arts of your kin, but your affinity with advanced techniques is something extraordinary. Your ki resonates well with such explosive shows of force, greatly decreasing how much you require to initiate one and automatically granting inhuman precision with their effects; rather than explode the earth in all directions, you could send a crack in it arcing precisely through a neighbourhood's boulevards. Moreover in general you gain the power to create techniques derived from elemental powers bonded to different elements. These become drastically more powerful when both are harnessed together, though be careful when unleashing all the violent energy of a localised natural disaster. With this self-mastery, Wood Dragons may develop powerful and unique techniques related to plants that match the intensity of the other Ryuujin-be it an explosion of venomous pollen, or raising a house-wrecking tree from the ground with a stomped heel.

536. Devil Judgement Style (100 CP): You are trained in the otherworldly combat art designed by the Shinma to rend spirits. Through eerie dreams and waking omens, you have learned to use a highly formalised series of moves divided into Terrestrial, Celestial and Sidereal techniques. Terrestrial techniques control and manoeuvre opponents, being available at any time; even a junior practitioner may move between the space-between-spaces and strange dimensions only understood in this world by the Shinma, shattering like light through a prism and striking an opponent from seven directions almost at once to defeat other aerial attacks. Celestial Techniques may only be activated after a successful Terrestrial Technique, and often wreck havoc directly on opponents' ki; an example being gripping an opponent's head to render him only capable of defending through technique, not brute strength. Finally, Sidereal Technique exploit the ki conditions imposed by Celestial Techniques with ruinous

results for the opponent; with this art it is possible to detonate an opponent through their ki.

537. Stargazer's Glimmering Gift (200 CP): Little is known about the Shinma, even by their own chosen. They are abstract spirits that cannot be approached or struck like ghosts or demons, and are only seen briefly when a Tennin uses their ki to express their divine power as an abstract quality. The Shinma could manifest as a thought, an image, a voice, a taste or even an instinct. Less still is known about how they select their champions. Perhaps in your case, you were already something of a kindred spirit? The gift of divining the abstract and communing with the truly esoteric is yours. Where even supernaturally efficacious fortune tellers and mystics may struggle to give a truly useful prediction of the future, your unearthly insight could easily glean the weather, the position of someone you're tracking and the best place to take a stroll in the coming day. Even truly complex or abstract systems like quantum particle superposition would let you exhibit an uncanny talent for prediction. More importantly, not only do you intuitively know how best to communicate with abstract beings like the Shinma-assuming it's possible-but some intangible quality about you makes it easy to make a good first impression with such beings. As the Tennin were chosen from all men to be entrusted with the Shinma's very souls, so too may you inspire a similar level of trust in the unearthly by merit of your existence.

538. Bridge of Endless Redirection and Binding (400 CP): Two of the most fundamental techniques the Tennin practice are a form of redirection, and a mystical binding move. Some techniques conjure an ethereal prayer slip that stills the movements and reflexes of those it lands on, risking a seemingly inexplicable collapse once fully mastered. Others trust to destiny and the Shinma to guide a perfect blow which cannot be reversed. You have internalised these principles to quite an astounding level. All powers you wield that bind or redirect are greatly enhanced. Where once a complex spell to reseal a great evil back in its native dimension may have taken rare artifacts, fierce concentration, and intense study, you now find guiding the flow of mystic energies as natural as breathing and your seals withstand the resistance of greater beings much more soundly. Destiny guides any force or technique you can muster which redirects attacks too, providing minor blessings upon you that allow you to instinctively take advantage of your own foes attacks. Creating a portal to deflect an arrow, for example, may hasten your speed for the next minute or so thatnwill not accidentally send you careening into walls. Your ki resonates particularly well with similar native techniques of your style, allowing you to learn and improve them much quicker-as if you had trained in them all your life.

539. Mudra of Enlightened Preparation (600 CP): To capitalise on prior efforts is the core trait of the Tennin's fighting style. But just as the Tennin of old extended beyond the remit of mere warriors to protect their nations with subtler influence, you too have internalised the principles of preparation to a degree that seems to have pleased the Shinma. When you set about taking advanced preparations to achieve any

endgoal, the more effort you take to set it up the more subtle supernatural forces conspire to enhance the success of the endgoal. Subtle trends in fate or causality deflect disruption of your plans, esoteric mystic sigils speed your efforts while you aren't looking and the very flow of ki seems to be on your side. Perhaps with a sufficiently ambitious and prolonged endgoal, you might even see your Shinma manifesting as directly as possible even with minimal exertion from your ki to assist your various efforts. This can greatly enhance your Devil Judgement Style techniques to the degree of bursting the ki of small armies with relatively similar effort, but truly shines in areas such as statecraft or espionage that require the coordination of many moving parts. May your vigilance watch over the spirit world even without your presence.

540. Martial Beast Mien (100 CP): Yours is a primal, natural power born from your own might. As mentioned before, you gain a transformation into a great beast of legend-and not through the martial techniques mastered by other Exalted, but by merit of your divine blood. Whether a noble centaur or a brutal man-bull, whether some vast insectile horror or a winged and feathered man with a radiant mien, the body of common techniques you share with your fellows dates back to the very beginning of martial arts. Some may seem brutish and unrefined, like a viscous claw strike powerful enough to stop the rushes of other martial arts, or a charge that can deflect incoming projectiles. Others may even be inhuman, fortifying the body to instantly recover from injury or sinuously curving around an incoming attack with a devastating strike. The most advanced of all project devastating beams of unearthly moonlit ki powerful enough to overwhelm the works and techniques of many others, often coupled with inhuman ferocity-though lesser techniques may also bring to bear the cleansing moonlight.

541. Sacred Mooncalf Kata (200 CP): Even for an Okami, the natural strength and fury within you is a sight to behold. Not only does your bestial form inspire fighting techniques in you, but you have the capacity to innovate techniques of equivalent potency simply by studying animals in the wild. Even a wasp or jellyfish's stingers could be emulated through quick jabs of a werebear's claws; only truly physically AND metaphorically incompatible physiology prevents you from broadening the arsenal of techniques you can master in this regard. Even capabilities like shapeshifting skin or flight could be emulated with techniques that render you difficult to perceive or able to jump tall treelines in a single bound. In another world, you could well be considered the ultimate survivor.

542. Where The Wild Things Are (400 CP): The Okami seldom know why they're called to the wild from the outset. In many ways they can be considered the ultimate outsiders despite the duty requested of them by the earth. Nevertheless, their service can be rewarding. In each world, including this one, the wild and untamed regions you are called to protect have a cleansing effect on your ki. Your very presence seems to rebalance any present pollution or negative energy, and enhances the virility and

beauty of nature once it is cleansed. The unhygienic or threatening aspects of the natural world are downplayed for you to a comfortable homey atmosphere. Moreover, you find your ki blessed with an easygoing character that lets you befriend minds less fettered by the norms of society such as children or outcasts with uncanny ease. Mystically you are considered a part of the natural world and a favourite child of sorts for the purpose of all effects and conditions for which this would matter. The spirits of the natural world too intuitively sense you are no threat to their ways, but a trusted friend and will eagerly confide with you knowledge of the world beyond-so long as you yourself do not strike against them, of course. Beyond that, you'll find that the stars, the moon and the earth are eager to offer guidance and emotional support through subtle portents and blessings of luck associated with their appearance. The wilderness will always be a home away from home for you.

543. Moonlit Laceration Onslaught (600 CP): Born from the moon to punish iniquity and imbalance, your way of being is sanctioned by the most ancient of laws. And your celestial parent has seen fit to bless you for this sacred hunt. You gather moonlight far more easily than other Okami, coating your body in a sheen of killing light with the effort it would take for others to fling it around in scything attacks, and the moon comes to you in dreams to soothe your anxieties and teach you new ways to slay with moonlight. Your regular Overdrive techniques could split rivers and carve buildings with moonlight. Such powers are particularly mighty against the spiritually unclean and those who meaningfully imperil the natural life on the planet, burning them as sunlight would burn vampires, and only moreso under the moon where your vitality and ki restore themselves rapidly. In the name of the moon, you'll punish all who stand in nature's way.

544. Death Defying Blasphemy Stance (100 CP,): You foul, twisted creature. Did you bargain and scheme for the unclean power in your veins, or were you born with its cursed might from some cruel caprice? Either way, of your twin sets of power the Hell Arts of the Akuma you wielded in your past life are similar in many ways to corrupted shadows of the Mugen's martial power-to the extent that some enjoy an affinity to learning them with certain mundane arts like Muay Thai already mastered. With these powers, you could inject slivers of poisoned ki into your opponents to hobble them with pain. Another Akuma may don a partly unreal demonic mask and armour that deflects all projectiles at their creators while restoring their health and ki, and be improved to absorb those projectiles for greater temporary strength or wreathe them in an ebon corona of curses. The greatest techniques among these include tearing open a portal with your firsts to conjure skinning winds and storms of scarlet-black ki straight from the Thousand Hells. But your true prize is the Hell Arts of the Yamajin, the very corrupt and corrosive techniques created by the Yama Kings themselves before recorded history. Excessive practice can taint the ki of the world around you, transforming the landscape into a blighted wasteland and the spirit world into a nascent aspect of Yomi Wan. With this power you could transform your body into a stream of tainted ki behind your thrown rune-marked fist, or blast those within reach

with a searing emerald corona. So too could you ignite your foes with a rush of tainted ki, or gouge their flesh with burning iron-hard hands. The greatest prize, however, is the potential for you to ascend and join the ranks of the Yama Kings themselves should you truly perfect these arts. A fate perhaps foreshadowed by the infamous Demon Emperor Shintai: A dissolution of emerald fire that garbs the Yamajin in a demonic form befitting their infernal majesty, empowering them far beyond human limit rather than deigning to inflict damage.

545. To Reign In Hell (200 CP): To be a Yamajin is no easy life. The burning blood of the Yama Kings often drives them to fits of violence even as early as childhood, or risks transforming them into vessels of wrath when their emotions run high. And yet through that agony, some are empowered. What many would view as a curse, you have come to invite as an opportunity to make the world pay for ever mistaking you for its next free lunch. Your ki waxes in response to adversity, letting you eke out that extra bit of energy in the throes of intense battle or sustain yourself in heated battle-never quite to the point where it can actually be called nourishing, but toughening up and keeping you going through a lifetime of violence. Moreover you have that combination of guile and intimidation needed to excel in the criminal underworld. Whether you actually stain your hands in black society's affairs or maintain an aloof distance from it, making a name for yourself in the criminal underbelly or organising black market trades comes almost too naturally to you. Not only are you adept at using mundane mistrust and vice to build support networks around yourself, but you can actually absorb the fear and hatred around you to grow stronger as if through mundane physical training. Corruptive as your ki may be, among the damned of the world it gifts you with an unnerving vitality.

546. Hellfire Crucible Alchemy (400 CP): It is the wildest dream of every Yamajin to breach the boundaries between matter and spirit, making a reflection of his own soul so that they may become the one and true controller of all possibility. With this quirk to your essence, you are that much closer to making that dream a reality. Your ki is unnaturally, dangerously corrosive even by the standards of your fellows. Even your blood and bodily fluids blights the world around you with your spiritual energy, though of course you may withhold this corruption should you deem part of the world worth sparing.

Normal, unenhanced attacks would leave even Exalted opponents scarred and burned from the caustic power that burns within you with whatever expression of the Thousand Hells' desecrating nature most calls to your heart-and mortals quickly dying. Your supernatural techniques are not only bolstered with spiritual pressure by this living corruption, but tend to leave temporary afterimages of the destruction they embody to continuously afflict your targets and dampen other supernatural forces brought against you. Wherever you go you spread a miasma of spiritual energy that wanes and waxes with your own ki which gradually does the work of transforming all ambient life, phenomena and matter into just the right expression of the Thousand Hells to hasten your own powers' growth. And once the world is blighted into the

image of your own infernal power, you'll be able to wield its noxious environment with your techniques in ways that would leave the Ryuujin envious if they weren't likely outraged-whether creating vast, phantasmagorical maws from ambient smog or melting the ground around you into hellish magma.

547. Omens of the Demon Emperor (600 CP): Join the Yama Kings? Pathetic. It is not enough for a Yamajin with any self-respect to share their masters' perverse happiness, nothing short of casting down their brethren and ruling over them as Demon Emperor would be worthy of their own infernal majesty. And how would one achieve this? It is, admittedly, a fairly mysterious if not abstract goal. But whether through sheer overwhelming power or some twisted epiphany about the Thousands Hells' nature, you come far closer than most of your peers' wildest dreams to finding that answer.

The Demon Emperor Shintai is no longer something you must transform into. It is your native form, a technique which you instead replace with one that lets you transform into a more vulnerable but human-seeming form. Horns, claws, long fangs, black devil-armour and third eyes that see the spirit world-within reason, you may sculpt this glorious god-body with will like clay to grant yourself supernatural and natural endowments of a similar scale, for your form has harmonised with such spiritual iniquity that even the Yama Kings and other creatures of sin instinctively fear and respect you as an apex predator-while drowning in the greatest sin you enjoy in your presence. All sin and imbalance around you nourishes you like finest meat and drink, a slow but permanent reinforcement of your spiritual power. And through this twisted insight, you have learned to arm yourself with unique Overdrive techniques born of your nascent kingship. Greatly defined by your vision of what ruling the Thousand Hells means to you, these unique techniques rival those of the Legendary Masters-and in time, may even eclipse them. If your would-be masters refuse to vacate your rightful throne, you'll stain all one thousand hells with their boiled blood.

548. Life Reaping Stance (100 CP): Put all thoughts of self defence aside. The blending of mortal martial arts and killing techniques wielded by the Shinigami have one purpose: To avenge affronts against the balance of the Earth, and slay unruly spirits and fighters alike. These techniques evoke the darkness and void beyond the grave. A curving elbow could trail a blade of entropic ki, withering an opponent's momentum in ways beyond the mortal. They could also exhale and strike their own breath to savage the ki of their opponents with their own killing intent, seemingly slaying them with heart failure or some other catastrophic breakdown within their body. The void may be invoked to guard against other techniques while siphoning the opponents' will and vitality, or to disappear in a rush of shadows and strike from an impossible angle, but the most advanced techniques in this arsenal shine in utter annihilation. Whether by a piercing lance of black ki that ruptures the very soul or a corona of screaming shadows wrought around the clawed hand to siphon directly from an opponent's heart, death truly walks in the shadow you cast.

549. Howling Black Moon Heart (200 CP): It is a misconception to say your kind are charged to kill for killing's sake. The forces that empower you are furious with the war and suffering wrought by petty men who think themselves mighty, and scar the world for profit. You yourself are an (un)living monument to all of those sins. And from this insight, you have gained a measure of enlightenment into the Shinigami condition to better execute your duty. Your ki sharpens your senses, giving you a singular insight into the hearts of mortal men around you. As wolves can track scents, you may track moral and spiritual impurity through the world more precisely than ever. The thugs of a mob boss would seem pale and wan compared to the aura of smog wreathing the man who pays their bills and ultimately shoulders the responsibility for far greater crimes across the world. Additionally, your willpower is bolstered against the temptation to steal the life of those around you. When you rebuke your peers for even suggesting such practices, the wounded portion of the world fills your anima with a display of scourging shadow and your voice roars like the arctic wind as the very law of the world rebukes them for succumbing to the very vices you were meant to curb. Last but not least you gain an uncanny insight into the truth of oaths made by those who throw upon your mercy, akin and far more reliably than the Ryuujin's sense for their own blood-kin, and may exempt yourself from the oath once you discover it's falsehood. May nothing stand in the way of your duty, not even yourself.

550. Unseen Vitality Extinguishment (400 CP): How precisely the world sponsors the forces you wield is unknown. Perhaps it is the nature of a scarred thing, even a thing as grand as the world's ki, to desperately hoard resources in order to restore itself? Perhaps your powers are more natural than many would care to admit, like a certain protein that forces cells into self-destruction in a healthy body to protect it from cancer. Whatever the reason you have stared into the truth of the abyss but briefly, and it too into you.

No longer must you rely on techniques and killing arts to reap life around you. When you will it your ki rises up in an ablative sheen of dark fog. Amorphous and volatile as a black flame, this covers the dimensions of a fighting ring with an entropy-accelerating miasma. Even physical barriers shall not stand in the way of your pursuit. Along with such mundane obstacles, you may wither flowers and euthanize small animals painlessly with the miasma of your life force near-effortlessly. Though tiring, you could also sap vitality, will and ki from other Exalted while dampening their blows and strange magics with the chilling cold of the end. Should you actively slay and reap from others with your native techniques you will find this smothering darkness as easy to sustain as your own breathing. Perhaps in time, you'll even find ways to solidify this darkness into weapon and beast-like emanations around your techniques-each a baneful weapon against all that draws breath or wields spiritual energy. Or to expand your cloak of living shadows should you decide entire armies are no longer deserving of life.

551. Karmic Void Judgement (600 CP): The Earth has suffered long enough. You will make an answer to its cries, and if you cannot you'll at least avenge it. Internalising the mission you were Exalted for, in this world you have developed a closer communion with the planet than your peers, chilling whispers and visions showing you techniques long lost to them while the dark corners of the world nourish, shelter and hide you from your enemies. And in future worlds this covenant between you and the world will persist.

But this is not the otherworldly communion of the Tennin or the joyous bonds of the Okami, oh no. Wherever there is a natural facet of the world that cries out against the wrongs committed by sentient life against it and each other, you will become as a favoured champion and treasured guardian to it. By fulfilling your role as avenger and executioner, you find that the reaping of life force benefits you far more than most when inflicted on those who have wronged the world the most-such that slaying a single cartel leader would infuse your ki with the vitality that would normally take dozens of low level soldiers to bestow on you. As you forge onward in your duty, you will find yourself bestowed with gifts to increase your lethality even as disasters both natural and horrific strike at your victims, waxing and waning in accordance to the severity of their crimes. And yet, despite your affinity for death, the world itself will acknowledge you as a natural part of it during times when others would try to use your un-life against you. Through meditation and the occasional dream, you may even have uncanny and nightmarish visions that show you wrongs perpetuated against nature and man alike-and where to strike against them.

552. Sun Crowned Challenger's Stance (100 CP): There is no great secret behind the way you fight. No celestial body sired you, no tainted force chose you from a vile bargain. No, you and your peers' arts are of diverse origin instinctively developed by wielding the Breath of Heaven. Whatever fighting style you practice, you were among the greatest fighters of a generation before truly coming into your power. And like the Yamajin many techniques in this style hearken back to the mundane martial arts you mastered as a mortal man. With this power you could split the earth with your fist, shattering pavement to knock your foes prone and with greater practice even deflecting projectiles with the shockwave, or launch yourself into the heavens to deliver an impact capable of shattering nearby windows and cracking concrete. So too could you unleash a roaring projectile of spirit energy from both hands like a cannon shot, burning gold, violet and white with all the fury of the sun at its zenith. Your resilience is such that you can rebound force and projectiles against your foes-adding a corona of solar power or absorbing them for a brief surge in strength-and when you focus time seems to slow as lines of ki only you can see enable you to make impossible evasions that siphon their ki with your passing. But it is in reclaiming the lost arts of your predecessors the Legendary Masters that you can perform true miracles of violence. Send foes flying with earth-shaking blows or throw the Eye of Heaven, a miniature sun made of impossibly intense spiritual flames as large as a man, against those who cannot believe the legend would come back to life.

553. The Simplicity of Perfection (200 CP): So little is known about you that it is easy to misconstrue your intense discipline and exemplary fighting spirit for some higher power. To some, it may be impossibly to believe that the power they have bled for or made others bleed for could be surpassed by simply working hard. And as living proof of that humble supremacy, you have internalised this truth to the benefit of your life even beyond the fighting ring. When you perform simple, menial physical tasks beyond the scope of fighting you may channel the Breath of Heaven into them to enhance their efficacy. Blur around the kitchen as a superhuman master chef, all the while blessing the food by stoking the stove with your spirit flames. Sweep an entire garden pristine in under a minute with several graceful katas incorporating your broom. While fishing, send a pulse of spirit energy to bounce fish out of the water and into your boat. And in doing this, you train yourself in a new arsenal of techniques to aid you in battle. You learn to wield the broom, or fishing rod, or kitchen knives as efficiently and powerfully as your normal fist technique, reinforcing them with spirit energy as you duel others with even more humble gestures than they would expect from such as you. Should you lack the tools of your trade, your experience will serve you equally well in continuously training the native techniques of your style through an activity as humble as gardening.

554. Inevitable Cacophonous Counter (400 CP): It can be difficult to describe the moment in your fighting style when you become a fulcrum to all forces arrayed against you-and like a peregrine falcon diving into the eye of the storm, strike for the moment in which they are all stilled. You are not merely some brute engine for the inexorable might of earth or the thunderous power of the sun-you are the superhuman acuity and insight that guides them. And by honing your ki to this ultimate revelation, you have extended this principle to terrific effect. You now hold within your body the potential to notionally counter and redirect any deleterious effect with a martial arts technique-and a keen sensitivity in your ki that lets your body automatically evade without consciously sensing danger. In many cases this takes the form of advanced proficiency for abilities such as the famous Thunderclap Rush Attack or Iron Raptor Combination from your native style which use surpassing speed, precise pressure points and redirection of momentum. But with the appropriate amount of study and practice, far stranger forces can be deflected. In time you'll learn to develop first the technique to see the flow of magical energies cast by a wizard, then to sweep your leg in such a way as to ground them, then the rolling movement that projects the curse he tried to inflict on you right back at him. Or you may find a building collapse on you, only to whirl through a kata that deflects the rubble aside leaving you intact and hale. Perhaps you might even fight a typhoon one day and send it careening back across the ocean, beat a maelstrom into a waterspout, stomp out an infection of hellish power in your neighbourhood or even judo flip a Shinma somehow. Just remember not to underestimate the difficulty in skill and energy of the techniques it'll take to repel increasingly mighty or complex forces.

555. Empty Set Assumes the Form of Infinity (600 CP): The empty set, the untainted sum underlying the conflux of the sun and planet's spirit energy is little understood- perhaps even by the Mugen themselves. The Tennin's own anima-sensing techniques determine that the Mugen's ki takes the shape of infinity itself. It matters not whether you sought power, meaning or harmony through your path. That limitless potential has an ideal vessel in your being, and through it the world opens new vistas of martial glory to you. Yours is the gift to combine energies that you possess that may seem at odds but possess the capacity to complement each other, such as the sun and the earth, into a singular force as heightened in power as the Breath of Heaven itself is to the other defenders of the natural order in this world. Whereas the Earth's own avenging Shinigami were not wholly immune to corruption, the Legendary Masters whose powers your greatest ones hearken back to did such harm to the Yama Kings that they retreated to Yomi Wan without even the need for a formal mystical seal. Accordingly, such powers you create are particularly devastating yet precise to enemies of the natural order, burning them and whelming their dark powers as sunlight would burn any creature of the night. Finally, by internalising the Breath of Heaven's formation within yourself a radiant aura of spirit energy emanates constantly from your body. Bright enough to gently illuminate a whole room in sunlight, it dims only by your effortless discipline. With it, your reserves of ki and willpower rapidly replenish themselves at rest and in battle alike long beyond the stamina of other fighters, and even physical wounds reseal themselves as if doing the healing of weeks at a time-perhaps even months and years once you have grown into your power, your life force and fighting spirit strengthening your own light. Even at rest your mind and soul naturally rediscovers the techniques of the Legendary Masters. And though great emotional, spiritual or physical harm can dampen your light, it can be recaptured with meditation on your innate harmony once you have found a place to recuperate.

556. 100 CP:

Wheels of Karma: Oh. It's a vehicle complete with a license under your name and full tank of gas. Motorbike, family car, monster truck-if an American civilian could own it, it's yours. I suppose you have to get to all those kung fu battles somehow other than your own two legs, eh? Either way it's reliable, handles easily and comes with a free paintjob reflecting the themes and associations of your martial arts style if that's the sort of thing you'd like to advertise. Or it could be something completely different if you want your opponents to know the last thing their clan's destroyer will ever let them see as you burn down their dojo is your hideously pink Hello Kitty car. For an extra 100 CP (undiscountable) you may purchase a ship or plane with similar qualities to get to those hard-to-reach martial arts tournaments. You may

even purchase an amphibious vehicle such as a seaplane or hovercraft if the

tournament happens to be taking place in truly exotic locations.

557. 100 cp

Lots of Guns: You own a lot of legally licensed and registered firearms. YOU COWARD. Anyway. Since you've committed to truly disgracing your family's honour, you gain access to a nearby storehouse, whether attached to one of your properties, sequestered in your Warehouse or simply hidden nearby, that supplies you with guns. Lots of guns. And ammunition. Virtually everything short of a rocket launcher can be found somewhere in this well-organised stock of firepower. The bad news? It cannot be overstated that guns have little standing in the martial arts world, where they signal that you are a weak excuse for a martial artist with no strength in his fists. Not only are guns seen as the tools of thugs and lackeys, but to actually use one shows you have lost your fighting spirit and are not a true man in every way that matters. Most techniques are incompatible with wielding guns, and even the most basic attributes of supernatural martial arts moves generally defeat firearms. But if you've ever wanted to make a worthless minion slightly less so or intimidate one, these can be more efficient than deigning to treat them as a worthy opponent.

And if you truly want to prove, beyond a doubt, that you are the most cowardly and weakest being that has ever existed in this world for an extra undiscountable 100 CP a mysterious spirit will restock any damaged guns or used up ammunition every week. Even this being will do so only begrudgingly, furiously glaring at you and shaking your head as you reload or maintain your weapons while bound to the pact that compels it to service you. Although...if you were to regularly and consistently use your guns as throwing weapons or bludgeons, the spirit will begrudgingly warm to you and offer to teach you an array of martial techniques it happens to be a grandmaster of. From the tomahawk-throwing of the Algonquin tribes to the tonfa katas used in Okinawan Kobudō to the swift strikes of Zulu stick fighting, should you show willingness this spirit will do everything in its power to teach you how to fight the righteous way with these worthless weapons.

558. 100 cp

Where the Heart Is: You own an apartment in the neighbourhood of your choice! It's a pretty humble flat as apartments go but you've got your own bedroom, tub, cable TV and no rent to pay since the paperwork proving your ownership is held in an ancient box in your wardrobe. Unless you want to. What kind of martial arts saga would involve struggling to pay rent? ...scratch that, perhaps you'd like somewhere more substantial to rest between adventures? For an extra 100 CP (undiscountable), you may upgrade this flat into a penthouse that wouldn't look out of place in Beverly Hills. Perhaps your family was more affluent that some were led to believe. Perhaps you simply beat another Exalt in an honourable duel and claimed it as your prize. Either way it can have everything from your own minibar to waterbed to your own swimming pool. Not a gym though, that comes later.

559. 100 cp

Ring of Pain: No martial artist worth his salt would skimp on their training, and that's why you invested in this rather extensive home gym. Boasting a generous set of weights, muscle training machines, sandbags, a sparring ring and protective gear, and basically everything else a professional MMA fighter would hold dear, it's a great way to stay in shape (though of course, no replacement for true battle). It can come as an attachment to your warehouse or a property large enough to hold it, or simply be positioned nearby your lodgings. Sadly while this world places much less stock in resilient artifacts than some, at least the place is fully under your name so you won't have to worry too much about insurers giving you trouble if you break anything.

For an extra 100 CP (undiscountable), the gym comes with the contact number to a mysterious demon or spirit who's eager to sell you replacement gym equipment- even light fixtures, air conditioning and other such fixtures-at bargain prices so crazy they're practically giving them away. No true companion but a follower, this odd entity seems to have no real ambition but to ensure smashing up things during training has few consequences for you.

560. 300 CP:

Worldly Desires: Luxury can take many forms. Perhaps you'd like to have a trust fund opened in your name, the kind only available to the descendent of a top CEO. Perhaps you've carefully invested your prizefighting winnings, or your life of crime has yielded great rewards from vice. Either way, you have a grandiose capacity to pay out elaborate bribes, charter private planes to carry you around the world or finance an entire village's reconstruction with little consequence for your time here, and in future jumps your windfall of wealth will be replenished. Exactly who actually manages this money is an open question that would be more relevant if you shouldn't be fighting another martial artist right now. Literally right now.

561. 300 cp

A Legend of Your Own: Luxury is one thing, but prestige another. While the purchase above will give you wealth for days, what this will provide is an occupation of significant social influence. You might not just be any old prizefighter, but a nationally recognised boxing champ. You might be a national muay thai hero, or the special forces soldier who saved the President from being kidnapped by terrorists. You could even be an eccentric playboy millionaire with a good reputation for sponsoring charities. One thing's for sure, your job's highlight was so spectacular and your current duties so infrequent that it will never get in the way of going forth to fight other martial artists outside its remit.

562. 300 cp

Inescapable Grasp of the Open Palm: You're owed favours. Quite serious, and substantial favours. Whether through likability, political influence or networks of blackmail you have a knack for gaining a local friend with a useful skillset on relatively short notice and in locations far beyond your usual stomping grounds. Your history in the world was quite likely made more interesting by whatever means you gained this network through.

Alternatively, you could have a similar pull with an entire organization. Whether a government bureau you have on a tight leash, or a cartel that knows and fears you, or a law enforcement organization beholden to your support you could invest this purchase in a less geographically distributed body with more overall manpower and resources. Another option you have here is to have a network of informants, contacts, confidants and spies that can gather all kinds of information for you that the more brute force approach of the options above may not necessarily have easy access to.

Last but not least, if you have already paid the usual price for one of the options above you may pay an extra 100 CP (undiscounted) apiece to gain the benefits of the others.

563. 300 cp

Scrolls of Legend: It would be nice if the legacy of the Exalted martial art you practice could be passed down solely from master to student, but in these troubled times neither is always available. That's why this rich compendium of knowledge about your Exalted style's history, basic and advanced techniques, myths about your practitioners' entanglements with the Yama Kings or other major powers and other lore about the world you live in is stored in this hoary old scroll. Though knowledge doesn't always equate power, you'll find it far easier to figure out what your powers are about with this handy guide.

For an extra 100 CP (undiscountable), this scroll also contains a wealth of the mystic arts from this world. Summon, bind and banish spirits-or strike bargains with the Yama Kings and their servants. Or baffle and ward wicked spirits for those of a more righteous persuasion. The arts were developed to deal with spirits in ways other than beating them up, and miscellaneous mystic feats often less dwelled on by those who pursue martial strength such as opening an ancient portal into the spirit realms.

564. 600 CP:

Shadow Empire of the Closed Fist: Remember what I said about wealth and influence above? This is literally the nuclear option. You have vast, yet unofficial sway over the highest authorities of an entire nation somehow. Perhaps your family yet retains great influence over this nation from when they guided it through times with more overt supernatural threats, or perhaps the authorities quietly recognise you as a strategic asset for your efforts to protect society. If you want another martial artist declared an enemy of the state, access to official records of what exactly happened when two men destroyed a stock exchange throwing fireballs at each other or even to pull down the masquerade of the supernatural world through official channels at great effort-this is the choice for you. Will you labour to keep the man on the street safe from the warriors that walk among him, or live in luxury at the expense of the average taxpayer? In future jumps you will be accorded a similar place of prestige and influence among a governing body of your choice.

565. 600 cp

Scroll of the Perfected Lotus: Oh? What's this? A gilded scroll any master would be proud to have in their library, save for the fact that it's empty within but for a reflective golden sheen. For it reflects not just light, but greatness of spirit. This frankly inexplicable artifact offers you a true miracle: The power to transmit the capacity to learn the ways of the Mugen to fighters in other worlds. The process will still be gruelling; they must train to the limits of any mundane martial art they know with the scroll unfurled before them, though supernatural arts that wield ki or similar innate energies adroitly may take less transcendent mastery. But many in this world would deem that a small price to pay to raise your students to the apex of martial splendour in this world, whether you wish to begin a new generation of Legendary Masters to protect the world with or raise thugs that even the Yama Kings should fear. Perhaps with some feat of mysticism or the ki control of the Mugen themselves, it would be possible to use this scroll as a catalyst to transmit the wisdom of the Mugen on a far greater population at once in order to uplift them.

566. 600 cp

Bounty of the Unsullied Earth: You are called to, even if you are not Okami, a magnificent valley where the moon and sun both shine brightly at dawn and dusk. This is a place of truly exceptional natural beauty by the local standard, whatever form it takes in future worlds, and merely spending time in it is a balm to any worries in your mind. The radiant ki of the sun, earth and moon comingling will cleanse and rejuvenate your spiritual energies and willpower as your breathe their ancient air. Should the Shinma follow you here somehow, even they might find its tranquility soothing. Other nature spirits and guardians of the world will too find this location a place of great succour and shelter and be inclined to behave peacefully within its boundaries. Should you choose to grow plants and fungi or rear animals on this land, you'll find that this valley nourishes them as it nourishes you. And the practice of your martial arts here will lull you into a deep and mindful inner peace that will make self-improvement and internal balance come intuitively.

567. 600 cp

A Little Slice of Hell: What have you done? A vast dominion of Yomi Wan equal to any of the Yama Kings' own is now bound to your will, a veritable world unto itself that naturally gathers all the impurity and sin of a certain theme to empower itself through. Its inhabitants and nightmarish tortures bend to your will like puppets, and it has the capacity to absorb souls, cultivating iniquity and destruction to both grow in power-and enhance your own with its demonic might. Perhaps it is a nightmarish sea of boiling oil, populated by gigantic insects and shark-like horrors. Perhaps it is a wicked city populated by distorted humanoids reflecting the neurosis of consumerism. Perhaps it is simply a dark and frigid abyss where the only inhabitants are your alluring yet deadly slave-consorts, and the only shelter an ornate oriental temple stocked with every instrument of torture and many archaic luxuries...as well as the forgotten paradise barred behind a secret cave only you know the location and conditions of access into. The designs of Yomi Wan are many in nature, and though you yourself may be no closer to the Yama Kings beyond its bounds within you wield all the power over this dread realm and its inhabitants as any of them. Last but not least this property grants you a series of spells for you to fulfil the traditional bargains of Akuma-derived power with mortal souls

from the world above that damn them to your realm upon death. It is within your judgement whether they join the damned, are empowered as agents for you of some sort or rise again as Yamajin.

568. Total Recall of the Scarlet Throne (100 CP): One of these warriors, though benefitting from the same boons as any local here, deserves a bit more consideration given her...ominous circumstances. Jane Doe (redhead, mid-thirties) woke up from a coma after seven years and stopped a presidential assassination. Her vague memories of where she came from and who trained her are haunted by whispering shadows and men who think they can do something about her awakening. So far, all of them have been crushed by a mix of tae kwon do and military jujutsu. Worse, if her attacker can harness ki her adrenaline surges and she gains a burst of power. Her lightning fast kicks compensate for a relatively small stature, and set up her excellent ground game. And whatever your past, with this choice one of the few things she remembers is that you can be trusted.

But what, you may ask, makes her unique even among the other martial legends of this world? Well to begin with, despite being a Ryuujin she may also buy the perks of the Yamajin at a discount-which means yes, she retains the potential to use abilities listed under Death Defying Blasphemy Stance from some dark bargain in her past- and as mentioned above she is still a deadly warrior by this world's standards despite having forgotten the full breadth of both skillsets. In your journeys together the full memory of who she was will slowly return over the years in sudden visions and dreams. Chief among them being the sight of herself clad in an archaic style.

Her hair braided in the oriental fashion and an imperial signet ring on her hand as she rests lazily on an ancient, cracked throne. And her steely but quietly uncertain military bearing will be overtaken by a regal, debauched confidence belonging to one who has always been strong enough to take what she wants. Whether or not you accelerate her rediscovery of herself, by the end of the decade she is guaranteed to fully remember why the powers that be either fear her return-or eagerly await it.

569. Beckoning from Beyond The Stars (300 CP): Abstract as they are, the Shinma do possess some distinct qualia. Names, and varying appearances for one. Some appear as runes in a lost language, or disembodied anatomy with symbolic meanings: A hand that teaches the fist, an eye that teaches sight, a mouth and lungs that teach breath. Some are even ostentatious in their forms: A blue widow in silk robes with blazing eyes behind her veil, an upside down flame that drools burning venom into the mind of its host Tennin. Some Tennin even believe the Shinma exist as facets of themselves, and that their own existence and perceptions of whatever truth lies behind that self-image grants them a measure of power. Whatever the truth of the matter, you seem to have made quite a positive impression.

In each jump, you may choose to serve as a beacon to the Shinma from whatever faraway realm the Shinma hail from. They will begin to descend, often subtly, upon

the world you dwell in. Even if one is an Exalt of a different stripe than their chosen, they have learned much over their existence in the ways of martial arts and mystical forces, and can offer uncanny fonts of knowledge from unseen channels in the world or whelm your foes with subtle forces-though all will be leery of repeating the mistake that resulted in the degradation of the Yama Kings...unless someone were to make a truly persuasive argument. By the terms of your pact they will never impede your effort, and respect your wishes for privacy-though should they feel it necessary with your permission would eagerly offer suitable candidates the power of the Tennin to rid the world of evil influences and keep their loved ones safe as they do in this world. The Shinma are collectively, and quite literally, followers for all intents and purposes-though forming a close bond with one somehow could qualify it as a companion with all that entails.

570. A Terrible Decision (300 CP): ...are you quite certain? This isn't a bad joke is it? Do you even recall what the Yama Kings are? Fallen Shinma who strove to conquer the world, banished by its greatest champions since time immemorial to squabble amongst themselves. Hateful demonic lords of impurity and vice that reign over a realm of endless suffering.

Well, if you're really going to do this. With this option you'll get a shot at convincing one of the Yama Kings to join you as a companion, forsaking its chance at hegemony over the Thousand Hells by bringing along its own private hell for the ride. It is extraordinarily unlikely there could be any sensible reason why an ancient creature who once considered your kind slaves at best would do such a thing but well...you are Exalted. Perhaps you feel one would be useful as a lackey during your ascension to the Thousand Hells' true throne? Perhaps you relish employing one's power against its own kind? Also you won't have to choose which one to take along beforehand in case whichever hell lord you proposition turns you down.

Exalted – Solars

571. 100 - Glorious Golden Smug Technique - You are a Solar Exalt, among the Chosen of the Sun and the mightiest of all the Exalted. Thus, you're well within your rights to feel secure about your superiority and the advantage it gives you...but must you be so smug about it? Whether or not you've let this go to your head, you are frighteningly good at rubbing your station in the face of others - whether it be your Exaltation, your accomplishments, or just the huge gap in competence between you and those you speak to. Those weaker than you will feel discouraged and likely sink into despair, while your equals and better are more easily provoked by the desire to punch your smug face in. Which, as a bonus, you are very good at making such expressions. You won't even need words to communicate how smug you are and how much better you know you are.

572. 200 - Great Radiance - The Solar Exalted were meant to be the kings, generals, and visionaries of the other Exalts. Whether or not they fit the role accordingly is subject to centuries of debate and the Usurpation, but there is no denying that you are

larger than life. A quirk of your Exaltation allows you to draw in light around yourself, letting rays of sunlight (or nearby artificial lights from flame or technology) shine down on you in an angle that wordlessly communicates your importance, which can intimidate the wicked or reassure your allies. In addition, you are able to freely toggle the visual intensity of your anima...whether making the brightest light without spending a single mote of Essence, or making it quietly vanish even after you have demonstrated your fantastic might. If nothing else, this will greatly frustrate those who were hoping to track you this way.

573. 400 - The Fog of Legend - It is easy for the Chosen to step into the spotlight of destiny. To defeat the Darkness and push back their foes, and to let themselves be heard and hailed as the heroes they are. But, sometimes, it is better to let go. It is better to let those whose lives have been changed to continue on without you - you are, after all, a wanderer of worlds. Thus, when you undertake a great accomplishment or complete a heroic quest, you may quietly walk off into the distance (sunset optional) and allow your accomplishments to fade away as a legend, as a myth. Your deeds are attributed to the closest possible substitute or a figure that doesn't quite match your description, and your reputation quickly fades into obscurity. Though your closest allies and greatest enemies will remember it was you who made history, you may let yourself become just another face on the road, and march on to your next quest in peace.

574. 600 - Heart of the Sun - Though your Exaltation is mighty indeed, there is a part of it that sorely lacks in comparison to its progenitor. The Unconquered Sun was created to represent perfection in all its forms, including the four virtues of Valor, Temperance, Compassion, and Conviction. As the First Age all too handily demonstrated, these virtues were either in great excess without their original meanings, or simply lacking in them where it counted most. But your Exaltation is very close to its origin, and it breathes new life into both your body and your heart. Your emotions and the virtues you hold dearest to your heart will burn with bright intensity, never losing their vibrancy to the woes of time or the stresses of adventure, yet it will also allow you to exercise wisdom and view the world objectively without being blinded or controlled by your own passions.

Your Compassion may make you weep for every innocent life lost, but it will not blind or cripple you with angst or foolishness. Your Valor may bring you stand fearlessly against overwhelming odds, but you will not need to make a suicidal last stand in an impossible battle. This also applies to other aspects of life you consider your 'virtues', not being limited to the four of this world. In short, you may invoke or suppress these virtues with no detriment to yourself at will, from awe-inspiring levels or a simple 'mortal' level. Finally, this strength of will is absolute, allowing you to casually brush away any attempt to manipulate you emotionally or mentally, whether through mind control or coercion, always able to think clearly and decisively when the moment calls for it. The only thing that will ever sway you is what you choose to allow. You will, now and forever, shine as bright as daybreak.

575. 100 - Stuntmaster - The absolute best part of being a skilled warrior as a Solar Exalt? It's how your every movement follows with both grace and grandeur, how you become a stuntmaster that makes combat look almost like dancing. Your attacks become eye-catching and graceful, and while no more effective, your skills in battle will look visually impressive in addition to your already-existing effectiveness. This can also be applied to any sort of skill, power or trade you put effort and enthusiasm into, letting you perform all of your abilities while looking absolutely fantastic doing so.

576. 200 - Raise Your Swords - The Solar Exalted were forged in an act of rebellion against the supreme creators of this world, elevating mere mortals into the status of legendary heroes and bringing the titanic Primordials to heel. Now, echoes of that action resonate in you - those who are oppressed, whether by a tyrant or a heavenly despot, call to the flames of war at the sound of your words. You may incite rebellion on a grand scale with little more than an encouraging speech, and even the absolutely steadfast and loyal will question their masters at the sound of your words. Obviously, this works best if there is an actual tyrant or sadistic force to overthrow in the first place...benign or even benevolent rulers will find their people more resistant to this change, though with time, even they may come to be despised. In addition, when you are opposing a superior or 'higher' force in battle or with words, you will find yourself more competent, your speech more biting, and your blows just a little stronger.

577. 400 - Fire-Forged Comrades Method - While a single Solar stands as a point of light against the encroaching darkness that seeks to swallow Creation, a general is nothing without an army. However, the glory days of the First Age are long gone and the former Lords of Creation are hunted as demonic Anathema, and thus no retinue may be easily available to them. But even this can be overcome. You may train effective armies from the ground up in a staggeringly short amount of time, turning a village into an elite fighting force within a week or two, tops. How effective this is depends on how far you spread your efforts...training a single individual will quickly see them become your equal (though obviously without Charms or any other advantages, unless they already have those or you grant them somehow) in combat and strategy, training a small village will create a disciplined squad that will put the veterans of Lookshy to shame, and training an entire country would create a crude but functional army.

Obviously, this can be improved further if you have more time to raise these troops. This can also be applied in training or delegating any sort of organization or group of people - letting you raise 'troops' for art galleries or dancing as easily as you could battlefields. In addition to this increase in discipline and competence, they will develop or strengthen a sense of loyalty towards you - those newly blooded generals will lay their lives down for you, and that village will be all to ready to fight for you.

578. 600 - Sword of the Sun - To fight against the Primordials in their prime with naught but an army of mortals...surely, such a feat should have been impossible, no more possible than an ant slaying a living planet. But it was, and Creation was forever changed by it. Embodying that power to surpass overwhelming odds, your martial prowess is now defined by overcoming superior foes. When fighting a foe with a distinct advantage against you - power, size, scale, or even the amount of soldiers in an army - those advantages become mitigated or even manageable, letting you fight them on more even ground. An enemy who could slay you with a wave of their hand will find it difficult to actually focus their will upon you, a giant finds their size a hindrance instead of a help, while a gigantic army is no more difficult to overcome than a well-armed squad. Be warned that lacking the means to actually fight such enemies - an army of your own, Charms, or such - will merely give you the means to survive or stall the bout. However, should you possess both the means and the will - even the mightiest of legions will falter against you.

579. 100 - Just A Humble Merchant - Not everyone needs to leap out into the spotlight and declare 'here I am!', you know. After all, both mortals and Exalts act differently in the presence of a Lord. You thus know how to act humbly and in modest ways, knowing how to carefully hide your true nature and avoid making missteps that reveal your Exalted nature, or other strange abilities you may possess. In addition, you know how to easily ingratiate yourself with new groups such as adventuring parties or local businesses, letting you quickly find a way to use your skills and meet new allies or friends. A god-king could masquerade as a simple assistant for years without anyone being any wiser, so long as you chose not to reveal yourself.

580. 200 - Weighing The Scales - A ruler must be able to judge evently fairly and morally, a merchant with an eye for investments, all with the same keen eye as their creator and God, Sol Invictus...at least, before he all but disappeared from Creation into the sway of the Games of Divinity. You can objectively judge how a political or economic decision of yours will affect either the person you're working with or the populace at large in both the short and the long term, along with what factors create these. Bartering with a merchant will let you know how he feels about a deal you've made and the factors influencing his decision (all of which you can likely manipulate), while making a new law for a city you are in charge of will inform you of the long-term impact and ways to better shape the factors in yours and your people's favor.

581. 400 - Tangled Webs - Creation and those within it have a certain love for intrigue. After all, brute force is plentiful and those who would abuse it are both easily controlled and ripe for exploitation. The Scarlet Dynasty, the machinations of the Sidereals, even some of the more clever Yozi are no stranger to clever schemes. And neither are you. You can navigate the webs of intrigue with grace and infuriating talent, able to manipulate and create ridiculous long-term schemes that fall into place with amazing accuracy. If that wasn't enough, you know just how to unravel schemes that have been building up for hundreds of years, and just how to twist the results in a

way that favor you...you will have to work for it, but that just makes the long game all the more satisfying, doesn't it?

582. 600 - Prosperity of the Sun - War and blood does not build a nation, shining wonders do not create happiness in one's people, and Exaltation does not make one inherently fit as a ruler. You are unique in that you have internalized these truths and fully understand what is needed to create true prosperity in both yourself and your subjects. You understand economics and politics with complete mastery of both, but you also know how to build a lasting nation or organization that can sustain itself without you having to constantly reinforce it with Charms or other abilities. In addition, changes you make in the world...whether building monuments, kingdoms, or slaying a great menace will have a permanent and lasting effect - your dynasty will last for thousands of years beyond your own era, your legend is told for many years to come, and your cities will be full of life even if the world around it should be torn apart. This effect can be mitigated or 'turned off' at your leisure if you prefer subtlety or impermanence.

583. 100 - Pages and Words - There are few things more powerful than knowledge and how to use it. Creation is full of oddities and hidden lore that can take decades of study to fully understand. Luckily, you have a bit of help with this - given about a day at most, you can quickly study and learn all public knowledge about an area you're in simply through investigation and reading - everything from cultural norms to where the best shops are. Things that are hidden or secret must be investigated normally, but when you understand all that is 'normal' about somewhere, all that's left to do is spot the uncommon. You're also now an incredible speed-reader, to boot - you can read a large encyclopedia from front-to-back in minutes. You may instead read a bit more slowly if you prefer to sit down and enjoy the read, of course.

584. 200 - Logic - A treasured but surprisingly rare ability in all of Creation is the ability to overcome falsehoods and the words of honey-tongued tyrants through simply pointing out their flaws. After all, anyone with the ability to do so usually comes with the inherent assumption they're already correct or is a peasant who meets the wrong end of a daiklave in retribution for it. But you have the ability to examine a situation objectively and point out obvious or subtle lies or misdirection, along with being able to dismantle cultural assumptions through simply pointing out that they're wrong. Some may react violently, but only the most delusional or determined can refute you - and those who were strung along by charisma or Charms will quickly realize what has been hidden from them. You may be considered the bane of the Immaculate Philosophy and the scheming of certain Chosen if you use this carefully enough.

585. 400 - Brought to Light - There are many secrets in Creations, and many things kept locked away in obscurity or conspiracy. And it is the duty of the Sun's Chosen to bring them all to the light. You will find that secrets are not easily hidden from you -

clues come from the least likely of places, and you're skilled enough at investigation to pick up on every little indicator these clues give you. Unearth a conspiracy in a week. Corner the culprits in two. It's not guarantee they will wait for you, but even the most well-hidden of places and secrets can eventually be found by you if you put effort into it. Even the coldest case can be returned to the sun's light with your mind at the ready. More than that, so long as one living person or item containing a fact or secret still exists in this world, you will without a doubt eventually find it...though it will still take time and work to locate, it will be within your grasp.

586. 600 - Mind of the Sun - Many speak of the First Age and its lost wonders, forgotten and quietly waiting for the return of their masters. However, far too many fixate on what was and what could have been, instead of looking towards the future, and you are not one who has time to waste rummaging around old ruins for secrets. Your Exaltation holds many of the lost knowledge of crafting and forging great Artifacts, as well as lost sciences of the First Age such as biogenesis. You begin with the basic knowledge and fluency in Old Realm, as well as mastery of the various sciences and ways of crafting from the First Age, able to forge weapons, warstriders, and other items of legend to add to your own panoply. As a bonus, you know how to substitute magical materials for such items with their mundane equivalents or metals in other worlds - useful in worlds without materials such as orichalum.

587. 200 - Flawless Form Technique - The Solar Exaltation which beats in the heart of each and every Dawn caste is one of the most powerful military tools ever to exist. No other exalted can come close to the raw mastery of combat that these individuals can effortlessly obtain. Even the creators of the universe were in the end destroyed, defeated by those who had been blessed with the truest potential of the fight. However any of the solars can swing a sword, any of their number possess the potential to excel at combat. What the Dawns possess, and so shall you, is an enlightenment on the nature of war. An epiphany that guides them to master all forms of martial skill, not just a speciality in a sword or bow. They understand that all combat is one, and their understanding of one discipline can help to guide the others. A master swordsman can use their knowledge of effective cutting strokes to guide the perfect angle on a loosed arrow, or the understanding of a dagger mid-flight can inform the movements of entire armies. And the deeper your understanding of combat, the greater you can expect to see other areas of war bolstered by.

588. 400 - Panoply of One - A war is a conflict between armies, a clash of thousands of soldiers pitting themselves against each other. But often, you may find yourself simply fighting on your own. Artifacts are helpful, yes, but they are also costly in Essence and attuning yourself to a complete armory is often impractical. No longer will you need any weapon beyond your own light. You are able to 'attune' yourself to a single weapon or armor after a day's worth of meditation, even if it is not normally considered an Artifact. So long as the weapon does not resist or repel you in some fashion, this attunement allows you to forge an exact replica of this weapon with

your own Essence. The cost is higher for weapons that possess inherent magical abilities or world-shaking powers, while mundane weapons cost you nothing to make a replica of. These copies possess all the functions and abilities of their original, with bottomless ammunition for bows or firewand-like weapons, and last up until the battle has passed. In effect, it functions similarly to the Charm Glorious Solar Saber...but you wield more than a simple sword or two now, don't you?

589. 200 - My Prayers Be Heard, My Will Be Done - When they are chosen, irrelevant of their beliefs, all of the Golden Bulls are priests of the Unconquered Sun. Each of them have a deep and very personal connection with heaven, unrivaled by all save those chosen of the stars. Each one gifted with a vision from Ignis Divine himself, to further bolster their faith when they are first chosen. This perk embodies this divine connection that all of the Zenith caste possess. Whenever you pray you almost always receive an answer of some sort, the gods know better than to ignore a priest of the Sun. Your status as a Solar shall give you a good standing when interacting with the divine, able to talk and deal with them on even footing thanks to your relation to the highest of holies. In addition, this authority will be recognized in worlds beyond Creation, spirits treating you as a superior and gods treating you as a peer and equal regardless of your origins or what worlds know of you.

590. 400 - A Shepherd of Light - The Zeniths are true emissaries of the worship of Sol, they inspire the masses to faith through their very existence. Every word, every action, and even every breath serves as a reminder as to the legitimacy of the cause; a natural order to be restored through you. Thanks to the visions given upon their exaltation, this cause is almost always the worship of the Unconquered Sun and his chosen. But you are beyond this limitation, as this perk grants you all these abilities but its direction is yours to decide. The followers and faithful you gather will increase the might and power of the being they worship, a single prayer being a small boost to one's willpower, while an organized cult restores their energies and allowing them to work their wonders more effectively and more often. This can apply to any being you choose...including yourself. Finally, if the being in question (yourself included) wasn't already considered divine, this worship will allow them to qualify as one for purposes of negotiation or wielding divine abilities or artifacts. This includes the Spirit Charms of this world, wielding power as the little Gods and everyday Gods of Yu-Shan do.

591. 200 - My Mind, A Library - Creation is full of many secrets and knowledges that could yet hold the key to its salvation or its destruction. And one mind can only hold so much of that within itself, while notes and books can be lost to the ravages of time or enemies. No longer. Your memory of every little detail, every experience, every moment of your life is sharpened to perfection, giving you fully eidetic recall along with the ability to 'tune out' memories that are traumatic or irrelevant unless you have need to call on them. Also, regardless of what damage or interference your mind may encounter, you will always recall - with perfect detail – the sciences and knowledge you learn from this world and others, along with whatever you build on top of it. Indeed, your mind can now be searched, organized, and indexed by you like a

mental library...and those who attempt to probe your mind will likely be confused and infuriated by how it is sorted, denying them what they seek from you.

592. 400 - Brigid's Legacy - The Twilights are an inquisitive lot. This could be a worrisome trait for a regular mortal but for the Lawgivers there is nothing to fear from the potential consequences of misplaced research. This curiosity was well placed during the First Age however as the Copper Spiders were always on the cutting edge of the sciences and were the undisputed masters of sorcery. During the Usurpation, Creation bore witness to unfathomable releases of sorcerous might, as firestorms and titanic golems attempted to strike down the traitorous exalts. This intimate understanding of the flows of sorcery is represented with this perk, enabling you to replicate a deep understanding of magics whenever you see them and ensuring that its mysteries are not held from you for long. You may discover new types of magic in the world based on its existing principles, or quickly master magic that exists as well as pass it on to any willing students. As a final benefit this knowledge grants you an innate resistance to hostile works of magic; your mastery overpowering the efforts of rival spells.

593. 200 - Improbable Concealment Technique - The Night Caste has no shortage of stealthy warriors and spies, able to vanish from the mind's eye even if they had just finished talking to someone out in the open not even a second before. But what of the future, of foes with senses beyond the five, or someone the Solar happens to bump into on accident? By simply covering their face with something - anything from a mask, the shade of a hat, or a piece of cabbage will enhance their stealth prowess. Not only will they much more easily vanish from sight, whether from mundane ability or Charms, but those with supernatural or enhanced senses...anything from the ability to see the future, to predict the Solar's movements, tracking or any other indirect method of detection - simply fails to work until they choose to fight or reveal themselves. This includes technology beyond this world, such as radar or similar devices.

594. 400 - Seven-Finger Jumper - Once, there was (or never was) a Solar who had snuck past the Gates of Heaven, past the watchful eyes of Sidereals centuries his senior and stole from the most sacred Garden within. Then, he left and returned again, disguised as one of those senior Sidereals, tricking a young Exalt into giving away a powerful artifact he was made to safeguard, and the theft was not noticed until days later. Most remarkable of all, this Solar had not activated a single Charm - they used their own wits, cunning, and tenacity to fool those he had spoken to, and vanish without a trace. This tale has been woven into your own abilities - your prowess in spying, espionage, theft, larceny, and trickery is second-to-none. You can trick the hearts of men, Exalts, and even beings vastly beyond yourself, and steal from under the noses of all but the most paranoid and powerful of foes. All with a laugh on your lips and the wind on your feet.

595. 200 - Diplomatic Immunity - Ancient oaths sworn by the Fair Folk and the defeated Yozi allow Solars of the Eclipse Caste to enter as guests of honor on any legitimate business with such beings, unable to be harmed or attacked unless the Solar themselves chooses to harm them first. These oaths now echo with you into future jumps and for all beings you encounter from this point on - on any sort of legitimate or diplomatic business, your foes or clients must treat you accordingly to their laws of hospitality, and will not attempt to harm or attack the Solar. Though they may attempt to use trickery or pretend they are under no such obligations, this oath is sacrosanct and cannot be broken unless under just cause (the Solar has openly stolen from or harmed the ones entreating them, for instance).

596. 400 - Binding Oaths - It is through the surrender oaths sworn by the defeated Primordials that allows the many demons of the Yozi to be summoned and bound by the Exalted while trapping their bodies within a worldly prison, still bound and unable to be broken to this day. You have harnessed this - whenever an entity willingly and knowingly agrees to it or surrenders to you, you may bind them with an oath that will compel them to fulfill a certain task or be bound to a certain set of rules. Once this is made, the deal is absolute and cannot be broken or stolen away except by exploiting any loophole the Solar themselves may have made. Notably, unless the Solar adds a time limit, these last forever. This can be anything from a simple agreement between factions...or an eternal curse of servitude or imprisonment, however the Eclipse sees fit.

597. Free/200/400 - Power and Majesty - It is unbecoming of the true rulers of Creation to not look the part. As a small bonus to your Exaltation, your physical appearance becomes more aesthetically pleasing to look at - muscles are pronounced, curves become eye-catching, blemishes disappear and scars fade or remain in a way that fits your new appearance. Though this is free, you may spend 200 points to become much more radiant than before, and you will find both mortal and even some Exalted suitors will not be small in number if you go looking for them. For 400 instead, you truly capture a piece of the golden essence of the Unconquered Sun, your appearance well and truly perfect...and whether your idea of perfection is looking handsome, beautiful, cute, or just absolutely desirable, you will embody all of it and more.

598. 300 - The Three Circles of Sorcery - Sorcery is an esoteric and rare art in Creation, especially the long-lost Solar Circle sorcery that disappeared from the world with the fall of the First Age. In time, you may eventually recover and learn this art for yourself...but why wait? This will unlock all three circles of Sorcery to you, and your spells from this world and others can be bolstered to have additional power and stronger effects by pouring more Essence into them. Should the Five Trials weigh in your mind or should you fear Sacrifice, consider the points spent here the ‘sacrifice’, and may you rest easier.

599. 400 - Unconquered - The ultimate truth of the Sun is that it will always rise again in the morning, and set again in night, then rise again. It is the eternal Daystar, the flame that brings light to all of Creation and banishes the darkness. The Solar Exalted embody this, being able to take any skill and wield it with the light of perfection. Your Exaltation burns bright with this truth, and you now possess a shard of the absolute light belonging to its progenitor that allows it to manifest - your spiritual energies, Essence included, will quickly grow and replenish at a quickened rate, letting you keep up even as other Exalts would have exhausted their resources. Just as well, your light banishes all attempts to erase or deny your existence and that of the area around you - the only things that will alter your body or being, or shape your immediate environment is what you permit, though you and what is around you may still be wounded by force or destruction.

+Heart of the Sun - The light of your Virtues cannot be extinguished by any Shadow, whether from doubt or a very real Darkness. Your presence alone, should you wish it, banishes or terrifies Creatures of Darkness or the 'unholy', and any ability you use to combat them will greatly damage them regardless of its origins. In addition, your virtues can manifest as a very real light that can cover the area around you, banishing the effects of mind control and coercion as well as effects that 'shape' the reality around you and returning all things around you to their original form, as though you were sharing your Heart with your allies and the land around you. This will also cause those who look upon you - even those who absolutely despise you – to recognize you as 'pure' or a 'hero', creating a sense of righteousness and credibility to your cause that none can deny.

+Sword of the Sun - Your battles against overwhelming odds has taught you something: there is no such thing as an unbeatable opponent, no such thing as an unstoppable attack. You can then eclipse the light of other absolutes with your own - an 'unblockable' attack becomes merely difficult to defend against, an 'undodgeable' attack is harrowing but possible to avoid, and an 'instant kill' blow against yourself is instead just significant damage. This also allows you to find flaws in the defenses of an enemy with your keen gaze upon them, letting you exploit or overcome the enemy with weaknesses they likely didn't know they had. And if they truly had none? Much like the Primordial King's crisis leading to his ultimate defeat, you may 'create' a weakness for the foe you battle - symbolically based off of a single element or aspect of their personality that becomes a physical weakness for you to exploit, so long as you have a way to capitalize on or utilize it. While victory may not come easily or absolutely, it will always be in your ability to reach.

+Prosperity of the Sun - Sol Invictus does not need to walk among mortals to fill them with faith, nor does the Daystar need to personally greet every mortal on Creation to give it light. Just like bright light of high noon, you guide those under your gaze. Your subjects and people not only find good reason to be loyal to you by merit alone, but they will feel an encouragement to improve themselves and grow as individuals in a way that fits your ideals, as well as becoming more skilled in their own trades and

roles. Should you so wish it, your own skills that you can teach or pass on to others will flow from you to your people without having to speak a word of knowledge to them, and they will steadily become competent in these and use them in ways you would approve of. As the months and years roll by, those who live under your administration will gradually improve their quality of life, as well as corruption and other decaying influences quietly disappearing entirely from society. A kingdom that you rule for a decade will hold some of the best and brightest the whole world has to offer, and while they may still be mortal, your subjects will walk with you in the light.

+Mind of the Sun - Contrary to what some of the Solars of the First Age may have believed, the world is not improved by being painted in gold or forged in orichalum. The world is made whole by the sum of its parts, not merely the brightest piece of it. This realization comes with twofold benefits - you are able to attune yourself to any sort of supernatural metal: soulsteel, jade, moonsilver, or even things in other worlds - as though it were orichalum. Just as well, you can easily forge Artifacts with these different metals as well. But this is not all your teachings have discovered - you now understand the necessary principles to build tools and methods that can interact with the higher piece of the soul, even excising a piece of it without killing the subject. In time, you may even find ways to bolster, empower, or strip away elements attached to it, though generating means and power is up to you. If this sounds underwhelming, take note of this - Lytek would likely kill to know what you will eventually set the groundwork for.

600. Lunar Mate [100] - There are 300 Lunar Exaltations in this world, each one tied to a specific Solar with a significant emotional bond - whether it is love, hate or friendship, these bonded Lunars are drawn to said Solar, often becoming people of significance in each other's lives. Indeed, it was common in the First Age for such Lunars to be companions and even lovers to such Solars...but it was also Lunars who often suffered the worst from the maddened excesses of the First Age. It is unlikely you will meet your Lunar mate in a place as large as Creation, nor will fate guarantee their bond will contain any fondness for you. But as luck would have it, this allows you to meet them not long after your arrival, and their personality and disposition will be agreeable to your own goals, enough so that convincing them to join you is a simple matter. You may then take them as a companion on the sole condition they agree to come along – though how you choose to win their loyalty is ultimately up to you. A...unique offer is that you may instead import a companion into this role to make them a Lunar Exalt bonded to you, giving them all the benefits therein. Regardless, this option can only be purchased once, whether as an import or a new companion. Similarly, should import or purchase additional Chosen of the Sun as companions, they may all purchase their Mates to enjoy their company as well...though, mind the fact they still take up one of your companion slots, each.

601. 200:

Quicksilver Rapier [Dawn]

The legends of the Fair Folk are potent things. As they flex their narrative weight they draw others into their twisted story, until eventually even the Chosen are ensnared within its tendrils. Such could have been the case with the Raksha warrior known only by their title of Quicksilver Blade. Such was their impossible skill with the sword, and the crushing weight of their story, that eventually they claimed to be able to best even the mighty first age Solars in single combat. This challenge was accepted by the dawn general known as The Golden Phoenix, one of the foremost masters of the Daiklaive during the Era of Dreams. As Quicksilver Blade bared its formidable skills against the Solar, Phoenix revealed that his was also a mastery of the Righteous Devil style, and immolated the Raksha in the golden flames of his six-shooter. For all his skill at the sword, he never knew to specify to duel only with swords. Such a story was not left to waste, but re-purposed into a rapier of impossible grace. Fluid as quicksilver, fast as lightning, and striking with the force of a thunderbolt; such a blade is formidable against any opponent.

602. 200:

Body Strengthening Liquor [Zenith]

The artisans of long ago were masters of all mundane crafts. There were some that took the spotlight such as the gigantic aircraft or the towering warstriders of the day, but wonders like those should never have detracted from the other innovations of the time. For sure the brewers art was sorely neglected, once several exquisite vintages had been established the interest in further research fell dramatically. There were always potions and salves being concocted but the allure of starmetal wires and thrumming engines was a siren call to the ever curious Twilights. It was a surprise to many to see this field reignited not by one of the Copper Spiders, but instead one of the Zenith caste. Such origins intrigued many, although the Usurpation cut short the revitalisation of the field. This item takes the form of several bottles of a rather high quality spirit, similar to a fine brandy, as well as the recipe to brew more of it. Outside of an exceptional range of flavours within this liquid, the infusion of essence gives it a far more practical use. For those that consume it find their bodies bolstered, strengthened and improved by the energies within it. While it may not be as drastic as many other methods available to those in the first age it had the rather significant benefit of being fairly easy to implement and risk free. Certainly if one had enough time they could potentially bring about some fairly astounding changes in its drinkers. Perhaps in the future you could pick up where the first age left off, for there is certainly a potential in infusing your essence into others.

603. 200:

The Arachnid's Needle [Twilight]

The Solar Exaltation was born in the crucible of revolution, intended as a primordial weapon of mass destruction. Yet the peerless artifice of the Great Maker coupled with the perfection of Ignis Divine led to something far more potent. Once the drums of war finally ended their beat, and the fallen titans locked away, many of the chosen found new ways to express their power during peacetime. These new god-kings saw the arts flourish at their hand, the perfection of their essence allowing the creation of unparalleled masterpieces. One such remnant of these lost arts is this needle, created from the spinneret of a titanic primordial

behemoth and alloyed with orichalcum. Such a tool was used in the first age to weave some of the finest garments of its time, producing such wonders as a dress woven of crystal and glass, or a suit created from molten rock; thanks to its potent magic, almost any material can be worked with. Its exploits have been known for a millennia, and such constant use has left it with an imprint of its former owners genius. As such, even the lowliest of craftsmen can create exquisite garments should they wield this needle.

604. 200:

Sealing Signet Ring [Night]

In almost every society there exists people who wish to keep certain information secret. Be it the movements of military units, the embarrassing secrets of a local noble, or the password and location to a first age ruin. There is a power in security and so this artifact was created a long time ago to fulfil this need. Its specific origins have been lost as ownership of the ring has changed hands many times over the centuries. Taking the form of a fairly plain signet ring, an essence user can attune to it in order to mold the design to their liking. Once being used on a piece of correspondence the user must hold a specific person in mind, as soon as the seal is in place only the intended recipient can break it. Anyone else who attempts to view this will find a blank parchment, or some other form of empty message depending on the format you have used.

605. 200:

Amulet(s) of Lunar's Heart [Eclipse]

The bond between the Sun and the Moon represent one of the strongest forces in creation, and such a connection echoes in the blood of each chosen of the moon to one chosen by the sun. Throughout the First Age there have been many tales of the abuse of this bond by Solars consumed in madness but even despite these, there is still those that remained true to each other. One such couple, bonded together for over two hundred years had this amulet commissioned for when they were to be wed. Made up of two components, this relic is designed to be split between two who would wish to share their lives with each other. When worn, each bearer can feel the other half within their very soul; allowing each to know the exact location, and condition, of the other at all times.

606. 400:

Raptor's Grace [Dawn] - Solars are known for their abilities that far outstrip the ordinary, yet they are unique amongst the Celestial Exalted in that they are grounded in the mundane. They may never manipulate the threads of fate nor transform into terrible and powerful beasts like their peers. As a result, a suitably athletic Solar may leap many miles in a single bound or be able to balance upon the clouds, yet may never taste true flight. However "never" is such a strong word to the Sun's Chosen, especially the Copper Spiders, and so in time wonders of artifice such as this were created. Taking the form of a long ornate cape, with just a thought it transforms into a pair of graceful pinions with which to allow their wearer to soar the skies. As they are tied to their users essence, they always remain a competitive form of travel as well as providing responsive maneuverability. One of its more unique features however is the

ability for its feathers to become razor sharp and to use the wings as a tool to attack and slice its wearers enemies, an extra included by its original dawn caste commissioner.

607. 400:

Shield of the Righteous [Zenith]

While the great curse acted in insidious ways, there was one who remained resolute even unto the end. One whose actions were never made to harm, yet was struck down all the same. Such was the case of Stalwart Lion , a Solar born into an existence of war and chaos during the time of cascading years, when Solar fought Solar. His sole drive was to protect those unable to protect themselves, one that was nearly impossible to corrupt. Yet despite his noble actions he too fell to the claws of the dragons, torn down in bloody defense of the people he swore to protect; his body no longer able to support his impossible resolve. This shield is all that remains of his efforts, forged anew out of respect by the starborn who was forced to take his life. Composed of a disk pressed of purest orichalcum, such an artifact functions at its most basic as an unbreakable shield. Yet this is not the extent of its powers as it can process the essence of its wielder to project a barrier of solar energy far in extent of its size depending on the amount of motes given to it. Thanks to the blessings wrought upon it by a Chosen of Mercury, its user may find fate itself bending and twisting to help them get where they need to be before they would be too late, the final remnants of its first bearer.

608. 400:

The Living Grimoire [Twilight]

For all their madness, the Solars of old embodied true genius in every sense of the word. Their achievements often seem like impossibilities to the people living in the current era. Their talents diversified greatly as time went on and advanced fields such as artificial intelligence and bioartifice became the new ground for inspired young twilights to blaze a trail into new learnings. These efforts by the hands of the Copper Spiders inevitably bore fruit, and created the Living Grimoire. An automaton constructed out of delicate starmetal wirings and an orichalcum body, this being takes the form of a metallic owl, able to fly only thanks to being alloyed with blue jade. ~"I do say, I can introduce myself just fine! No more of this 'flavor text' you're delivering! Ahem, mmyes. I am the great and powerful Living Grimoire. I was constructed by the 'Greatest Sorcerer of Our Time', or at least that's what she insisted on calling herself every damned time she opened her mouth. She came down with a tragic case of 'fell on several hundred jade spears', if you're curious. Where was I? Ah, yes. My great talents allow me to perfectly memorize every spell known by an individual who willingly touches me, allowing me to immediately re-distribute that knowledge to the minds of those who request it. Incidentally, this also applies to academic knowledge and sciences, mmyes. Though if they cannot use sorcery in the first place, it's mostly just book knowledge. I may also 'absorb' such knowledge from books or notes, no sentience or meatbag required. I can even filter out things like insanity-inducing truths or curses for safe redistribution later. My mental capacity is also bottomless, allowing you to store all of Creation's knowledge and more should you get your hands on it. Truly, I would be a valuable addition to your cause if you wish to take students. Also, I won't exist unless you buy me, so I would greatly

appreciate it if you did so. Don’t think about it too hard, that’s my job. Or it will be. Might be. Please purchase me so I can stop not existing.”~

609. 400:

Snakeskin Mantle [Night]

The Solars take inspiration from all places in Creation. The animal kingdom is no stranger to this, and many unique and impressive artifacts have resulted from the interest these great individuals have placed onto the natural world. This artifact in particular originated from a Night caste who spent an age studying the many kinds of serpents across the known world alongside their Lunar partner, whom shared an affinity with these reptiles. The traits of snakes mixed with the essence of one who spent centuries as an assassin made for a rather potent combination. This artifact appears as a simple shawl, with long fabric strands resting along the wearers arms and it possesses a surface texture reminiscent of snakeskin. However this is no aesthetic choice, as it was hand woven from living shadow and green jade, as well as receiving the personal blessing of the God of Snakes herself. Just wearing this piece grants many significant advantages, foremost being towards stealth and camouflage. This mantle ensures that any who wear it can move in total silence as well as making them harder to spot in areas of low visibility. While useful this is not its primary draw, for its affinity towards snakes extends to the toxins that they use. Those fabric strands, when essence is channeled through them, allow the wielder to synthesise all manner of poisons and venoms and to deliver them to an unsuspecting recipient. Thanks to its first owners encyclopedic knowledge of snake venoms this was considered a highly potent tool, who knows how powerful it may become in your hands.

610. 400:

Scepter of the Emperor [Eclipse]

No matter what the usurper Dragonblooded or the opportunistic lesser gods may say, the Solars are the rightful rules of creation. The crown of orichalcum ill fits a head of jade as the creation-ruling mandate is for Solars alone to bear. The further reality deviates from its norm, the more it strains to return to the correct ways. Creation knows its true masters, and rankles to bend the knee to such upstarts. This icon represents the true order of things, a way which was lost in the usurpation yet has returned once again. Taking the form of a scepter, forged of purest orichalcum, this device focuses the latent divine right to rule of its bearer into a much more powerful force. For its holder it grants them wisdom and insight into the affairs of the state, ensuring that even most uninterested Solar can act on par with the greatest among them, and propelling those with a natural talent even further. For those who witness the bearer, the scepter impresses upon them their new king's rightful mandate to rule; ensuring that even the most loyal sycophant to the old rulers will feel their alliances shift to their real lord.

611. 400:

The Hall of the Perfect Circle

The Solar Exaltation is an engine of near perfection, split up into five parts. The castes serve to diversify the bearers of the exaltation and is brought into harmony within a perfect circle, a gathering of a single member of each of the five castes. And in honor of this most sacred harmony, this manse has been constructed. A great manor built in the style of the early first age, where perfect geometry and design met with principles of practicality and efficiency; a far cry from the ostentatious grandeur of the later years. But within the main hall rests five doors in perfect symmetry, each bearing the mark of a different caste emblazoned upon their face. Behind each door lies a room constructed to push the abilities of the Lawgivers to their very limits, to awaken further understanding through adversity. For the Bronze Tigers an ever shifting battlefield, complete with highly skilled automatons and simulated environments to push even the most skilled warriors to their very limits. For the Golden Bulls therein lies a temple to the Highest of Holies, a place where they can focus and realign themselves to their cause. As an additional provision this temple also contains tools and features to help train resistance, such as meditations on a bed of spikes or walking across molten orichalcum. For the Copper Spiders, a most wondrous forge to be theirs. Complete with all the tools required to construct some truly awe inspiring works of artifice should they possess the talent and the patience. For the Iron Wolves, their room contains an ever shifting puzzle building. Fixed only when the door is opened this place is designed to push stealth and infiltration techniques to the highest possible level. However one other benefit is the owner can submit the plans to a compound, real or not, and find it simulated here as a way to test their skills through places of their own devising. And finally for the Quicksilver Falcons, within their portal lies the ballroom of a magnificent manor. Within here simulacrums vie and jockey for social standing, ever perceptive to the slightest misstep and always eager for the slightest loophole in an agreement. After learning to survive and thrive in this merciless atmosphere, navigating most other social events is almost no effort at all.

612. 600:

Hope [Dawn]

Like many weapons invented by the Solar Host this is at its core a simple one, yet holding a unique distinction among its peers. For this is the First. The first weapon to fell one of the creators of this world. The first to announce the rebellion in a way that the Primordials could truly understand. While other weapons before and after may have borne more overt enchantments and abilities this pistol carries with it the strength of its legacy, for when it's first wielder was struck down by the Black Boar That Twists The Skies it was recovered and wrought through it an unthinkable act. A masterful twilight craftsman used it to etch a single word into the Shinma, that which dictates the fundamental concepts of reality. Every Primordial, every Raksha, and each of the Incarna all shuddered and felt as the world had a single concept immutably burned into existence. A single word forever more an inextinguishable force within Creation and beyond. Hope. While its design has changed several times over the years Hope always takes the shape of some kind of pistol, forged from white gold and orichalcum and faintly inscribed with the names of every single being ever to carry it into battle, including that of Ignis Divine himself. While at its first forging it did not hold much magical puissance this has not remained so as its legacy has burned into itself as surely as successive generations of master twilights, all honored to improve upon this

legendary weapon. When a solar holds it aloft in battle they find their essence transforming into casings of sanctified gold in which to use as ammunition. But this is a side effect of its main ability. It transmutes the innate magics, emotions, and even physical strengths of its bearer into the fuel it uses to fire its shots. As such the more powerful the user is, the more strength they can receive out of this weapon. But no matter how brightly it may shine due to the personal skills of its wielder, the flames of emotion burn even hotter. When a lone man stood against one of the creators of the world, he held aloft not just his own heart but the hopes of every man, woman, god, and child. And they took a legendary shot.

613. 600:

Bands of the Bronze Tiger [Zenith]

A Solar's strength does not come from the strands of fate as does the Sidereals. It does not come from the power of their brothers and sisters as does the Dragonblooded. Nor does it derive from the awesome power of the natural world as does the Lunars. It is found in raw human effort. The burning essence of Ignis Divine roaring in their veins amplifies all of their grit and their determination to create something truly spectacular. And such were the Bands of the Bronze Tiger created, forged in the heat and primal fury of the Primordial War. Borne by one of the finest masters of unarmed combat ever to walk Creation, they took the peerless arete and righteous strength of a scion of Sol Invictus and transformed them into a war god ascendant.

The bands take the form of a set of two orichalcum wristbands, once awakened by a Solar master again they reveal their power once more to the world. As barely visible runes awake and shine upon its golden surface, they amplify and propel their masters' strength of body and mind to unfathomable levels. They once brought a champion of the sun to wrestle with the kings of the world, and they ache to fulfill their purpose once again.

614. 600:

Amaterasu [Twilight]

As the first age advanced, technologies and crafting techniques became more sophisticated as well as an expansion in magitech infrastructure. With these in place it was even easier for budding twilights to further develop and refine the designs of their predecessors. Nowhere was this more apparent than in the field of aircraft. Whereas vessels for land and sea were relatively easy to design, the reliance on advanced technologies made it much harder to develop simple designs for the air. But as time went on, simple and bulky ships found themselves obsoleted by sleek and beautiful aircraft. But good enough was never enough for the copper spiders, and blueprints were constantly in flux, amended or outright scrapped in favour of improvements. One of these designs, discarded due to the scarcity of some key components, was rescued by a fairly young craftsman who dedicated their life to producing one of the finest aircraft ever made. There were those who called him mad as he scoured the four corners of Creation for the perfect magical regents, those who laughed as he spent year after year perfecting the tiniest components, yet when he unveiled Amaterasu he found his detractors at a loss for words. Amaterasu is one of the finest crafts ever produced within

creation or beyond, well renowned for both extreme speeds and impossible handling when in the hands of a Solar master. Its unique engines process the essence provided by its captain into extra power to engines or repair systems, a system pioneered by its revolutionary creator. While the pilot likely will not possess an infinite wellspring of essence to fuel its systems, the benefits it can gain allow Amaterasu to far outmaneuver its peers in the sea and sky. Thanks to its unique essence fueling systems, it is well serviced with an array of powered implosion bows ensuring it can punch well above its weight. As well as all its abilities Amaterasu was still built as the magnum opus of an experienced first age twilight, meaning it contains all the comforts and amenities expected of such a vessel.

615. 600:

Starfall [Night]

The Solar Exaltation is a device of perfection and efficiency, able to express its users skills to a zenith far above mere mortals. Yet they only have themselves as a frame of reference, so when Solars cooperate and share their understandings it paves the way for disciplines to mingle and greater enlightenment to be realized. Such is the origins of the greatsword known as Starfall, a construct of purest orichalcum and starmetal banding by a pair of luminaries during the primordial war. Combining the reckless bravado and confidence of one of the most well known Bronze Tigers with the ruthless drive to efficiency and destruction found in some of the Copper Spiders allowed this monstrous weapon to be invented. A simple weapon, as most of the most exemplary works often are, Starfall grants its user the power of unassisted flight. However this only acts to facilitate its true nature in which it vastly amplifies the potential energy of its falling wielder. To such extremes this blade takes its ability even simple blows strike with the force of an avalanche, yet its first bearer developed a strategy of performing drops from extreme heights unto unsuspecting foes. When he fell upon a reinforced city of primordial supporters, even bolstered by the fell magics of the deva commanding it, the shockwave of his impact was enough to render it nothing more than a scorched crater. And now his power passes to its next bearer, for good or for ill.

616. 600:

Radiant Morning [Eclipse]

Solars represent the apex of human effort. The engine beating in their chest propelling them higher than any before them could conceive of and in all their endeavours they stand at the tallest peaks. When they build, their works inspire awe in all who look upon them. When they take up arms, Creation weeps as a master of battle strides into combat. When they rage, their anger is a volcano annihilating all who stand near it. And when they sing, even the mountains and the forests may know love for a time. This is the power of the essence that thrums at the core of each of the suns chosen, and the power at the heart of Radiant Morning. A simple thing, Radiant Morning is a plain baton in the style of those used by a conductor of an orchestra; putting the orichalcum construction aside it is hardly as ostentatious as most powerful first age relics have a tendency to be. But this rod has a power far greater than most would ever have expected from its appearance alone. Those that use it can weave their musical skills into a performance, their every gesture simulating the fantastic sounds of an

invisible band. But for the Solars this goes even further, finding their skills magnified many times over as they play. These master musicians may find through the use of this baton that they can weave the power of emotions themselves into their melodies, guiding listeners into unrivaled ecstasies, bottomless sorrows, or perhaps a raging fury. This impossible skill can even drive those who would usually remain deaf to such acoustics to some semblance of empathy. A truly sorrowful aria could bring an earthquake to an end, destroy the spirits of an army of invading golems, or even bring one of the primordials themselves to pause.

Mortal Kombat 9-10

617. God (600 KP)- Gods like Raiden and Fujin are typically immortal, formless beings, existing in the Heavens alongside the Elder Gods, who are nigh-omnipotent. Gods, meanwhile, are less powerful, usually holding sway over a single element such as thunder, water, wind, or fire. The gods are not allowed to participate in mortal affairs unless they are in mortal form (to do otherwise would invoke the wrath of the Elder Gods), and you may not take on your immaterial form while you are on your Chain. While a god's mortal avatar being killed would normally merely require them to create a new one, for you it will result in you being sent home. Despite these restrictions you still wield great power, however; your strength is great enough that you could tackle someone through asphalt or concrete, you are more durable than a human and capable of much faster healing, and your control over your element is immense, allowing you to create or manipulate large amounts of it to decimate groups of powerful enemies. You can also fly and use your element to heal others, and any magical power is greatly increased in strength.

618. Theme (Free)- You can play the Mortal Kombat theme song at will, or during appropriate moments. Others may hear it if you wish.

619. Kombat Style (100 KP, One Free)- You have mastered one non-unique, real style of martial arts. Karate, Kung Fu, Judo, Bojitsu, Escrima, even fencing or wrestling are all valid choices. Non-humans may master a version that takes into account their non-human biology, such as a Shokan boxer who uses all four arms in their style.

620. Komplete Makeover (Free)- A lot of the people here have what you might call a... bodacious appearance. Others are more masculine, but they're still hunks. Others are creepier, or look in every way like a wise teacher or a powerful god. Whatever appearance you want to have here, you'll surely look your best.

621. Finish Him!/The American Way (100 KP)

Finish Him! (50 KP)- The voice of Shao Kahn follows you into battle. From now on, if you wish, he will announce the start of each fight, as well as the winner- as well as any special ways the fight might've ended, such as in a Fatality, Brutality, Friendship, or even a Babality.

The American Way (50 KP)- You're practically the embodiment of American ideals. Yes, even if you're from Outworld. Or Russia. This patriotic power has given you the ability to salute your opponent, causing a trumpet to blare from somewhere nearby. If they're close enough, the sheer freedom that you express will even stun them, opening your opponent up for combos. God bless the U.S.

622. Babality (200 KP)- A Fatality is a powerful finishing move that brutally slays your opponent, often in a creative and inventive way. The Babality is something else entirely- rather than gruesomely finishing your opponent, you use a strange, mystical power to transform them into a... baby. They still retain all of their power and memories, but are as emotional and mature as you would expect from a baby.

623. Nut Kracker (300 KP)- You know what hurts? Getting punched in the fucking balls. Unfortunately, not every opponent has testicles for you to tenderize, terrorize, and terminate. While this won't change that, it will help even the playing field, just a little. Now, any opponent you face will be just as vulnerable- down there, at least- as any mortal man. Be they cyborg, demon, or god, a swift punch or kick to the groin will harm them just as badly as it would anyone.

624. Health Bar (400 KP)- In the heat of Kombat, you will always have an accurate read of the health of you and your opponent, represented by two bars at the top of your vision. In addition, you can keep fighting through any injury so long as your health bar is full, and have become bizarrely durable on top of that- you're not any tougher, you can simply take more punishment. This means that, so long as you have 'health' left, you could fight at full capacity even after enduring the bone-crushing attacks of another fighter. Even getting stabbed in the brain or heart won't do you in or impede you, so long as you have health left.

625. Variation (100 KP)- You're good at mixing things up in a fight, something that's important when developing a fighting style of your own. You're much better at blending together different forms of martial arts and any powers you may possess.

626. Stage Hazard (100 KP)- You're extremely skilled at using your surroundings in a fight, such as in the use of improvised weapons or using the environment to maneuver around, attack, or even outright kill opponents.

627. Brutality (200 KP)- You are an extremely ferocious and opportunistic fighter, capable of brutal and imaginative acts of violence. Your blows seem to hit harder, and you can easily identify any opportunities to kill your opponents straightaway in a fight.

628. Trial by Kombat (200 KP)- Why settle your problems with words, when you can settle them with fists? Matters of diplomacy, from military treaties to family drama to deciding who gets to pick the channel on the TV can be resolved by

engaging in Kombat, with the winner of the fight being the winner of the argument. This doesn't have to be lethal Kombat, and in fact sparing your opponent may be better than killing them in some cases. This does not work if your opponent does not get the chance to fight back. Kombat, once declared, can not be refused but your opponent must have the opportunity to defend themselves.

629. Kombat Meter (400 CP)- A mysterious power; you have an image of a meter, comprised of three bars, in your mind. The meter is filled by taking or giving damage; by spending the meter, you can achieve various effects. Spending one bar will enhance your attacks, making them faster, deal more damage, or increasing the range. Spending two bars will allow you to break free from an enemy's attack or combo, knocking them off balance and nullifying any further damage caused by their blows. Having three bars will allow you to unleash a powerful attack of your choice, substituting any normal costs with the Kombat Meter- note that you should be sure that it actually hits your opponent, lest you waste your energy. You might cast a spell without using any of your magical energy, reload your weapon and unload it on your enemy, or simply use the Kombat Meter's power to unleash a devastating beat down. Regardless of what method you use, unleashing this attack is sure to deal great damage.

630. X-Ray (400 CP)- You've mastered the art of the kill, and with this comes a great deal of intuition when it comes to the anatomy of others. Humans, demons, robots, gods; you can identify their weak points, if any, to cripple and kill them with instinctual ease. When landing a particularly devastating blow in Kombat, you will even be able to see the damage you're doing to their internals as if you had x-ray vision.

631. MORTAL KOMBAT! (600 CP)- The Elder Gods have smiled upon you, wanderer, and have given you the authority to host your own Mortal Kombat tournaments. The rules for the Mortal Kombat tournament can be found above, and they are much the same. The Tournament can be invoked once per Jump, unless it takes place over a long period of time, in which case it can be invoked once per generation. You will also gain the ability to merge other Realms together; a Realm being a dimension that holds only one planet, or one planet in a dimension (planets in the same dimension cannot be merged). You may do this freely for dimensions that belong to you, but the dimensions of others can only be won through Mortal Kombat. Only one victory is needed for you to merge dimensions, but failure on your part to uphold the rules of Mortal Kombat will render the Tournament null.

632. Fatality (600 CP)- A secret technique not known to many; Fatalities vary from person to person, but are invariably violent, brutal means of killing ones opponent. Rip out their spine, decapitate them, blow them up, incinerate them with hellfire, freeze

them and shatter them into a million pieces- the gorier and bloodier, the better. Fatalities can only be performed on an opponent you have already bested, which will cause them to stand around in a daze, unable to defend themselves from your Fatality. A Fatality is fatal to anyone it is performed on, up to and including otherwise Immortal beings. You can also choose to instead spare your opponent, which will cause them to fall unconscious.

633. Special Effects (100 KP)- Having all those kooky, expensive powers is nice, but that alone doesn't make for a good show. If you want to entertain others- or at least yourself- you've got to be a bit of a showman. Luckily, you're just that- you know how to entertain others, whether that's with jokes to help lighten the mood or by adding a little extra flair to your fighting style. Strangely, if you wish, your fights will tend to be more 'climactic' or perhaps 'cinematic' than they would normally be. This won't change how dangerous they are, or the likelihood of you or your opponent winning, but they will be cooler at least.

634. Model Student (100 KP)- Superior training and Kombat ability is what allowed the Great Kung Lao to defeat Shang Tsung so long ago- not supernatural powers. While you're not on his level, it's possible you could be, one day. You're the proverbial 'model student'; able to realize the value of and take on any training or lesson without complaint. Your work ethic and morale is greatly improved, and you internalize what you learn much better- you won't achieve mastery faster, but when you do learn something, it tends to stick.

635. Blind Fighting (200 KP)- You may not be a telekinetic like Kenshi, but your ability to fight while blind is on par- if not greater- than his. Your senses have been retrained, strengthening all but your sense of sight to allow you to fight in the dark as if it was fully illuminated. What's more, your sense of hearing is much keener than the others- you could dodge an arrow fired at your back by hearing it whistle through the air, or hear someone talking from much further away than even most non-human Kombatants.

636. Protector of Earthrealm (200 KP)- There's more than your life at stake in the tournament- the fate of other Realms may rest on your shoulders! When you fight for something greater than yourself- anything other than for purely selfish reasons- your tenacity and skill will be greatly heightened. Whether you're fighting to save a loved one, or the whole world, you'll find yourself ready and able to fight whatever battle is in front of you.

637. Flashing Speed (400 KP)- Exposure to some of the strange magic found in Outworld has given you an unusual power; namely the ability to move at incredible speeds, to the point where you appear as a blur. Although you can go fast- fast enough to circle around almost any arena to strike your opponent from behind- this is somewhat hard to control, making it hard to attack your enemy while doing so. This is

best used to throw your enemies for a loop by passing them by and hitting them hard enough to make them spin, then taking the opportunity to land a few hits on them. Failing that, this ability is great for travelling great distances.

638. Shadow Force (400 KP)- Like Johnny Cage, you're the descendant of an ancient Mediterranean cult who bred strong warriors for the gods- champions who possessed power far beyond that of normal mortals. Stronger, faster, tougher; you have great potential within you. This power can be projected outwards as a a glowing 'halo', to enhance your strikes with greater speed and force, or as balls of energy; you can even create temporary, glowing copies of yourself to further extend your attacks. But your true power comes when a loved one is in immediate danger; when that happens, the green 'halo' will envelop your body, increasing these abilities even further- to the point where you could even go toe to toe with a fallen Elder God like Shinnok.

639. Shamanism (600 KP)- There are many mystical, spiritual practices found around Earthrealm, and although some don't have truth behind them there are still others based on fact. The shamanistic rituals of the Apache are just one example. Though you might not be an Apache at all, you possess abilities reminiscent of one of their shamans, Nightwolf. Spirits guide, protect, and strengthen you, giving you great mystical powers- the ability to create powerful weapons out of energy, such as tomahawks or bows, as well as the power to channel and summon spiritual lightning to strike at your opponents or empower your weapons. You are able to conduct shamanistic rituals to commune with spirits or banish them, and can shroud your body in spiritual energy for a short period of time to reflect projectiles.

640. Psychic (600 KP)- You are one of the rare psychics on Earthrealm, including Kenshi and his son, Takeda. Your abilities allow you to telekinetically lift and toss your opponents, read and sense their life energy, and even project yourself as a phantom to extend the range of your attacks. You can also use your powers to wield weapons, like Kenshi does with his sword, Sento, and can read minds or communicate telepathically with others. Finally, with great amounts of concentration, you can even affect the insides of others with your telekinesis, allowing you to do things like ripping out someone's spine or even their entire skeleton with difficulty.

641. Ruled by Kombat (100 KP)- Outworld is a harsh, dangerous place; cobbled together from multiple Realms, where Mortal Kombat is used to settle disputes as often as words are at times. You are well versed in killing and death; though you're no more likely to kill or seek your death, the thought of killing or dying does not frighten or dismay you. You are capable of both great bravery, and great brutality.

642. Outworld Intrigue (100 KP)- Politics are still important in Outworld, even if they are more likely to end in fights to the death. You are versed in politics, and can understand the wants and needs of nobles and common people with equal measure,

and can guess what effects actions or events will have on politics and law with great accuracy.

643. Force Rejection Field (200 KP)- A peculiar magical trait developed by Jade, friend to Princess Kitana. You are capable of shrouding your body in magical energy that, for a few seconds, will cause any and all projectile attacks to pass harmlessly through your body like air. This doesn't work at all on melee attacks, which will hit you just fine, but anything else can be dodged if you time it right.

644. Drunken Master (200 KP)- Bo' Rai Cho is one of Outworld's finest masters, and a good friend to Raiden; he also helped train Liu Kang and the younger Kung Lao. His fighting style is... peculiar, however, and it's one that you've mastered. Essentially, you're able to drink extremely potent alcohol to fuel your attacks. Fuel, in this case, refers to your ability to projectile vomit and pass gas on command and with enough toxicity due to your drinking that either one can cause damage. Spitting will have a similar effect. Furthermore, even if you aren't as round as he is, you can use your weight to great effect in a fight, and can even stomp the ground to throw your opponent off balance. As an added bonus, your liver is pretty much invincible.

645. Specialized Equipment (400 KP)- Outworld is mostly medieval and primitive; however, there are still some modern weapons and technologies there- most supplied by black market organizations, such as the Black Dragon. While you might not understand the science behind them, you can adapt to them- getting a general understanding not only of how they are used, but how you can make something similar at a lower technological level with a little effort and research of your own. Using a rifle to improve the quality of a crossbow, or making grenades that use sand instead of shrapnel are examples of what can be done with this; no matter how strange the items you make, you'll find that you can use them effectively. What's more, you can use a little Outworld ingenuity (and magic) to give the things you're making minor special effects, like your sand grenades having enough sand in them to shoot out of your enemy's eyes and mouth if you stuck one in their gut.

646. Hybrid Kreation (400 KP)- Shang Tsung's Flesh Pits have given rise to several strange and unusual creatures; the blood-infused being known as Skarlet and the half-Edenian, half-Tarkatan being known as Mileena- Shao Kahn's 'daughter'- among them. You are skilled in the same field that allows him to create these beings; a mixture of sorcery and science that allows you to hybridize two creatures- essentially creating a cloned offspring between them- that you can rapidly age to adulthood. The process is somewhat flawed; hybrids are often mentally unstable, and the traits they possess between the species you've selected can be random at times. However, it may be possible to refine this process, ensuring that only the traits you desire- both mental and physical- are represented in your creations.

647. Konqueror (600 KP)- Shao Kahn; the bloodstained Konqueror of worlds. A powerful sorcerer, a mighty warrior, and ruthless Kombatant possessing guile and cruelty. You are now his equal; possessing an imposing stature, with strength great enough to rip men in half and sorcerous abilities that- when combined with your natural knack for bloodshed- make you a terrifying warrior. In Kombat, you can create and throw long spears of energy to impale your opponents and can use magic to aid your movement, and you can drain the souls of others to empower these abilities even further. Finally, you have access to the warlord's strangest ability- you can heal yourself a few times in combat, ever so slightly, by insulting others. Even a simple 'You suck!' or some derisive laughter could help repair scrapes and fractures.

648. Soul-Stealing Shapeshifter (600 KP)- Shang Tsung the sorcerer was cursed by the gods; made to wither away unless he stole the souls of others to fuel his own lifeforce. While you won't wither away, you too are capable of taking the souls of your defeated opponents. Even without stealing their souls, you are capable of shapeshifting to mimic the appearance of your foes, and can partially drain their life energy by grappling them in combat, healing and temporarily strengthening yourself; when they have been defeated and lay dying, however, is when you can steal your opponent's soul for yourself- rejuvenating your body, as well as allowing you to use their powers by taking on their appearance. Since you need to shapeshift to use their powers, you can use only one set of stolen abilities at a time.

649. Fear Me! (100 KP)- It turns out that demons and other monsters from the Netherrealm are considered quite scary. Who knew? Your ability to intimidate others is greatly enhanced by your appearance; the more strange, inhuman, and scary your looks, the more you'll be able to unnerve and frighten your opponents. Most Kombatants won't turn tail from the sight of you alone, but it's quite possible that you'll have that effect on civilians, or even weaker-willed soldiers or warriors.

650. Forces of Darkness (100 KP)- Evil is rarely tolerated, even in the presence of other evil- just because someone is ambitious and ruthless, doesn't mean that other ambitious, ruthless people will want to ally with them, after all. Only, with you these deadly alliances are much more possible, as you can easily get people of a similar mindset and morality to work together- at least for a while. Note that this doesn't guarantee loyalty between the people you ally with- an accord between two people who hate each other's guts will quickly fall apart, if they ever entertain the idea in the first place- but it will help with everyone else..

651. To Hell (200 KP)- The Netherrealm isn't the most hospitable place to life- it is a desert Realm, filled with ash, stone, and lava. You call it home; the circumstances of any environment you're in don't bother you as much as they should. Unsteady footing, high winds or rain, dry air- if it's not immediately harmful, it doesn't impede you in

the slightest. Even open pits of magma or acid won't burn you by proximity to their heat or acidic fumes, unless you've already fallen into them.

652. Unsealing Ritual (200 KP)- Quan Chi knows a ritual that will undo the seals placed on his amulet, that the Elder Gods may use to imprison him... and now, so do you. And not only will this ritual work to tear away the wards placed on Shinnok's amulet, but it can be used to dispel any magical lock or barrier up to and including ones powerful enough to trap a fallen Elder God, and with only a few words.

653. Enenra (400 KP)- An Enenra is a demon of smoke and vapor; native to the Netherrealm, it is possible for others to be transformed into these creatures in certain circumstances. Smoke, for instance, was ritually sacrificed by an obscure cult as an offering to a demon- burned alive, as a child. Perhaps the demon found the sacrifice wanting- or maybe it didn't- but either way, Smoke returned to life without any memory. An Enenra can transform into smoke to travel, become invisible, or slip away from attacks. You can also generate smoke, which is high in temperature; it's likely that only minor damage will be done with it directly, but if you fill an opponent's lungs they could suffocate... and because where there's smoke, there's also fire, you could potentially immolate someone to death by filling them with enough smoke, increasing their temperature to the point their flesh burns off.

654. Boneshaper (400 KP)- Powers over death are common among the strongest residents of the Netherrealm, including the master of the Realm, Shinnok. You have an aspect of his great power; while you're no death god, you have the ability to control and summon bones. You can create large, skeletal hands to grapple your opponents, or summon skeletal weapons such as spears or scythes out of thin air to attack with. These bones are incredibly durable, and if they are bladed they will be strong enough to cut through flesh and even metal with ease.

655. Revenant Creation (600 KP)- Souls are the life force of living beings, giving them personalities, individuality, and in some cases fueling their power. You are capable of stealing the souls of others, and can revive them as undead Revenants. A Revenant possesses the memories of the soul they were made of, and if a former Revenant is revived they will possess the memories of their Revenant, but they are radically different people. A Revenant's only purpose is to serve their creator; they have no value for the relationships they had in life, with only enmity and hate remaining, if anything. If a Revenant is killed, its soul will return to its master, so long as its soul wasn't destroyed, freed, revived, etc. You can have as many Revenants active as you'd like. The physical bodies of your Revenants will be formed in a Pit, added onto your Warehouse, while you are inside it. Souls you steal aren't companions, and can't be imported in any way.

656. Shadow Wraith (600 KP)- If you remove the shadow from the light, the shadow grows. When your soul fell to the Netherrealm, it was corrupted. Perhaps years of violence and murder was what caused its transformation; perhaps you were corrupted by a certain Netherrealm sorcerer. In any case, you have become a wraith-imbued not with power over hellfire, but of shadow, and darkness, not dissimilar to the being that the elder Sub-Zero, Bi-Han, might become. You are capable of transforming into a semi-solid, 'liquid' shadow state to travel and blend in with shadows, and can open dark portals to teleport short distances. You can also launch fireballs that temporary addle those they hit, making them unable to defend themselves for a short period of time. Your greatest power, however, is the ability to manifest a shadowy clone of yourself nearby. This clone has all of your powers and can be summoned or dismissed rapidly.

657. Frosty Reception (100 KP)- More stealthful than the night, more deadly than the dawn- that is the way of the Lin Kuei. You have been trained in their mysterious ways, and while you're no Sub-Zero you ARE a fully fledged member of the Lin Kuei with all that entails, including skill in martial arts and swordplay as well as in the ancient ways of their order, which include stealth and assassination.

658. Will of Cold Steel (200 KP)- Though ice may be broken, your will is not destroyed so easily. Your mind cannot be suppressed or subdued for long, no matter what tortures you endure, and even being converted into an entirely obedient cyborg would find you breaking free of your programming. You will retain your soul, or mind, even when turned into a being that normally lacks those things.

659. Cryomancer (600 KP)- You are a descendant of the Cryomancers; humans native to Outworld who have the ability to manipulate ice. Both Sub-Zeros and the younger Sub-Zero's apprentice, Frost, are the only known Lin Kuei to carry the Cryomancers' blood, though there are likely a few more. Your bloodline allow you to flash freeze your surroundings to create barriers or patches of ice- including the air around your opponents to temporarily disable them- and can even allow you to quickly create icy weapons or freezing beams of cold. You can use your abilities to create an ice statue of yourself that freezes those who make contact with it, or to create icy armor that wards off minor blows. You are immune to normal cold and your own abilities, and highly resistant to magical cold including the abilities of other cryomancers. If you wish, your body can be influenced by your powers, giving you things like light blue skin or frozen hair.

660. COME HERE! (100 KP)- Trained as a member of the Shirai Ryu, either as an original member of their order or as one of the few chosen by Hanzo Hasashi to rebuild his clan after his revival, you are adept in the ways of the Shirai Ryu- particularly the use of spears (kunai on long chains) and swords, as well as ninjutsu-

the tactics that the founder of the Shirai Ryu took from the Lin Kuei when he left their order.

661. Vengeance (200 KP)- Your clan was slaughtered- not just once, but possibly twice- and even if you were not there to witness these losses, they have hardened you. When pursuing revenge, you will find your skills augmented by the injustices done to you. Getting cut off in traffic would provide a minuscule boost, but when fighting the man who destroyed your people you would be nightmarishly effective in Kombat. Let them the feel the rage that burns within you, and let them be scorched by it.

662. Lasher (400 KP)- By harnessing the energy within yourself, you are able to temporarily augment your attacks with fiery, glowing energy. This energy, at base strength, is capable of damaging steel- denting it with your fists, cutting it with a blade- but will also increase in power as you do, ensuring that it remains viable in Kombat.

663. Hellfire Wraith (600 KP)- You fell in Kombat with a fire in your heart; a desire for revenge that burned brighter and hotter than the flames of the Netherrealm. And in the Netherrealm you were reborn- not as a being of flesh and blood, but of hellfire and wrath. A spirit of vengeance. Your true form is skeletal, with hellfire burning eternally around your body, but you are also capable of taking on a more human form when necessary. You can mold and throw balls of hellfire in your hands, or spew it fourth from your mouth like a flamethrower. You are capable of teleporting in bursts of flame, and can even open portals to the Netherrealm- where, once inside, your strength and powers as a wraith will begin to grow slowly, temporarily- but with no limit to how hot the inferno inside you may become; you can also summon bursts of flame or stalagmites from the Netherrealm to attack your opponent with. Your increased strength will fade once you leave that hellish place, however.

664. For the Shaolin! (100 KP)- The White Lotus were founded with one purpose- to create warriors who were skilled, powerful, and brave enough to enter the Mortal Kombat tournament, and win. While your victory is uncertain, or at least yet to be seen, whatever fighting style you use seems to embody this purpose, seeming to become much more useful, versatile, and even powerful when up against a single opponent.

665. Yin/Yang Transformation (200 KP)- You have mastered your Yin and Yang energies- the ‘positive’ and ‘negative’ aspects of your being- and can switch between the two types of energy to achieve a variety of effects. In a ‘Yin’ state, you will gain the ability to slowly heal yourself by standing still and meditating, and can fire searing balls of white light. In a ‘Yang’ state, you will instead gain the ability to fire slow moving, explosive orbs of darkness that can be charged in power by standing still and meditating. This mastery has also increased your ability to stay calm, even in the heat of Kombat, to allow you to make use of your new meditative abilities.

666. Weapon Arts (400 KP)- Like the great Kung Lao (the second one, that is) you can develop a special connection with a type of weapon, which can be anything so long as it can be wielded by a person- anything from a simple staff to a bladed hat, or even highly advanced weapons if you should desire it. Your connection will allow you to manipulate your weapon within a large radius around you, and at high enough speeds to slice through flesh or break bones with ease. You can also summon your weapon to your side at any time, or dismiss it, and if broken it will quickly restore itself. You may only have one 'connection', but may create a connection with a different weapon given some time. In addition to your weapon, you can also use this ability on yourself to a lesser extent- allowing you to do things like spin around at high speeds, like a tornado, or guiding and correcting the direction of your attacks. You can also teleport short distances by doing this.

667. Flaming Fists of the Dragon (600 KP)- You wield the flames of a dragon, and perhaps you possess the heart and soul of one, as well. Your fists and feet can be engulfed with flames that augment your strikes, burning hotly and brightly and dealing great damage. You can launch balls of fire, which you can shape into different forms if you desire. Your strength is also beyond what should be possible for a human, allowing you to stand on even footing with mightier races like the Shokan, and mightier still if you are. Finally, you can take on the form of a dragon for short periods of time; doing this will drain your stamina heavily, so it is best used as a trump card to end fights quickly. In this form you will have much greater strength and scales that are harder than metal, and will be capable of flight, breathing fire, all at a size that's much larger than a man.

668. Athlete (100 CP)- Even before joining the Special Forces, you honed your body. Whether you have the toned, athletic, and agile body of a gymnast or the brute strength and mass of a bodybuilder, you're in the prime of your health.

669. Gun Kata (200 CP)- Military training has allowed you to take firefights to the next level, letting you seamlessly use any firearm you know how to use at at least a basic level in any martial arts style. you can even extend this to other military equipment that you can use, such as grenades, high-powered tasers, and even small drones.

670. Stryker's Stash (400 CP)- Your reliance on equipment over mysticism has given you a strange power- or maybe your pockets are just deeper than they look? In any case, any equipment you use in Kombat is nearly indestructible. The main draw of this ability, however, is that you can pull out a seemingly endless supply of any consumable items- from grenades to spare ammo to mystic potions- that you had on your person before a fight, to use during it. You will also not have to reload your weapons. Once the fight is over, you'll find that your supplies have been depleted

appropriately- firing eight bullets when you have ten will leave you with two, while firing eleven will leave you with none. This cannot be used to duplicate your items; any spares beyond what you had on you before the fight will disappear when it is over.

671. Cutthroat (100 KP)- All members of the Black Dragon are wanted for crimes against humanity. There's not a crime under the sun that you aren't capable of committing- murder, genocide, it's all the same so long as you get paid. You don't feel remorseful for all the heinous shit you do, and you can easily find the type of people who'd want to hire a black-heart like you.

672. Fightin' Dirty (200 KP)- Like all Australians Black Dragon, you're one scrappy son of a bitch. A 'fair fight' just isn't in your vocabulary, and whether you're fighting people who should be above your pay grade or preying on the weak, you'll find yourself much more capable of taking every available advantage that comes your way. Get em' when they're unawares, set traps, throw sand in their eyes, brain them with a bottle, double or triple cross your boss if you have to; your ruthlessness knows no bounds. You've also learned the Kanoball- a strange technique that allows you to bunch yourself up into a ball and launch yourself a short distance at your enemies.

673. Black Dragon Tech (400 KP)- The Black Dragon are one of the premier suppliers of black market weaponry, on Earth and in the Realms beyond. From cybernetics to kill-sats precise enough to slice a man in two, you've got the know-how to build some of their deadliest weapons yet. As an added bonus, you can even choose to enhance your self with cybernetics like Kano's- giving you slightly enhanced limb strength and a powerful laser weapon somewhere. More than that'll cost ya, though.

674. Blood of the Earth (600 KP)- Let's rock! You've got the power of an Earth Elemental running through your veins. The how or why of what happened to give you these powers doesn't matter; all that matters is the variety of ways you can make your opponents hit rock bottom. You can control earthen materials in all their forms. Stone, dirt, metal, crystals, even lava, all move at your command. You can create localized earthquakes violent enough to damage those standing before you, knocking them into the air, and can launch large rocks and stalagmites to damage your opponents. You can even coat your body in earthen materials to increase your resilience or augment your attacks, and can cause rock to turn into lava and back again; you can do so in a way that the heat won't harm you, even if it coats your arms.

675. Master Manipulator (100 KP)- Even without Dark Magic, you are capable of turning others into your puppets. You are skilled at manipulating others towards your own ends through lies and subterfuge, particularly when inciting others to violence or murder on your behalf.

676. Demonic Curses (200 KP)- Tutelage from Shinnok's acolytes has given you the ability to use several basic circles and runes to hamper your enemy or buff yourself, appearing and taking effect instantly and for as long as you or they stand within them; you can only have one of each active at a time, however, and they can't overlap. The first decreases your opponent's resilience slightly, making them take more damage even when blocking attacks. The second augments your own attacks, making them slightly more damaging and fatiguing your opponent when they hit. The final one grants you a mystical 'armor' when standing in it, reducing damage and making an opponent's attack that would normally make you flinch or falter fail to do so, once.

677. Demonology (400 KP)- You command the respect and admiration of the various demonic entities found in the Netherrealm, and they will answer your call to action even in worlds beyond these ones- although Quan-Chi or Shinnok will likely possess more of their loyalty, here. Oni are the most common, and the most varied in terms of appearance- ranging from human-like in size to over four times as tall, with some possessing wings or the ability to launch fireballs- but also include dark spirits capable of possessing the weak as well as demonic steeds.

678. Warlock (600 KP)- You're one of the strongest masters of Dark Magic that the Netherrealm has seen, often spoken of in the same breath as Quan-Chi. Your powers allow you create portals to travel between the realms, as well as shorter range portals that you can use in Kombat against your enemies. Furthermore, you can astrally project into other Realms, allowing you to converse with others when in a different dimension, and can create illusions to fool others. You can also create and control glowing skulls (with optional ribcages) to create temporary barriers, use them as projectiles, or to bind your enemies. Finally, you can temporarily control the minds of others, with the potential of this control worsening the stronger your opponent is. Against most Kombatants, the most you'll be able to do is force them to stumble forward for a few seconds- enough to get a couple of free hits, but your control will be broken soon after and you'll require time before you can attempt to control them again. Against those with weak wills, or those you have beaten and bloodied, your control is much greater- you could control their body as if it was your own, or even force them to commit suicide.

679. Bloodied, Not Beaten (100 KP)- The fundamentals of Blood Magic require the sacrifice of blood... whether that's theirs, or yours, depends on the type. Some of the most powerful Blood Magics require the user to sacrifice their own blood. Doing so is much more doable for you, as you don't feel the effects of blood loss as acutely as others. Bleeding out takes much longer, and you'll be in fighting shape right up until you finally keel over. You also have an awareness of how much of your blood is left.

680. Bound by Blood (200 KP)- Any conspiracy can be undone by disloyalty; luckily, the Brotherhood of Blood- and you- is quite good at making fanatics of others. You are great at manipulating others, making them loyal to you. Even hired mercenaries will be more willing to die for your cause, finding themselves oddly swayed by your words even if they don't buy into your beliefs.

681. Being of Blood (400 KP)- Another of Shao Kahn's experiments, similar to Skarlet, a similar being. Your body is capable of turning into blood; while in this shape, you can change your shape into a variety of forms, from large fluid waves to simple, solid constructs that can be separate from your body. Losing blood while in your blood-form will cause you to take damage, but this won't prevent you from taking on your humanoid shape; however, your body will be damaged proportionate to the amount of blood you lost. You can absorb the blood of others to heal yourself, and can even temporarily gain part of their strength by doing so, but can also become poisoned if you absorb poisonous blood, like that of the Kytinn. You can also damage yourself to create throwable 'orbs' of blood that deal incredible damage.

682. Blood Magic (600 KP)- Blood Magic has a dark and storied past in the Realms; used by everyone at various points from the thunder-god Raiden, to the Chaosrealmer Havik, to the Osh-Tekk and Kotal Kahn. You have mastery over the simpler aspects of Blood Magic, with potential to learn or develop more. At first, you will be able to sacrifice some of your blood to deal more damage for a brief period of time, and will be able to create or summon totems that cause a variety of effects from increasing your strength, making you tougher, or healing and restoring your body with each attack against your opponent. After many years, you may develop something like Havik's Blood Code- a mystical curse that he laid on the Kamigdogu that lets him take control over anyone cut with their blade, even across Realms.

683. Konquer All (200 KP)- Before Shao Kahn was made to follow the rules of the tournament, he was a feared Konqueror whose armies were feared throughout the Realms; still, there is sometimes call for battles between armies, and not small groups of fighters. You might've been a part of his army, or perhaps even a kommander, because you are knowledgeable about both military tactics and fighting multiple opponents at the same time. You can lead a squad or battalion, and even if your enemies team up against you you'll usually find yourself capable of taking them on- especially so if you outmatch them in terms of ability or skill.

684. Banshee (400 KP)- Edenians are more in tune with magic than most, and some have even developed magical abilities to create their own unique fighting style. Sindel- the late Queen of Edenia- was one such Edenian, and somehow you've copied a few of her abilities. First, you have a sonic scream that can damage and disorient your foes, and can even throw them off their feet at maximum power. You can levitate off of the ground, about as fast as a person can sprint. Finally, you have a great amount of control over your hair- lengthening it and and manipulating it to whip and bind your enemies.

685. Collection of Souls (600 KP)- Whatever you were before, you are now many- an experiment of Shao Kahns, your form is constructed from the souls of thousands of fallen warriors. This has given you various soul-related attacks, as well as telekinetic abilities strong enough to toss most men about with ease. You can use soul energy to attack in a variety of ways, from glowing green balls of soul energy to short range bursts of energy from your hands. You can levitate, teleport short distances, and can even use your powers to become intangible and invisible for short periods of time. As an added bonus, the vast amount of souls that make up your being make it very hard to read your mind for most with that ability, as they cry out in torment.

686. Mournful (100 KP)- The Edenian Resistance has been all but crushed by Shao Kahn's forces, but the remainder fight on in the memory of the fallen.Whenever someone on your side dies, you find your resolve strengthening- not weakening- to help carry on and honor their sacrifice. You will also find the weapons of your dead allies easier to use, as if a small part of their skill resides within.

687. Alliance (200 KP)- It's good to have friends. It's even better to have powerful ones, but sometimes more manpower is needed than a few powerful fighters. You're good at finding and recruiting people who share your ideology, and can fight alongside these people much more easily- even if you've only known them for a few days, or even hours, you won't trip over each other in a fight or get caught up in each other's attacks.

688. Royal Storm (400 KP)- Like Kitana, the princess of Edenia and Shao Kahn's 'daughter', you can command the winds to your own means. With a wave of your hand (or the flap of a fan), you can create miniature tornadoes to levitate and disorientate your foes; you can also use your control over the winds to float, guide your projectile attacks, and even bounce projectiles back at your opponents, if timed right- anything from arrows to RPGs, or balls of fire and magic spells.

689. Child of Argus (600 KP)- Argus, one of the Edenian gods, has had a few children with mortal (albeit Edenian) women; notably Daegon, the leader of the Red Dragon, Taven, his brother and sworn enemy, and Rain, who has both godly and royal blood and doesn't share a mother with the other two. Although Rain's powers over water at odds with his brothers, who control fire, you have your choice of the two. Rain can manipulate water, using it to ensnare, knock around, drown, or even cut his enemies; additionally, he can manipulate electricity to some extent, throwing bolts of lightning and can even summon storm clouds with great effort. He can also turn himself and even others into water and back again to transport himself elsewhere in a manner reminiscent of teleportation. Taven and Daegon can launch fireballs strong enough to kill most beings with a single strike, can create expanding rings of fire, as well as use their flame to augment their strikes. Where Rain seems to have gotten

more magical power, Taven and Daegon have greater physical strength- each one strong enough to rip a person in half with ease.

690. Kostume (50 KP, One Free)- It's time to play dress-up. Although this outfit may only be lightly protective, it can look however you like. You may also freely import any clothing or armor you have to make up this outfit. For further kustomization options, see the Kostume Supplement, which can be used freely.

691. Mundane Weapon (50 KP, One Free)- Well-crafted, yet not as much as some of the more magical or technologically advanced arms one might find in these worlds. This weapon can be anything you desire, from a dagger to a sniper rifle, or even a Shirai Ryu spear. Paired swords, or a sword and a shield, or other things along those lines can also be chosen.

692. Jumper Kombat/Money (100 KP)

Jumper Kombat (50 KP)- How strange; you seem to have a video game that features you and your Kompanions in it, as well as a few notable people from your travels. Naturally, it's a fighting game where you all beat each other up and kill each other in gruesome ways. Content is added regularly, from new characters to additional costumes and even new story lines.

Money (50 KP)- It might be hard to hear, but there's no cash prize for winning the Mortal Kombat tournament other than what your masters might throw your way for winning. For those who want a little more insurance- or just the gleam of gold- you can take this. It's about the equivalent of $50,000 dollars in whatever currency you desire, and in a very nice briefcase, too.

693. Mortal Kombat Merchandise (50 KP)- All the merchandise that has ever been produced for the Mortal Kombat franchise. The movies, cartoon, games (as well as the consoles and TVs needed to play them on) are all included, as well any action figures, posters, statues, coffee mugs, t-shirts, toasters and other misc. items. You even have the arcade machines, and you don't even need any quarters or tokens!

694. Bo' Rai Cho's Alcohol (100 KP, free Drunken Master)- Two bottles of very strong alcohol, that never seem to run out. The first is just plain strong; even Bo' Rai Cho would get drunk off of it in a matter of seconds. For a drunken master like him, that's a good thing as this drunken state will enable him to move faster and hit harder, at the cost of potentially making him lose his liquid lunch. The other is basically gasoline for how flammable it is; using it, a drunken master could augment his attacks with flame, and even spit fire. For everyone else; they might be useful as industrial cleaning supplies.

695. Sekret Icon (100 KP)- A strange relic made of stone and inscribed with a picture of the moon on one side; merely keeping this object on your person will give you an aura of mystery that makes others wish to seek you out. If you wish, it can even subtly attract other fighters towards you, or give them hints of some sort as to how they can find you.

696. Iconic Item (100 KP)- You have some sort of object, from a weapon to an amulet to an outfit that is heavily tied into your identity, and would make you immediately recognizable as yourself as long as you have it, so long as you've taken the time to carve out even a small reputation for yourself.

697. Strange Weapons (200 KP)- What a peculiar set of weapons. Although lacking in any supernatural properties, this machete, chainsaw, wrist-blade and pair of clawed gloves and even the dual swords with chains attached nevertheless make for surprisingly durable and effective weapons. But where did they come from?

698. Strange Kostumes (200 KP)- Another weird set of items, this time a collection of costumes. Although only a little more durable than the armor you might find here, they feel as if they belong in a League of their own. Included are outfits suitable for heroes and villains alike, although the more advanced gear is bereft their gadgets.

699. The Krypt (400 KP)- The Krypt is a strange place; located inside of your Warehouse is the entrance to a graveyard filled with graves and tombstones. When you near one, an image of a certain amount of money appears in your mind; when you have that much money available, you gain the ability to break the grave open, gaining unique rewards such as a new Kostume, an idea for a new and creative way to kill your opponents, exquisite works of art, life-sized statues of people you've met, and even special conditions you can invoke in Kombat if both parties agree to it, such as preventing both Kombatants from blocking attacks, making attacks do double damage, or even making the world appear to tilt back and fourth. New areas of the Krypt themed off of the world's you've been to appear as you visit them, ensuring that you'll always have new items to unlock.

700. Living Towers (400 KP)- The Living Towers are another addition to your Warehouse where you will find three towers. The first changes every hour, the other every day, and the last every week, with each one increasing in length and difficulty. Each floor of the tower will take you to an arena of some sort, where you will face an opponent, possibly with special conditions like the ones described above active. These places and opponents are drawn from both this world and the world's you've visited, but the only thing you can gain from the Living Towers is the reward you get for completing the top floor- a large surplus of golden Koins. In addition, you will learn much quicker in these towers, making training a breeze, and being killed will merely place you back in your Warehouse, unharmed.

701. Faction Hideout (600 KP)- Perfect for the person who wishes to forge their own path, or perhaps you just want to further the goals of the Faction you joined? Either way, you have a large building of your description- it could be anything from a military base to an opulent palace, with appropriate furnishings for both- that is staffed by soldiers who are also of your design. Within reason, of course; the stronger they are, the fewer there are. If you want a temple filled with Lin Kuei, an Outworld outpost guarded by a few elite Shokan warriors, or a Texan compound run by revolver wielding desperadoes and chainsaw wielding maniacs, this is the choice for you.

702. Shang Tsung's Island (600 KP)- This island belongs to Shang Tsung! ...or does it? It seems that there's been a bit of a mix-up, and the host of the Mortal Kombat tournament is now you. This would surely be ripe for exploitation, if you wished for things to go one way or another. The island itself is very large, and has a courtyard for fighting in, a garden, as well as a palatial fortress with a throne room. Although Shang Tsung has moved his prized Flesh Pits away from this place, in anticipation of you taking it over, the island's most notable feature remains- namely, it serves to connect Earthrealm and Outworld. In any world you go to, travel between other dimensions will be possible from this place (so long as both dimensions have suitable amounts of water for the island to appear in) just by willing it to appear in both at the same time. The island will also retain any modifications you've done to it.

703. Sunglasses and Photographs (100 KP)- Johnny Cage could do with something like this; you have a very stylish set of sunglasses, as well as a nice pen that will never run out of ink. If either of those are lost or broken, a new one will show up on your person shortly. You will also always have a picture of yourself on hand, for signing autographs.

704. Walkie Talkies (100 KP)- A set of nine walkie talkies with a very special property, allowing them to be used across Realms- though strangely, when in the same Realm they have about the same range as a normal set would have.

705. L.A.W. Blaster (200 KP)- A portable rocket launcher that can be fired one handed; it's explosions aren't as big as a normal rocket, but this just allows it to be used in Kombat. Powerful, but needs to reloaded after each shot; used missiles will replenish.

706. High-Tech Gauntlets (200 KP)- Three sets of high-tech gauntlets that enhance the wearer's strength and provide some protection and have various ranged weapons built into them. The first has shotguns, the second has full-auto machine guns and rockets, while the last one has shoots plasma and can be charged to deal greater melee

damage, at the cost of requiring more charging then the other sets between uses. Ammunition replenishes.

707. Refugee Kamp (400 KP)- A kamp specialized in taking in refugees, particularly those from other worlds. Although the kamps set up later in the timeline are the result of Outworld refugees coming to Earthrealm to escape a civil war, this camp is equipped with a portal generating device enabling you to travel to other worlds. The trade-off is that the guards here are pretty much just average Joes who have experience in firearms. If other worlds or planes exist in the places you go, then if you wish refugees from those dimensions may also be found here, along with your guards- though their willingness to fight your enemies for you is unlikely. The Refugee Kamp will follow you and retain modifications.

708. Ancestral Blade (400 KP)- A weapon of your choice that once belonged to your ancient ancestors, who were a line of warrior-kings, reminiscent of Sento, Kenshi's weapon. These spirits will help guide you, teaching you how to use the weapon as well as helping guide you in the literal sense of giving you directions as to where you should go. In addition, your ancestors can partially possess you in Kombat; still letting you retain control of your body, but causing the weapon to superficially 'crack' and allowing you to summon one of them to aid you in battle. In future worlds, any warrior ancestors you may have will be able to guide or aid you in the same way through this weapon.

709. Prophetic Amulet (600 KP)- You have an amulet similar to Raiden's that will aid you not only in protecting yourself, but in anything else you wish to protect, as well. Whenever one of those things would be endangered, the amulet will show you prophetic visions of the events surrounding whatever harmful thing is coming; they'll be obscure and hard to decipher at first, but as the final hour draws nearer they'll become clearer until you should have a good idea of what is going to happen. In addition, once per Jump when you are on the cusp of defeat or death, you can send a short message back in time to your past self- altering the timeline accordingly. Let's just hope that you'll be able to stop or avoid whatever happened that required the amulet in the first place...

710. Sky Temple (600 KP)- You have a temple, located on top of a mountain that is over 1,500 feet in height. If you wish it to be, the temple will be shrouded by clouds to help conceal it's presence. Inside are numerous relics of mostly sentimental value, but also some more valuable items, if that is what you desire. Whether it's humble in nature or extravagant and golden, it's true treasure is found within it's deepest chamber- an access to Earthrealm's Jinsei, which is capable of healing those who are on the cusp of death and even strengthening them greatly for a few days. The Jinsei is also protected from corruption here, and even the likes of Shinnok could not harm it if he tried.

711. Outworld Treasures (100 KP)- A large bounty of golden koins, Blood Rubies, and other various Outworld currencies that should be enough to allow you to live comfortably, or like Shao Kahn for a month or two.

712. Living Tree Sapling (100 KP)- You have a sapling of a Living Tree; a strange tree found in Outworld that has a face. Most moan, scream, and shout, and attempt to devour those foolish enough to stand close to them, but this one seems friendly enough. If you grow more of them with it, who knows how they might turn out...

713. Texan Revolvers (200 KP)- A pair of revolvers used by Erron Black, as well as a special set of twelve bullets for them. Although the revolvers are relatively normal, the bullets- when inscribed with a person's name- will travel throughout their body if you shoot them, changing direction twice and shattering bone and perforating organs along the way. The bullets will replenish after they are used.

714. Tarkatan Blade (200 KP)- This sword was made from the arm blade of a Tarkatan, giving it a patchwork appearance that belies how deadly it is. When impaled in someone, it can be broken off to make them bleed profusely for a few seconds; after which, the blade will slowly begin to regenerate, regaining its sharpness once fully grown.

715. Outworld Marketplace (400 KP)- The Outworld Marketplace is a strange consequence of Shao Kahn's konquest, for here it is possible to find goods from all the Realms he has has konquered, as well as black market items from smugglers like the Black Dragon. If you wish, you will have a permanent stall in this strange place, and the entire location will be able to follow you in some form; in most worlds it will likely be hidden away, seeing as many of those who habit it will look unusual, but in some worlds it might do open trade with the rest of the world. And if all else fails- the people around here are surprisingly throwable.

716. Kove (400 KP)- One of the many ports that can be found near the vast oceans of Outworld; the Kove is a center of commerece, much like the Outworld Marketplace. Here, you will find a fine ship belonging to you, as well as a building such as a store or warehouse that you might be able to use as a home. In addition, the strange tentacled beast that lurks in the Kove is unusually friendly towards you, and will follow your ship to help protect it; it will even help you try and kill your enemies, or bring you gifts (which are mostly dead bodies and random crates, but it's the thought that counts).

717. Outworld Royalty (600 KP)- Although Shao Kahn is the defacto ruler of Outworld, he often leaves the governing of its provinces to the former rulers, so long

as they bend their knee and offer him proper tribute. This is how Outworld is run, and why Goro is still a prince despite his Realm having been merged with Outworld long ago. You can be Outworld royalty, too; a relative to someone like Rain, Kitana, Goro, or even Shao Kahn himself (essentially acting as a free purchase of Second Generation for this person, including the discount on getting them as a Kompanion). Not only will you have increased power and privilege in Outworld, you will also be able to take a large amount of territory from it with you as your own, small Realm. Although you won't be able to take a city with this, you could take a village and its surrounding landscape, a portion of the Tarkatan wastes, or even the Kuatan Jungle which is home to the ruins of an ancient civilization.

718. Outworld Palace (600 KP)- This palace, surrounded by high stone walls to keep out intruders, is a grand estate belonging to you. Rivaling Shao Kahn's own home in size and splendor, this fortress-like structure is home to numerous servants and guards; mostly Outworlders, but a good portion of them can be Shokan, Tarkatan, Centaurian, or even Edenian. You may even have a few servants among the Saurian, or strange symbiotes like Ferra and Torr. This palace will follow you and retain any modifications.

719. Moloch's Severed Head (100 KP)- The severed head of the demon Moloch; the sight of one of their greatest champion's decapitated head will aid you greatly in intimidating and cowing the unruly demons of the Netherrealm, or will serve as a reminder of what will happen if they step out of line. If Moloch is still alive, showing him this will likely give even him pause. Or drive him into a rage; he's unpredictable like that.

720. The Pit (100 KP)- It's unusual how many pits have spikes at the bottom of them; or perhaps it's unusual that not more pits have spikes in them? Either way, any suitably long drop as to kill will have something sharp and pointy at the bottom waiting for anyone you fight from now on.

721. Demon Spawn (200 KP)- This bat-like beast from the Netherrealm is a potent aid in kombat; it can be summoned or dismissed with a thought, and is strong enough to grapple with even the most powerful of opponents. It can also spit balls of fire for additional range, and it is a swift flyer, as well.

722. Drahmin's Mask (200 KP)- A strange artifact that some call the Face of Kun-Lo; this mask- which resembles a demon's face (somewhat ironically, considering its owner)- allows the warlord Drahmin to channel his rage with precision; not lessening it, but allowing him to direct it as he wishes instead of mindlessly, as other Oni are prone to doing. Even in the height of madness, the wearer will not attack those he does not wish to, nor will he hold back against his hated opponent.

723. Bottled Souls(400 KP)- A large collection of souls, trapped in bottles; hundreds of souls belonging to nameless warriors, assassins, bandits, and others of little consequence. They are yours to do with as you wish, and each Jump your collection will restock itself.

724. The Devil's Crown (400 KP)- This headpiece is quite similar to Shinnok's own horned crown, and it commands the same respect among all-demon kind. Any demon who lays eyes on it will feel instinctively subservient towards the wearer, either out of fear or respect of what the crown represents. This will work best if you are a demon- or at least evil- yourself, and while they may seem timid and tame at first you should still beware the true desires and intentions of any demon. Demons that are stronger than you are unlikely to be affected by this.

725. Dark Amulet (600 KP)- This amulet is similar to Shinnok's, only for yourself; a vessel that can channel and amplify your magical power. When in the hands of others, they can use it to evoke the magics that you possess; if they are wielding it against your will, the effects will be chaotic, random, and likely harmful to them, while those who wield it with your permission will find that the amulet does as it is told. When you wield the amulet yourself, however, is when its true power is unlocked- using it as a means of channeling your magical power, you can increase the potency of your spells and sorceries tremendously. At the very least , you could probably give a sorcerer like Shang Tsung pause with this, to say nothing of how an ordinary Kombatant might react to your amplified mystic powers.

726. Slice of Hell (600 KP)- Ah, the Netherrealm. Most would say it's a horrible place to visit... and they'd be right. But for you, the Netherrealm is home. Although it's not infinite in size like the actual Netherrealm, this huge section of the hellish dimension is yours to do with as you please. And being the overlord of the underworld has its perks; the demons here have already sworn fealty to you, and although there's nothing of note right now there are more than a few locations where one might put a demonic castle or tower, or something along those lines.

727. Lin Kuei Uniform and Katana (100 KP)- A traditional Lin Kuei unifrom, black and rimmed with light blue and featuring a hood and facial mask to conceal your identity, as well as a katana.

728. Cyber Initiative Prototype (200, KP)- This strange, cybernetic head holds a few of the secrets of the Lin Kuei's Cyber Initiative. Although the designs for cybernetic bodies/body parts are something you'll have to figure out yourself, with this you'll

learn how to preserve a person's soul even in a cybernetic form, as well as how to preserve any supernatural powers they might possess.

729. Sektor's and Cyrax's Equipment (400 KP)- Even before their conversion into cyborgs, the Lin Kuei's technological prowess was on full display in the equipment wielded by Sektor and Cyrax, which was later integrated into their cybernetic bodies. Sektor wields a special arm-held weapon capable of firing missiles of both the normal and heat-seeking variety, as well as using rocket thrusters to strike harder; it also has a flamethrower. Cyrax wields a variety of gadgets, including energy nets, bombs, and expanding saw blades that grind through the ground. Both also have devices that allow them to teleport short distances through some sort of smoke.

730. Lin Kuei Temple (600 KP)- A temple belonging to the Lin Kuei, located on a snowy mountaintop somewhere in Earthrealm- not necessarily just in China, where the Lin Kuei hail from. The temple is well hidden, and well stocked with both weapons and armor, as well as access to other necessities such as food and water. The temple is home to a little under a hundred, including warriors, assassins, guards, and trainees. The temple is primarily under your command, and those who reside here are loyal to you- even if you aren't Lin Kuei, or if you go against the words of the Grandmaster. Finally, locked away in the deepest parts of the temple is a laboratory where it is possible to convert people into Lin Kuei cyborgs; even programming them to alter or erase all aspects of their personality. If you wish, it's possible for this process to already have happened to some or all of those that reside here. The temple will also follow you, and retain all modifications done to it.

731. Shirai Ryu Ninja Outfit and Katana (100 KP)- A traditional Shirai Ryu unifrom, black and rimmed with orange and featuring a hood and facial mask to conceal your identity, as well as a katana.

732. Hellfire Spears (200 KP)- A pair of 'spears' (actually kunai on chains, or a) that has absorbed some of the energies of the Netherrealm somehow, allowing it to be thrown with great accuracy as well as giving you the ability to set them alight, dealing greater damage. Spec Ops.

733. Armor and Weapons (400 KP)- Special equipment created for Takeda Takahashi, son of Kenshi and Chujin of the Shirai Ryu. Incorporating principals of the Shirai Ryu and the advanced technology of the Special Forces, the armor is very high quality, as are the weapons- two bladed whips, and two 'pulse blades'. Pulse blades are beams of super heated plasma, capable of cutting through steel and flesh with ease. They're also not copyrighted.

734. Shirai Ryu Temple (600 KP)- A temple belonging to the Shirai Ryu, located on a sunny mountaintop somewhere in Earthrealm- not necessarily just in Japan, where the Shirai Ryu hail from. The temple is well hidden, and well stocked with both weapons and armor, as well as access to other necessities such as food and water. The temple is home to a little under a hundred, including warriors, assassins, guards, and trainees. With the rest of the Shirai Ryu dead, and Scorpion an undead Wraith under Quan-Chi's command, the Shirai Ryu here primarily look up to you. Perhaps due to the tragedy that has befallen their clan, some of the Shirai Ryu have developed an inner fire that gives them abilities reminiscent of Scorpion. They are far below his level, but a small group have awakened the ability to throw small fireballs, engulf their weapons in flame, or even short range teleportation through a burst of flame. The temple follows you and retains modifications.

735. Monk Robes and Quarterstaff (100 KP)- These light robes, emblazoned with the insignia of the White Lotus, are perfect for training or fighting in for those disciplined in the way of the Shaolin. Included is a quarterstaff, which is good for training or busting heads.

736. Razor Rimmed Hat (200 KP)- A hat with a razor sharp brim, similar to the type worn by Kung Lao. Although you may lack his particular skill with the weapon, it should serve you well none the less as it is easy to throw and sharp enough to split a man's skull in two.

737. Ancestral Bow (400 KP)- A bow with several peculiar- and deadly- abilities. It is sturdy enough to be used as a staff, but at the same time fast enough to fire off multiple arrows in a small amount of time; the dragon's head on the top of the bow can be lit at will, allowing you to shoot fireballs from it as well as empowering your strikes, as well. It comes with a quiver of arrows that will replenish after each combat; the arrows themselves can be empowered with ancestral spirits, which will grant a variety of effects. The first will increase the damage they do greatly and make them knock your opponent to the ground, the second will drain your opponent's vitality and make them weaker, while the final one will cause them to enter a stunned, helpless state.

738. Shaolin Academy (600 KP)- A Shaolin academy, located somewhere where it will be hidden, and safe. The students here will see you as a great teacher, and although not all of them will have the potential to become like the Great Kung Lao, there are a few among them that could be the next Kung Lao or Liu Kang. The temple has access to all the necessities, as well as a sizeable armory of weapons from a variety of cultures (though most are from Asia). The academy will follow you and retain modifications.

739. Kombat Armor and Assault Rifle (100 KP)- A set of bulletproof armor, as well as a face concealing helmet for added protection. Also included is an assault rifle and a few spare magazines that will replenish it's ammo every day.

740. Training Room (200 KP)- A state of the art training room that has been added onto your Warehouse; it's expansive, and lined with monitors and cameras for analyzing fights from every angle. Holograms made of hard light can be generated inside of here to create simple interactable objects, and you can collect kombat data on the styles of anyone who fights in here, including yourself, telling you their strengths and weaknesses.

741. Special Forces Armory (400 KP)- A whole buncha guns, as well as a few very special toys. First up is a pair of rings worn around the wrists that causes a wave of energy to emanate from them when they are clanged together. Next up is a special type of powder that causes irritation of the eyes when blown into them. The third and final one is a Kombat Drone capable of doing a variety of attacks, such as exploding or sending out blasts of energy. Notably, after it is destroyed another drone will be available for use after a couple of seconds, regardless of where you are. Ammunition will replenish.

742. Military Base (600 KP)- A military staging ground; while your soldiers aren't as special as some of the members of other Factions, they've got one thing going for them- a shit ton of guns, as well as the base's state of the art defense systems, and vehicles like helicopters, tanks, and trucks with yet more guns on them. They're also loyal to you first, and Earthrealm second. And as luck would have it, guns are still the great equalizer here in spite of all the fancy magic getting thrown around, God bless.

743. Black Dragon Suit and Kombat Knife (100 KP)- A Black Dragon mercenary get-up, lightly armored with a helmet; it's- you guessed it- black, and has the Black Dragon logo across the front of the chest. Also included is a Kombat Knife, or a Butterfly Knife as some pansies might call it.

744. Bionic Eye (200 KP)- An eye that can shoot laser beams that'll burn through flesh and can see in infrared, just like Kano's. If you're still attacked to your real eye, this can also come in an eye patch form.

745. Kill Sat (400 KP)- Like the above eye, but a whoooooole lot bigger. You've got a satelite following you around- it'll even show up if you decide to hop over to Outworld or the Netherrealm- that can cut a man in two from orbit, or reduce him to just a skeleton if you really want him to feel the hurt. It's flashy, and needs time to aim and fire, but if you want to kill your foes in style then look no further.

746. Black Dragon Base (600 KP)- The Black Dragon may be a bunch of murderous thieves and weapons dealers, but they've got standards, too. That's why this base is all but invisible, and decked out with traps of all types- perfect for keeping out riffraff and nosy Special Forces operatives. What's more, the Black Dragon are completely loyal to you, even if you don't pay em'- crazy, right? They're scoundrels through and through, and won't hesitate to commit any crime or do anything you tell them to do, even if it means stabbing their mate in the back. Besides that, they're also skilled in firearms and many melee weapons, so even if they lack special powers they're still deadly in their own right.

747. Demonic Armor and Sword (100 KP)- Traditional equipment of the Netherrealm's demons, forged out of black metal and menacing with spikes and jagged edges of the same. Both are of slightly higher quality than armor made of mundane materials.

748. Nightmare (200 KP)- A demonic horse from the Netherrealm; it's strong, and will never tire due to partially being undead, the flesh on its face nearly being flayed back to reveal it's skull. It has horns like a ram's, the points of which glow red with heat. Soul Pit (400 KP, discount Brotherhood of Shadows)- A swirling green vortex contained within a well has been added into your Warehouse with the power to trap souls inside of it. Whenever you slay someone you may choose for their soul to go to the vortex instead of wherever they would go normally; from there, you can use them as you see fit. Use their soul to revive them as your slave, eat it for a power boost, torment them... the hellish, ash choked sky is the limit.

749. Netherrealm Fortress (600 KP)- A fortress in the Netherrealm, situated near a sea of lava. A nice view, for a demon- demons which you will have an abundance of, seeing as the fortress is practically overrun with all manner of foul creatures, from massive, ogre-like oni to more minor demons, each one of whom will serve you loyally and without fail. If you wish, the Netherrealm Fortress can start out in either the world's equivalent of the Netherrealm, or in it's Earthrealm equivalent where it will be located over a volcano, or perhaps deep underground. Either way, it will follow you and retain modifications done to it.

750. Red Dragon Suit and Electric Tonfa (100 KP)- A suit belonging to a member of the Red Dragon; although they're not really a part of Havik's group, they were nearly wiped out while aiding him. Similar to the Black Dragon suit, the Red Dragon Suit fully conceals the body. Rather than armoring the body, the Red Dragon Suit focuses on protecting the face with a metal helmet. Members of the Red Dragon wield dual electric tonfa in battle, which can deliver powerful electric shocks capable of disabling or killing a person with repeated blows.

751. Ritual Chamber (200 KP)- Havik conducts many profane rituals in the service of Chaos, some of which may have been performed in this very chamber. Now located

in your Warehouse, the room's architecture and strange energies make it slightly better for magical workings of all types. Also found in the room are several golden chalices, with a thought, they can be filled with the blood of any being you have personally killed before.

752. Red Dragon Contract (400 KP)- The Brotherhood of Blood are a small cabal, and not one that's much open to recruiting unless it's as Havik's mind-controlled slave. However, they still bought the use of the Red Dragon from Daegon, nearly leading to the clan's destruction over the period of only a few days. Well, now you can send even more Red Dragon to their deaths- in each world, you will start out with the knowledge of a Red Dragon safe house, with a large number of mercenaries already bought and paid for. They're just as ruthless as the Black Dragon, only more disciplined, and better equipped- however, while they'll still follow your orders, you can't modify their hideout or equipment and have it stick.

753. Seventh Kamidogu (600 KP)- A ritual dagger used by the Elder Gods themselves to seal the One Being, a god-like creature of tremendous power who preyed on them. It's essence dwells within the seven Kamidogu, and when they are used in Blood Magik rituals they will increase the ritual's power tremendously, having tasted the blood of one of the most powerful beings to ever exist. When enhanced by Blood Magik using one of the Kamidogu, the younger Sub-Zero was capable of freezing several city blocks near instantly. The drawback is that once the Blood Magik wears off, the user will be left severely weakened and near defenceless, having exhausted more than their own power- something which can be Fatal if you are at the mercy of your foe.

754. Outworld Veil and Sai (100 KP)- A peculiar veil, with a matching outfit; when worn, the veil helps conceal the unsightly features of the wearer. Unfortunately, it's pretty much useless as armor. Comes with two sai that are needle sharp.

755. Intimidating Armor (200 KP)- An imposing set of armor that could rival that worn by Shao Kahn himself. It's of your design, and makes you much more intimidating in Kombat; not only that, but if you utilize it in your attacks you'll find that it's great at dealing damage as well as protecting you, too.

756. Wrath Hammer (400 KP)- Shao Kahn's Wrath Hammer is a weapon feared throughout the Realms; regardless of your strength you'll be able to wield this massive maul with ease. The weapon's magic is strong enough to send nearly any fighter flying with one blow, and if thrown it will disappear in a puff of smoke, returning to your side. It can also be summoned and dismissed at will, and will retain all the weight it appears to have when used against others, or when they try to lift it's tremendous weight.

757. Flesh Pits (600 KP)- Shang Tsung's Flesh Pits; maybe not the most flattering name, but make no mistake- this dark, dungeon-like place has given rise to many unsightly abominations. And slightly less unsightly abominations, as it turns out; many of the pods used to grow the sorcerer's genetic experiments are occupied with half-Tarkatan, half-Edenian Klones, similar enough in appearance to princess Kitana that they might be mistaken for her were it not for their massive teeth. Numbering at around six dozen, these Klones are wholly dedicated to you and your cause- although not without some of the haughtiness of their elder sister, Mileena. They are also linked together telepathically, capable of instant communication, and are wild, feral fighters even as unarmed and scantily clad as they are. If you had the know how, you might be able to make even more of them, or perhaps some other Kreatures... The Flesh Pits will follow you and retain modifications.

758. Edenian Outfit and Knight Sword (100 KP)- A traditional Edenian outfit, paired with the sword of an Edenian Knight, the protectors of the realm. Although the outfit won't protect you much, the sword may serve as a symbol of status to your fellow Edenians.

759. Symbol of Rebellion (200 KP)- It could be a flag, a particular item, or even a literal symbol or marking- whatever it is, it's symbol that your people haven't been broken, and that they're willing to fight to tear off the shackles placed on them by their Konquerors. Those who share your cause will see it and be reinvigorated, their resolve strengthened and fortified to kombat their enemy.

760. Jade's Weapons (400 KP)- These are the weapons wielded by the warrior, Jade, bodyguard and friend to Princess Kitana of Edenia. The first is her staff, which is magical and capable of shrinking down to a more manageable size, and extending when she wants to lay down a beating; it trails purple magic energy, which also increases the damage it is capable of doing. The other are her glaives, which are highly accurate and incredibly sharp, and can have their trajectory changed at will, allowing them to be used like boomerangs.

761. Resistance Hideout (600 KP)- A building that, by all it's appearance would suggest, is average and ordinary. Inside, however, is a different story, for in this building you will find members of the Edenian Resistance, numbering at around fifty strong. Each one is highly skilled, and possesses a unique fighting style that is augmented by their own unique magical abilities, which range from minor to around the strength displayed by Princess Kitana's control over the winds. The hideout will follow you to other worlds, and will retain the modifications done to it.

Fate/Legends – The land of the Rising Sun

762. Blossoming Sun- Free

You had a fortunate birth, whatever you end up being, and find yourself above average for these lands. Japan is not particularly a bastion of mystical heroes in the way of Greece or Britain. Indeed, many of the legends to be found following are made from incredible skill or the command of many soldiers instead of personal feats of might and magic. But even these skillful heroes do tend to stand above the other poppies. Your body is naturally on the higher end for human fitness, ably competing in modern athletics without any training required. Magically, you possess a number of high quality circuits, equal to the much later coming Tohsaka heir. A prodigy in those times but still notable even a thousand years prior. You lack training for now but magic is not so hidden as it becomes in the modern day, with the presence of spiritual temples and Onmyouji practitioners. As a quirk of this land, you also have the ability to summon a wide range of aesthetic effects, even when they make no sense. A flurry of cherry blossoms on the wind as you make an entrance, the sun shining down the red rays of a sunset even mid-morning to dramatise your battles. One might claim you're in some sort of samurai movie, with how many dramatic effects tend to occur around you. As part of this national style, you also have the unique trait of never struggling to draw or sheathe your weapons, no matter how impractically sized they are. The katana and sheath longer than your entire body won't take anymore time to draw than a reasonably sized weapon. Not that you're any better at using the weapons, you just won't look like a tool taking them out.

763. Mamamoto/Nobu Style- 100

Mamamoto- 50

Fighting with those swinging around, it doesn't seem all that practical. Yet despite the cloth-straining sizes apparent to all, your gifted body never gets in the way of your actions in life. A chesty woman won't have trouble finding fitting armor nor on wielding a spinning polearm at close range. Opponents never seem to think to take advantage of the aesthetic parts of your body, even something as basic as luscious, flowing locks of hair that seem very obvious as a grappling point. You're an exceptionally attractive human and in a very visible way, whether that appears as a mind blowingly curvy body or muscles that bulge enough to turn normal shirts into skintight layers without tensing at all. Speaking of clothing, it'll naturally change to enhance your alluring attributes when you wear it, without becoming uncomfortable. Pants wrap around your long legs tightly without being stiff, armor remains protective while still revealing the beauty you wish others to see, even a full body suit can become a, physically so, impossibly skintight second skin that only barely retains your modesty. People don't seem to punish you for it but they'll definitely take notice when you start walking around in such lewd wear.

Nobu Style- 50

This land is as much a part of you as you are a part of it. All the unique stylings of the lands and time periods of Japan are available for you to use for your own belongings. While only cosmetic, you can 'reskin' your possessions, properties and even abilities to take on an Aesthetic fitting for this place or even the artwork popular here. Turn your castles into Japanese-style fortresses, your automatic weapons into stylised muskets, have your magic

take on stylised ink drawing qualities or even incorporate elements of more modern Japanese art into your character.

764. Beniemiya/Housefox- 100

Beniemiya- 50

It might just be something in the water, both what you're drinking and what you serve to the guests that adore ever meal you make. You're a savant when it comes to making meals, not just limited to Eastern dishes either. With a little experimentation, you can make almost anything into a mouth watering feast for both the tastebuds and the eyes. The real problem isn't making a good meal but keeping all these greedy pigs from eating you out of house and home. Don't even try making hamburgers around any blonde ladies, it never ends well. Now, while cooking good food is a prize well worth it, you do also have a more useful aspect here. By channeling magical energy into your tools and ingredients as you work, you're able to 'enchant' the meal with a variety of useful effects. A hearty beef stew that lets a warrior heal their wounds much faster than normal, sugary sweets that give people the speed of the wind, a mighty hamburger that temporarily bulges the muscles to greater heights. Even negative effects are possible, if you want to taint your food that way. They only last for a temporary period and the effects tend to be fairly weak without a lot of mana put in but it makes your food all the more popular.

Housefox- 50

When you've secured that dreamy four and a half tatami mat life with your darling, what even comes next? So often it seems like the chase is where all the spice of romance lies. But not with this foxy lady! You can keep the fire of romance alive even after you become a loving housewife, managing to find ways to keep the relationship exciting and interesting. Finding hidden depths to your partner or encouraging them to seek your own, as well as easily handling the boring tasks of household management while saving plenty of time to play around. They won't be disappointed once you move to the love nest either and it might be you that has to put a stop to things eventually, else you end up with a few dozen cute little ones running around under your feet.

765. Polygamist Castration Fist- 100

Cheating men must die! You're not one of those weak willed goddesses that accepts an open situation, it's a one on one lifetime deal or they'll get what's coming to them. This ancient martial style, predicated on horrifically punishing blows to the most precious parts of a traitorous lovers body, is more notable for the aura it gives. Those in relationships with you feel intense fear when they consider the idea of betraying your love and potentially even leaving you at all if your desires run that way. They'll feel your eyes on them whenever their thoughts stray, as if you were gazing from around the corner. Which may very well be the case. Now, while most darling wives would obviously use this simply to prevent their darlings from going astray as horrible snakes try to steal them, there is a rather unfortunate secondary use. That same fear that prevents them from thinking any cheating thoughts also seems to make them overlook any such actions done by their beloved. They simply turn into morons

who miss even the most obvious hints, insults and outright glimpses of what's going on. Short of explicitly telling them of unfaithfulness, they'll be unable to comprehend it happens. But it'd take a pretty shitty fox to do something like that, hardly wife material at all.

766. Drums of War- 100

In this nation's history, war is terribly common an event. Battles up and down the country, raging on for years. It's hard to find a heroic figure that hasn't taken part in some minor conflict or another and almost as difficult to find one such hero that wasn't in charge at the time. Military experience, particularly for the more noble castes, is common enough to be cheap. Purchase of this endows you with a capable level of talent for war at large and small scales. While you are no better a fighter personally, you have enough knowledge and training to satisfactorily command anywhere from a dozen to a few thousand men in battle, often to victory if your foes don't outmatch you. You're no legend, just competent. But Japan's been changed more than once with a few competent men at the wheel.

767. Spider in the Corner- 100

It's a different world entirely inside those stone walls, where the nobles and courtesans ply their trade among each other. From the ruler's consort to the lowliest handmaiden, all are bound into the gossiping games of influence. But some are able to move a little beyond it, from time to time. Courtly politics are clearer to your mind's eye, making it significantly easier to move and act without drawing attention or causing disruption. If you want to play the games yourself, you'll see that the nobility and their servants are much more receptive to your charms and falsehoods than normal. But really, when you just want to write stories in comfort without being bothered by incessant jockeying for power, this makes it possible to extricate yourself from the influence contests without even needing to leave the court. People just ignore you or treat you as a harmless observer.

768. Traditional Japanese Art- 100

You may never make your name on the battlefield but those fools running around with metal sticks waving fail to understand the influence more delicate approaches can have. You have the talent and the training to become a nationally famous artist in a style found here in Japan. Writing and poetry, calligraphy, some of the varieties of traditional painting or even more modern arts not yet created in older Japan. While you have the ordinary skill to create emotionally moving and lasting pieces of art, you also possess a magical side to your style. You can naturally enchant your works with magic, enabling it to have a more direct influence on the minds and hearts of those who experience it. Simplest to just direct the emotions of readers but with time, you can plant ideas and even commands to be later activated in the minds of others. Art that is similar to your chosen style is easy for you to expand your skill into, a painter will quickly master other styles of painting, and your art is never boring or bothersome for you to focus on. More, it is calming and enables you to re-centre yourself no matter the situation.

769. Grudge Forged- 200

Ibaraki-douji created her favoured bone sword by tearing out the bones of many Oni and setting them into a forge of her own terrible flames for hundreds of days. A way of sword smithing only a demon could manage, a brutal and unrefined method that results in a brutal and unrefined sword. But that sword is powerful, near unbreakable and holds the furious grudges of the Oni sacrificed to make it, giving the weapon a deadly cursed aura. This sort of feat is much more applicable to your skills now, as you find it far easier to turn your own innate abilities to the work of crafting things. A dragon's fire improves the quality of things forged in it, rather than just destroying the entire workshop. Cooling a forged sword in your own Youkai poison will still cool it as if with water but also imbue powerful toxins into the metal itself. You are able to add your abilities in creative ways to your creations without compromising them. Better still, you're very good at focusing what you create to not harm yourself. Using the bones of hundreds of hate-filled demons to create a cursed sword would direct those curses at your enemies, not at the original wielder of the sword. No need to worry about life draining demon blades if you're at the source of them all.

770. Playing with Dolls- 300

Ever have the ninja pushed for more tricks and tools to keep them ahead of their foes. It's only logical that their desires for a greater advantage over the raw power of the samurai would lead to such advancements in technology. The Danzou puppet is the culmination of incredible science and magic coming together as one, creating an artificial lifeform filled with the experiences and skills of many great ninja, equipped with advanced technology and powerful magic. It's also something you have the knowledge to make and more besides. You have the training in various disciplines to create advanced puppet bodies like this, as well as the weaponry and technology that Danzou makes use of in that body, even things like missiles. This covers both ordinary scientific knowledge and occult magecraft focused towards artificial bodies like this. It's quite possible to turn an existing person into one of these puppets, albeit more difficult than making it from scratch. One of the more impressive parts of this field is the techniques that allow for the recording and uploading of knowledge or skills that people possess. With a willing or incapacitated subject, you know how to examine what they know and copy it over to another person. Your studies in this field have also helped you realise how to capably combine magic with technology, creating things where the two work together to support and enhance both sides' effects instead of interfering. While you can't alter the basic metaphysics behind things such as mystery, you do know how to work it to your advantage.

771. Reality Marble- 300

Instead of a trained physical ability or the practiced arts of magecraft, you have something more unique. The materialisation of your inner world in the form of a Reality Marble, projecting your soul temporarily onto the outside world. When fully manifested, it drags you and those within a short distance of you into this projection of your inner world, cut off from the original space you all resided in. The influence of reality erodes this Reality Marble over time, making it difficult for most to maintain for more than a few minutes at a time before tiring. The effect of your Reality Marble is up to you, as they can vary enormously. Some are simply filled with incredible heat, burning away the bodies and even spirits of those trapped

inside with you over time. Others are the representation of specific powers, such as a zone that greatly hinders any magecraft or a place where a legion of your allies waits to help you. Reality Marbles can partially manifest, an easier to use function that takes far longer to be erased, and usually appears as a smaller or more limited version of the power available inside the Reality Marble. The one you obtain here is a moderately powerful one, akin to Sei Shonagon's or Amakusa Shiro's Reality Marbles. These are worlds that trap the targets inside, subjecting them to constant poison or spirit eroding conditions. Significantly weaker, more limited versions of famous Reality Marbles like Unlimited Blade Works or Ioinoi Hetairoi are also possible. It is possible to improve the strength and ability of the Reality Marble over time, primarily through magical experimentation instead of just repetitive training.

772. Divine Blood- 600

The blood of the divine is found in Japan as well. Perhaps not to the extent that the Greeks may claim their heroes possess but it is not unknown. This perk allows for two tiers of purchase, to reflect different degrees of divinity. The first measures those with a demigod's heritage, whose blood gifts them with significant advantages. While your exact parentage may range from a Shinto spirit to a deity from foreign lands, the benefits it gives are similar to what Minamoto no Raikou receives. Greatly increased physical abilities, natural skill with battle and the ability to make use of powerful divine lightning, naturally and to better use tools that channel such things. Potent benefits that turned an already powerful demon hunter into a legendary slayer of monsters. Your abilities through this would depend on your divine parent and can manifest in one or two powerful effects like the above physical abilities and lightning as well as several minor ones, such as the enhanced combat talents. The second tier moves towards the level of actual Divine Spirits, albeit ones of moderate power. Your divine form's appearance can be freely decided and you'll not be influenced by mortal belief unless you choose to take that protection away. In terms of raw power, you are equivalent to Shuten Douji or Tamamo no Mae, able to destroy castles and entire towns in singular attacks with both physical and magical power. Your Authorities, the divine rights of Gods to make changes to the world, are of a similar scale. An authority could leave a city of these times in ruins or badly scar a mountain, while most authorities would have the range to effect widely spread out towns. You possess three Authorities of this scale. Exact details on how Authorities work will be presented in long form at the end of this document.

773. Swordsmith- 400

What else shows the spirit of the Japanese but the famed katana blade? Such a central part of their mythos as to have the most famous craftsmen become like heroes themselves. No matter how great, they do not remember the makers of armor or shields like they do artisans of the blade. On the level of legends like Masamune and Muramasa, you are one of these legendary swordsmiths. Even in an ordinary forge with ordinary metals, you can smith katana of a supernatural quality. Edges that split magical steel and blades that don't shatter after a thousand strikes on rock. Often, these even have magical effects if you intend them, such as sharpening as they drink more blood or cutting at a much greater distance than just the

physical blade. Should you have access to tools, materials and even magic of a greater level, you will be able to create far greater weapons. Weapons that bring ruin to armies, that cut castles in two with a single slash, fiery tools that send billowing tides of flame to swallow whole forests. When truly inspired, you can even create things on a divine level, the stuff of legends that only a divinity could normally craft. A sword that splits the fabric of reality itself in two, perhaps. With time, your talents may be able to be applied to any form of blade, not just Japanese swords. Should you gain magic of your own, you will see that imbuing those effects into your weapons is effortless, even magnifying the potency of your spells greatly beyond what you would normally be able to cast if you place them into the form of a sword.

774. Bowed but Unbroken- 100

Forming the very bones of the nation are the peasants who farm and build and fight the wars of these nobles. To some they may appear as just numbers, resources to be spent like logs or sheep, but these simple men can come to possess surprising wills. You have fearless resolve in your heart, unflinching even when gazing on sights from hell. While enough pain and torment can break your spirit, you find your heart only grows more fierce when someone oppresses you from above. You can easily spread this rebellious fury to others suffering under the yoke of a cruel ruler too, laying the seeds for a proper peasant revolt. It won't have much chance now but you do find it surprisingly easy to turn farming tools and other common objects into rather decent weapons, for you and others. Maybe that can go somewhere.

775. Healing Words- 100

Spirituality is a part of your character, from childhood or something you discovered more recently. Immersing yourself in religion gave purpose to a chaotic world, the learning of holy words proving easy to you, and you discovered that it was quite simple to bring others into the fold as well. Whether it is the religion you choose to be part of now or another you join later, you are talented at lighting faith in the hearts of others and converting them to your beliefs. When their faith grows strong enough, as yours is, it can even protect against lesser magical spells and supernatural curses. When you unite hands with another faithful, you can even share your own energy to heal their wounds, slowly but surely restoring their body.

776. Divine Spells- 200

They call it a blessing from God, a sign that this persecuted religion is meant for something more. The miracles you can perform are wonders to these ordinary people, healing them with a touch or bringing life to rotting crops. But in truth, you are using magecraft without realisation or training. Activating magical circuits and channeling the energy into spells comes naturally, like breathing or walking to newborn calves. Self study and making progress without teachers is easy, especially when you use this magical ability to perform things seen as Abrahamic miracles. While your power is limited, this too can grow in times when your flock has need or you fight an opponent of your faith, to potentially many times your normal level if the need is truly dire and the situation recalls one from your holy stories.

777. My Anchin- 200

For the monsters and magical beings that race across the skies and rule kingdoms of demons, a simple purity can be surprisingly attractive. The seemingly ordinary soul of a common farmer or holy brother like yours is like a diamond to their eyes, making the hearts of supernatural beings beat faster on sight. Supernatural beings that call Japan their home, or whose heritage can be found there like the many species of youkai, have a fairly strong attraction towards you merely on sight. Those already disposed towards intense love or lust might even fall for you soon after your first meeting. Just be careful that the spirits that love you don't end up hurting you. Some might be accidental but when it comes to youkai, you can never be sure.

778. Onmyouji- 400

Among the most structured and ancient styles of magic in Japan is the Onmoyuji's work. This Japanese magecraft is a mix of science and occultism, containing both many ordinary spellworkings but focusing primarily on working with tools and charms. Most famous are the paper charms and familiars that a Onymouji can easily create, imbuing them with magic long term to achieve a wide variety of goals. Wards, enchantment or cursing of others, creating powerful Shikigami warriors and more. You are a master of these arts, with a above average amount of magical energy to channel into them. However, an Onmyouji finds that raw power is worth less than skill and materials, as you can potentially do battle and seal even a great youkai like Tamamo no Mae despite lacking in power with the right set up. Onmyoudo performs superbly well with preparation, seeing rituals of incredible power becoming much easier than many other magecraft forms. In particular, you are familiar with the secret technique of Life Continuation. With this, you are able to engrave your very being onto your Shikigami, making them as much a part of you as your original body. Your human form being destroyed hardly matters when a thousand paper familiars hold your essence still, allowing you to control them all at once.

779. Divine Guidance- 400

Sainthood might not be all that great a claim to make, with the visions you often receive. Divine guidance comes to you often, in the form of signs and messages and visions from God that guide you along the path to your current objective. The safest and quickest path to a destination, an image of the man who hides a treasure you seek, even the secret weakness of your greatest foe. Provided you are patient and keep watch for them, these signs will provide you with steady aid at every step. Rarely, divine providence will even appear in conflict, enabling you to accomplish normally impossible feats when fighting for something you have true faith in. A sword suddenly sharpening to supernatural levels for no explainable reason or a mighty bolt of lightning striking your foe just as they are about to cut you down. In moments of need, these rare occurrences will give you an extra chance. The signs and favour that God shows you is obvious to those around you, who are likely to come and see you as some sort of blessed figure, though they cannot understand the information within the signs you receive.

780. Sturdy Spear- 600

A humble weapon, with none of the status of the sword, is the spear. But to those that devote themselves to this versatile tool, they discover a depth few weapons possess. You've gone quite a few steps further. The spear became the target of a religious obsession, a fanatical drive to master it to the utmost. It paid off with a mastery that verges on the realm of godliness, such pure skill with the spear that it has changed your very being. If it weren't for their lesser reputation, you'd be remembered alongside the likes of Musashi and Munetori for your military talents. The divine nature of your skill greatly increases your physical power, smashing down whole dojo buildings in a single swing of your staff is a great way to teach these sword using brats a thing or two. The focus you've achieved when wielding a spear allows you to ignore most attempts at interfering with your mind, the bloodthirst of your foes being so evident to your purified mind that it allows you to move before most of them can finish the thought of attacking you. Nothing else demonstrates your mastery more than your ability to respond to any enemy or technique however. Even on your first encounter, you can adapt your style to whatever you encounter with a few moments consideration, letting you counter even truly bizarre things that should not be matched with a simple spear. Cutting apart magical spells, piercing a spirit's core, turning aside the three thousand bullets of your foe. While your ability to create martial arts to respond to any challenge is impressive, and possible to expand beyond the realm of a spear with some work, it can require enough power to keep up with your foe to some degree. Too far beyond you and even all your skill will falter. Additionally, these techniques are often partially effective at first, requiring time to hone to full mastery before you can fully negate or counter their intended target. You may optionally exchange the parts of this perk that focus on spears with another fairly specific weapon type. You can't have it for all swords or anything you do while unarmed but longswords, halberds, nunchuks or a specific martial art style can all work.

781. Arms of Heaven- 600

Within your arms lie miracles, the holy power of the lord. In the left is the foundation of holy power, in the right the destroyer of wickedness. These arms are weapons that turn you into a holy warrior against your enemies, allowing you to make use of their magecraft and empowering your body and mind against them. The left arm reinforces your physical body, granting both eternal youth and enough capability to fight powerful demons and heroes, albeit well short of the Three Great Youkai. The right allows you to heal yourself and to see a short distance into the future, predicting what moves your opponents will make in battle. Each arm implants a wealth of experience in combat into your mind, granting you powerful instincts to see through trickery in war. They also significantly empower any holy abilities or arts you may already be familiar with, particularly the magecraft of the church. But the core power of these two arms is to turn the tools of the magus against them. Linking to the foundational theory of all magecraft, they allow for you to make use of any magecraft that exists even without knowing anything on how to use them. Esoteric and complicated spells can be cast so long as you provide the needed materials, even the most complex magical tools can be commanded at your touch, bypassing restrictions on the user. The level of use allowed by this almighty key to magecraft is basic, outmatched by true masters of these fields, but your capabilities are comprehensive. If you can provide the power, almost any task can be accomplished, and you can easily turn the magic and tools of enemies against themselves with

a touch. In future worlds, you will be able to connect to similar foundations of magic but the arms will not be able to go beyond what is possible through magecraft here. The strain is simply too great as they are now.

782. Little Noble- 100

Born with a silver spoon, your life was set out for you before you took your first step in the outside world. A noble upbringing has many benefits to go along with the restrictions of status. Extensive

training in making your way through courtly life, handling etiquette and your future vassals. Some experience watching and learning from the great masters of war and combat, leaving you a capable but unremarkable leader in battle and user of the sword. But while your abilities may seem unremarkable, you have the uncanny ability to notice when a chance arises to make a lucky break. Seeing the gaps in enemy lines through the smoke, noticing a particular courtier feeling down or unwell beneath the subterfuge, even realising when someone might be lying to you. It's not often but you'll know when you see it, giving you a chance to rise above slightly humble beginnings to take real power.

783. Fool of Owari- 100

A benefit of your status, and particularly permissive parents. Years spent being a rowdy nuisance in your home province haven't done much to your otherwise sterling reputation. All that sort of drunken, violent silliness and minor criminal acts just get swept under the rug. Neither the law nor common folk nor other nobles really minding all that much, unless personally affected. Your good fortune extends beyond protecting your name from silly actions, also helping guide others to only finding out about you information that helps you, unless they dig deeply. A rival is much more unlikely to discover your hidden talents, whereas a prospective mentor might realise your potential the first time you meet. The end result, aside from people usually not finding out embarrassing things about you, is that your age and gender also matter very little when it comes to determining your worth. A young woman would be as valuable an heir as a male, even here in ancient Japan.

784. Demon's Youth- 100

That noble spirit suffuses your body, imbuing you with the energy of a wild dragon even in your old age. The strength of your prime remains with you even as your body ages, bones and muscles never coming to creak or wither despite your maturing looks. Even abilities or talents that would normally leave you as you stop being a child remain with you or reappear in time and with some concentration, you can revert your appearance between different periods in your life, looking young once again or taking a more adult look. This won't change your actual age or prevent you from dying in time but it is useful for disguises and for enjoying the mindset of someone younger than you, still filled with wonder and innocence that you might have lost in the years since.

785. Bad Fortune- 200

The misfortune of others is just another opportunity for you to become even more favoured in life. Good luck naturally gathers around you, protecting you from minor mishaps in life, but is especially potent when it comes to the collection of wealth. Rarely would you be considered less than wealthy for more than a brief period of time before good fortune sees you restored to riches and fame. Some of this luck is your own but much of it comes from other people, drawing fortune into yourself and leaving those around you cursed with bad luck. The longer they're near you, and the closer their blood relations are to you, the worse this will get for them and the better for you. A large family, close knit in relations, is like a guarantee that you'll be made a fabulously wealthy princess if you just let them fall around you. You can halt the effect on command, if you're willing to stop receiving the majority of fortune through this ability.

786. Japanese Efficiency- 200

Not all heroes are wild warriors or bombastic generals. Much of the important work to saving a country comes from the 'boring' men who make sure the trains all run on time. It's a quiet sort of heroism but not one unacknowledged by history. In the future, you might be known as a hero of the reformation of Japan with the sort of talent this gives you. An incredible capability when it comes to the administration of government and all the many sectors, departments and laws within it. Not only could you run any such office, you could do so superbly and almost on your own except where physically impossible. Designing or updating entire such systems, and somehow managing to effectively implement them, are quite possible for you. Bringing a set of warring feudal states into the modern era isn't something one man can do, no matter how good, but the other side to your skills makes even this a smaller speed bump. Diplomacy becomes king in a world that starts to move beyond the sword and few are more adept. Negotiating between rival groups and not just convincing them to allay hostilities but to even join together as a single new faction is very much possible, even between generations old enemies. Recruiting new allies and former enemies is a simple task, as the desires and thoughts of men become clear to your eyes. The old world had it's legendary generals aplenty but you are such a thing for the wars of the modern world, that thing called politics.

787. Forty Seven Heroes- 200

One man can't change a country but you don't always need an army to leave your mark. A band of skilled men can make all the difference when led by the right person. When you have a cause or goal that you dedicate yourself to, you find that you gather notable figures, heroes and warriors to your side. The more famous you and your mission become, the greater the note of those that join you. They may have many different reasons for why they give you their blades but over time, they'll find that it becomes more about personal loyalty than money or justice or power. That loyalty, once strong and set, will also make it much easier for any that follow you to keep up with you in battle, improving in power and skill far easier to remain relatively helpful to your cause.

788. Blood Starved- 400

Nobles aren't always born with a lean to being prim and proper. Some are as much a beast as the lowest common warrior, if not far worse. Your body is that of a wild barbarian, filled with enough feral strength to let you smash down castle walls and split a dozen men in two with one slice. That strength is enhanced further by a high degree of skill in the use of spears, swords and other close combat weapons. This violent body easily falls into terrible rages when soaked in blood, letting you steadily and quickly increase your physical strength, speed and attack power, but at the cost of your reason and a slow degradation of your defence while it lasts. On the battlefield, in the crush of bodies, you become a whirlwhind of blood and gore, spinning faster with every fallen foe. Fortunately, since you are still a noble, people do not think less of you for these rages and dishonorable forms of battle. Particularly with leaders and lords you follow, you will not be punished or considered too dangerous. At worst, you might be moved to a less risky position where social grace is not required or placed at the frontlines of battle.

789. Revolutionary Genius- 400

In the years to come, there'll be little room for the duels of individual heroes on the fields. War is changing and you are a pioneer who has seen the path to greatness in it. It will be the regimented and united armies of men that conquer Japan, not singular power or honour. Such men already look up to one like you, a person with the charisma to ably lead a nation and to greatly inspire any army that follows them. The morale of those fighting under your command, even on a grand scale, is such that their performance is improved twice or thrice over their normal ability. The strategic skill to order such armies is to be expected, as much as to let you rival greats like Oda Nobunaga if all else in your forces were equal. Like Nobunaga, you possess a particular talent for innovation in all things military. Whether on or off the battlefield, you can adapt quickly to new information and new developments in technology. Ideas that are likely to develop into potent new weapons or tactics become clear as day to you, making many of your countrymen believe you are a demon who can see the future. How else would you always keep years ahead of any other lord or general in equipping and training your armies?

790. Heroic Power- 400

While some endowed with great strength give off a brutal atmosphere, others are more in line with great protectors of the people. Your noble heart shines through your body, with bulging muscles and power to match any berserking beast. Your natural strength could smash great boats in two and is exceptionally useful for your new style of fighting, the use of the noble bow. Even with a crudely made bow, your strength greatly magnifies the power of your shots without damaging the flimsy tool in your hands. You've got enough skill to make distant shots on stormy seas in the midst of naval battles as well and your arrows have a peculiar ability to pin down enemies, piercing bone and rock beneath it while remaining far more difficult to remove than should be possible. Your physical strength has also drawn a bright and vital aura around your being, making others feel warm and healthy when in your presence. It's easy to make friends with this and that aura will grow as your physical strength does, potentially even letting you show terrible monsters the path to friendship and heroism.

791. Demon King- 600

Japan is more than just some island filled with ghosts and spirits of old. These witches and youkai and outdated swordsman just don't comprehend what the rising sun means for this country but it won't be forever. More and more will appear those that cut down the mystery that holds the nation back from it's destiny. You're one of these chosen ones, given the power to fight back against the gods in ways they cannot understand. You are naturally much more capable at starting and supporting revolutions against established powers or governments, seeing yourself and your fellow rebels much more fortunate when fighting together against such order. Your entire being is infused with the power to harm mystery and the beings filled with it. The greater the mystery of your opponent, the more fantastical or magical or legendary they are meant to be, the more powerful you become when challenging them. This also applies twice over to those who have a divine nature, boosting you a second time. Your body, your weapons and even spells or other abilities become more powerful from this, albeit only against the right targets. With an exertion of energy, you are even able to drag all those around you into a Reality Marble created from this anti- mystery power. Manifesting as a blazing battlefield hell, it subjects those other than you within it to heat and fire. The greater their mystery and divinity, the hotter and wilder these flames become. Those without such things feel only a bit of heat but great gods and mythical heroes can find all their power scorched away in these hell fires. Should it not be enough, you can also summon large and powerful skeletons with burnt-black bones to attack those trapped in this dimension or partially summon the same entities outside of it for aid in combat.

792. Child of the Sun- 600

Even a peasant might one day become emperor of all Japan. When the rising sun has lit a golden path to you, you simply need to start taking the steps. A destiny for greatness has been given to you and will continue to be given in future worlds, fate taking great pains to guide you to power, fame and importance. At the beginning of your story in each world, you'll be able to choose to walk the golden path. Doing so will see rapid and consistent growth towards positions of status and importance in the world. Here, you may find that the story guides you towards becoming one of the men who will rule Japan. Obstacles will often be taken care of entirely or reduced greatly in danger by others before you even see them, whereas treasures and benefits rain down on you throughout your journey. Pitfalls can still be found, particularly if you try to aim for exceptionally great goals and prizes, requiring cunning solutions and quick thinking from your part. However, once you reach the summit of this sun-lit path and achieve the prize, your benefits will largely disappear. Blessings will remain and obstacles will not return but your future there, until the next story begins in another world, will be entirely up to you without the benefits above. One trait will remain though, the ability to disengage and flee from nearly any confrontation without issue or more than minor harm. Cowardly for one supposedly so great but certainly life saving, unless you continually use it against the same opponents in succession.

793. Goddess of War- 600

Divine is your presence when you ride out onto the battlefield, in how your soldiers see your shining aura and how your foes crumble before your wrath. With sword and spear few but the gods themselves can match your skill, even wielding eight of your favoured weapons at once becomes somehow a deadly style. Even more such when you split your being into eight clones, each as capable as the original and sharing your mind and presence between them. Fight and command in eight places at once or force your hated enemies to duel one on eight. Your skill and numerous bodies are backed by enough raw power to contend with most of the heroes and monsters that walk these lands. Most men believe that your powers are granted by the gods of war, some that you are yourself such a being, and they're not far from the truth. You have a measure of divinity already, which grows as your feats in battle and war do. Winning impossible sieges, conquering great empires and slaying famous swordsmen in duels will all improve your divine power. Your physical strength mainly at first but should it grow great enough, you may find yourself turning into a true divine spirit of war as a result, with all the abilities natural to such things. The advancement of the modern age won't prove a threat either, as firearms find reality itself warping their arcs away from you. Even a bullet guided by magic would curve it's trajectory away from your body, so long as you can keep clear in your mind the idea that mere bullets could never hit or stop you. Slipping in this surety can reduce the protection, making it possible for enough massed fire to still hit you. Finally, that divine nature has a intense effect on those that fight with you. When you personally fight alongside allies or loyal servants, you'll inspire an intense, eventually fanatical, devotion to your ideals. A few battles side by side and most men would die to protect your honour. Something of the opposite applies to your enemies, awakening intense terror in those that defy you, growing the longer they directly challenge you while in your presence. It would be difficult to not end a campaign with an army of men who truly believe that you are their Goddess of War.

794. Live by the Sword- 100

The foundation of every swordsman is their style, even more than the sword they hold in their hands. Many schools dot the land, each teaching their own formal style claimed to be the greatest, and quite a few legends have created their own forms of swordsmanship too. You've got the years of training to be a more than adequate user of the sword, with the physical fitness that comes from long hours of physical conditioning and extensive training in a style of your choice. It might be one of the formal dojos or the lessons from a noble houses' sponsored swordmaster. You could also have a wilder style, made from imitating animals or from personal study out on the battlefields instead of anything structured. It makes you into a deadly warrior, whatever you choose, and that is enhanced by your natural instinct for danger. Warning you of approaching foes, as well as particularly threatening moves, your instincts only grow sharper as your skill with combat does. The intuition of a master might one day be in reach.

795. Man Slayer- 100

So many young men break when they're first exposed to what war really is like, behind the tales of heroism and honour. The sight of all that carnage didn't even make you flinch. Conflict brings forth a cold hearted mentality in you, if you allow it to overcome you. Brutal

injuries to yourself and others cause no hesitation or remorse, allowing you to push past your own limits by ignoring your pain. Your expressionless features in this state of mind are unnerving to any foe that sees the killing machine you instantly become, while hindering attempts to guess your next move. Without the hindrance of emotions and fear, your movements become more finely controlled and your presence diminishes to allow for easier feints. Even out of battle, this state can be helpful, though bonding with a man slayer can be more than a little difficult for normal people that still know fear.

796. Hitokiri- 100

Can it really be called swordsmanship when you cut so brutally? You're more of a butcher of men than a disciple of the sword, an already dreaded bandit whose formidable killing intent wreathes you like a cloud. You know how to kill men in a fight, not just use a sword in a fight. All kinds of dirty moves, tricks and nasty attacks are mixed with knowledge of the most painful and debilitating injuries to cause to others. It's quite easy to take advantage of those who fight honorably as well, letting you play on their expectations of what they expect others to do, even what they expect a sneak like you to do. That bloodlust of yours is a weapon in it's own right as well, an already strong feeling that can leave experienced warriors shivering, even causing your eyes to glow when the bloodlust begins to rise up. As you kill more men, your reputation and the power of your killing intent will raise along with you. Maybe one day the mere sight of you might bring death to your enemies from the terror.

797. The Heart of Battle- 200

When among those truly dedicated to battle and the art of war, the charisma that leads nations can fail to make a mark. These are men and women whose wills are strong enough to face down entire armies, why would they pay attention to the honeyed words of yet another noble wanting the nation's throne? But the charisma of a warrior exists, an unintentional aura around those whose skill other fighters can't help but admire and want to approach. You have the same air about you, a battle-born presence that gathers and charms others with a similar inclination towards battle towards you. Even if you cannot understand each other personally and normally would be quite opposed, this feeling of kinship can turn other fighters into friends and even comrades. It grows as your personal skill in battle does, perhaps one day enough to bring a powerful band of heroes together on it's own. While you may never understand your new allies' hearts, this does make teamwork and tactics within small groups of allies like this much easier. Even with little training, you and a small band of fellow warriors can immediately perform as a well oiled machine.

798. Shinsengumi Way- 200

The samurai code is in reality, a thing mostly of fiction. The many restrictions and honourable rules that the noble warriors supposedly lived under were fabrications of a later age. Mostly. There were indeed good men who bound themselves in vows and promises to show their morality, as well as those who did so to restrain their own dark sides. But the sacrifices made through a warrior's vow can have it's own benefits, the loss becoming new power for battle. You are able to take vows that restrict your own life, receiving increases to your overall combat ability in exchange. The more restrictive the vow is to you personally, the more

significant the increase. Sacrificing a few hours of your time in prayer each week would be a minor boost in power at best, whereas constant limitations such as never breaking your word or always fighting in an honorable manner could improve your power by half or even double the normal level. Breaking a restriction removes the benefit and applies a proportionate penalty to your power on top, as well as a damaged mental state. These penalties will disappear in time and slowly removing a vow over a few days will allow you to drop the restrictions without cost. A vow's power is based on how it affects you personally at the current moment, something strong for others but weak for you will give weak benefits.

799. Bladeless- 200

Learning to use a blade is hardly just the start of swordsmanship. There is no end to how far one can take the arts. But what many swordsmen fail to consider is how their skills can be applied outside of wielding a sword. The martial arts that accompany kenjutsu have become like bread and butter to you, turning sword techniques into similarly potent unarmed martial arts. These converted skills are especially effective against armed opponents, allowing one to disarm with ease or strike past heavy armor, as if your hands were finely aimed blades piercing through the chinks in their armor. And this knowledge of turning your body into a blade has only made it easier to fight those who use similar moves, allowing you to counter techniques meant to combat your swordsmanship or disarm you. Even if you're a specialist, you're more than capable without a sword in hand.

800. Knowledge of the Sowa- 400

The layman is as far from comprehending your movements as our world is from the sun. Achieving harmony with your blade has pushed it beyond the boundaries of what the human mind can easily understand, leaving opponents unable to read your attacks or intent when fighting with a sword. Every attack is unforeseen, a surprise manoeuvre not encountered by you before no matter the experience they have with you. Enemies must rely on raw reactions, skill and instinct to fight you as understanding the combat techniques you use remains impossible. With normal attacks, it is possible for someone to actively keep in their mind what your style is and consciously counter it but this prevents them relying on instinct. To any special techniques you possess, they cannot even do this and each one will be completely unexpected. These effects can be used even with weapons other than the sword. This harmony you have reached has also given you a heart that could be described as a perfectly still pool of clear water. Your focus in battle is legendary, unwavering in the face of fear and able to patiently wait in a ready stance for days on end. Even magical interference on your mind slides off, unable to taint the clear water.

801. Shukuchi- 400

Walking and breathing is something that all humans can do but few ever master. Uniting your movement with each breath you take is an agonising training process but one with incredible results for the physical form. Your movement capabilities are incredible, bursts of speed that let you instantly move across small clearings or rooms through your breath-based hyper acceleration. This can be focused into partial movements, such as sword swings to accelerate them far beyond any speed a bullet could reach, or to make improbable movements from any

situation, such as high jumps by the instantaneous movements of just your toes. The logical side effect is that your strikes hit with far greater power, allowing your speed-adjusted body to strike with incredible force even if you happened to be some small waif of a girl. Easily weaving this into your combat style, you are able to propel yourself at far greater speed than normal in movement and attack, unleashing violent flurries or dozens of precise strikes in a moment. Mastery is far from the end however, as with training you may even bring this simple practice of breathing and walking to the point of leaping across space, turning instant movement into teleportation and crossing dimensional boundaries. A simple martial technique.

802. Sword Saint- 400

Born into this life for one purpose, the fact that you fight with a sword is no surprise to any that see you. It's as natural as seeing a tall, broad man and assuming he was strong. Of course you wield a sword and of course, you wield with talent unlike anything they've ever seen before. A saint in the making, you are a prodigy with regards to anything related to swordsmanship. Without any skill, you could reach the level of a life-long legend in just months. Be it a Japanese katana or a European longsword, the metal sings out to your heart how to best make use of it. Even tangentially related disciplines, such as the martial arts to support kenjutsu or gathering combat instincts, comes so naturally. Perhaps with many years of hard work, you could start to breach the realm of the supernatural with a sword technique. What sets you apart from all the other claimed prodigies, is that you are as talented at passing down your knowledge as you are at accumulating it. While personal tutelage will let you teach even an untalented and lazy noble son almost as quickly as you learned yourself, even writing a book on your own techniques will become a valuable and much sought after manual on the arts of war. A final strange property in regards to the use of a sword, you find that swords you wield are never without worth. A rusty old blade that was once made en-masse will still sing in your hands, cutting into your enemies with an edge worthy of your current power. It'll never be as good as a properly fitting weapon but it'll be usable. As long as you could use it with your sword arts, you'll find the power within increasing to be useful to you. Even say, a pair of carved oars.

803. Root of all Swords- 600

For years, you swung your blade in pursuit of a greater truth. While others sought power or wealth or glory in battle, your blade pulled you onwards past where they all faltered. As you learned, others fell in droves to your skill. Maybe before you even looked back and realised just how far beyond other swordsmen you have already come. You have reached a level of swordsmanship that cannot be described as just supernatural or divine. To the eyes of the few others on your level, they describe it as having reached the Truth of the World with a single cut. The result is the ability to accomplish many impossible feats through your sword style. Cutting any physical material, repelling vastly superior opponents from a location your guard without injury to yourself, cutting through armies of threatening foes with grace and fluidity. Even with the body of an ordinary man, rather than some powerful heroic form, you remain one of the most lethal combatants in Japan. Your style currently culminates in a single perfect expression of your talent, which has been taken so far as to warp reality itself. A technique

that incorporates the Second Magic to cut three times with one slash, creating an inescapable prison of steel, is the best known example. But this peak you have reached is just the base of another mountain, as you have the ability to rapidly bring new techniques to such a supreme level. Your repertoire, provided you continue your harsh practice, will likely see new abilities like this every few months. Additionally, bringing other sword-based fighting styles to the level you have reached with this one is a speedy process of around a year's practice, your existing skills easily bridging the gap.

804. Settlement Blade- 600

It takes a real loser to put all their chips in on a sword style of all things, don't it? All these swordsmen are so devoted to their disciplines, they completely lose sight of what a real fight should be. If you want to win, you cheat and steal and trick till your blade is through their heart. You're damn good at the cheating and tricking part to start, maybe even building on what you already got here earlier. It's to the point that concealing your own presence from others becomes easy, letting you fade away from sight when in shadows as well as completely mask any sort of bloodlust or killing intent until you wish to unleash it. But that's really all just small stuff. What happens when it turns out that those styles are actually pretty useful? Then you just steal it for yourself. Mimicking other sword techniques and styles is as easy as seeing them once, letting you use them as superbly as the original wielder. Even if it took that foe decades to master the technique, you've reached their level in an instant. Provided the technique or sword style does not rely on the weapon itself being special and is only a function of skill instead of a separate magical ability, all it takes is a single observation. Unlike many other abilities here, you may also apply this to any martial style or category that you have reached an expert or extremely competent level in, expanding your mimicry to other kinds of weapons or martial arts. Albeit still bound to the restrictions above.

805. Heavenly Eyes- 600

There are those who have a natural connection to the void of nothingness, particularly those known for travelling between Worlds. For some, this connection can take on it's own life and persona. But those like you find it focused into your body, revealing the path to a desired future. The concept of the Void has awakened powerful Mystic Eyes in you, known as Heavenly Eyes. Functioning as a form of inevitable precognition, it allows you to see the possibilities that you may reach and then dedicate your entire being to the resolution of that goal. By deciding that your blade will cut the opponents' neck, the future will narrow until only that possibility remains, provided it was a possibility for you in the first place. Your sword will cut their neck, regardless of what else happens on that path. As they are now, the Heavenly Eyes are limited to short term actions such as a single fight, but with use their span will grow. Outside of their ability to force a desired future, the eyes are particularly suited to growth from battle, rapidly growing from every battle. Experience is quickly gained and internalised, allowing you to quickly adapt new tactics and improve your skills, making even a superior opponent much less threatening after surviving several bouts with them. An aspect of the connection to the void, or simply exceptionally good genes, has resulted in a significantly more powerful physical body as well. This heroic form is enough to contend with many strong youkai in Japan, making great skill with a sword all the more deadly. It is

also important for the final aspect of the Void connection, helping you better survive a normally suicidal technique. By focusing on what lays beyond the Void, you can very briefly achieve ‘True Emptiness’ that allows for your blade to cut anything. Any substance, any material, any concept. Even the empty space through which an old god from another universe channels it’s power can be annihilated. Normally even the brief connection to this concept would result in dissolution of your physical form but, provided your target is not as powerful as that old god Chaos, you are able to survive with merely great fatigue and bodily damage. If your form is more durable, you may be able to survive greater uses of the Empty Cut.

806. Shinobi Training- 100

Raised in the shadows your clan made their homes in, you’ve learned the arts of the shinobi. Concealing your presence is the primary skill, letting you hide from the detection of searching guards and other assassins as well as stealthily get in and out of secure locations. Various arts used in assassination such as rope work, blades, poison and a variety of ninja tools also make up much of your education. You’ve been given fairly focused training in distracting people, disguise and combat as well. Not enough to make any of them your main forte but still well beyond a normal person, letting you buy enough time to fade back into the shadows. It’s easier to get along with the things that live in that darkness too, such as evil spirits or vampires, with that same affinity for darkness manifesting as an intimidating aura for people that live in the daylight world.

807. Guarded Shadows- 100

Ninja don’t only work as a sword to wield against one’s enemies, they also act as a shield from their own kind. You are able to easily turn the shinobi arts towards protecting others and defending locations. Your skill in concealing your own presence becomes skill at detecting others who have concealed themselves, assassination talent lets you figure out how to defend from assassins, knowledge of poisoning teaches you how to check for and counteract it. Your dark and taboo skills of all different kinds quickly result in you learning the opposing defence to them. While only those skills related to being a ninja are this easy, this perk does also make it much easier for you to come up with counters to specific techniques that you have learned, such as how to defend against your own favourite combat jutsu.

808. Shinano Priestess- 200

For the less wholesome gods and monsters that make their sacred homes in Japan, a ninja clan can often act as the perfect subjects. Some clans find themselves bound to ancient spirits, responsible for providing many of their special abilities, in exchange for their own devotion. As part of the clan, you were taught as a priest or priestess to handle these spirits through holy witchcraft. While you are far from a powerful witch like Tamamo no Mae and of little use in combat, your training has given you a wealth of experience in handling spirits. You know many spells and rituals to calm and appease even powerful divine spirits, as well as allowing the summoning and control of lesser creatures. Spirits of all kinds often feel favourable to you, especially strong with those associated with darkness or other unwholesome concepts related to the ninja’s way of life. A fortunate priestess may even gain blessings from these gods, if they prove their devotion.

809. Fire in the Night- 200

In war, ninja are often used not to kill but to hinder and harry the enemy forces. Sabotage becomes much more valuable than picking off individual troops, resulting in the special training you and other ninja receive. You're a master at the art of sabotaging and disabling living beings, even on the scale of an army. Through a variety of means ranging from poison to explosives to limited magecraft knowledge, you are often able to limit an enemy army by a full third of it's normal manpower. Hundreds, even thousands if you are lucky, of troops can be put out of commission long enough to turn the tides of war, if not for good. Additional help trained in the same ways, training that you can provide, can enhance this number further. Your talents in sabotage also apply on an individual basis, making you much more skilled at crippling foes that you fight to reduce their power or leave them weak for months after losing to you.

810. Snake Jutsu- 400

A blessing from a great god, though it may seem a curse to some, has bound your being to a specific kind of animal. Snakes, spiders, canines, some great spirit that lives within that breed is partially connected to you now. What others see normally is just a few traits of that creature, such as a smattering of snake scales or the ears of a dog. But the benefits are many. Your physical abilities have significantly increased, overall enough to endanger a notable hero or powerful oni if you aren't fighting head on, but is specialised further to some attribute related to your animal. A snake could give you truly unnatural agility and flexibility, while a spider may increase your reflexes and twitch movements to far higher degrees. Your affinity for your chosen animal allows for them to be easily tamed and trained to act as capable ninja companions or allies in battle, as well as greatly improving the strength of magical spells or abilities that are related to the animal. That same affinity also translates into great favour from any greater being that is connected to this animal, such as gods of the same breed. Your final and most potent gift as part of this is the ability to manifest aspects of the great god that gave you this power by expending magical energy. A snake lady who was empowered by the Yamata no Orochi could summon the beasts' heads to attack foes by expending great energy or manifest drops of it's deadly poison with a lesser expenditure. It is even possible to summon your god at levels' beyond it's original power if enough strength is spent this way.

811. Ogre Transformation- 400

An inhuman bloodline rumbles softly in your body, sleeping until use of the red rage it provides is needed. An ancestor of yours was a mighty ogre, not that any would guess it until they saw you in combat. Your physical abilities are outrageous for a normally stealthy ninja, with physical strength more than enough to seriously harm great armoured heroes and tear giant rends through the eart, potentially even smashing down whole fortresses. That physical strength accelerates your movement speed to even greater heights, making the combination of assassination arts and violent speed even more lethal than ever before. But even with this power, you might look like an unassuming young man. When you call on your true potential, your body beginning to strain and bulge with power, your body and even brain will be pushed

to the very limits. A massive amplification of your natural abilities result, enough to make you a danger to even weaker divine beings, and your body continually restores it's energy as you fight. The unfortunate side of this is that it is done through eating away at your internal material, causing steady and serious damage to your body to supply this massive boost in power, speed, reactions and stamina. How this state takes form can vary from person to person, sometimes being obvious strain markings across the skin but also at times appearing as your entire body turning crimson red like the ogres you came from.

812. Legendary Shinobi- 600

Already a legend of the shadows, you are a master ninja that will be looked up to for generations to come, a legend carved out that even modern times will know the stories of. Your mastery of the ninja arts is complete, resulting in superhuman skill in intelligence gathering, torture, larceny, infiltration, assassination, ninja jutsu, ninja tools, combat and more. Despite relatively little physical power, you pose a deadly threat even to great youkai or heroic warriors, as long as you catch them off guard. Magic spells are as ineffective as mundane guards in detecting your presence when you wish to conceal it and you possess many mystical techniques, similar to magecraft but specialised for the shinobi arts. Shadows, blood, poison and more can be made and manipulated into varied but useful forms for your work. Your mere presence, even when concealed, can exude a potent aura of death when desired. It creates a paranoia based sickness in your enemies, steadily applying worsening physical effects as you face them. A matter of minutes in combat but days of stalking out of it, this can begin as a sick feeling but progress to a variety of illnesses from the stress of your waiting blades. Suitably given your legendary nature, you are more than capable of founding your own ninja clan. Passing down any ninja art or related skill becomes simple, your students learning swiftly with only basic instructions and capable of progressing to similar superhuman levels as you over time, with the right experiences to help them grow.

813. Murder Doll- 600

The unification of black magic and advanced technology makes it possible to create homunculi of truly superb quality. You are the result of the same process that created the Katou Danzou puppet, fully freed of any creator and able to enjoy this immortal frame. Your body becomes that of a techno-magical puppet, allowing you to translate any powers you have into a technological form within your body now and in the future if desired. It only fits, as your body is already equipped with a variety of impressive devices. Hidden blades of varying kinds, magically imbued wooden missile launchers, ranged attacks from kunai to crossbows, even technology and mystic codes that can create powerful vacuums or deliver dangerous curses. At the core, your physical body is also greatly enhanced in parameters. While your senses and mind remain the same, you are strong enough to contend with relatively powerful Oni and fast enough that even legendary swordsmen like Musashi Miyamoto can struggle to keep pace with you. This is all supported by great skill with Genjutsu, the arts of illusion. Rather than actual magecraft, these are varieties of mundane techniques and skill at misdirection that let you disguise things as not what they really are. The primary use of this is hiding the magi-tech devices and abilities you have as mundane effects or concealing their presence at all. A magus will struggle to recognise the true source of your vacuum attack that

allows for ranged annihilation of foes, seeing it as just ‘erasing the enemy form’ and becoming confused as to the true mechanism. Hiding the exact nature, functions and mechanisms of your abilities becomes simple with these skills. While you do not know how to create more of your kind, you are able to relatively easily repair your body should it become damaged, even with fairly common materials. It appears your form has several functions that aid this, instead of requiring your creators be present.

814. Mixed Blood- 100

The blood of beasts lies thickly in your veins, the sign of Oni-born ancestry in your family line. You might be the direct child of an Oni coupling with a human or a distant descendant, part of a family of Mixed Bloods who has awakened more of their heritage than normal. It’s gifted you with enhanced physical abilities, enough to punch through brick walls or outrun light cavalry with ease. Your constitution makes most poison of little danger, particularly so when it comes to alcohol, taking vast amounts of the stuff to get tipsy. Apparently, this heritage also makes drink taste even more wonderful than normal. Your blood makes it easier to understand and get along with even full Oni, as well as other mixed bloods, though this can be turned towards the more malicious purpose of making it easier to track and find them for a hunt. You’re one of the lucky ones who does not suffer overtly from any inversion impulses, your oni blood remaining quiet even in battle and not causing violent rages. While it has not developed yet, the final gift of your heritage is that you have the potential to develop a unique power from your ancestor. Further increases physical abilities, a death resistant body, stealing heat or energy with a glance, telekinesis and many more abilities are all possible due to the variety of Oni that call Japan their home. In time, you’ll gain access and continually strengthen one such ability, growing alongside you as your magical power and mystery increases. Optionally, you may treat this as an option to be a full Oni but a very weak one, the main differences merely being that you have the horns and inhuman appearance of an actual Oni.

815. Goooooolden- 100

A golden life can only be grasped by those born to be golden in the first place. You have a naturally born body of beauty, a graceful and handsome form that even a demon would stop to admire for a few moments. Naturally fit, and able to maintain greater levels of fitness without effort once you reach them, your shining form makes life a lot easier for you. Indeed, the golden shine you have seems to attract rare valuables towards yourself, showering you in quite the amount of wealth. Those who find you quite attractive will often take on a familial feeling as well, if you allow it, causing them to act motherly or sisterly as they feel stronger affection to you. Even a rival might teasingly flirt with you this way, if you were just their type. Lastly, provided you do not disturb nature in cruel ways, your circumstances of birth make it easy for you to get along with animals and able to communicate with them as if they were fully intelligent and capable of speech. Not that many of them have much to say.

816. Red Rage- 200

The classic expression of what an Oni is, power and rage and stature to crush any mortal man. Only the great heroes could stand to these towers beasts, such as what you’ve become. Your

body can transform to an extent now, able to change into an innocent, child-like form without losing your normal power or increasing your size and musculature to grotesque extents to gain more power, turning into a monster that grows as your magical power does. Beyond this outward expression of power, you can tap into the same demonic fury that gives Oni like Ibaraki their names, a raging state that greatly increases your physical power. While initially you retain control, the more you loosen your hold, the greater the benefit you'll gain and the more horrendous your appearance becomes.

817. Sweet Kiss of Death- 200

The raging Oni are deadly for more than their physical power. Some of them can lure men to their doom with little more than a glance or a heated breath, their very beings infused with temptation. Luring humans to indulge in all kinds of ill-advised passions is a talent of yours, charming and seducing easily without even relying on your new abilities. The drink that Oni love so much becomes part of you, allowing you to drug and intoxicate others with just your presence. Just being in your sight can cause thoughts to become heady, gazes lidded and passions awoken. The closer they come to you and the more intimate they get, the more intense this drug becomes. Even those of divine heritage might never escape your clutches if they accept a kiss from you. You gain a willing immunity to it all, both alcohol and charming effects, so long as you want to hold yourself above it all. And should you find things going wrong, you are able to turn any alcohol you touch into a terrible poison, ranging from those that deliver a variety of nasty status effects to such potency that only bones are left behind.

818. Fifth Heavenly Hunter- 400

The greatest of all demon hunters are the ones with demon blood in their own veins. Even the famous Minamoto no Yorimitsu and her four heavenly kings bear that taint. Through a personal journey or being part of such a legendary group, you've become worthy of standing at the peak of all hunters in this land. Your physical abilities may not match the most terrible of demons outright, though splitting a castle with an axe is well within your reach, but your combat abilities extend much further. You are broadly skilled with many weapons and martial arts, enough to reach an expert level in most, and are particularly talented at fighting those more powerful than yourself. Whereas a master swordsman may outmatch you with their wits, you are able to fight in a way to negate the advantages of demons tens of times your strength or speed. Knowledge of holy rituals and a lifetime of slaughtering mysterious beasts has made you highly resistant to magic and able to deal much more damage to beings of great mystery than normal. Your demon blood heritage is fully turned to your benefit, making it much easier for you to deceive and trick demons and Oni. Fooling them into treating you as an honoured guest, even when you are a famous hunter of their kind, isn't an impossible task. Lastly, as with the many demon hunter clans to arise in later times, you are able to pass down your techniques and unique abilities to the rest of your family. Your descendants are able to much more easily learn what you have learned, as well as being able to unlock special powers that would normally have a very low rate of inheritance. Unlike some clans, they also share any self control you have over your Oni nature, preventing them from falling to madness.

819. Human Meal Preparation- 400

A cruel power, capable of instant death with the right aim, inherited from one of the greatest of all Japanese monsters. The deboning art lets the user remove bones from within the body of another creature, without spilling any blood. Your hands pass through their skin, meat and organs as if they did not exist, tearing out bones like removing the pieces of a puzzle. The smallest piece removed can cause the whole body to collapse in agony or death. While bones are the most elegant choice in the mind of the original creator of this technique, it can be used to remove the internals of any living thing with enough focus on the desired kind of target, perhaps even remade to work on non-living objects as well. It is a special ability, rather than pure magic, and thus lets your grasping hands bypass magical resistances and armor that might normally block it, though wards to stop contact might help your poor targets.

820. Blessed with Power and Wisdom- 600

Is there something more to you than just the bloody power of an Oni-Kind? A connection to an enlightened being has transformed a part of your being, giving you powers unlike what most Oni could claim to have. The Bodhisattva that your being is connected to has resulted in your intelligence being greatly increased, making mastering new skills or adeptly controlling many spells at once a trivial task. It's also opened many years of wisdom that the Bodhisattva gained to your mind, though not all bearers of this power make use of such. The more overt result of this is a supernatural power, telekinesis of a kind, that lets you control hundreds of different objects at once at high speeds. Raining a hundred swords down on the enemy, each animated as if personally wielded, makes for a deadly storm of blades. The telekinesis is somewhat lacking in raw strength, tipping over a castle may be possible but you won't fling it at high speeds. Your power even enables you to temporarily split an object into many copies, such as making hundreds of replicas of your magical sword. They only last for a few moments at a time but that can be more than enough. If you were to focus inwardly on this connection, you could use the Bodhissatva and transform yourself into a future calculation cell, gaining access to the records of your own future possibilities. Scanning through your own future paths can grant a great deal of knowledge and your mind can observe dozens at once with your boosted intelligence, though spending too long in this cell-state causes rapid degradation of your being. Not an issue if you stop after a few minutes and rest but pushing yourself to the brink may risk death.

821. Vermillion Oni- 600

Your Oni blood is awakened to the very limit of it's potential, making you into a terrible creature the equal of the rulers of the Oni Mountain. Rather than just making you a powerful Oni, this is in actuality a trait that can apply to any species who you are part of, even in just sharing some of their blood. You gain the potential to quickly awaken the legacy in your blood, gaining the powers of the full race your line comes from and over time coming to represent the most powerful members of that species. Additionally, your awakened blood grants you a significant advantage when you fight against a member of your own species, drawing out a noticeable amount of extra strength from within. As an Oni, your powers are

quite significant. Enough brute strength to crack open a mountain, cause tremors across an island or turn a town into a series of craters. Incredible toughness, not just in reducing the damage you take but surviving grisly wounds, able to live with a decapitated head or crush chest without issue. Indeed, just cutting off your body parts won't remove them from your control, able to animate severed hands and legs as if you were still attached. Your magical power has increased to match your strength in output and you are able to channel it into heat or fire, creating and manipulating these elements at lethal levels of intensity. Despite the monstrous nature you have, you'll possess a charismatic presence that can even make those setting out to hunt you down falter, in fear or wonder or even desire. Perhaps that presence also translates into a beautiful countenance, if you haven't decided to appear as a monstrous version of the Oni-kind?

822. Inhumanity- 100

More than many countries, Japan was filled with mystery. Spirits, demons and monsters populated these lands, feasting on the superstitions of it's people. You're just another of these hungry beings, a youkai who calls Japan it's home. Through this option, you are able to choose a inhuman creature from Japanese folklore and make that your new kind. You'll likely gain an inhuman form because of it but will retain the ability to transform into a seemingly normal human at any time, allowing you to disguise your nature at least cosmetically. The powers you gain from whatever race you choose are not especially potent. It's likely you'll have superhuman physical abilities, enough that an ordinary person has no real chance of fighting you, and several minor magical powers as well. A kitsune who can naturally craft illusions and create fox-fire to burn hunters is a fine example. Whatever choice you make, you will grow stronger and gain more varied abilities over time. While this has a limit far below that of the Three Great Monsters, such as Tamamo no Mae or Shuten Douji, a few centuries would make you a threat to a human army, a terror with potential magical powers. Oddly enough, it appears that dinosaurs are also able to be chosen through this option, even though they're not anything like a traditional youkai. The average Japanese villager probably won't care much for the difference between an Oni and a Tyrannosaurus Rex though.

823. Family Guardian- 100

Unlike the much nastier Oni, a Youkai's disposition towards humanity is much more variable. While there are many deadly dangers, plenty of spirits are helpful or neutral to their neighbours instead. Should you wish it, people will easily understand your intentions and general alignment, such as monster hunters realising that you pose no threat and might even help them on their quest. That feeling can become quite powerful if you actually want to help others, to the point that those in need of help you can provide will find themselves drawn towards you. A swordsman in need of a life lesson in respecting the supernatural may find themselves at the entrance to your castle, while a lord in danger of invasion could happen on you on an evening stroll through his garden, ready to ask for aid from the supernatural being to appear in his time of need.

824. Shape-Changing Spirit- 200

The form of a youkai is not a singularly defined thing, not limited to just one manifestation. Many of these beings have the ability to adjust their form, though few can do it to the level you begin to unlock. Innately, you are now able to morph and warp your physical form. At first, this is between humanly possible forms and sizes, allowing you to take one on if you currently lack one. With time and practice, you'll be able to extend this shapeshifting to more extreme sizes, as well as to various animal forms and even monstrous shapes. It's easiest to grow this towards things you have an affinity for, such as fox forms for any kitsune. Additionally, you'll find that you have a great talent for any kind of magic that manipulates the forms of living beings. With a small amount of work, you can even learn to combine your new natural shapeshifting ability with magic you are able to cast, letting you change the shape of your spells or even make the magic you cast appear as yourself, creating easy decoys or turning touch activated spells into illusory images of yourself.

825. Origami Witch- 200

A simple art turned deadly in your hands. Years of experience in folding paper has certainly made you a master at creating even the most complex origami shapes, your skill growing to the point that it began to mix with your magical energy, turning into something much more dangerous. You can easily use magic to shape paper into a wide variety of forms, imbued with varying effects. Creating origami familiars from paper, dangerous enough to scythe through human soldiers, is a ground-level effect. Creating powerful shields from overlapping paper flowers, flight through origami wings, patterns that strengthen existing spells or apply curse-like debuffs to those pierced by the paper cranes are all possible. While your main skill lies with direct paper spells, you will also find it much more possible to place magical effects onto paper for use with your magic. Researching some form of Onmyoudo or runic spells could prove especially potent.

826. Popularity Redesign- 400

Changing shape is one thing but sometimes you need to get a lot deeper, like when a crazed vulpine maniac is making death threats against you in private messaging, saying that only one fox can live. When situations like those occur, a Youkai can make a change to their being on a much deeper level. A re-do of their theme, a fixer upper on their selling points. While it's tiring to do and can't be done more than around once a year, enough time for a new event to come around, you are able to change 'themes' about yourself around. A fox theme, like what one would have as a kitsune, might be changed to being a bat theme. This has a variety of effects, such as altering your species into that of a bat-related youkai and changing the fox powers and fox-related magic you have into bat equivalents. While cosmetic changes are most obvious, it can certainly result in many functional changes as well, though the overall level of power and ability balances out. A versatile earth mage could switch up their style to ride the lightning, taking on a lot more offensive power but losing much of their breadth of ability. A bat youkai won't have the illusions and fox fire of a kitsune but may find magical powers relating to sound and darkness appearing in their mind's eye. Perhaps even a goddess could change what they rule over this way.

827. Witch- 400

Distrusted and feared, a witch is a dangerous sort of spell caster. Relying on a system separate from the ordinary models used by most magi, witchcraft holds many strange spells and abilities, giving it a unwholesome reputation through much of Japan. Though no grand witch are you, you've been changed into quite a powerful spellcaster with this option. You have access and a great deal of training in the system of Witchcraft, a magic casting system that functions without counting as magic when it comes to things like Magic Resistance or anti-magical fields. Witchcraft is performed using physical motions with one's body and the energy within you and around you, best suited towards indirect means of interacting with the world. Curses, seals, increasing the power of allies and applying disadvantages to the enemy, manipulating the spirits of nature and even imbuing power into your physical movements for powerful blows. Even with the ill-suited nature of witchcraft towards combat, you can cast spells that can bring down a fortress. It just might often be a confluence of misfortune, evil spirits summoned, raging weather and weakened foundations that you do it with, instead of a single massive attack spell. Witchcraft allows for very subtle workings, often able to bypass most forms of magic detection, and will prove exceptionally useful for influencing the minds and hearts of living beings. Obtaining influence, status and power over others is what witches have been accused of using magic for for good reason.

828. Nine Tails to Be- 600

Great power is like a wall, bringing both safety and separation from those without it. It's not surprise that many of the most powerful creatures here have reduced their might in order to experience life again, living among humans as equals or near-such rather than standing above them as a goddess. In the past, you used to be a being of importance beyond the scale of this world, but your past self made the choice to reduce to a fraction of their power. For whatever reason, your current state is the result. Originally, you were a divinity related to a stellar object, capable of manipulating a star or some other equivalent astrological object. Now you are 'merely' a mighty Youkai, equal to the Three Greats of Japan. A demonic fox that can reap armies with fire and claw, a gargantuan skeleton with the strength to cleave castles with a twitch. Your physical prowess is immense, the sort that would require teams of heroes to challenge, and you have a varied set of magical abilities of similar potence to match legends like Tamamo no Mae, Yamata no Orochi and similar beasts. All is powered by vast well of magical energy and mystery within your body, more than almost any non-divine being in Japan. But your original power is not locked off from you forever. With time and intent, as well as experiencing many struggles in life, you can slowly regain your loss glory. This occurs in nine stages, like a kitsune slowly regrowing their lost tails until they have all nine once again. Each stage greatly increases the power this option provides but takes progressively longer to unlock. The ninth stage is unlikely to happen before a thousand years have passed but would make you an equal to Amaterasu herself, the original form of Tamamo. By only paying 400CP instead of 600CP, discounted to Youkai as normal, you can obtain the first half of this perk without the latter half. You will be a powerful Youkai as described above but will lack the divine origin the perk normally ascribes to you, instead being exactly what you appear to be. You will not grow in power as the second half of the perk describes with this choice.

829. Blood Drenched Consort- 600

When people think of evil spirits, they think of beings that spread bad luck, simply misfortune or who bear grudges against the living. Rarely do they encounter, even dare to think of, a creature as vile as the one you claim heritage from. A parent, spiritual ancestor, teacher or even just who you were a few years ago; you learned from the cursed fox witch Da Ji in China the ways to toy with the hearts of men. Sneaking into the homes of kings and queens, having them fall for your schemes and wiles, binding men with mad lust and leading whole kingdoms in your wake. Infiltration, political manipulation, deceit and the seduction of rulers are all your bread and butter. Even a great hero is far more vulnerable to your words than to any rampaging beast and those who discover your cruel nature beyond the lies can often be twisted away to a new target, it proving easy to pretend to be innocent and little threat. The many ways to cause agony to the body, mind and soul and great experience in their use has also given you potential for something much more important to the world. Your extensive torture experience, including with a variety of magecraft spells suited to such, has given you the first hints of evolving into a Evil of Humanity. Da Ji's evil is something you can claim to match and this potential could develop should you continue to perform worse and worse crimes against mankind. The more evil you commit, the more your power will grow and the closer you get to becoming a Beast. Already, you possess a natural understanding of the nature of mankind, part of what makes your ability to manipulate them above come so close to magical effectiveness.

830. Garb and Blade- Free

Ordinary clothes and tools for the origin and time period you find yourself in. For most, these will be simple but sturdy worker's clothes or a more valuable garb of a courtesan. Your tools would include only the basics, such as a sturdy metal weapon of choice and a decent amount of currency for the time, along with whatever identification documents would be needed to fit in where you are. An extra 50CP spent will give you an outfit and weapon of choice. While both must be mundane, they are of very high quality. A well forged katana or spear or even something as strong as a hammer or axe the size of a man. For clothing, it could range from a full set of samurai armor to the skin-tight bodysuits worn by shinobi, warriors from the future and various odd people. They both provide decent tools and seem much more receptive than normal to additional enchantments.

831. Yokaichan- 50/100

Arguing over East or West Youkai being superior, bitching about which mortal ruler is going to win the next civil war, screaming obscenities at other species, it's all just another day on the Yokaichan imageboards. The ones that all the supernatural beings in Japan can apparently access through their minds. Put as much thought into it as they do into what they 'post'. Which is to say none. Purchasing this gives you access to this forum, and makes it actually exist, from your mind. It's an online board where supernatural beings argue and chat about stupid things, create doujin circles, shitpost, organise meet ups and otherwise act like can only be expected on this sort of website. No one seems to find it strange that this exists or really use it for much more than entertainment. If you buy this, you can also have it present in future worlds, allowing the supernatural beings there to make use of it. Again, think less evil schemes and battle communication and more mexican basket weaving shitposting. What

you're used to by now. By paying an extra 50CP, you can expand this from an imageboard into an entire online community. Video sites, art platforums, multiple forums for anonymous or public communication. Like an entire internet just for the supernatural side of the world, which everyone accepts as both fact and almost entirely a source of fun. Except for the ones that send threats, like foxy women who hate others muscling in on their territory.

832. Wooden Oar Swords/Sheath- 100

Wooden Oar Swords- 50

A pair of crude wooden blades, larger towards the end, almost like an oar of some kind. Which makes sense, given it's what they're carved from. Sturdy enough to not break from your swings, these half-assed swords somehow function just as well as a regular metal sword without the risk of death to the enemy. Unless you specifically aim for it, you'll leave them with broken bones and battered pride but no lethal wounds.

Sheath- 50

Physical vessels like these are most commonly created for the use of Divine Spirits, allowing them to more easily travel through the human realm. But this particular body appears usable by just about anyone, spirit or no. It's quite difficult to detect the true nature of the one hiding within it, in case you want to pretend to be just a normal human. By default, the body here is that of a young red haired man with golden eyes. While inside the vessel, you find a minor but notable improvement to any magic relating to 'swords' that you make use of. You can change the appearance of the vessel if desired, though not the magic involved.

833. Mountain Heaven- 200

Who would ever have expected a hot springs resort to appear so deep in the misty forests? It hardly seems like a profitable location but any traveler would be glad to happen upon this secluded respite. Moreso once they meet you, the lovely innkeeper and landlord of this small compound. This is a traditional resort that is summoned at your whim, large and very comfortable. Despite the earlier age, it remains stocked with high quality supplies and many conveniences of the modern era, not that anyone notices the anachronisms. There's enough rooms to host a few dozen guests at a time. The luxurious hot springs are the star attraction, many large natural baths that no one appears to mind are all mixed bathing. Despite the size and possibility of keeping upwards of fifty people happy at once in their stay, you find it takes no time or effort at all. While here, you can act as a superb innkeeper, of almost supernatural skill when it comes to satisfying all customers and their desires. People do tend to follow your rules here as well, provided they're mostly reasonable and not too out there for an inn. You might get away with a few bizarre rules passed off as customs that no guest will think twice about following but don't try anything harmful. For an additional 100CP, a mysterious tower can be added behind the Inn. This is a battle arena, one of seemingly endless floors. The higher one goes, the more dangerous the enemies are. Defeat in this tower does not result in death, the defeated appearing in one of the hot spring baths to heal. Every entrant to the tower must start from the bottom, though clearing ten floors of enemies will let that entrant start ten floors higher if desired.

834. Hunter House- 200

While they would not gain prominence until the later eras, and rather quickly fade away after that too, the Demon Hunting Organisation provided an important service to Japan once heroes began to be less and less common sights. Made of at least four primary families, they fought against the Mixed Bloods, descendants of the Oni that they believed were an evil blight on Japan. Time would see this feud become irrelevant, both sides to the conflict assimilating peacefully into society. But for now, the battles rage on with you as new member to an existing family or part of an entirely new clan. You are the head or heir, depending on age, to a Demon Hunting Family of some size and renown. They are considered equal to the other four families in the organisation- Nanaya, Ryougi, Asakami and Fujo. It is relatively close to the peak of their strength, meaning that the family has several hundred members, among which are dozens of trained combatants able to contend with demonic foes and Mixed Bloods alike. Your family possesses a Psychic Power of moderate benefit, such as the Pure Eyes of the Nanaya family or the personality alteration arts of the Ryougi. If you are making a new family, you may freely define the makeup of that family as well as their relations and feelings towards you. Whatever your choice, the family is decently wealthy and more likely minor nobles than not, owning private plots of land to train for demon hunting missions on. The family will come with you, as followers or companions as you decide, and retain their status in future worlds.

835. Bat Castle- 200

A vast palace that lies abandoned and empty. Who would leave such a fabulous fortification, so thoroughly decked in luxury and wealth? The reality is that it is far from abandoned and the locals are well aware, for it has a supernatural resident. That being yourself. This large Japanese castle is a place of power for you, enormously raising your statistics while present inside. Youkai of middling power become powerful enough to contend with Tamamo the Fox. Not that such power is obvious, as your presence is easily concealed while within the castle grounds. Only the sharpest of magical senses can find your presence while within, even if you stood right in front of an otherwise eagle eyed hunter. The castle can be summoned to your location, in full or miniature form, and so quickly that it can even defend from attacks. Magical spells find themselves sputtering out harmlessly against the instantly manifested walls of your castle. With some confidence in you, the castle can also attack on it's own, physically animating to crush your enemies. Who knows what form this might take, anything from levitating parts of it's materials to transforming into some sort of mechanized humanoid being. For a more reasonable use of the castle while outside of it's grounds, you can also temporarily summon the boosting and presence concealing effects to aid you and small groups of allies near you. By declaring where you are standing as your territory, you can benefit for a few minutes from those powers and even focus them towards Endurance, Strength, Agility or Mana specifically to greatly enhance the boost at the cost of the other benefits.

In future worlds, the castle may remain as such or take on a fitting form, such as a known to be haunted mansion or skyscraper. For the payment of 50CP extra, you can also create a

secret room hidden deep within the castle that can only be described as a NEET's paradise, a luxurious bedroom/living room that contains every delight a modern day Japanese nerd might want, even including limitless electricity and junk food. Somehow, if you have the money, you can also place orders for more media or collectors items to be delivered.

836. The Diary of Lady Jumper- 300

If you never practice your writing, how will you ever get better? This leather-bound diary is a special book, provided you give it what it needs. By dutifully writing the events of your life in the diary each day, you empower it over time. If you happen to reach a point where you wish that something occurred differently, where you wanted to rewrite the past, maybe now you can make that a bit more literal. It's true that writing an event that has happened in this diary and then rewriting it can change the past, provided you can give the diary the energy it greedily consumes to make these changes. Small alterations are relatively simple, such as healing your recent wounds by rewriting the past so that you were not hurt in the first place. Large changes that affect others are likely to consume considerable amounts of energy. Harming others, altering relationships or changing the entire outcome of a battle could potentially leave even a great Youkai exhausted. Messing with the past too harshly may also attract unwanted attention. But if you write in your diary each day, you can at least ease your own path in life, getting rid of the little mistakes you wish you didn't make the day before.

837. Swordsmith's Hut- 300

A bounded field manifested by only the greatest smiths in the land. To make a blade, you no longer need some massive static forge or a complement of sturdy tools. Your workshop remains with you at all times, as much a part of your being as the hands with which you make your art. This magical field you possess allows you to integrate crafting tools and structures that you possess into a bounded field, letting you manifest them at will. This may appear as the structures appearing from nowhere or as overlaying the effects on the existing environment, turning a natural rock bench into a sturdy anvil or a running stream into a fully capable quenching bath for hot steel. Your field is already equipped with all the tools expected of a master swordsmith in this land, as well as potent magical enhancements that improve any crafting efforts made within the field. Creations will be sturdier, sharper, lighter and more adaptable to their wielders even without any skill on your part. You may freely combine new structures and tools into this field, likely mixing them with the existing additions, to continually build on your new ever- present workshop.

838. Ame no Sakahoko- 400

The Heavenly Retracing Spear used in the creation of Japan by Izanagi and Izanami in ages past. While it is unclear as to the authenticity of the spear, it's power is undeniable. A divine weapon of enormous power, a strike from the spear can badly wound even the greatest demon found in these lands and most Divine Spirits will find it just as grievous an injury. But such brutish destruction is only a side effect of the incredible power contained in the spear. As it was used to raise the archipelago, so too can it be used on reality now. The spear can churn reality itself, taking space and time with all it's matter, meaning and fates to their original form. All creation is reduced to primordial chaos, a shining black fluid from which existence

came about. Even something such as a heroic spirit would find their Spirit Origin negated and cut from space-time. The churning requires the steady swirling of the spear in contact with the target, though powerful beings can expand this into a growing area around the spears' point. Once this chaos has been generated, raising the spear will allow the wielder to create anew from the fluid, making land and life from the most basic building material of existence. This requires power and intense mental calculation, as opposed to the simple reduction of turning already existing things to their original state. A normal human would be unlikely to affect more than what they could physically churn with the spear nor make anything beyond mundane dirt and vegetation. A powerful youkai, onymouji or hero of some sort could like churn dozens of meters of reality around themselves at a time and bring about most mundane existences through the primordial runoff. It would take a powerful deity to churn and create on the scale of Japan itself however, even Izanagi taking time and care to raise the archipelago from the chaotic sea. Intelligent beings must generally be directly struck with the spear to begin reduction, unless they are greatly inferior to the wielder.

839. Holy Book- 100

The book of scriptures for your religion of choice, lovingly bound and scribed for you. It's presence increases the strength of your faith and bolsters your spirit but when actively reciting from the lessons within, it can increase magic resistance. With enough passion and volume, it can outright shut down lesser spells and magi that can hear you, compelled to stop their foul arts by the purity of your belief.

840. Onmyo Supplies- 200

A woven pack containing a large number of normally expensive supplies needed for proper Onmyouji craft. A seemingly unlimited amount of high quality paper, ink and scribing tools are within as a start, the basics needed for most spells in this field. Beyond these, are a large number of pre- made charms and shikigami that can be released from the pack on command. These can serve as emergency wards, alarms and shields when in a bind. Moderately powerful on their own, they can hold off a demon or band of men for a few minutes while you escape. The shikigami, numbering a few dozen in small paper forms, are able to act as capable spies and messengers over long ranges. When combined into one, they turn into a large animal such as a tiger or wyvern, a powerful combatant that can defend you against even a decently powerful hero for a few minutes before crumbling. The charms and shikigami replenish a week after being used.

841. Beatification- 400

The many faithful gather in your wake, all eager to catch a glimpse of the one that lit the fires of belief in their weary hearts. Your reputation precedes you in Japan, and in the right times across the rest of the world too, as you are an acknowledged and famed Saint of your religion. Your past actions and beliefs have seemingly earned the adoration and heartfelt wishes of countless thousands of people in these lands. Enough that they have gathered into quite the force to support your holy work. A series of churches, towns, smaller communities and travelling bands have become a religious fiefdom of your own. While still supposedly under the rule of the actual governor, the many thousands in this large area of land look to you first

as their liege. In times of need, they won't hesitate to pick up arms in righteous fury to aid you, every soldier and farmer alike. For now, the nobility of these lands believes interfering would be more trouble than worth, but starting a fuss could draw their attention. Be sure your flock has the power to force their freedom if you intend to force the issue. In future worlds, you'll find your reputation as a saint of your chosen religion and a similar religious following appear as well.

842. Shrine of Love- 600

Among the largest and most impressive holy sites across Japan is this temple, located some distance away from where you begin. Concealed by nature and difficult paths for those who don't know where to tread, this large temple is a site of great devotion to your chosen religion or gods. Holy rites would doubtlessly be far more powerful here and the imbued faith has erected many powerful wards across the complex, enough that even Shuten Douji or another great Youkai would take many days to breach with force. The abundant nature surrounding the shrine provides more than enough food and water to make long term accommodation comfortable. The temple has the curious property of allowing certain friendly supernatural beings through these protections now and then. Now and then, you may wake up one day to find visitors, strange creatures from across Japan that have great power and a very favourable disposition to you. Often seeking a quiet home to stay in, they make for easy allies. First for protecting the new home should you allow them to stay and quickly in aiding you personally, as they appear quite eager to bond and make friends. These magical beings have a strange tendency to be attractive members of a sex that you prefer as well, which is probably just a coincidence. Those longing looks, deep blushes and constant remarks on how they will protect you from anyone no matter what they have to do are all the signs of a good friend.

843. EX Ranked Rice- 100

A gift of endless food to supply your kingdom. You possess several enchanted barrels of rice, fresh and healthy for eating. Thrice a day, you can summon a great wave of rice from these barrels, enough to easily feed thousands of hungry mouths for the day. The rice is filling and nutritious, enough that even hearty warriors would have the energy for a lengthy battle on a diet of the rice.

844. Boneless Man- 200

A double-edged spear with a long blade, this appears to be quite a sturdy weapon. A button found on the haft will open the head, splitting it into a cross guard and revealing a smaller blade at the end of the spear, which can be a brutal finisher if the spear head happens to be impaled in someone when you split it. But the Boneless Man earns it's name not for being a trick weapon but for how it cuts through men. Before the edge of this weapon, it's targets are cut through as if they had no bones. Swinging the spear head through a man would be like cutting through a bag of meat and blood, treating the bones as if they were air to cut through. The defence nullification of the spear extends to any similar skeletal form, removing the defensive properties of internal structure that could be compared to bones.

845. Regional Lord- 400

The symbols and surroundings of a much more important noble are offered up to you. Instead of a minor courtesan or functionary or heir to a lesser lord, you're quite a big deal in your own right. You possess a large and well fortified castle as well as the title to rule it and a large stretch of land around. Numerous towns and smaller villages owe fealty to you, as well as the nobles and warriors that rule these lesser regions in your county. With time to answer the call, you'd have a small army of samurai and militia available to you. The castle has some additional secrets as well. As your personal power and political power grows, the castle will begin to increase in size, splendour and it's defensive value. New floors and connected buildings appear over night when you win over a rival lord, your growing magical powers see warding spells and animated sentry golems manifest without direct action on your part.

846. Three Thousand Worlds- 600

The three thousand arquebuses that may one day change Japan. Called to your hand and presence by will, you are able to summon these matchlock rifles and control them with your mind, aiming and firing each one as if personally holding them. They do not run dry on shot, taking only a few seconds to reload, but are no more powerful than ordinary matchlocks right now. Against those riding a creature or otherwise known for cavalry combat, the matchlocks display several times their normal power and easily tear through samurai and horse in a single shot. But even without any boost, three thousand focused shots can destroy many foes, particularly rained down every six seconds. If you have any magical energy of your own, you can charge it into one or more of the guns to directly amplify their power. Possessing these guns, stored in some form of pocket dimension normally, also teaches you a bizarrely effective 'gun-kata' that allows you to fight effectively with muskets even in close combat, utilising them as swords, for parries and rapidly swapping your guns to fire quickly. If you have other firearms, you can also add them in place of one of your three thousand muskets. Replenishing the ammunition of more powerful weapons will take comparatively longer for the magic here.

847. First Edge- 100

The most important body part of any and every swordsman is his sword. It is no lie to call it an extension of their body, as any swordsman worth the name will come to treat and feel it as one. This sword before you is one of traditional Japanese make, taking a form of your choice between the many made in this nation. It is of high class, sturdy and sharp even when clashing against metal armor directly. Short of magically enhanced targets, the edge will not chip and will cleave thick trees in two with a hearty swing. To say little of what it can wreak on a human body. Along with the sword is an ornate sheath and a replenishing kit to maintain both blade and container.

848. Coat of Oaths- 200

The official uniform of the Shinsengumi, a blue and white overcoat that carries the beliefs of the heroes that fought for justice. Wearing it grants enhanced physical abilities, even a sickly young girl can tear through expert samurai in full armor like this, and ranks up any armaments held by the wielder. Swords take on a new name and form, gaining far greater cutting power and durability while held. Other weapons vary, though the results is generally a significant

increase in quality from it's current form. Once released, the armament will return to it's original state.

849. Flag of Sincerity- 400

A flag decorated with a symbol of your organisation, faith or just something that shows the bond between you and your allies. When raised up, it allows you to summon phantasmal copies of those who consider themselves your allies to fight alongside you. Their combat ability is significantly reduced and they will often lack their most potent abilities or items but up to two hundred comrades can appear through the flag at a time, remaining for several hours before vanishing. Only those who would be willing to fight and die alongside you in your current goal will answer. A strange effect of the flag is that those summoned are influenced by your perceptions of them, altering the personalities and appearances of the illusory warriors to fit your perspective. Someone you find intimidating could grow taller and broader than they are in real life, while a warrior you see as brutal might now carry a serrated sword.

850. True Steel- 600

The pride and joy of one of the greatest swordsmiths in history. While without decoration, the sword in your hands is among the most potent and valuable in all of Japan. A perfect katana, whose quality and specifications appear to have been molded to fit your body and style specifically. Even a novice with this in hand would feel like they could move as a master does. The blade itself cuts without hesitation or restriction when swung with the intent to do so, allowing it to cut through not just any physical matter but even non-physical presences and concepts. Spirits die as easily as mortal men to the sword and the barriers between worlds or dimensions can be sliced open with a flick of the wrist. Combined with the skill to strike at conceptual ideas without this sword, it can even allow for outright destruction of what you attack, instead of merely severing it. The legendary sword will not break no matter the pressures you put it through, always adapting to your body and fighting style to remain a true partner in battle. In the thick of it, the sheer power that radiates off the sword can even create an aura around you, shining red and gold.

851. Ninja's Toolset- 100

The samurai has their armor and sword, the ninja has their bag of tools. This sturdy black bag is filled with everything you'll need for your dark work. Standard weapons like sets of kunai and shuriken, a kusari-gama and a short blade are expected. A variety of infiltration tools, from rope to water shoes to climbing anchors, are also a necessity. The more valuable aspect of this bag is the extensive disguise kit and set of poisons available, both replenishing quickly after use. The disguise kit can allow for minor magical changes, like slight alterations in body shape and size, while the poisons are of moderate rarity, able to both kill quickly and painfully or non-lethally neutralise targets for a few hours.

852. Binding Wraps- 200

A pile of black and red ribbons lies before you, soft and comfortable on the skin but rather thin looking. These are powerful sealing wraps, binding artefacts that aid the imprisonment of cursed beings in a human body. Bound around the body, they can suppress the wearer's

powers at their will and greatly aid in the aforementioned imprisonment process. Not only do they significantly reinforce existing seals and bodily prisons, they also reduce the strain placed on the body by such a ordeal by a large extent. Someone normally wracked with crippling pains and weakness because of the evil spirit held in their belly could be reduced to merely having a constant light sickness and aching, enough to be a capable fighter still. The ribbons apparently work best when unobstructed, unfortunate given how risque it can make the wearer appear when covered by only thin straps of cloth. But no one seems to mind you being two inches from nudity.

853. Katou Sensei- 400

An advanced combat doll, of the same make and potentially even same appearance as Katou Danzou. A highly capable warrior and assassin, this doll is a loyal servant to your cause. But in truth, her real value is not in her physical form but the exhaustive database of martial, ninja and even some related magi techniques that have been uploaded to her mind. Centuries of data and teachings on these subjects, enough to bring even a complete amateur to the level of a master with enough time spent. The doll is an exceptional teacher, able to teach in both theoretical and practical terms to any of her students. Oddly enough, the doll prefers to wear glasses while teaching too. In future worlds, similar information can be found in the doll's database on local martial and ninja techniques, excluding unique or particularly hard to find information.

854. Immortal Chaos Brigade- 600

The ties of blood are ever tighter for those in the darkness than in-fighting noble clans. Without a second thought, your dark family follows your lead into the depths of battle and shadow, a new but potent ninja clan that considers you it's current leader. The two hundred strong membership is made entirely of experienced shinobi, even the weakest possessing inhuman skill and ninjutsu techniques, along with any familial traits they share with you. The appearance and personalities of these ninja is entirely under your control. A clan of youthful prodigies, whose faint oni-blood has given them all red or blue skin and small horns. An established family of legends, older and relying on human ingenuity and technology more than magic. Even, as strange as it seems, two hundred older sisters that can't stop doting on their younger sibling in charge, who can't stop wearing incredibly tight ninja outfits around you. Loyal to the death, the family has trained extensively to work together and under your lead, resulting in a shadowy force that can wipe out a whole army of samurai in the night without leaving a trace. The more family members that gather together, the greater the special darkness they are able to create becomes. Uniting with these new allies lets you spread shadows around, masking the senses of those outside of your clan, even magical spells start to fail to detect you. The clan has several properties across a region of Japan as homes and hideaways, included in future worlds as well. The clan may be treated as a single group companion or as individuals in future jumps.

855. Party Time- 100

The life of an Oni is sad and incomplete without a raging festival in the background, filling them and their fellows with drink and food. With this, you'll never need to go wanting. With a

hungry dance, you can fill the space around you with a small mountain of delicious food and strong alcohol. While it only draws from what can be found in Japan or is made in Japan at one point, almost anything that fits can appear. Even the hungriest of Oni is unlikely to go unsatisfied, as you can continually call down more of a feast if it somehow runs low. A 1000 Oni band could party all night on this, particularly with the drink being strong enough to please such demonic livers.

856. Providential Gourd- 200

From Shuten Douji's own private collection, graciously donated by demon hunters seeking to cut off her head. This small gourd of sake contains an unlimited amount of the drink, normally so potent that even Shuten becomes tipsy and amorous from a few sips. To any humans, it'd be outright poisonous to take a sip. With a surge of magical energy into the gourd, the drink turns into a terrible poison that lays Oni low in moments and can even shape the sake into a sharp sword extending from the mouth of the gourd. Touching the sake sword inflicts a strong poisonous effect as well as instant drunkenness, making short work of most enemies. Alternatively, someone 'slain' by the sake sword can be imprisoned inside the gourd instead of killed, kept in an eternal drunken stupour while present. Apparently, it gives the sake extra flavour too.

857. Golden Axe- 400

A great golden axe, large and heavy enough that one requires superhuman strength to lift the tool at all. At the top of the axe handle is a reverse pistol grip, a trigger linked to what makes the axe special. A powerful magical weapon already, the axe has fifteen cartridges built into it that store powerful blasts of lightning. Even one cartridge being triggered unleashes a powerful blast of lightning that can leave a small city block in ruins. All fifteen at once might split a small mountain into two with the valley carved by the thunderbolt. These cartridges slowly replenish over time, drawing on the electricity in the air, but can automatically absorb any lightning attack when empty to protect you and charge faster. It'll take some practice to get used to the trigger, though you can optionally change it's place on the axe if desired. Golden Axe is also able to take on a second form, that of a modern Japanese motorcycle, albeit a massive one done up in the style of a young gangster. According to one golden man, the bike has two million horsepower and can travel at over Mach 2. True or not, the wheels are able to rapidly build up a thunder charge like the cartridges, becoming stronger and more charged with each revolution. Racing towards a foe turns your bike into a mighty spear of lightning that can tear through even powerful youkai, if they fail to dodge the extremely visible attack. At least the thunder from the Axe doesn't harm you.

858. Devil Mountain- 600

A fitful home for any barbaric demon lord. This massive mountain is a place of supernatural power, calling Oni and youkai to it in droves. Towering unnaturally higher, it is constantly wreathed in dangerous weather and filled with supernatural, lethal plants and animals to make approach all the more deadly. Home to a loyal but rowdy band of Oni one thousand strong, it is also the site of a personal palace of pleasures for yourself. A huge temple converted into a den of debauchery waits for you near the peak, filled with any lurid desire you could hope to

fulfill. Most of your powerful tribe of Oni spend their time here, drunk and feasting and fighting. The mountain's terrors don't bother you or the tribe, making it easy to defend, and the Oni are all too happy to accompany you down the mountain for raids on humans or anyone else that can give a good fight. A intelligent and fiery Oni with blonde hair manages the tribe when you are away, too drunk to care or just not interested, trying to keep them on a track you'd approve of. The mountain will appear in future worlds, becoming ever more dangerous to intruders as it adds more natural hazards to it's terrain.

859. Kitsune Wear- 100

With all the forms they take, it can be pretty hard to keep looking stylish and fashionable. What kind of clothes look nice on a curvy human and a small fox? Clothes that change shape like you do, seems to be the only answer. These robes have the ability to shapeshift as you please, taking on the form of not just any traditional Japanese clothing but also any of the more modern outfits that Tamamo would eventually wear. A tight fitting police outfit or military dress uniform can be just as appealing as robes that seem to be barely covering all the loveliest parts. The robes are enchanted to provide comfortable protection from the elements and lesser attacks at all times, letting you swan around in a skimpy swimsuit as if you were wearing full samurai armor. Anything better will require further enchantment from you however.

860. Sessho Seki- 200

A killing stone made from the corpse of a terrible Youkai monster. Seeping from the cracked edges is a poisonous curse that quickly slays most living beings, only those with powerful resistance to poison or intense spiritual fortitude can withstand it. It doesn't seem to bother you though, perhaps whatever youkai created this stone would've been fond of you. It even allows you to break off small fragments from the stone, which turn into spiritual familiars in the form of kitsune. While physically weak, they can spread the Sessho-seki poison with their bite and are able to possess living beings. A strong will can resist one fox but many at once can dive into the minds of a person, forcefully taking over their mind and making them seem insane to onlookers. The stone will replenish lost fragments over time, maybe even learning to communicate with you directly with continual contact.

861. Youkai Clan- 400

Not all youkai live alone, as much of their kind come to spend their lives. Some still gather in clans like the humans, which results in much the same situation, of youkai nobility. You yourself are a particularly highly regarded member of one such clan of youkai. Much respect and deference is accorded across the supernatural community and especially others of your own race. But more useful is the large retinue of your own kind that you have, personally loyal servants one and all. They number eight hundred and eight in total. Eight hundred and three of these servants are only around as strong as an adult human, albeit with a wide variety of skills and functions. Messengers, household servants such as maids or cooks, more than enough to leave any royal happy. Four of these servants are quite powerful members of your species, enough to pose a problem for powerful demon hunters or Oni. Primarily warriors, like a royal guard of sorts. The last is a mighty youkai and right hand man, someone who

could at least stall one of the Three Great Youkai for a few minutes and even leave a few wounds. These family familiars can be summoned at will and will serve loyally if you treat them well, though they are not slaves. You may bring this clan forward as companions, followers or find a new family of similar description in other worlds.

862. Eightfold Mirror of Amaterasu- 600

A divine treasure among divine treasures, the mirror that would later be known as the Yata no Kagami. An artefact said to be descended from Amaterasu herself, it has come into your ownership. The large mirror levitates around your body at your will, slamming crudely into foes to make use of it's unbreakable nature. It's true power is to create a bounded field of great size and immense potency. Within this bounded field, the user is able to take command of magical energy and direct it as if it were their own, commonly to turn to the use of mighty blasts of raw power. A simple use, as full activation of the mirror interferes with the property of 'Eternal' to the bounded field. While there are several effects possible with this, the primary one the user will note is the generation of infinite amounts of magical energy. The mirror continually draws forth as much energy as is present within the bounded field, including your own body, allowing you to use as much as you can handle without running dry. With practice, it is possible to use this interference in other ways, such as making it possible to revive the dead without the use of a True Magic or Miracle. However, full activation of the mirror is exhausting for those below the divine power of Amaterasu. A normal youkai might find it too much to hold active for more than a few moments each day and even Tamamo herself would struggle if in her lesser forms to use it for more than five minutes at a time. However, as your power grows and the time limit lessens, the range of the mirror's bounded field will increase. Amaterasu's power was enough to enable to extend the Bounded Field across all of Japan, allowing her to reconstruct and alter the entire country at the same time.

863. Mini Nobu- Free

A small, cartoon replica of Nobunaga herself! Tiny in stature and with a heroic chant of Nobu Nobu, it wields a cartoonish rifle to not really all that much effect. But it's cheerful spirit and never give up attitude is an inspiration to all! This Nobu will gladly lead you into the darkest battles, assured of it's own strategic genius, and completely unable to realise how it's actually just some dumb cartoon midget. They'll come back a few minutes after being inevitably destroyed however, ensuring you are never without your new life companion. Your first Nobu is free but every additional 50CP spent will give you double the previous number. Two Nobu, four Nobu, eight Nobu. If you really want, you can also swap Nobu out for another Japanese character, if you're some sort of traitor to the Oda clan.

864. TOHSAKA- Free/100 per extra

Out of place and time, this demonic looking lady can do nothing but squawk in surprise and throw explosive gems everywhere like she doesn't have to pay for them. A particularly unique Counter Guardian from the far future, TOHSAKA has apparently been assigned by the Counter Force to watch over you, instead of her usual Grail hunting mission, and either help you do something or prevent you doing something. Apparently she forgot and, in all honesty,

she probably wouldn't have much success with either even if she knew. Despite her penchant for silly faces and careless collateral damage, she's easy to convince to help out if you were trying to do good in the world and can't help herself becoming friends with great guys like that. She also really likes anyone with a lot of money, though you'd be advised to not let her have access to all your funds. TOHSAKA's past that led to her becoming a Guardian is a touchy subject but she would love to have a trusted friend to open up to about it in time. If you happened to stay friends and not kill each other by the end of the jump, she'll be able to leave behind the Counter Guardian role and come with you as a companion. See notes for additional options.

865. ALTER- 100 per

It's unnaturally common to happen upon a alternate version of someone you know here. More than any other land, Japan is like a beacon for different dimensions, time travelers, spiritually modified clones and homunculi made in image of living people. It's not really a surprise that you ended up encountering one such being yourself, though managing to help them so much that they swear themselves to your service is a little more startling. This companion is an Alter version of an existing character present in the land and time of Japan. They are an alternate version, a darker look at the character, but this can take many forms. They might be a jaded Counter Guardian who has done awful things for decades to protect humanity, whom you somehow stole away from the Counter Force and earned their eternal gratitude. It might be an animated doll made by a ninja clan to replace someone, whose programming you accidentally changed to serve you instead. Someone who hopped from timeline to timeline, searching for a man who could defeat them in battle to declare as their husband. The end result is a companion who is very loyal towards you. They are stronger and more brutal than their original counterpart regardless of the reason for being here, as well as possessing a great deal more experience in battle. They also have a darker appearance, commonly appearing as a choco-coloured skin tan, though it can also be as simple as apreference for dark clothing.

Apotheosis II

DC – Earth 2

1. Amazon (100)

You're the last true Amazon, the only one of your kind to survive the Apokolips War besides the traitor half-blood Fury. Your sisters are dead, your gods are dead, and now all that's left is you and your empty island. You've lived since antiquity though, and this long existence has allowed you to hone your skills and superhuman body to a razor-sharp edge. As the last Amazon, you can change your starting location to Amazon Island for free.

2. Atlantean (100)

One of the seaborne Atlanteans, you live beneath the waves in Atlantis, the oldest city on the planet. You're stronger and tougher than a human, comparable to an Amazon, and you have a natural aptitude for Atlantean magic. Unlike most Atlanteans, you've trained your body to endure surface conditions for extended periods, allowing you to leave the water with more

freedom than most of your kind. You can comfortably breathe both underwater and on the surface.

3. Investigator (100)

While you haven't always been involved in such life-and-death matters as everyone seems to be these days, piecing together the clues and uncovering the truth is old hat for you. Your background as an archeologist and anthropologist taught you a lot about investigative work, especially the kind with little or questionable information to go on, and the lessons you learned there have been surprisingly applicable to other fields. You can find a missing person or the reasons someone was assassinated where others would only see dead ends.

4. Amazonian Combat Training (200, free with Amazon)

You were personally trained on Amazon Island by the Amazons themselves, mastering their forms of combat and the usage of their weapons and tactics. Armed with only a whip or a sword you could take apart squads of trained soldiers equipped with advanced armor and weaponry, and you know how to lead battles with the lessons of millenia running through your head and guiding you to victory.

5. Single-Minded Determination (400)

Your determination is ironclad. When you need to, you're able to focus on a single goal with almost unnerving focus, ignoring all distractions and obstacles as nothing more than roadblocks to be overcome. Not even a telepath could keep you from your mission, finding themselves unable to gain purchase on your unrelenting force of will. When there's doing that needs to be done, no amount of mental domination is going to get in your way.

6. The Only Ones Worthy (600)

The gods have blood on their hands. All of them. Only humans fight for each other. Other good-hearted beings recognize this compassion and loyalty in you whether or not you're a human yourself, and will stand beside you should you call on them regardless of your personal quarrels or disagreements. When the chips are down and the end of the world is at the door, the good guys have to stand together and fight as one no matter your differences.

7. The Almighty, The Inevitable (1200)

Bow down, mortals. The king is here. You're the biggest, baddest motherfucker around, and anyone who tries to fight you is gonna fall. Hard. Your plans and schemes march on to crush all but the most fervent and resourceful opposition with an iron fist, and when you yourself step up to the plate they'll need overwhelming force just to stop from being swept aside. Even if you're eventually pushed back, you still seem to walk away with what you really came for more often than not, even if you had to sacrifice half your armies to do it. Their pitiful victory is fleeting. Only you are eternal. The sheer size of the plot armor and narrative weight you and your forces have is staggering, almost as if the story itself is being distorted by your presence alone.

8. Techhead (100)

You're good with computers. Really good. With the right tools and some time to poke around under the hood and figure it out, you could reproduce most modern electronics. Notably, this includes the esoteric science of resurrecting the dead through robotic reanimation and modifying their new android forms. However, the special brand of bullshit created by crazy geniuses like Mr. Terrific is still well beyond your purview.

9. Doctor of Archeology and Occultism (100)

Even before getting involved in the world of mysticism, the occult has always fascinated you. You studied human history, eventually earning your doctorate in ancient history. You have an in-depth familiarity with ancient magical traditions and practices, religions and mythologies and how they relate to modern occultism, and which types of magic is mere superstition and which types have had more...tangible effects over the millenia. Now that you've begun to access this very magic, this background will give you a leg up in telling the actual, valuable magic from the hocus pocus, as well as giving you a solid foundation for evocation magic. Being as knowledgeable of the ancient gods as you are, it would be a simple matter to call on them to power your spells once you become more proficient in the arcane arts.

10. Nothing to Fear (100)

What's a superhero without an inspiring presence? Even if the people around you are scared and distrustful, expecting to see a parademon or superpowered warlord killing everyone they hold dear when they catch sight of you, you can quickly put them at ease with your reassuring and protective nature.

11. Bow Down Before Me (100)

Or maybe you want to show them true power? Teach them their rightful place at your feet, and crush all who dare oppose you? You can be downright terrifying when you want to be, putting on an affect of brutality and barely-restrained violence like slipping on a familiar coat. If you had the power to back it up, you could turn a global symbol of peace and hope into one of fear and despair in short order. If this is taken with Nothing to Fear, you can decide who you want to be affected by which one.

12. Labyrinthine Mind (200)

Your will may or may not be strong enough to shake off a telepath, but that's hardly necessary when they can't even find the thoughts they want to control. Your mind is akin to a maze, one only you know how to navigate. Anyone entering your mind to control you, or to read your thoughts and memories, will have to find their way through on their own. You could even hide memories, information, and intentions from yourself, giving yourself a way to resist and fight back should they succeed in taking you over. This ability scales with your intelligence and depth of self-awareness. A regular person could only keep out a no-name human telepath, but someone as smart as Terry Sloan or Mr. Terrific could deflect the control of a psychic New God focusing all of his attention on you for a good while.

13. Do Not Mess With Me (200)

You aren't one to be crossed. Regardless of what type of demeanor you're putting up, you can make this abundantly clear. Not through intimidation, nothing so crass, but simply by informing them how thin the ice they're walking on really is. Even if you're being polite, respectful, and accommodating, you can still drive it into people's heads that you're a force to be reckoned with, a storm only waiting to be unleashed. They'll understand just how strong you are, and just how painful it will be for them should they draw your fury.

14. Strategist (200)

You never lose your cool in battle. After all, fighting's just like a game of chess, except where the other player's trying to kill you and the pieces are deadly lasers. You can take the capabilities and predicted actions/reactions of yourself and your opponent and put them together to deadly effect. While they're caught up in the heat of the battle, you're already three steps ahead.

15. Doyenne (200)

Your talent for leadership is readily apparent when working in teams and other small groups. Your teammates will look to you for guidance, and your superiors will often favor you for command. Leading a team comes naturally for you, and those under your command will work together smoothly and efficiently as long as you're at the helm.

16. Always Time for Science (400)

You have a knack for picking apart superpowers and figuring out what makes them tick. With the help of the superhuman in question (willing or unwilling), it's only a matter of time until you uncover the inner mechanics and principles of their abilities. Test out their uses and limitations, until you can replicate it like any other form of technology. And where powers can do the impossible, nothing scales up as well as technology and cold hard science You could take a power used to provide personal hover discs, and refine it into mass-produced dimensional gateways across the multiverse to evacuate an entire planet. Obviously you can already do this for many powers, but this ensures you also can reproduce superpowers and other supernatural abilities that would normally never fall under the purview of science, along with making sure you have the skill to do so.

17. Archmage (400)

You're one of Earth's premier experts in the field of magic and the supernatural. Even with only one life to live, you've already become a rival to Wotan in the mystic arts. You can shape arcane energies into hundreds of spells for both combat and utility purposes, search out specific types of magic around the world wherever they're hiding, and throw down with the strongest mages in magical duels. Should you run into a situation where your magic fails you, you can also come up with new spells that may be sufficient to overcome your challenges and reach your goals. However, magic isn't advanced in the same way science is, and the results may not be exactly what you were hoping for. For example, when Wotan first tried her hand at immortality, she instead wound up anchoring her mind to the living world and reincarnating through new bodies whenever she died.

18. Just Shoot the Joker (400)

For all he likes to puff himself up as the ‘Clown Prince of Crime’ and the archnemesis of Batman, when push comes to shove the Joker’s nothing more than a man. A man who’s just as vulnerable to being shot in the face as anyone else. It’s a miracle that hasn’t happened yet, but no more, not if you have anything you say about it. Plot armor and fate mean nothing to you when it comes to who lives and who dies, or who stays in the ground. Destiny, or the whims of some nebulous audience-like force, can’t conspire to undo what you’ve done any more than it can stop you from doing it in the first place.

19. Return to Me (400)

Corrupting people is just so easy. All you have to do is give people what they want. What they really want. You know how to appeal to the worst in people, to play on their fears, insecurities, and dreams, until they’re putty in your hands. After that, there’s really nothing to shaping them into something useful, someone willing to happily sacrifice themselves or their loved ones for you and your cause. The perfect weapon to tear down their former allies with, don’t you agree? Most regular people break fairly quickly, and those with stronger wills will take just a bit longer. But those you raise yourself, those without any conflicting loyalties or ideologies? They’re yours, mind and soul. However, your methods aren’t entirely foolproof. Not everyone is willing to submit. There’s always going to be those like Mr. Miracle and Superman, those willing and able to resist any torment and escape any bonds. Fortunately for you, those people are few and far between.

20. Smartest Man in the World (600)

Like it says, you’re pretty smart. One of the smartest people to have ever lived, in fact, an equal to Mr. Terrific and Terry Sloan. Mathematics, physics, technology and engineering, pretty much all scientific fields just make sense to you on a level most people could never understand. Building technology decades ahead of its time is as simple as fitting together the pieces that so obviously go together, and if you had the time and proper materials you’d be able to invent marvels like nanobots and interdimensional gateways. Science is your area of expertise and where you’re most talented, but it’s hardly your only field of competency. You quickly become proficient and master other fields of learning, even if you have to invent them yourself. For example, if you were to put your focus on psychology, you could figure out how to instill mental triggers into someone’s mind with subliminal messages and apply specific mental states in them with trigger words. With such increased mental faculties you also have complete control over your thoughts. You can make plans without consciously thinking of them, or prevent yourself from thinking about something even if you’re looking directly at it.

21. Your Craft is Mine! (600)

After thoroughly defeating another mage, you can take their craft, their magic, from them forever. This act will leave them depowered, unable to use magic ever again, so it isn’t something to be used lightly. On the other hand, it can serve as a powerful punishment for one who’s abused their magic in some way. After you’ve taken their craft, you can add it to your

own to take all their magical strength and skills for yourself, or you can imbue it into an object such as a helmet or weapon. This object can then be used by anyone to access the full magic contained inside regardless of their own skill or magical potential, although it won't have any of the experience and wisdom of the original mage. As an aside, this also gives you the ability to passively soak up the ambient energy from heavily magical areas like the Tower of God, to increase your magical strength and the scale of spells that you can throw around.

22. Healing Hands (600)

Your fists, specifically. By physically beating the crap out of someone you can knock mind control and corruption right out of them. It'll clear their head, break the control, and reverse any warping of their bodies caused by the corruption. Putting someone in the hospital has never been so good for their health.

23. Apokoliptian Combat Training (600)

Apokolips may be a hellish place to live, but if there's one thing they know it's how to kill. They'd have to, with how long they've been warring with each other and against the universes. You've been trained by the best of them, until you could lead the charge against entire worlds and come out on top. Were you to face down a hundred thousand men alone, in barely an hour you'd be the only one still standing, not a scratch on you. Your training can also help bridge the gap between you and an otherwise overwhelming enemy, such as allowing a New God to take on Kryptonians in combat.

24. The Final Countdown (Free)

A wristwatch that shows you the current human population in real time. Might be handy to keep track of just how many survivors you have left once things start to heat up.

25. Teleporter (100)

A second model of the personal teleporter used by Commander Dodds. It takes a second to fully activate, so it isn't suited for combat use, but it can take you to any open space within 5 km of where you're standing.

26. Hellenic Armor and Weapons (100)

A suit of armor and a small assortment of weapons that was forged and enchanted by the Amazons before their extinction in the Apokolips War. The armor is reminiscent of ancient Greek armor, and comes with a sword, shield, spear, whip, and net. The materials used to create them are magically resilient, making these items superior to modern equivalents by a wide margin.

27. Miraclo (100)

The drug to make a human superhuman. As long as you don't mind the addictive properties, at least. One injection will make you strong enough to punch through solid stone with your bare hands, and to cave in the skulls of giant Apokoliptian war hounds. Each shot lasts for a few hours, and you have ten vials to start with. You get a new set in your Warehouse each week.

28. Refugee's Cloak (100)

A worn, hooded cloak. Nothing much, and nothing more. Just like the one wearing it, or so it would seem to any onlookers. This cloak conceals your true identity particularly well, especially when the hood is pulled up to shadow your face, giving you an air of harmlessness and trustworthiness. Just another refugee fleeing a dying planet.

29. Apokolips Tech Reserve (200)

You were involved in the raid on Steppenwolf's base, and when the treasury of extra-dimensional technology was recovered you managed to get your hands on some. Legally or otherwise, depending on your origin and your relationship with the World Army. This includes the creation of fire-pits (although the explanations of what exactly they are remains encrypted), genetic engineering of living creatures to mutate them into larger, stronger, and more aggressive versions of themselves, power suits that can be hidden underneath clothing, walking mechs and giant construction/war robots, cybernetic enhancement and limb replacement, and laser weaponry. Besides frequent but vague mentions, the files and schematics don't include anything on Mother Boxes or Boom Tubes.

30. Unbound Helm (200)

What would a magician be without a hat? Every half-decent wizard has their own personal artifacts, and now so do you. This is a helmet, mask, hat, or other headgear that will become attuned to your magic after being worn for a time. It passively draws on your magical energy and spells, focusing your magic and helping you channel your magic. It will gradually grow in power as you wear it due to this attunement, storing excess energy given off and incorporating it into itself, and letting you draw on this to strengthen yourself and your spells simply by wearing the helm. Thanks to its connection to you, no one but you can wear it or make use of its power after it's been bonded.

31. Shackleton Assault Craft (200)

A spaceship designed with cutting-edge tech technology and built in secret by Terry Sloan. Apparently he felt a little guilt about causing the end of the world and wanted to give humanity a fighting chance next time around. The assault craft was built off-world, in the lagrange point between Earth and the Sun using automated drones, and utilizes technology neither Earth nor Apokolips have ever seen. By using dimensional camouflage to overlay space from another universe over its location, it can render itself invisible to any and all scanners, and the shielded hull and equipped laser cannons make this ship a monster in space combat. Well, as long as you aren't trying to take on all of Apokolips by yourself. You can fly

between planets easily enough as long as you have enough fuel, but the ship is in no way equipped to navigate deep space or cross interstellar distances.

32. Laser Weapon (200)

One of a handful of the most advanced weaponry ever seen on Earth, this was crafted on Apokolips for use in conquering worlds to feed the god-planet. It can be any type of melee weapon, such as a battle-axe or whip, but regardless of its shape it glows with a sinister red energy when active. It resists most attempts to break or cut through it, and when swung it can slice through just about any type of armor with little resistance. When dormant the energy subsides so you can carry it more easily. Someone strong and skilled enough to use this to its fullest potential would even be able to slay a New God or Kryptonian.

33. Pixie Dust (400)

A strain of the airborne nanite virus created by Terry Sloan. The nanites are released from specialized black gloves, and when they come into contact with technology they corrode and distort it to dig their way inside to take over. AI and autonomous tech becomes loyal to you and follows your commands, while manually-operated tools and weapons fall to pieces in their owners' hands. The gloves manufacture more of the nanites in between uses so you don't run out.

34. Parliament Enclave (400)

An extra-dimensional realm at the metaphorical heart of the planet, surrounding the planet's core despite not being in physical space, where the five elemental forces reside. From here you can directly speak to, or attack, the force of nature, the blood of life, the oceans, the atmosphere, and the inevitability of death in future jumps. Each jump has different names and faces representing the same concepts. The enclave is reached by entering a meditative trance state from anywhere on Earth.

35. Mass Media News Corporation (400)

You're the CEO of the second largest media company in the world, second only to Alan Scott's Global Broadcasting Corporation. The company can keep itself afloat without your intervention, giving you plenty of time for, ahem, a perfectly ordinary private life completely unrelated to the appearances of a costumed person coincidentally matching your height and build. The potential for spinning events in your favor, manufacturing publicity, fame, and reputation, and controlling public perception can't be understated. Not to mention the fact that you're filthy rich in your civilian identity. The company follows you to future jumps.

36. Fury Armor (400)

The best of the best Apokolips has to offer, this armor is typically only given out to Darkseid's Female Furies and similar lofty ranks. It's made of extremely high-grade materials and engineering even for Apokoliptian standards, and will shelter you from all but the most

destructive superpowers and New God weaponry. It protects your whole body even if it barely has any coverage.

37. Shaping Clay (600)

The Amazons are gone. They're dead to the last woman, fallen in battle in the Apokolips War. Thousands of years of history, wiped away just like that. It's not right. Not something you can accept lying down. So you delved deep into the ancient traditions, locating an entrance to Olympus and the means to gain entry, and uncovered the clay still animated by the breath of life. This was originally meant to create a daughter for Queen Hippolyta, until her affair with Zeus resulted in Diana Prince instead. Left unused, especially after the fall of Olympus, the clay has been waiting for someone to make use of it ever since. By moulding it into the shape of a living creature and breathing into it, you can activate the dormant magic and bring the being to life. And after having spent so long soaking up the magic of it's own enchantments, the clay has become magic in it's own right, and replenishes itself whenever it's used. You could recreate the entire Amazon race and still have just as much as you started with. Of course, the clay remains yet unshaped. There's nothing stopping you from making alterations of your own before animating your creations, or crafting a new race entirely your own.

38. Generation Ship (600)

An enormous spacecraft that was designed to ferry survivors off-world to safety in the event of a global apocalypse. It has no defensive capabilities, but it can cloak itself to turn invisible and hide from most basic forms of scanning. The ship can house up to 200,000 people indefinitely, long enough to reach another inhabitable planet or simply make a living hiding in the void between stars. If you have more people to evacuate than seats available, you can phase in more empty ships from parallel versions of yourself who aren't currently using them. When this one isn't in use, it'll be borrowed by another you who's dealing with their own apocalypse, but always returned before you need it again. Think of it as free storage.

39. Tower of Babel (600)

A personal realm for your own use, removed from but connected to every dimension. Neither heaven, hell, limbo, or even a dimension in and of itself, but at the same time it's all of them at once and more. Most importantly, it's a place of magic. At its heart it contains the Tower of God. The tower is much bigger on the inside, with impossible insides that extend far beyond the outer walls around and central open column. The construction of the internal space appears to be made up of ancient architecture and monuments from all across the world, all mashed together in a physics-defying tangle reminiscent of M. C. Escher artwork. The planes of reality are constantly shifting here, making magical sensing difficult, and navigation all but impossible for anyone but yourself. This Tower hasn't been imprinted on by Nabu, allowing you to do so instead, making the Tower an extension of your will and magic.

40. Helm of Fate (600)

The mystical helmet that once belonged to the ancient Egyptian sorcerer Nabu. When worn, the helmet confers all of his power and magical skill on its bearer, along with the voice of Nabu himself to guide them. Nabu is dead though, and this voice is nothing more than an

echo, a ghost of his ghost. If you have a strong will, when the echo fully fades in ten years the magical might and mastery will be yours and yours alone. It will still be bound to the helmet, but the power will be yours rather than Nabu's, and it will answer to none other than yourself even if another were to wear it. Usage of the helmet is the only way into the Tower of Fate, as the magic has imprinted itself on and bonded itself to the Tower.

41. Mother Box (600)

A living computer made from Element X and originating from the world of New Genesis. It's one of the most advanced devices in the universe, capable of controlling nearby matter and energy, overriding and operating machinery and technology, communicating telepathically, and, most commonly, opening Boom Tubes to connect two points of space or even two different dimensions. If you aren't a New God, the Mother Box has decided it'd like to come with you on your travels for reasons entirely it's own.

42. Earth Archive (1000)

Now isn't this quite the treasure. Somehow you've come into possession of a copy of the codex Batman compiled before he died. What's in the archive, you ask? Everything. The DNA of every species on Earth, every work of knowledge, science, and the arts made by human hands, and every detail on terrestrial culture and civilization that's survived the test of time. With this, you could recreate the entirety of Earth's biosphere and civilizations, even if the planet and everything and everyone on it has been wiped from existence. Guard this well, for you hold both the past and the future in your hands.

43. Subconscious Costume Materialization (100, free with Power of a God or Champion of the Earth)

When needed, your costume is manifested into reality from your subconscious mind. You can change its appearance, repair any damage, and change from your street clothes and back with a thought.

44. Superhuman (200, discounted with Amazon and Atlantean)

Physically speaking, your body is heads and shoulders above humanity. You could lift and throw a tank, shrug off small-arms fire with only minor bruising, dodge the bullets in mid-air, and keep up with a moving car on foot. Properly trained and equipped, you'd quite literally be an army of one. You can also survive most adverse environments such as outer space unharmed, although if you still need to breathe you'll want to hold your breath.

45. Chosen by Horus (200)

In an ancient Egyptian tomb, you were suddenly struck by a commanding presence and a voice in your head. It claimed you had the proper heart to carry on it's legacy, the line of Horus himself, and it granted you it's power. You now have feathered wings capable of carrying yourself and two others through the skies, and senses much greater than a normal human's. The range and clarity of your senses have been magnified threefold to what they were before your transformation, opening up a whole new world of awareness. This lets you

sense much more than you could before, such as picking up subtle air movements or the scent of specific types of energy.

46. Flesh Made Steel (200)

Undergoing the same process as Henry Heywood Jr, much of your skeletal structure has been removed and replaced with a specialty metal substance that was previously bonded to your DNA. The metal replaced the rest of your skeleton on it's own, as well as your limbs and several of your internal organs. This has left you with a superhuman body equal to the Superhuman power, as well as the ability for your limbs to stretch up to twice their normal length.

47. Automated Mindstate Recovery Process (200)

A safety system installed into your subconsciousness periodically checks your mind for signs of external control. If any influence is detected, it automatically shuts you down and reboots you. The reset purges any mind control from your system, but doesn't affect your memories or anything. It also leaves you feeling refreshed, as if you just got the most relaxing night's sleep of your life. If you aren't an android, the firewall and reboot systems are the results of surgically-implanted circuitry in your brain.

48. Red Tornado (200)

You can generate and control vortices in immediate proximity to your body, spinning the air (or water) around yourself so rapidly that it forms into miniature tornadoes. You can use this offensively to throw enemies around, knock their attacks away or divert them at each other, and to carry yourself and others as a form of flight.

49. Technopathy (400)

You can control technology with a touch, making use of all of its functions at a level impossible with traditional input/output. Something as simple as picking up a smartphone will let you mentally sift through the entire Internet, absorbing information at the speed of thought and cracking open supposedly secure systems as easily as breathing. The only other person with this power, Jimmy Olsen, was such a threat to the World Army's secrets and security that they saw fit to abduct him and put him in suspended animation just to get him out of their hair. Comes with a photographic memory.

50. Telepathy (400)

You're able to psionically take control of the minds of others. You're surprisingly varied in the ways you can apply this power, anywhere from something as brute forced as driving people to attack their allies in a fit of madness, to as subtle as bending their wills and loyalties to you while keeping their regular personalities and skills intact. Having someone sarcastically backtalk you or comment on what it feels like to be mind controlled might seem strange, but that's surely outweighed by the ability to bend the talents of others to your own purposes. However, keep in mind that your control requires constant attention, and controlling

someone so carefully as to keep their personality and thoughts intact while subverting their will would require a great effort.

51. Atlantean Royalty (400, discounted with Atlantean)

You're a member of the Atlantean royal family, a relative of Queen Marella herself. Your heritage grants you the power to control all water in your vicinity. All water. While you can draw liquid water up from nearby bodies of water to attack with or burst pipes to destabilize buildings, you could also pull clouds into floating pools of water to drown your enemies in the sky, or simply tear out the entire water content of their body at once. In addition to this, your physical abilities leave other Atlanteans in the dust. You could leap over buildings, tear through reinforced metal several feet thick with your bare hands, and deflect giant laser blasts just by standing in front of them.

52. Atom (400)

You were caught at the epicenter of an atomic blast during the Apokolips War, but somehow you survived. You survived, and you came out more than you had been before. You can imbue your fists with atomic energy to massively increase your striking power, and you can control your size, going from small enough to slip through tiny cracks and openings to five stories tall at your normal limit. You're able to push your growing ability further than that, but doing so will put a strain on your body depending on how far you go. This will ultimately kill you if you manage to force yourself to your absolute limit, roughly the size of ten cities. As an aside, thanks to your origins you have an immunity to atomic radiation, meaning you can survive nuclear fallout should the need arise.

53. Godflesh (400)

You were bonded to the Source, either at birth or sometime afterwards, granting you the physiology of a New God. You hit harder, move faster, and think better than a human. Not even the greatest of humanity could be considered your equal, and you have a much higher strength and skill ceiling than they could ever hope to match.

54. Power of a God (600)

There was nothing special about you. Nothing that made you stand out from the crowd, nothing in common with Wonders like Superman or Batman. Or as least, you thought there wasn't. Not until the last survivor of the gods fell to the earth, dying, and chose you to carry on their legacy and power. They had been held prisoner with the other gods by a great danger, one even more menacing than all the forces of Apokolips combined, but they alone had escaped at the cost of their strength and life before they could be killed. They bestowed upon you the remnants of their magic before they died, blessing you with great power and entrusting you to wield it well.

Now, who was it that died before your eyes?

● Bacchus - You can create wine from nothing. And this isn't your ordinary wine, I'm talking wine of the gods. It tastes divine. It's magic too, so it can get anyone drunk. Even gods or Kryptonians. This power costs 100 points instead of 600 because it's basically useless. Poor Bacchus.

● Mercury - You received your power from the messenger of the gods. You can run fast enough to cross the world in seconds, with similarly heightened reflexes and reaction time. You're able to modulate your speed, so you can carry someone without going so fast they're hurt, or push yourself to and beyond your limits to throw an opponent into infinity. Your magic insulates you and protects you from the negative effects of moving at such speeds. You take the place of Jay Garrick.

● Vulcan - You received your power from the craftsman of the gods. You can imbue your magic into objects and equipment on their creation, granting them powerful supernatural properties. Flaming swords that melt armor as it cuts through, armor that reflects attacks back at the attacker, an automaton horse that can run on water as easily as land, the possibilities are endless. Without any other magical skill you can forge simple enchantments like elemental effects or enhancing the quality to supernatural levels, but your potential will only rise should you master the art of magic itself.

● Venus - You received your power from the most beautiful of the gods. Your appearance, grace, speech, and behavior are no longer that of a human, more akin to a deity of love. Even a passing glance would catch and bind the hearts of mortals with how heart-stoppingly perfect you are, and you could wrap all but the most set and determined of them around your finger with nothing more than a few words. Give them everything they've ever wanted and more, or turn them into a willing slave to your love. The same thing, really, after a night with you. You could rally armies behind you through sheer adoration, and turn enemies to your side in the heat of battle with ease.

● Mars - You received your power from the warrior of the gods. War flows through your blood, and violence drips from your every movement. Your body is strong enough to shrug off mundane weapons without a scratch, and you equal an army in your raw strength and martial prowess. Not even Steppenwolf could best you in a fight, and you could give the likes of Brutaal a run for his money should you challenge him. War comes naturally to you, granting you proficiency with any weapon you pick up, as well as a genius for tactics and controlling the battlefield.

● Diana - You received your power from the huntress of the gods. Yours is the power to kill, to strike for the neck and end your prey's life before they even know you're there. You can see the weaknesses in the living things around you as clear as day, how to kill them and break them down most efficiently. This includes emotional and psychological weaknesses of sapient beings. Not quite as much raw power as the other blessings to be sure, but one that could strike down gods all the same. The hunter's most powerful weapon is their mind, after all.

● Apollo - You received your power from the light of the gods. Your very body courses with the light of the sun, revitalizing and reinvigorating you with solar energy. You can fire blasts of this energy, bright enough to temporarily blind your foes or intense enough to incinerate

anything they touch. Daylight follows you wherever you go, even indoors, you no longer grow tired or feel the need to sleep, and you can light up your whole body with sunlight to become a walking sun. You can suppress this passive trait if you wish, to sleep and see the nighttime stars, but your natural state is one of daylight and sunshine. This costs double points if taken with Sun God.

● Minerva - You received your power from the wisest of the gods. This levies you no physical boons, but in truth your mind is a weapon far deadlier than any sword. Your wisdom and strategic brilliance are unmatched by any on Earth or Olympus, save Minerva herself. You possess the experience of the ages, not in knowledge but in understanding. Your internal wellbeing and sense of self are rocksteady, your sage advice can guide others through just about any troubles they face, and you can see the hidden truth in all things. Perhaps most importantly though, given the disasters on the horizon, you can lead heroes and armies with such mastery any other general would be put to shame. Under your command the armies of Earth could weather and survive Apokolips' constant assaults, entrench themselves to better fend off the endless flood of Parademons, and field the Wonders of the World on a level playing field when the final battle inevitably arrives.

● Ceres - You received your power from the lady of the harvest. Plants flourish and bloom in your presence, growing magically quickly and lush even in the most inhospitable conditions, and any lands you pass through will become healthy and fertile like never before. You can also guide the growth of and control all plant life around you, such as growing vines to restrict your enemies or cultivating fruits and grains to feed millions. Your power would be enough to keep any survivors of Darkseid's assault sheltered and fed so long as the Earth survives, or they can find another home.

● Neptune - You received your power from the lord of the seas. After the death of

Neptune you found yourself in tune with the movements of water throughout the land and sky, the very weather itself. You can sense the movements of clouds, temperature and pressure fronts, and atmospheric disruptions the world over, and control them all with your inherited magic. Summon storms great enough to blot out the sun and turn day into night, turn your enemies to ash with lightning, drown their cities under tsunamis and tidal waves, or call down tornadoes to drag them into the sky and be torn apart by the shrieking winds. Split armies and drown their lands without ever having to take the field of battle. Of course, this can be used for more beneficial purposes as well. You can end droughts with a wave of your hand, put out wildfires and burning cities, prevent many types of natural disasters from hurting anyone, and guide ships and aircraft safely through storms.

● Juno - You received your power from the queen of the gods. You're the protector of the vulnerable, the shield between those who cannot defend themselves and those who would do them harm. This power comes in two forms. The first is that you can designate someone as a ward under your protection, making them unable to be harmed as long as they don't try to bring harm to others. Similarly, you can designate someone as the attacker, making them unable to hurt anyone who doesn't attack them first. Place a merciless killer under your guard, ensuring they can never hurt an innocent again, or shelter a country from a hostile invading

force. This protection can be overcome, but it would require magical power to rival the gods to do so.

● Jupiter - You received your power from the king of the gods himself. Your power is the power to rule, to command and take tribute. You're recognized as the King or Queen over magic. Magic will not dare touch you without your permission, and you can direct it's flow according to your will. For example, you can harmlessly catch a fireball in your hand, pull an enchantment out of an object, redirect spells back to their caster or to other targets, absorb magical attacks and defenses to replenish yourself, or command magic to alter its own purpose, such as crushing an enemy with their own barrier spell. All magic bends to your will, and will obey you unfailingly. All magic, but only magic, and so while you can reduce the greatest gods and archmages to mere mortals, this will do nothing against those without.

You can buy more than one blessing. Must have been quite the sight, all those gods dying dramatically at your feet like that.

55. Champion of the Earth (600)

You have been chosen. You were dying, but then suddenly you weren't, because one of the forces of the Earth required your service as it's champion. Accepting its power and responsibility, you were transformed into the current avatar of your respective element. Your power grows and wanes as does the strength of your element and the planet, and leaving the Earth will quickly render you powerless. By meditating you can enter the inner realms of the five forces, although this will leave your body vulnerable while your mind is elsewhere.

● The Green

You're the champion of the Green, the energy of nature itself. You can fly fast enough to cross the US in minutes, rip apart metal and stone with your bare hands, and survive attacks from weakened Kryptonians, if only just barely. Your true strength comes from the energy you control, usually manifesting as green fire or energy blasts. You can also shape it into simple constructs, such as shields and bubbles. When drawing on the full force of your power, you can hold the entire planet in place and stop it from being moved. You take the place of Alan Scott.

● The White

You're the champion of the White, the very atmosphere. Your body is ephemeral and ghost-like, only barely tangible, and you can effortlessly float through the air. You're able to appear anywhere the wind can reach, and can fight by summoning gusts of air that make hurricanes look tame. You could rend a person down to nothing through wind speed alone if you needed to, or fend off the Furies of Apokolips for a time. You take the place of Sam Zhao.

● The Red

You're the champion of the Red, the blood and flesh of all living things. You can take on the appearance and traits of any flesh and blood being native to Earth, both modern and

prehistoric, as well as fuse them together in any combination as you see fit. You take the place of Yolanda Montez.

● The Blue

You're the champion of the Blue, the waters and oceans of the world. You can produce water anywhere, including inside people's lungs, and control it with your mind. This is similar to the power held by the royal family of Atlantis, but is much stronger and has a larger range in exchange for the unparalleled precision that the Atlanteans have. You can control whole regions of the ocean at once, moving currents and underwater pressure to crush opponents or drag whole islands beneath the waves, but lack the fine control to, say, give someone a stroke by manipulating their blood. You take the place of Azathoth.

● The Black

You're the champion of the Black, also known as the Gray, the rot and inevitability of death. Because your body is already dead, it can piece itself back together from any injury in seconds. Even being torn in half or being shredded to pieces would only slow you down momentarily. The only way to destroy you permanently would be to destroy every last bit of you, to prevent your undead body from reforming again. You have enough strength to crush bones with your bare hands or to jump out of the Moon's gravity well unaided, even returning to Earth on your momentum if you don't mind floating through space for a few weeks. By calling on the Black, you can drain the life of the world, slowly killing it and reducing it back to the beginning to begin the slow march of life all over again. You take the place of Solomon Grundy.

56. Deathspawn (600)

Why would you even want this?! You know what, fine. Go ahead. I won't stop you from making this mistake. You're the Deathspawn of Apokolips, a horrific abomination sired by Darkseid and born from the Female Fury of Death. Your very existence is a crime against life itself, and the world around you is lessened by your foul presence. Plants wither and die, animals flee, and any foolish enough to stand against you will feel their strength fading as their very bodies turn against them. However, you weren't born to be a soldier on the front lines. Your purpose was to flip the table, to descend into the depths of the planet and slaughter the Parliament of Earth. Your fluid and ever-shifting body can create fangs and blades from itself and reform from any physical damage, you can burrow through both the planet's crust and inner dimensions fast enough to reach the Parliament in a matter of hours, and you're powerful enough to tear them apart with ease. Defeating the atmosphere and oceans, the blood of life and the force of nature, and the inevitability of death will throw the world into disarray, causing devastating storms, natural disasters, and mass die-offs, as well as causing alien metal formations to grow out of the earth as you infect the planet with your twisted essence. Beyond them, breaking into and poisoning the Earth's core will irreversibly destroy the planet, causing it to tear itself apart and irreversably fall into decay and ruin.

57. Female Fury (800)

You're one of the Heralds of Darkseid, the Female Furies of Apokolips. How you came into Darkseid's clutches is surely a long, painful story, but that doesn't matter now. Now, you hold one of the associated powers within you, Pestilence, War, Famine, or Death, and fight to end worlds in the name of your god. You can change your sex for free if you take this as a male.

● Pestilence

The Fury of Pestilence is the carrier of contagions and epidemics. Your distorted body is riddled with plague and disease, perpetually afflicted with symptoms but never dying from them. You can spread extremely deadly and virulent plagues to your enemies, who will in turn spread them to their teammates, allies, and families. You can also infect and rapidly corrode living beings with a touch, even inorganics like androids or ephemeral entities like the avatar of the White. You're immune to disease, and act as a carrier to any diseases you encounter. You take the place of the current Fury of Pestilence.

● War

Your power is war, bloodlust and slaughter. You're the most direct of Darkseid's heralds, meaning that while you lack the more wide-ranging devastation potential of your sisters, you're capable of fighting multiple Kryptonians and metahumans at once and still holding your own. You can also grow your army as you fight, filling anyone you injure with a mind-numbing rage and clouding out all other thoughts to the point they turn on their own allies. This will wear off after the battle ends, so you can't take a whole team of heroes for yourself without them just cooling off and fighting you again, but it's more than enough to turn a team or army against itself. You take the place of K'li.

● Famine

What is life, but to enjoy yourself? To eat good food and grow fat on the luxury and excess. Your raw strength and unrepentant hedonism drew Darkseid's attention, and he made you his Female Fury of Famine. You can directly feed on the life force of everything around you, reducing them to desiccated corpses and feeding your insatiable gluttony in seconds. You can drain anyone, organic or inorganic, and kill them without even having to make contact. Those with far more energy than normal, such as magic users and Kryptonians, will take longer and give them the chance to fight back, but you're strong enough even without your powers to pose a threat to them. Especially since they'll be growing steadily weaker as the battle rages on. You take the place of the current Fury of Famine.

● Death

The most powerful of the Female Furies. Your touch is death itself, ending the life of anyone you touch in an instant. You can't control this effect, but it would take the likes of Darkseid himself to resist your power. Additionally, you're able to raise the corpses of anyone you've killed as a thrall loyal to your will. You take the place of the current Fury of Death.

Never forget that your power is amped by that of your sisters'. Should even one die or otherwise become depowered, the rest of you would be weakened to the point you'd need to team up and fight together to make the same progress you could make alone before. If all

other Furies are killed, you'd be rendered completely powerless. Post-jump, you don't suffer from this vulnerability. If these are taken as a Drop-In you don't replace the respective Fury, nor is your power reliant on the others.

58. Sun God (800)

You're a Kryptonian, or at least you share their incredible power and potential. Normally you're indistinguishable from a human, requiring constant food and water and possessing no abnormal qualities. Under the light of a yellow sun though, your body absorbs the solar energy unbelievably efficiently, and uses it to unlock your true potential. Your senses increase massively, allowing you to read someone's DNA and hear people talking from miles away. You become strong enough to tear a New God in half in one strike, and can take hits that could level mountains without even flinching. You can fly too, fast enough to circle the world in seconds. Should you go all out, it wouldn't even take you a day to subjugate a planet. Because sunlight restores and nourishes your body, you no longer need to eat, sleep, or even breathe, although you can still do these if you wish. However, keep in mind where your powers ultimately derive from. If you're separated from sunlight for too long you could soon find yourself depowered again, especially if you're constantly spending your reserves in battle.

59. Mother Box Infusion (0, requires Helm of Fate, Mother Box, and Godflesh)

You were a normal human once, until the impossible happened. The procreation of two Mother Boxes, one from Apokolips and one from Earth, into one entity. Your Mother Box and helm of Nabu combined with each other and with you, transforming you into a New God and granting you the power to wield the Source itself as Mother Boxes do. While you're just as strong and tough as any New God, your true strength lies in your ability to naturally perform any task a Mother Box would be capable of. You can lift yourself and others with only your mind, absorb and control any form of energy, control machines as an extension of your own body, and open Boom Tubes at will. Anything a Mother Box can do, so can you.

60. Great Beast (200, discounted with Tower of God)

A giant, ferocious monster that will viciously guard your properties against anyone you haven't granted access too. They aren't an avatar of the Red, but they might as well be with how strong and deadly they are. You can assign them to one property at a time, including your Warehouse, and the property it's guarding can be changed once per jump. Follower.

61. Parademon Horde (200)

A small horde of Parademons that have had their strange, twisted minds bent to your own will instead of Darkseid's. They're armed with Apokolips armor and weaponry, and are strong enough to tear a human to pieces with their bare hands. Plenty vicious enough to do exactly that, too. Unless caped defenders show up to confront them, these monsters could decimate a city and subdue the survivors in a matter of hours. Followers.

62. Amazon Assassin (300)

Fury wasn't the only survivor of the Amazons. While few outside of Amazon Island knew that Wonder Woman had a child, even fewer know that she actually had twins. Fury was raised by Steppenwolf, but her sister escaped before the brainwashing could fully take hold. She'd been on the run for years, from both Steppenwolf and the World Army, until she found you. You sheltered her from her hunters, and she's been eternally grateful for it. Ever since then she's been unfailingly loyal to you, making the most of her training and skills to protect and fight for you, although you aren't sure if it's the remnants of the Apokoliptian brainwashing imprinting on you or if she's just that happy to finally have a place to belong. She's an Amazon/New God hybrid just like her sister, and has the perk Apokolips Combat Training and the items Laser Weapon and Fury Armor.

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63. The Forbidden Technique: Common Sense (50 CP): You have something that is vanishingly rare among the Exalted, the slayers of the gods' enemies, the very Lords of Creation themselves-and highly coveted by the wiser among them: A solid knowledge of your limits, and a good instinct for practical problem solving. You know how to organise people without shattering their minds with overbearing amounts of charisma, when to bite your tongue when the other egotistical god-king tries to start a petty feud with you and most crucially of all when letting your Virtues or lack thereof completely dictate your priorities might result in unexpected consequences. It's no complete cure against malign influences, but as one of the most self-aware of the Chosen you'll have a much better sense of when your actions seem out of line to your intentions than most.

64. Vainest, Most Glorious (200 CP): In Creation's most glorious age, who is the most glorious of them all is a debate yet to be decided. Every Exalt is brought to the peak of health and then some upon Exaltation after all, and with all the luxuries and amenities afforded by the First Age some either embark on transhuman paradigms of otherworldly beauty while others perfect themselves into monuments to the human form. Golden gods and goddesses strut their factory-cathedrals like catwalks, while in the deep woodlands creatures as seductive as they are deadly amble in auras of purest silver.

    Care to throw your hat in the ring? For free you shall be beautiful as only the Exalted of the First Age can be, your skin cleansed and your hair airbrushed just so that you have all the magnificence due someone of your stature. You are Exalted after all, and part of that uniqueness includes looking the part of a hero. But if your vanity exceeds that, for 100 CP your appearance shall be something that other Chosen will admire and covet. Gods and demons alike would be moved by your visage, and your image is widely shared on I AM's network. And for 200 CP whether by high sorcery, the blessings of many admiring gods or simply luck of birth your beauty is such that even without Charms your face could launch a thousand ships and move those who once

sought your death to seek your friendship instead. Yours truly is beauty to break all hearts, rivaling that of Luna herself.

65. Sorcerer of the First Age (200 CP): This is not the coming Age of Sorrow, where mad Lunars hoard ruined libraries for the knowledge held within and newly Exalted Twilights have little concept of what magic even is. This is the era where the fundamental nature of what Essence is, and what it means to manipulate it, is subject to scrutiny by the finest minds in the land. It was Brigid, once one of the least competent Solars before the death of her Lunar mate spurred her into a quest of self-discovery, who first unlocked the secrets of sorcery. Since that discovery, the Exalted have transformed themselves and the world around them with it.

    But what is sorcery? In essence (no pun intended), it is the tool used by the Primordials to raise Creation out of the primal Chaos. Seared into the stratum of creation are various "pre-programmed" patterns that one that has achieved a certain state of enlightenment can initiate and command. By performing the correct gestures and sometimes appropriate reagents, the world can be transformed in ways resembling the miracles of gods, Exalted and demons alike-though generally, it is also generally far less rapid to take effect fully than Charms.

    Sorcery is divided into three circles: Emerald (or Terrestrial), Sapphire (or Celestial) and Adamant (or Solar). Emerald sorcery is relatively straightforward and limited in effect: Creating a flying cloud to travel long distances in the sky, granting oneself wood-like flesh that moves seamlessly through other foliage, conjuring a swarm of obsidian butterflies, disembodied flying guillotine or an avian projectile of arcane flame to assault one's enemies, or summoning a disembodied mouth and eye of golden light through ancient bargains to read any text and translate and recite whatever the eye sees are all examples of Emerald Circle Sorcery. Celestial Circle sorcery spells are the kind of forces that can turn the course of battles, destroy towns and enslave mere mortals-if completed correctly, and executed cleverly. And of course, quality of life benefits with equal enormity.

    Conjuring massive tentacles of molten magma that strike at the sorcerer's command, summoning a magnificent palace out of a giant orchard equipped to entertain the gods themselves, extracting information from the weaves of Fate itself to aid any endeavour and binding someone's heart utterly to you are all examples of Celestial Circle sorcery spells.

    Adamant Circle spells represent the power to bind or banish the greatest of demons, devastate cities or raise paradises from wastelands. Summoning an indestructible golden chariot pulled by the horses of the Unconquered Sun that can keep safe it's passengers in any environment as well as sear unauthorized passengers with holy flame and even reach otherworldly realms like Yu-Shan, trapping someone behind a mirror and extracting a duplicate of them (including supernatural powers such as Charms) that is the sorcerer's devoted slave, conjuring an array of mirrors that

responds to any attack with a perfect duplicate of it and hurling an orb of emerald light that erupts into an all-consuming radiance powered by the vengeance of a defeated god are all examples of Adamant Circle spells.

Apart from coherent spells, masterful sorcerers are also capable of casting grand rituals capable of freeform alteration of reality in accord with the sorcerer's will. The main limits of such rituals is that they take a long time to finish even by sorcery standards, and are vaguely powercapped by which circle of sorcery you have access to; altering the cosmos in subtle ways is an Adamant Circle level effect, for example.

For 50 CP you have been trained either at one of the sorcerous academies or by a reasonably accomplished sorcerer to the extent your Exaltation is capable of learning sorcery. While Solars can master all three circles, Lunars and Sidereals may not use the Adamant Circle while Terrestrial Exalted can only use the Emerald Circle without outside help such as certain powerful artifacts.

For 100 CP however, you have demonstrated a grasp of sorcery that exceeds the paradigms of the major schools-like the mysterious Mishiko who manifests as a spray of jasmine, a silver silhouette, a voice on the wind to those who hold her sacred gems-but never in person, though even should the First Age end she would live through it to the Age of Sorrow. Or perhaps you've somehow mastered some paradigm of sorcery utterly alien to that of the Chosen, such as the Yozis' initiations that rely on shattered insight to the cosmos from their cosmic principles and are unable to cast spells opposed to their themes in exchange for empowering those in accord with them. Regardless, your unique approach with sorcery comes with benefits as numerous as they are mystifying on top of a shattering insight that lets you master, develop and innovate on spells in ways that make you exceptional among the Exalted's sorcerers.

And for 200 CP, you have attained a grasp of sorcery akin to Brigid herself discovering it. So comprehensive is your theory that if you wish you could found a whole new school around it-just as Devon theorised Essence is the laws of Creation, while Salina concluded Essence is the thoughts of Creation itself and Silur that sorcery fundamentally uses Essence to overturn the order of Creation. Whether you have fully internalised one of these schools or devised your own, it comes with an Absorption Charm: A small array of miscellaneous mystical effects that enhance your means of casting sorcery in accord with your paradigm. Of course, your ability to analyse and break down the patterns of sorcery also make you able to eke out greater raw power, push the edges of what's possible with it further and circumvent the conventional mechanics of spells or devise artifacts capable of bolstering their function better than all but a handful of other sorcerers in Creation. Even if you are not a Solar, your theoretical knowledge of things like how to enact a grand ritual such as the Salinian Working capable of fundamentally altering sorcery to suit you is sound.

66. Legendary Reputation (100 CP): In some area you've distinguished yourself-be it combat, sorcery, carousing, artifice or something else-to the point that your fame precedes you. This makes you extremely persuasive among demigods. In fact, your

reputation is legendary; so long as it's even tangibly relevant mortals will find it near-impossible to even argue back at you without using Charms, and even your Exalted peers will earnestly value your opinion when the conversation hinges on your expertise being tested for value. Of course, being a great womaniser is also liability for seeming chaste to a priest. Which is not to say you don't live up to it-since in a world this mighty, braggarts don't keep their reputations long without walking the walk while talking the walk. Both your natural traits and arsenal of personalised Charms empowering this endeavour are talented enough to be a celebrity among your peers in both Exaltation and Essence ranking-which naturally, will grant more based on what you start off as.

A newly Exalted Dragonblooded scholar will simply be a talented and capable student of what magitech they are capable of. An established Sidereal spy could be on par with the cunning Chejop Kejak who carries great influence over the Sidereal bureaus. And a legendary Solar performer would be the equal of Dancer in Light-someone capable of moving others to tears and communicating profound deluges of information with a single head tilt, and with the aid of their Charms dancing with a second circle demon for five days without stopping or failing to enrapture their demonic audience. A legendary Solar orator would have a tongue as golden as Desus, layering his sweet little lies with latent suggestions and hypnotic compulsions developed over centuries of being a cunning linguist.

In future worlds, you may choose whether or not this reputation follows you into the first society you interact with or not.

67. Legendary Savant (200 CP): There are the best. Then there are the brightest. And then, there's you. Whether it comes to repairing a hall that spins the Wyld into elaborate and seamlessly accurate simulacrae or fixing a faulty cloning tank, you're a master of magitech with few peers among your kind. Whatever your Exaltation, you're one of Creation's greatest thinkers in your area of expertise (be it building manses, genetic engineering or something else) and if you haven't authored many of the foremost treatises and textbooks in that area, it's probably because you boundless intellect has been experimenting outside the box. This also makes you an extremely skilled teacher of your knowledge, your writing passing on a shadow of the same brilliance you use for studying everything from theoretical Essence interactions to the practical construction of energy cannons.

68. Dreams of the Age To Come (200 CP): There is a vision you have for Creation whether it came from an awe-inspiring struggle during the Primordial War, a personal revelation after it or simple ego demanding you get your due. Whatever it is, it seems Fate is inclined to see you realise it. Fortune and circumstance align in service of your goal, with favourable meetings amongst useful people and spontaneous coincidences that prove helpful even later down the road paving a nice, easy way through life. And

once you've accomplished that goal, whether it is granting sorcery to everyone or sleeping with every Celestial Exalt, Fate will align to grant you fortune in another.

69. Farewell (200 CP): While some Exalts are omnidisciplinary dabblers of a thousand styles and weapons, whether as something you inherited or developed over the years you have become a master of one. The supernatural martial arts of this world are divided into the Terrestrial (the least powerful, that which lets mortals raise their fist against the Exalted), the Celestial (martial arts of considerable power, the level of the Solar Exalted's native fighting style and the dark mirror of it created by Thrice-Damned Gorol) and the Sidereal (expressions of esoteric insights into facets of reality refined into powerful and deadly ways to hurt a man).

    Whatever the case is, you have mastered one to the extent that not only do you know all its Charms-you're so familiar with the style's fundamental limitations, underlying mechanics and foundational principles that creating new Charms for it or exploiting and adapting existing ones is second nature to you. So is adapting it for unusual foes; if tomorrow strange biomechanical foes were to invade Creation, you would quickly be able to use yours to take out the invaders. What's more, it seems that Fate itself errs in your favour when it comes to righting wrongs and defeating the wicked in battle when you wield this style-so much so that even if you make no effort to build your reputation you might become a legend in the South for your efforts to lay down the law. This includes a powerful form of destiny sponsorship providing a great amount of protection so long as you use your style to uphold a code of righteous ideals, however obscure they may be to outsiders-potentially letting you even survive long past when all Exalts of the First Age should have fallen, somehow.

70. Student of Autochthon (300): Let us be perfectly clear on one point. If you wish merely to be an engineer who works with divine components or a miraculous craftsman, your innate qualifications as an Exalted are more than sufficient to justify such advantages in your past. This is not for the average demigod craftsman who merely wishes to study at leading academies in the First Age, mentor under other Exalted who have built floating palaces and square circles, oh no.

    With this, at some point in your life you undertook a comprehensive apprenticeship with Autochthon, the Primordial who built the paradigm of technology and artifice into the fabric of the universe itself at the dawn of time. Among other things your knowledge of Primordial metaphysics and spiritual makeup is nearly unrivalled among the Chosen, and you know more than anyone about the weaknesses of your ancient enemies...as well as how one might emulate or take advantage of their imprisoned selves, like how to transform the Silver Forest's fetich into an Essence-magnifying mirror. This includes a great deal of insight into the nature of the soul and it's derivatives, and how one might tamper with or alter it into something fundamentally different. Your true genius lies in the emergent field of Shaping technology: Magitech

dedicated to directly alter reality. By now, many Exalted take for granted the engines that shape more of Creation from the Wyld-but you could build one capable of constructing a custom-tailored paradise from it instead, or given more time and resources build weapons powerful enough to wipe the stars from the sky. And while nobody has figured out how to fully harness the power of a protoshinmaic vortex or fully stabilise a Vault of Woven Dreams into an recursive pocket reality, for you it's only a matter of time to succeed in those accomplishments. Your Charms may make you formidable, but your mind and it's knowledge is a miracle in its own right.

71. The Golden Blade (300 CP): It is the paradox of the Chosen that though they triumphed against beings that were their infinite greaters, they themselves are no less vulnerable to sufficiently mighty beings of lesser stature assaulting them in great numbers. So let's fix that. When you fight beings physically or metaphysically greater than you, you've a sixth sense for hitting critical points that inflict disproportionate damage no matter how miniscule as well as the required reflexes and speed for avoiding much potential the retaliation. Like an annoying fly, you just seem to be wherever's least convenient to attack. On the other hand, when beings significantly lesser than you attack your every victory saps their motivation, quells their will and causes even their powers and mundane efforts to botch horribly. Last but not least, you're a superb strategist and tactician that would be rated highly by those in high command of the Exalted's military forces if they knew you professionally. You won't be caught off-guard by a rampaging titan or an army of rebellious Dragonblooded so long as you can bring yourself to accept those are legitimate and imminent threats. It is only a true equal who is worthy of fighting you at their best.

72. Hell Follows After (400 CP): Queen K'tula is mad with grief and overwhelming ambition-enough to have learned enough Kimbery Charms that her exotic but charmingly human body is nothing more than a husk piloted by the flexible knot of tentacles that make up her true body. And whether you have somehow obtained the Charms of Kimbery or a different Yozi, you have followed in her footsteps by finding a way to wield the Charms of a Yozi-and obtained a considerable number of them. And if you like, you have permanently modified your body, mind and possibly soul with them to the extent of having significant advantages over baseline humanity. Such powers approach those of Solars in raw power-but focus more on "big picture" reality warping effects similar to sorcery or Sidereal Martial Arts than the absolute excellence of Solar Charms, and are tightly bounded within the themes a certain Yozi embodies to the extent of their defences' imperfections being defined by opposition to those themes. Cecelyne is mightiest when building up careful preparations and holding a greater Essence ranking than her foes yet her vastness makes her a relatively easy target with no true Perfect Defence for example. But that's the price one pays to potentially be something akin to a living magical sandstorm.

73. To Fight As One (100 CP) Clan and Solar hubris alike test the loyalties of the Terrestrial Exalted, with only one certainty: The inevitability of bloodshed under one master or another. That's why you've developed the important skill of working

together with others in a fighting unit for all manner of basic military tasks. Be it patrols, wedge formations, firing drills, erecting earthworks or standing around looking sharp when the neighbouring god-king needs to be impressed you work seamlessly with other professional soldiers and are well- versed with most inglorious but basic tasks a soldier performs on a regular basis. It's nothing worthy of an elite unit, but it's what will get you through a change of masters with a minimal learning curve.

74. Prince Appeasing Plea (100 CP): Many a promising Terrestrial career has been cut short by mouthing out of turn, earning the ire of an outraged Solar-or worse, a Lunar in disguise waiting to devour dissidents in their masters' armies. Fortunately you have something few Exalted, even the excessively temperate, ever bother to cultivate: A tremendous sense of prudence, humility and self- control. Keeping your emotions under control in important situations is second nature to you. Moreover your humility makes you adept at wording your opinions to your superiors without causing offence. It's nothing supernatural, just a combination of natural talent and experience-but with some luck you could convince others your ideas were their own, and criticise without leaving lasting grudges.

75. Prince of Pleasure (200 CP): The Elemental Dragons endowed the first Dragonblooded with epic libidos, and it seems you've inherited that legacy of lust. You have the supernatural beauty, health and mental resilience of someone bred for generations to be an ideal consort, your every word and action oozing with sex appeal. This potentially includes unique aesthetic alterations such as a full body tattoo to emphasise your caste markings, or even grafted artifacts or mutations with the sole purpose of enhancing your seductive prowess. Furthermore, you perform practical stewardship and carnal pleasure as if you had been trained for both from birth-whether due to an actual training program. Simply put, your sexual prowess is borderline deific-to the extent that not only do you have many Charms dedicated to enhancing sex, but learning similar abilities comes naturally to you.

76. Student of Life (200 CP): Genius or enlightenment are not replacements for the inner harmony you have cultivated over the course of an eventful life. Your inner peace lets you remain mindful and focused whether in the depths of senility or amidst the fires of war-as well as sensitive to broad trends in the world. Part of your meditative tranquillity has come from great practice with crafting vegetative artefacts of this age, and though this is no great feat by Exalted standards you still have skill with it dwarfing any mortal man. Last but not least, something about your serenity attracts not just the friendship but respect of beings that would normally see themselves as above you. It would be no exaggeration to say a certain Sidereal might trouble you for to

discuss his concerns about a certain bad feeling you've both been having about the way of the world.

77. A Dynasty of Dragons (400 CP): The true strength of the Terrestrial Exalted lies not in any individual, but in the bloodline passed down from generation to generation. Internalising this truth, your descendants are supernaturally loyal to you and your goals. This is not overt mind control; they may form their own opinions, but when they argue with you your word takes precedence and when they further your goals they subconsciously feel a great sense of duty fulfilled. The loyalty is strong enough to resist even supernatural attempts to set you at each other's throats-unless, of course, you will your descendants to fight each other. As a final boon you may quickly distribute your skills throughout your bloodline as you wish-even to descendants already born. They must be universally learnable abilities rather than those innate to factors such as divinity or Exaltation, but apart from that everything from your skill with a blade to your knowledge of ancient history can be passed on,

78. Blood of Legends (400 CP): The Terrestrial Exaltation was never meant to be diluted by mortal stock-something it appears your has never done. For your blood as a Terrestrial Exalted is as pure as that of the first generation, granting you a greater mote pool and greater ease to activating your anima banner. Moreover it appears that you benefit from a true blessing of blood purity-for not only are all your children are guaranteed to enjoy the full benefits of Legendary Breeding, but even if you are not Dragonblooded it seems a similar blessing applies in this and future worlds, enhancing your spiritual energy reserves to a similar degree that can also be passed down even if your descendants lack the Charms of the Terrestrial Exalted. Indeed, all your supernatural powers (though not independent metaphysical structures such as Exaltations unless they were already inheritable) breed true in your children-and as their progenitor, you have full control over how much and what is passed on.

79. Transcendent Harmony Eternal (600 CP): Buried even deeper than blood ties or strength in numbers in the Terrestrial Exaltation is the fundamental strength of interconnected facets greater than the sum of their parts. In a flash of understanding into the principles that underlie Creation's birth itself, you've gained no immediate greater strength-but rather, a buried potential to transcend whatever you started as into a far greater divine state-as well as extremely rapid progression to unlocking it. For the Terrestrial Exalted this potential is a known quantity as yet unreached by any that requires five iterations of a specific Charm and Essence 10, although the harmony of Essence granted by this perk allows you to unlock the Charms needed to obtain it far faster than other Dragonblooded of comparable Essence. In future worlds, complex spiritual or divine powers will have similar reserves of such potential-and while that buried potential will be similarly challenging to achieve, the rewards will also be

commensurately significant. It is within the Dragonblooded's potential to become a divinity greater than a Third Circle Soul or one of the original Elemental Dragons. Who knows what you could become in time?

80. Wake the Dragon (600 CP): For all the talk of unity and familial pedigree, in the fullness of their power the Dragonblooded are vessels for all the fury of the elements. Your nature as the Elemental Dragons' child and weapon is just purer than most. Choose a foundational element of Creation: Fire, earth, air, water or wood. You are now permanently immune to all natural instances of damage from it and even most divinely enhanced forms save from those particularly powerful divine beings or those able to redefine the natural understanding of the element's concept; indeed, you actually recover health and Essence from such. Furthermore, you are capable of designing and unleashing unique calamities that lay waste to everything for many miles that you may tactically customize through intense meditation so long as it remains broadly themed to the element. Whether a supernatural ice storm or a geyser of steam reaching as high as the sky itself, each such attack is devastating enough to wipe cities off the map, propagates rich, magically potent instances of your element across the world and always counts as Holy for the purpose of smiting Creatures of Darkness, wiping away Shadowlands or purifying otherwise malign influences. Such efforts will all but exhaust your Essence reserves as a newly Exalted Terrestrial- but will only become more potent and easier to sustain as you advance in power.

    Should you not be a Terrestrial Exalted, your personalised calamity is instead themed after your Exaltation, primary divine purview or other major source of supernatural power from this jump instead. Be aware that the elemental-like immunity is by itself a trifling barrier from the serious attacks of an Incarna-but then why would you raise your sword against your own patron?

81. The Woods Have Ears (100 CP): While the Solars' advent of civilisation is to be lauded, you haven't forgotten the old ways mankind needed to survive in the primeval era. From hunting to tracking to riding and trapping, you've a talent for outdoorsmanship shared by those who've grown up in the wilds all their life. You adapt quickly to new natural environments, have a good head for foraging or hunting food and other necessities and have the kind of rugged physique a healthy wild animal does from surviving every day on the strength of its own wits.

82. Simpering Steward (100 CP): In a way, isn't it a blessing to be beneath the notice of the mighty? There's something about you that makes those in positions of authority trust you, even if they don't particularly like you. Without even trying, so long as you don't go out of your way to impede those with true power you'll be assumed as nominally on their side barring exceptional circumstances. And when you represent

their interests in at least nominal good faith, those you deal with won't doubt your allegiance. In term, your quirks and even absences get forgiven quite a bit more than they should.

83. Two-Faced Bride (200 CP): When the power disparity between a Lunar and their newly reborn Solar mate is significant, sometimes a Lunar manages to become the power behind the throne-though never with the end of seriously changing the Deliberative's balance of power. Similarly, the more powerful you are relative to someone either employed under your or emotionally close to you in some sense the more persuasive and charismatic you seem to them. This comes with a top class education in stewardship and governance. You have what it takes to administrate a Solar's domain skilfully, so long as the Solar in question remains willingly under your thumb.

84. Ravishing Red Roses (200 CP): Even if you're as much of a rascal as Ma-Ha- Suchi, few would deny you admission into their courts. You're so charming a guest, so pleasant a companion that even the most isolated civilisations would find you good company. Your true talent is exploiting your reputation as both a socialite and lover to build a political network of connections. Even without Charms, you have what it takes to charm and intrigue the Exalted by building a saucy reputation. Which is not to say you can't live up to it. You're not some courtesan brought to heel like a dog-you're a wild wolf, your athleticism, natural talent and a number of specialised seductive Charms leaving your lovers orbiting you like needy packmates. Animals or inhuman lovers are just as easy to bring to exhausted ecstasy as those who are mostly human, and the haze of atavistic lust around makes your touch more addictive than many narcotics.

85. Unleashed and Untameable (400 CP): Many a Lunar that seems otherwise in a position of great power has been brought low for one simple reason-A Solar telling them to know their place. Let the noble Lawgivers think they have brought you to heel, as you bide your time. For both mundane paranoia and unnatural mental influence find you difficult to bring to heel. Moreover, those who do seek to twist you against your fundamental nature are given an illusory impression of success, and another illusion showing them what they want to see when they look into your mind-while revealing their thoughts to you in the process, all the better to play along with the ruse. Even if the most piercing insight of the Lawgivers should overcome these defences, your intimacies-those things you hold dearest to you-will always provide a chance, however slim, for you to accomplish some goal that can free you from bondage. As a final boon, your aura of innocence grants you great fortune when it comes to thwarting well-laid plans or taking others by surprise in general. No fool

should mistake you for prey, but the world is full of sheep who think themselves wolves.

86. God Thrashing Grip (400 CP): There have always been those Chosen whose first calling is to the battlefield, and now you number among them. For starters, not only are you stronger, tougher and faster on both the draw and your feat than even many Exalted are without their Charms-but you do indeed have an arsenal of Charms bolstering those traits. Your martial prowess is as elegant as it is unnervingly brutal, and many demons or behemoths could not overcome you in single combat. Even if you're otherwise nothing special as a tactician or strategist combining powers such as Charms or Lunar war forms together for maximum combat effectiveness as well as learning new ones or innovating existing ones comes as naturally to you as hunting in packs does for wolves.

    Simply put, you're a natural born martial artist and warrior above and beyond most Exalted standards-and you fight even harder, pull out reserves of might and tenacity you didn't even know you had when you do it for something you love passionately. Though do remember your gifts are meant only for war. In times of peace, there may be little for you to do other than perfect your fortress of a body.

87. Legendary Heart's Blood (600 CP): Through nothing but dedicated mastery of your shapeshifting powers, you have become great among the Exalted. So comprehensive is your stock of Heart's blood that you are capable of turning into every mundane animal known throughout Creation, which effectively includes every animal that has ever existed in the natural world (including dinosaurs and the like) as well as ones that haven't like river dragons (four- legged, amphibious, predatory reptiles the size of dinosaurs) or siakas (particularly large, vicious sharks). In addition you have 25 additional, distinct forms that can explicitly include everything from a specific mortal you'd like to impersonate in this world, magical creatures or other unusual lifeforms such as Behemoths. So long as it's not a spirit and can be found in Creation or the borders of the Wyld, it's fair game. This explicitly includes creatures you could not logically have acquired by reasons of lacking Essence prerequisites. You must have had quite the interesting adventure, to accomplish so much. And yes, this does still work even if you otherwise lack the Lunar Exalted's innate shapeshifting powers. Luna must have truly blessed you above even most of her own Chosen.

88. Hue-Defining Chaos (600 CP): What's left to master, after your own form? Why, everything else's. While some Lunars have begun to tap into their own potential to incorporate unreality and chaos into their arsenals, none have advanced as far as you. With a great effort commitment of Essence you may cast forth moonlight for miles around you, whether enchantingly blinding or too faint to see. Regardless of visibility, within that light you may dictate whether that region or selected targets experience the

properties of Creation, the Bordermarches, the Middlemarches, the Deep Wyld or Pure Chaos. Your control over the Wyld is such that within reasonable limits (nothing truly world- breaking) you can impose or suppress any hazardous environmental conditions or mutation you imagine within that light, turning supernatural ice storms into supernatural firestorms or making a pit of lava into a tranquil lake. Furthermore you may churn and conjure the things of the Wyld as Solars use artifacts to terraform Creation, bringing forth Raksha nobles to entire waylets at will within your zone of control. And this is only the beginning. The size of your conjured Wyld and the scope of what you can conjure from it will grow with your overall power, and it's not out of the question to innovate new Charms dedicated to manipulating it. Perhaps with considerable time and effort an elder Lunar could rearrange localised existence and the Wyld into a strange symbiosis of both, raise a network of manses from the nightmares of those in Creation or ravish a Raksha into an enslaved god.

89. Bridge Between Heaven and Earth (100 CP): This is a time of relative harmony between the gods and those they empowered, despite occasional bickering and political machinations when the lords of Yu-Shan clash with their Sidereal colleagues. Between that and managing the demands of a Solar who wants to know why his fields aren't getting rain now, you have become an adept diplomat of the divine. Your gladhanding, ambassadorial spirit and general capacity to deal with paperwork is well-practiced by Exalted standards. Especially well-trained is your intuition when it comes to appeasing gods, appealing to their egos or otherwise telling them why you're right and they're wrong without telling them that. If only Solars were so easy to coral.

90. Watcher, Tailor, Soldier, Spy (100 CP): But not all matters of celestial import can be solved with a smile and a handshake. As one seeking evidence of disruptions to fate, you're also extremely well-versed in stealth and espionage to the extent that where other Exalted dwell in their ivory towers, you can easily guise yourself as a malcontent, a street philosopher or a miner without even using your Charms. Your training in stealth, covert action and investigation lets you divert others from courses best not taken for the sake of Fate, and purely through experience you have a keen eye for spotting evidence of events that could disrupt Fate, or reality in general.

91. Keeper of Loom (200 CP): Three elder Sidereals of each caste oversee the Loom of Fate in concert with the Maidens' own five deputies, alerting the Solars to incursions from outside Creation. While you may not necessarily have the seniority to these esteemed Keepers of the Loom, none would deny you have the talent to get there one day. In all things concerning the practical and theoretical manipulation or observation of Fate you are a prodigy among Sidereals-whether spinning Fate out into pure Starmetal artifact weapons, taking advantages of glitches in the Loom of Fate or simply analysing the Loom to determine the optimal course of actions. In future

worlds, all precognition and powers sponsored directly by Fate in some fashion are exceptionally potent in when used by you.

92. Unseen Hand Pulls The Strings (200 CP): Though officially the Sidereals wield the least power as a bloc in the Solar Deliberative, few would argue that Lunars are ultimately more influential than they are over Creation. A trick you've picked up, for yours is an uncanny insight into the price of a man and the most likely outcome of what he'll do offered certain incentives or discouragements off the record. Call it Fate, call it sheer skill or call it something even greater but all your behind the scenes actions and efforts to cheat around anything resembling forthright, legitimised effort have a greater impact when it comes to moving events towards your goals. Both in terms of efficiently speeding things along, and letting things work out better than expected.

93. Grandmaster (400 CP): There is no such thing as a truly legendary sifu-an instructor in those supernatural martial arts available only to the Exalted. But if there was, you would be considered for that honour. You know seven supernatural martial arts that all the Celestial Exalted can master, and four of the extraordinarily powerful, reality reshaping ones that even Solars must entreat tutelage from Sidereals for to begin grasping. While you're certainly fighting fit as Exalted go, your true skill here is a prodigious mix of enlightened mind and disciplined body. Attaining various forms of enlightenment comes more easily to you than even most Exalted given your expertise with engaging transformative points of view, and in turn supernatural martial arts in general are easy for you to break down, analyse and master. With such a deep understanding of both skillsets you're able to apply your esoteric and martial skills interchangeably-defeating a spell by hitting the pressure points on it, or focusing a complex ritual into a single blow. Best of all, those you deign to train as students become more persuasive by your words and ideals the more they learn from you-perhaps awed by the way mysticism and might seems so interchangeable in your hands. If it has to be said, you are also extremely skilled at teaching anyone-even arrogant, insufferably perfect demigods-how to fight better quickly and with great skill.

94. Unknown Knowns (400 CP): The Sidereals have not turned aghast from the Solar altogether, but as the Age of Splendour tarnishes they have become increasingly tight-lipped about their most valuable secrets. You've gone one step further and like a certain forgotten blade, mastered secrecy to a degree that would impress even gods. Anything about yourself can be made nigh- undetectable with a modest investment of Essence. Anything from your residence, to the colour of your eyes, to whether or not you're holding a weapon or even the truth of your identity can be stripped from living memory-and even all available records not guarded by any power short of the greatest

demons and gods or the greater miracles of Solar Exalted, the records simply vanishing from the gaze of those who would view them. Even then, this alone is sufficient to work a boring office job naked in Yu-Shan without anyone noticing.

95. Sic Semper Solaris (600 CP): Chejop Kejak might be proud, or worried. For in terms of both unique Charms and innate capabilities, you are one of the greatest users of information in all Creation. You are the master of shadows behind a dozen conspiracies that each believe the other to have a different employer, the scholar that pours over long-lost tomes to glean information lost to the ages. The more you pour into preparation and ploys for your plans, the more advanced and elaborate the results; with a few years' effort you could orchestrate drastic changes for entire civilisations and bend far greater beings into your web of lies. Above all else, those with great authority seem fated to be vulnerable to you-their greatest strengths relaxing to unbelievable degrees, their once-loyal subordinates rallying to your cause and all manner of extraordinary circumstances aligning to make the seemingly undefeatable vulnerable to a sufficiently well-laid scheme. It's as if Fate itself wills that the rightful king fall to your hidden blade.

96. Astrological Asset (600 CP): The most powerful innate Charms of the Sidereal Exaltation were locked away at the end of the Primordial War, by the Maidens altering the fundamental parameters of the Loom of Fate. At least, they were for most. For some reason, you are the one exception Jupiter deemed appropriate to waive her seal for. Not only need you never fear censure for using them, but you learn them all as if they corresponded to your caste Charms-naturally, with sublime intuition. Moreover in future worlds, new Astrological charms will reveal themselves for you to learn. Though of course it is well known that Sidereals cannot invent new charms, the ones that do emerge have an uncanny tendency to support your goals and motivations.

97. Solar Hero Supremacy (100 CP): Though the other Chosen have their ordained roles and responsibilities, the Solar Exalted define the terms on which they rule the world. It matters not if you were a fisherman or a gladiator in a previous life-you now have a boundless talent for all things, and a voracious hunger for learning more. Training and study in all its forms is efficacious for you as it is for the protagonists of a story; others may be more specialised, more experienced but should you find the motivation to rise to the occasion you'll find your mind and body united like a well-oiled machine to catch up. Who says an accountant can't be a martial artist the next day and a doctor in a week? Whether you walk unseen among your subjects or bedazzle them from your ivory tower, you'll not seem wanting compared to them.

98. Unconquered Self (100 CP): By your bearing and the stern gleam of your gaze, others shall know you as a truly worthy inheritor of Creation. You know how to comport yourself as a righteous god-king, awe-inspiring to your allies and dreadfully inevitable to your enemies, your natural confidence lending your every movement and chosen word that special something that makes lesser mortals bend the knee. Furthermore your will is like burnished steel, a steadfast bastion that marks you as one worthy to lead a war against all the enemies of Creation. No mundane peril shall ever strike fear in you, none shall make you doubt the righteousness of your cause without great effort. Even being driven to madness is nothing but fuel for the fires of your soul to be more with every passing day.

99. Mandate of Creation (200 CP): It was the Solars who were deemed first among the Chosen by their patron, himself the first among the Incarnae. The world has long since acknowledged that right, but it seems you in particular have a certain something about you that makes man, hero, god and even demon favour you even moreso than many other Solars. The boons of the gods are prioritised to you, and many will go out of their way to curry your favour or ensure their offices work in tandem with your purposes. The other Exalted instinctively look to you to take the lead, and find it most natural to fit into roles suited for elevating your status as a god-king. And in future worlds, beings similar to them will behave in similar ways towards you. Furthermore all institutions, including supernatural ones, will acknowledge that you have a legitimate right to rule the world ("the world" being defined as the most populated major plane of existence occupied primarily by mortal lifeforms) and unless provoked harshly gods and similar spiritual entities will endeavour to cooperate with you whenever your jurisdictions intersect. Nothing short of another legendary hero or demigod will be seen by the local legal framework to have higher authority than you.

100. Grace of Gold (200 CP): Creation was given unto you to rule, and rule it you shall. It's true that you have a frankly superhuman eye for which public works to build, which things to say to a gathered crowd and all the other measures a god-king should undertake to actually keep his cities happy and healthy but at the same time it feels as though Fate itself smiles on your rule. The land becomes fertile as if blessed by Gaia, the people are motivated and disciplined as if enchanted by sorcery and even gods or other native spirits seem to instinctively accept that there is a certain rightness to your rule over the mortal world, being inclined to support it should you not go out of your way to offend them. The sheer stability and prosperity you engender in all that falls under your banner is truly a sign of the Unconquered Sun's benevolence.

101. Power From Darkness (400 CP): It is the prerogative of the Solar Exalted to wring concessions from that which they have conquered-which you have realised applies to both the world and it's foes. This perk's effects are threefold. You are a

natural vessel for all forces in existence-perhaps in time, you'll even rip knowledge of Charms from the cosmos. No power is truly off-limits, only more or less difficult to seize. Both the magics of an inhuman fairy and the fundamental force of electromagnetism are yours for the taking, should you have long enough to study how they work and develop the Charms or devise the ritual needed to infuse yourself with their powers. But the second benefit is this: Anything defeated and locked away by you personally or that surrenders utterly to you can be partially or fully summoned by sorcerous means to accomplish tasks-or support supernatural phenomena incorporating their nature such as Charms or spells. While more powerful beings tend to have greater wriggle room than lesser ones, the third benefit of this perk is a comprehensive talent and training in all the Exalted's methods of binding entities. From a comprehensive knowledge of the Surrender Oaths to the methods by which the souls of the Yozis were cast down from devas to demons to a study of how even Oramus, eldest and most impossible of the Primordials, was bound within his broken wings and mathematical topologies nothing in this world cannot be imprisoned by your hand-save perhaps, a sufficiently determined Solar. Such bindings can potentially alter what you have bound physically and/or mentally to better fulfil a certain task for its duration-like turning a demon into a set of temporary armour, or warping it's mind to suit the task. It can also inflict permanent crippling both spiritual and physical, rendering other spiritual beings you defeat into a state similar to the demons utterly bound by sorcery to heed their masters. This perk will let you replicate the subordination of the Eyeless Face, the Princes of the Fallen Tower and other ancient powers of the world into servitude unto the end of time as infrastructure supporting sorcerous spells.

Note that this need not always involve crippling and domination; the Hidden Judges of the Secret Flame and the horses of the Unconquered Sun cooperate freely with Solar sorcerers although their nature is compelled by sorcery to fulfil certain tasks.

102. Spiritual Succession (400 CP): In the Age of Sorrows, debate will rage over whether or not the legendary Mantle of Brigid grants it's wearer tremendous resilience and a measure of the Mother of Sorcery's access to Essence. For you, however, there is no doubt that you glorify what you wear. From an ordinary sword to a loyal hunting hound, when you use something external to yourself in grand feats worthy of the Exalted's legends or meditate deeply to infuse it with vast amounts of your Essence you may uplift it as the Sun's light hallows what it touches. Ordinary objects obtain the properties of artifacts. Living beings become so blessed that the Lintha in their heyday could not claim to be as enhanced. Even organisations or buildings you have worked great wonders in can be managed by a spirit that is considered a shadow of your own might, with similar but lesser capabilities akin to those of a god themed after you instead of a particular domain. In essence, a fraction of all that makes you Exalted is shared with all that you do your best work through.

103. Majestic Radiant Presence (600 CP): At some point in your life Nysela, the charioteer of the Daystar, deemed fit that you spend a day in her role-guiding that which grants both life to Creation and death to its foes from sunrise to sunset. Whether because of humbling insight or a moment of utmost ambition, the experience forever imbued part of the Daystar's purifying flame in you. Every word you speak, every weapon you forge, word you write or spell you cast-all you accomplish with your own effort is forevermore intrinsically Holy, empowered by the recursive perfection and incomparable intensity of the Daystar's molten core. Your touch subjugates demons, ghosts and similar unclean beings to your will if you wish ill to them yet feel merciful-and if you do not, it burns them as the Sun would burn his foes. Forces that would twist your mind, body or soul to be other than what you wish are repulsed by the august light suffusing your being-and those with a distinct originator are seared by holy flame. And while not quite as intense as the forces that make the Unconquered Sun what he is, the flame lit within your spirit constantly improve every aspect of your being in minute ways-such that you would be noticeably stronger, smarter, swifter each season. Should all this prove to not be enough, at will you may ignite the flame within for a surge of power-your speed letting you flash across vast distance in the blink of an eye, your resilience making you all but immune to all physical harm that is both from an extraordinarily powerful source and directed at you, and many of your combat Charms enhanced in various ways. These are only basic applications disregarding sorcery, artifice or even stranger arts. Perhaps in time, with enough effort you'll outshine the Daystar itself.

104. Invincible Sword Princess (600 CP): All limits dimmish when faced with the Solar Exalted, and faced with you overcoming them is merely a matter of time. You are empowered to overcome impossible odds and perform with incomparable excellence to a degree ridiculous even by the standards of the other Exalted. This generally takes a "sideways" approach to absolute effects like perfect defences or staggeringly overwhelming opposition-seemingly invalidating the effect from an unexpected angle with awe-inspiring heroism rather than outright nullifying it head-on, and the less you rely on skills and abilities you are already proficient in the more things tend to go unexpectedly awry and the less likely your success is. And your actions must have a certain underlying logic; nobody is taking out a Third Circle Demon with a stainless steel chair unless they were already Exalted...or unless it somehow exploited a major spiritual weakness appropriate to them. But it is effective to the degree that the mystery of Cytherea's identity and Nara-O's ability to wrest those secrets known only to one person are will inevitable unravel should you make a concerted effort to oppose them. If you send an army into the Wyld seeking to slay a Shinma or set out to build a machine capable of rupturing one so the world will no longer know corrosion or conflict, where it would be folly for others there is a real chance you could succeed if that army is well-chosen, organised and lead by you at the front-or that machine is made of numerous magical materials, supplied with immense amounts of Essence and activated on an auspicious day. If an abomination of Oblivion

laughs at you knowing it is more immortal than the Primordials of old, it's laughter will stop quickly once you bind it so thoroughly true death would be a gift-or blunder into discovering their secret weakness. Whether you're embarking on a truly breathtaking plan to change the balance of power in Creation forever or bake the greatest cake the world will ever know, it's almost as if you're a character in a tabletop roleplaying game that is capable of doing things that are impossible in actual gameplay because whether or not it makes sense for your written powers, you need to be capable of this so the story makes sense. It would be uncanny if some of the greatest Solars in the world hadn't done just that, albeit with less consistency than this provides.

105. Experience

Excuse Contentious Sword. He is newly reincarnated, but no less a part of our family.

I won't waste your time. I am Gold-Shadowed Arrow, guardian of the South, and knowing your secrets is my business. Right now, mine is the truth of your history.

My circlemate seems to think you are newly Exalted, and ignorant about much of our world. My question to you is...was he right? Or did you simply humour him?

Don't mind the arrow pointed at you. It's nothing personal. This section will determine how long you have been Exalted for. Many perks make reference to Charms or your default overall power; while your choice in this section is not an explicit "capstone booster" type perk, the quality of life afforded by the First Age as well as the accomplishments Exalts have racked up during its founding inevitably ensure those of greater age tend to be significantly more capable than younger Exalts.

Legendary (600 CP): The only Exalts this old are the stuff of myth incarnate- beings of immense power who could potentially destroy much of Creation should they wish to, and mostly living veterans of the Primordial War. Queen Merela is one example. The Hierophant and all but one of his circle, another. Nobody could mistake your innate capabilities for those of a mortal. Your arsenal of Charms represents power beyond mortal comprehension.

...well, then. I suppose there's little point in veiled threats. If you've made it this far, either you're powerful enough I'd be a fool to pick a fight with you without actionable evidence. Or I'm making a fool of myself by picking a fight with an impossibly old Dragonblooded, in which case-Creation thanks you for your service, elder.

Either way, by now you should know who I am. The strength of my conviction, and why my circlemate the Hierophant deserves to rule. And why it's best to be my friend than my enemy.

Don't let me detain you.

106. Royal Warstrider (50 CP): 25 feet tall and built from the magical material of your choice, the true merit of a royal warstrider lies in the AI created by arcane

entreaties to the Unconquered Sun inscribed on its ceremonial armour-like exterior that can assist it's pilot. Not only does this purchase include a small station capable of automating all the complex and expensive processes needed to maintain a suit of armour so valuable it's construction involves a strict regimen of blessings. While all warstriders come with tremendous strength and durability imbued in a frame that moves intuitively with the pilot's will as well as an arsenal of powerful large scale Essence magitech weapons and unique Charms built into it to fulfil a certain combat paradigm, the AI is the true trump card for a royal Warstrider. Complex enough to have Virtues like any sentient being and able to project a phantasmal image that some Solars have fallen in love with, the AI comes equipped with a modest Essence pool to supplement the warstrider's functions, can block unauthorised attempts to attune to it and brings a number of unique Charms similar to those wielded by the gods themselves to assist the wearer in battle. Such powers can include camouflage, striking dematerialised spirits and augmenting the damage output or already immense durability of the Warstrider. With this, you don the very hammer of the gods in battle.

107. Regalia of the Chosen/Symnaelra Set (100 CP)

Regalia of the Chosen (50 CP): A personal weapon. A set of clothing, it's enchantments as powerful as their fabric is elegant-or risqué. A circlet that focuses your charisma into a blinding beacon, or even a mechanical bird that can fire elemental blasts at your enemies as well as several other functions like recording conversations or connecting to information networks like I AM. Such items are not uncommon in the First Age. What is uncommon is how well- suited this array of high quality but relatively unexceptional artifacts, no more than what a typical Exalt of the age could wear on their person comfortably without external assistance, are to your specific capabilities and at representing yourself in the best light.

Should you style yourself a wise sorceress your robes will billow with an elegant yet austere majesty that dazzles onlookers with your mystical wisdom for example, and the clasp on it could double as a practical boost to your favourite spell above and beyond what other Exalted can accomplish with it. Or as a warrior, the unbreakable shield you carry could both come inscribed with your anima banner as well as fly and bounce off enemies when thrown in just the right way to return to your arm when you've completed your preferred fighting style's moves.

Symnelra Set (50 CP): You are now the proud owner of a collection of translucent, gemlike or crystalline automata which apart from their inhuman beauty boast aesthetic features such as glowing blue eyes and wisps of clouds darting through their bodies. Though similar in most ways to a fit and reasonably well-trained common human of this world, as an artificial construct animated by First Age magitech they require only a few motes of Essence to animate and heed your commands. Your collection numbers in the dozens and while effective as butlers or bodyguards, each also has a niche but deadly talented such as launching crystalline darts with uncanny accuracy that makes them effective assassins too.

108. Soulbreaker Orb Collection/Vault of Woven Dreams /100CP)

Soulbreaker Orb Collection (50 CP): If you're not a member of the Deliberative military's high command, there must be an...interesting story behind how you got dozens of these weapons of mass destruction. Built after studying necrotic Essence vortices in the Labyrinth, the region of the Underworld shaped by the nightmares of the dead Primordials, each resembles a foot-wide sphere of soulsteel encased in a smoky quartz shell and a dozen concentric rings of orichalcum which must be twisted in sequence to arm it for any time delay- potentially even millennia later, should you be particularly spiteful. Upon detonation, each unleashes a vortex of golden light and singing shadows inflicting spiritual damage so traumatic, all beings shall have their souls flayed so badly that if the trauma will persist even in their ghosts if they leave any. Whatever force mysteriously resupplies any spent orbs after exactly five days have past must truly want the world to burn.

Vault of Woven Dreams (50 CP): This complex structure is essentially a magitech hologram generator of incredible precision and accuracy. Entities and objects created within the vault partake of a tiny smidgen of its user's reality, allowing everything from the rise and fall of civilisations to the movement of tectonic plates to grand wargames to be simulated by punching commands into its integrated perfected calculation array and inputting variable amounts of motes. You've gotten your hands on one of the most sophisticated models on the market: A wardrobe-sized Vault that's bigger on the inside-letting you set your experiments in arbitrary amounts of created space Elsewhere and modify internals conditions such as the flow of time using the mosaic on surface. Keep in mind that any interruption of power will eject anything truly real outside, and do try to restrain your hubris when it comes to playing with your virtual universe.

109. Hands of the Great Maker/Arete-Series Artificial Heroes (100 CP)

Hands of the Great Maker (50 CP): Even after his exile, many Solars maintain great reverence for Autochthon, creator of the very process by which magical materials can be forged into artifacts that is the foundation for Solar craftsmanship itself. In his homage, the Solars invented these gauntlets of orichalcum and adamant. Clockwork gears and motonic compressor rods full of Autochthon's own lightning-white Essence grant Solars vastly expanded capabilities for reshaping reality with their Charms. The primary use for this is enhanced success when it comes to wringing useful resources from the Wyld, but if implanted with a protoshinmaic vortex (described below) not only does this permit Solar craftsmen to shape regions of chaotic unreality with prowess rivalling the greatest gods should they put in enough effort but it also lets them mould reality as if it were the shallowest regions of the Wyld. And now, you have a few crates' worth of these immensely versatile and valuable tools. While these artifacts were primarily constructed for the benefit of Solar use, due to your investment here you are guaranteed that similar Charms for shaping Fate (if you are a Sidereal), the elements (for Dragonblooded) and other forms of specialised Wyld manipulation (for Lunars) will be similarly enhanced by strange modifications to your cache of artifacts.

Arete-Series Artificial Heroes (50 CP): Four advanced automatons grown in the stylised likeness of perfect human physiques are yours to command as bodyguards, champions or general hanger-ons. At the heart of each is a blessed effigy of the Unconquered Sun that shines like a modest Solar anima, and molten orichalcum flows through their bodies like blood. Noticeably superhuman in all traits relevant to a fight as well as highly skilled at operating other magitech artifacts, each also benefits from sensory improvements that match a cluster of Solar Charms in effectiveness, move with sublime efficiency, adapt rapidly to their opponents' fighting styles and can regenerate themselves so proficiently that amputated limbs can be casually reattached and they can even grow orichalcum weapons from themselves superheated by their internal systems and firing endless animation if ranged. While not quite the replacements for the Dragonblooded that the Solars who built them envisioned, as a unit they remain formidable guardians.

110. Protshinmaic Vortex/Reality Engines (100 CP)

Protoshinmaic Vortex (50 CP): Speaking of the pinnacle of Solar hubris, no two scholars seem able to decide what these translucent balls of plasma full of impossible moving shapes actually are. Wrung from the depths of Pure Chaosby those Twilights that have learned the Charms necessary to shape it, some mysterious fellow referring to himself as the Magnus replaces this one should it destabilise or otherwise be permanently destroyed, each time accompanied with intriguing correspondence from the First Age theorising what you can actually do with these things. Some claim that they are entire worlds and the Solars commit a grave hubris by treating them so cavalierly. Others diagnose them as a "living aspect of transcendental potential compressed to a specific space and time" which is a formal way of describing a plot device. And still others claim they are the unborn young of the Shinma, the transcendental spirits that define essential facets of reality by being absent from them that the Primordials issued from in some sense-despite how patently absurd that sounds. Either way, the most common use the Solars have found for them is as power sources for artifacts of all kinds. In exchange for lacking the inherent supernatural gifts of heathstones, protoshinmaic vortexes fulfil all Essence requirements for most artifacts and only the grandest ones-say, an artificial Elemental Pole or a Directional Titan-would require multiple to remain operational. And the most amazing thing about all this? To date even the Solars have only managed to tap the exterior corona of these artifacts for energy. Who knows what could happen if you could finally make the breakthrough that could tap the physical and metaphysical laws compressed within for power?

Reality Engines (50 CP): The dozens of clear, faintly glowing crystals sculpted into elegant geometric forms, inlaid with filigree of Moonsilver and orichalcum, and set with nuggets of jade represent some of the highest quality reality engines in the Realm. Without maintenance of cessation, each enforces reality upon the unreal-forcing the Wyld to conform to the conditions of Creation, and similar unreal areas to have things like consistent features and physics. Beware: They can be damaged, and when damaged can actually revert reality into a Wyld-like state. So do try to avoid that. Unless, of course, that's exactly what you've decided your newest experiment needs.

111. The Legacy of Heartwind (100 CP): During the Primordial War, there was one particular tribe of humanity who sided with the Primordial Gaia-obtaining biotechnology more advanced than anything even the Exalted could produce immediately following the war's conclusion. Blessed with a paradise of malleable life that would care for the tribe's descendants for all time, when they refused the Exalted's "request" to join the Deliberative their island was destroyed. But the Genesis Lords of Heartwind succeeded in a contingency plan: A behemoth whale capable of surviving in the Wyld, carrying a comprehensive biotemplate record of Heartwind technology within it's immortal physiology. For reasons beyond your knowledge, that very whale has started following you around like a giant happy puppy. It will take time and effort to unravel all the secrets of Heartwind, notable the human-only plague that can be implanted with personality matrices capable of overwriting the infected, but with how loyal it is you could recreate many wonders of genetic engineering that only dedicated Exalted students of biogenesis are adept at-and possibly even some never discovered. After all, the Heartwind Isle's tribe were to Gaia what the original Lintha were to Kimbery.

112. Exalted Leisure Zone (100 CP): 400 years ago, the Lawgiver Eternal Crimson Sunset founded an entire city devoted entirely to pleasure and recreation. Whether or not you are old enough to have done the same, one built along similar lines has become your rightful property. By default, like the Pleasure Dome it is replete with the sort of luxurious decadence that the most important and all but the most temperate members of the Deliberative and the grandest gods would find pleasing: Shops that well wonders ranging from enchanted masks, hotels with hand-carved, self-adjusting furniture, sense-shattering illusions and constructs of living Essence shaping themselves to the guests' every whim-all of which is powered by a manse of the highest quality. The staff all consist of bound lesser demons and gods, humans bred or empowered to suit your desires, enchanted Raksha and other beings of similar magnitude- everything short of actual Exalts. Gambling parlours where everything from mundane cash to skyships, beauty, levels of Essence, sanity and youth are on sail, performance halls where gladiatorial combat and storytelling are just as common as mass shared dreams and dances, restaurants that serve delicacies from all over Creation and even the celestial wine and peaches of immortality normally available only in Yu-Shan. Sorcerous environmental controls sophisticated enough to keep most regions pleasantly cool but create and modify unique environments for novelty, and yes-palaces of carnal pleasure emulating every famous location in Creation. Yes, including that particularly vile one referred to as the Ebon Dragon's Blessings. If you have the Sunlit Lands item, you may freely apply any or all Wonders of the First Age purchases to this item instead, or fuse the two items into an even bigger city sharing all properties-including the Wonders of the First Age benefits.

But all the details need not stay the same-after all, one way or another this place was built for your enjoyment. Perhaps instead of a city in the desert, you desire one that has integrated the chaos of the Wyld into itself and adapted all the servants upkeeping

it to survive it's rigors. Perhaps instead of pure opulence, you desire a garden to commemorate the fallen warriors of the Primordial War that fills all with a sense of righteous melancholy or religious ascetism. Whatever the case, while it does represent substantial high quality First Age infrastructure it is also uncannily designed to make you happy in a way only very determined demigods focused on one very specific problem to solve can.

113. The Loyal Leviathan (100 CP): This 40-foot submersible war machine is a kinder alternative to a rather cruel punishment inflicted upon a lesser elemental dragon. With a clockwork hull of Jade and First Age alloys, six massive Essence cannons and a serpentine propeller, the draconic automata is more than a match for any fleet in Creation not helmed by Exalted. Instead of a captured elemental spirit it is a heavily protected protoshinmaic vortex that supplies all the power it could ever need, and the artifact's spirit has awakened-ensuring it is a truly loyal servant rather than a pain-crazed slave with a chance, however slim, of turning against its own coding. And while it lacks the charms of an elemental like the true Brass Leviathan would have, the artifact's sublime craft and extreme power has allowed it to awaken unique powers embodying its role as a draconic weapon of war-like a destructive beam of energy capable of cutting a row of ships in half. While no elemental itself, with centuries time and development it could evolve into a weapon to surpass the Kukla.

114. Thousand-Forged Dragon Silo (200 CP): You may be noticing a certain trend here when it comes to First Age war machines, but when powerful and destructive elementals keep defaulting to a certain form it's hard not to be at least a little impressed. Numbering a few dozen, these 30 foot long metal clockwork automatons have jade talons the size of grand daiklaves and fangs of serrated orichalcum-and each is just as mighty as they look. Built into them is a toggleable aura of supernatural terror capable of affecting all who feel fear, a breath weapon consisting of Essence-fuelled plasma in both narrow ray and pulse forms, an Essence Inversion Field that shatters geological fonts of supernatural energy such as manses to siphon them as fuel for the dragons and worst of all the Geomantic Singularity: An even stronger version of the former attack in which the dragon inhales enough Essence or similar supernatural energies to explodes it and the land beneath it. Individually, these metal dragons can singlehandedly decimate an entire city. In flights, they can destroy whole nations.

115. "Who Am I?" (200 CP): Built from memory crystals cultured from azure ice shards gathered in parts of the furthest north terraformed by the Eye of Autochthon, this elegant translucent block houses an AI with an alarming powerful mind. It has a full set of human senses, great skill with the game Gateway-so great that it's "sibling" Icemind has bested both its Exalted creators at the game. Like that entity, the machine views itself as a female child and you as something like it's parent. It's motivations

are simple: To learn, study, play and grow. Already it's extremely useful for calculation of all kinds and a trove of magitech knowledge, but at the moment it merely has a hearthstone of moderate power to use for Essence-and believes that it could do much more with a greater source. After all, the being known as I AM who permeates most dragon line ruled by the Solar Exalted is fundamentally an AI granted extraordinary amounts of Essence to utilise.

116. The Terraforming Engines of Opal Spire (200 CP): This floating tower of shimmering opal is some 700 feet high. It boasts several batteries of reality engines, arrays of arcane devices capable of amplifying Solar Wyld-shaping Charms (or due to your investment here, similar ones for other Exalted that manipulate esoteric forces in some manner) and an armada of skyships fitted with Wyld stabilizing artifacts. It is one of the Solar Deliberative's most ambitious terraforming projects for by entering the Wyld, deploying the skyships to calm it's chaos and allowing the pilot to sculpt it into useful terrain it would then rely on the onboard Sidereals to whisk the newly created lands into Creation proper-directly expanding the scope of reality. Apart from being an extraordinary trove of cutting edge First Age technologies to reverse engineer, to say nothing of the crews of Dragonblooded sufficient to pilot as well as maintain the whole thing and tactical Sidereal team who answer directly to you, someone seems to have modified your version of the Spire in a specific manner. In future worlds, by pushing one of a series of buttons you'll be able to fly it back into varying depths of the Wyld-whether it's relatively mundane bordermarches, it's more surreal middlemarches, the narrative-heavy deep Wyld or the storm of Pure Chaos. And from it, wring forth more raw potential to become solid territory for worlds blessed by your arrival.

117. The Penitent of Somewhere Else (200 CP): A great stone mountain has now been carved into a form you find pleasing, be it yourself, your spirit animal or perhaps even a statue of the Incarna you most admire. It is no mere work of vanity however, for within is a meditation chamber wherein by taking a position similar to the statue's form an operator capable of wielding Essence such as a god or Exalt can sense the flow of Essence throughout everywhere in a certain direction. Every demesne and manse, every dragon line and dragon nest where they aggregate into a conflux, wherever Creation is tainted by shadowlands or where the Wyld is unravelling the fabric of reality-every anomaly, rippled and flaw gleaned as keenly as the back of your hand. And in future worlds, similar supernatural energies will be just as easily read gleaned by the Penitent. But the operator is far from powerless. From the Penitent, he can selectively manage Essence flows-tapping or enhancing the flow of Essence through Creation on an unimaginable scale. Want to siphon a Wyld-tainted zone until it implodes? Your will be done. Have to turn the heat up on a Fire-aspected manse so it can properly work as the furnace of a factory-cathedral, or siphon and depower an enemy's manse? Your wish is it's command. Need to empower a Solar's manse so that

it becomes powerful enough to directly transmit extremely potent, nourishing prayers to the Unconquered Sun? As good as done. Any manse connected to the Penitent is made stronger as a result, and none even in the First Age but the most strategically vital (such as those making up the Realm Defence Grid) is safe from its obliterating force. And again in future worlds, over a radius of 2000 miles you will exert similar influence over supernatural energies pervading an environment at a fundamental level. If this still somehow seems modest, consider that the only thing stopping a wielder of the Penitent from creating conditions capable of giving rise to infrastructure presenting a serious military threat to the rest of the Realm is Heaven's vigilace on such a strategically vital landmark.

118. The Library of Sperimin and the Book of Three Circles (200 CP): If you are not, somehow, the librarian of the center of learning for the First Age's Realm it is only because a similarly grand city of colleges has arisen elsewhere in the world-and you, somehow, are in charge of it. Twelve great academies with campuses spreading out from a single tower provide the highest calibre of learning for mortal and Exalt alike in the fields of agriculture, the arts, cosmology and theology, engineering and architecture, government, history, martial arts, medicine, military science, mining and metallurgy, sorcery and thaumaturgy, and trade while numerous smaller academies teach a range of other disciplines. The great library within boasts books, tomes, scrolls, sutras and crystal codices dating back to the Dragon Kings, and stores all knowledge of the First Age in several redundant formats to prevent any loss. This includes elements maintaining crystal and plant-based forms of recording, automata reading books to those who do not wish to and gods of scholarship strolling around blessing students into wisdom. Possibly the crown jewel of its collection is a tome called the Book of Three Circles-denoting three separate books made of woven spider silk with sentient automata as the bindings each of which contains detailed information on hundreds of spells from each circle. Each volume knows its own contents intimately and assists sorcerers looking for a particular spell or piece of knowledge, and if commanded to will release a small swarm of white spiders to spin a new copy of the pages containing a particular spell or chapter. Each is also protected by the most sophisticated defense and protection spells of the First Age, such that they simply store attempts to burn them as Essence and even if the incredibly tough pages are ripped the spiders nestled within will simply repair them in the blink of an eye. And thanks to your investment here, in future worlds when the scholars of this land have studied and certified spells the book will release new swarms of spiders to begin weaving new tomes denoting specific types of magic and recording similar troves of detailed information on their spells. The faculty, prodigious student body and knowledge of the First Age are tremendous asset unto themselves, but by buying them here the Library of Sperimin will remains a legitimate, extremely well respected centre for learning in future worlds too if you wish. Heroes and gods (or the closest equivalents) will travel far and wide to add to its vast stores of knowledge.

119. The Black Mirror (300 CP): What an awful thing it appears the Most Supreme Hierophant has discovered a second version of-and for reasons of his own, entrusted it to you. A jagged shard made of a seemingly indestructible pitch- black quicksilver alloy found at the destruction of Okeanos, this artifact is so steeped in death that any ghost or mortal being is instantly condemned agonisingly to Oblivion; magical beings merely lose a great portion of their will experiencing a waking nightmare of the Neverborn that haunts them for years. It is Solars who are most tainted by this object- and yet, are capable of resisting it's corrosive touch even without Charms through a great exertion of will. They are made a Creature of Darkness, cast beyond Fate and each of their Solar Charms are replaced by equivalent Abyssal ones. And each time they touch it, the whispers of the Neverborn teach them awful things, forgotten things, sometimes situationally useful things learned nowhere else. What is an Abyssal, you ask? In the Age of Sorrows yet to come (and hopefully avoided), the Neverborn will corrupt and mutilate Solar Exaltations with the horror of purest Oblivion, attuning them to death, destruction and agony but depriving them of true excellence, holiness and condemning them as creatures of death. But you are not an Abyssal Exalted, and when next you experience Limit Break you will be made a Solar again.

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Does that seem unfair? Does it not seem right that once again, the Solars stand supreme even in utmost debasement? We agree. Everyone deserves a taste of Oblivion. So here's yours. For using your precious choices to instantiate our gift to this foul, worthless world even if you are not a Solar Exalted you may briefly warp your Charms into death-themed equivalents for whatever type of Exalted you are. No need to thank us. We're sure you'll go on to accomplish great things.

120. Shadow of the Titans (300 CP): At the heart of the Sword of is a five pronged claw. Once the bodiless shadow of the Primordial King himself, it was spirited away by the Ebon Dragon at the beginning of time and hidden among his dark pantheon of souls as a demon-but later taken by Autochthon and forged into the Realm Defence Grid's safety lock of swords. It seems Autochthon has been more productive than he let on, because while it is no lock for anything in particular he has stolen the shadow of another Primordial-yes, possibly his own- and forged it into a similar artifact. For such a thing has a secondary function beyond even his own imagination's capacity to conceive: It is a resonator and amplifier for spells or all kinds. Hold it and a lesser teleportation spell can take you thousands of miles, far enough to reach almost any nation in what will become known as the Scavenger Lands. Or a localised spell of cursed rain could scour regions as vast as the entire Imperial City-or focus it's

thundering power on a single manse. Such a simple thing, and yet with how versatile sorcery is it's applications are potentially beyond succinct description.

121. The Eye of Autochthon (600 CP): But then again, beyond mere amplification there is simply...power, in its most fundamental and undefinable form. Ask not this great, black, seemingly truly invincible pearl does-ask what it does not do. On its own, it spins freely in the three gimbaled rings built to hold it. It quells all disturbances of land, sea, air and Essence for vast distances in all directions. So much does it stabilise the Wyld that Raksha die in minutes should they dare approach it. And it elevates the power of those who can use Essence beyond all belief. A sorcerer might raise a citadel so call its towers required gates for the moon to pass through, or create an entire city from nothing. A Dragonblooded might shut down the manses powering the Realm Defence Grid with it. A force as great as the Kukla, the greater elemental dragon of Earth whose movement threatens all Creation and was sealed by all the Incarnae, might be contained with it and perhaps even a Primordial could be affected by contact with it. It is a world- shaking wonder with few limits, and yet even the Solars are cautious with it. In latter days, those who lay hands on the Eye have a tendency to meet with unfortunate, mysteriously sorcerous ends like falling into the sky or being transmuted to crystal. While in this age it is not known to slay the Solars who wielded it, neither are they cavalier about its use. In short: Buyer beware. Though the Eye of Autochthon opens the door to much, even less is known with certainty about it's safe use. Know only that in hands not well-versed in handling powerful yet fickle artifacts, it is just as likely to be Creation's doom as it's salvation.

122. Armor of the Immaculate Dragons (100 CP): These jade-alloy suits of articulate plate and elegantly smithed scales are prime examples of how prevalent magitech can benefit the masses. Either featuring baroque dragon iconography or stylised function over form, each leaves no chink of vulnerability for the enemies of the Solars to exploit. Each has fantastic protection against disease, an hour's supply of air, obscure the wearer from divination, exomusculuar fibres that double your ground speed and enhance your strength as well as a sophisticated scanner visor. And unlike those built in latter days, these do not require the upkeep of most complex Age of Sorrows magitech and contain an internal Essence battery with a capacity of 30 motes powering the suit's features when the user could not. Furthermore, the armour comes in five variants with unique modifications built to augment a specific caste of Dragonblooded. It's assumed the one suiting your caste is the only one you'd need, but if you want to buy more each is 50 CP if the first purchase was discounted. The Most Terrifying Armor of the Air Dragon has two fixed wings and a small thruster drive, allowing the wearer to take flight as well as fire blasts of lightning from gauntlet-mounted energy projectors. Built from feathersteel and blue jade, it was optimised for high mobility and aerial assaults.

The Most Resolute Armor of the Earth Dragon has a golem like bulk and heavy power nodes that grant it enhanced strength. The suit's scanners can find cracks, stress zones and other points of weakness in inanimate objects, and sculpt nearby masses of earth

as if by the hand of an invisible giant-potentially doing everything from hurling boulders at foes to creating trenches or earth rampants. The Most Fearsome Armor of the Fire Dragon's alloys of copper and jagged red jade grant it almost as much swiftness as the Air Dragon Armor, but it's special abilities are geared more for cavalry-like engagements. It's Velocity Magnifier Engine can accelerate one's ground speed and other simple movements fourfold, while the suit's gauntlets let the wearer project curved beams of white hot plasma. The Most Benevolent Armor of the Water Dragon boasts rounded lines of dark blue steel and black jade. It's visor allows the wearer to perceive immaterial beings and objects with all senses, and the suit itself allows the wearer to touch or attack spirits as if they were solid (and be touched or attacked in turn). It can also generate a spiritual disruption field preventing other entities from materializing or dematerializing, preventing all attempts to scry or teleport into or out of the warded area and increases the cost of spirits' charms. This so- called Ghost-Binding Wall has no effect on beings with a higher Essence rating than the armor's wearer, though multiple armors combining their Walls can increase its radius and treat the wall as if the wearer with the higher Essence had one higher level of Essence rating per assisting suit.

The Most Puissant Armor of the Wood Dragon has organic features grown from green jade with steel lattices connecting it's plates that loosely resemble vines. It has what is considered to be the most powerful of any of the armors' built-in weapons: An Essence-Dampening Field similar to the Ghost-Binding Wall with one exception: It affects all magical beings regardless of Essence-though characters wearing any form of dragon armor are immune-and adds a surcharge of one mote per three motes of total normal cost to the activation of all Charms and spells.

123. Legacy of the Dragon-Kings (200 CP): Pity the Dragon Kings, already spent and extinguished from the ravages of the Primordial War and regarded with magnanimous pity by most of Creation. This garden, vaster than any on modern Earth and featuring an array of enchanted plants as well as crystals sorcerous altered to regrow as regularly as the plants do, may be considered their equivalent of a factory-cathedral in terms of what may be grown from it. From alchemical shrubs producing sap or fruit that can function as medicine, poisons or more exotic tinctures to living vines that transport water or living furniture to crystals that can store knowledge on par with books, crystalline lights and heaters as well as tubes that create disks of Essence to serve as elevators, all manner of quality of life items can be created freely from this verdant garden. But the garden's true gift is the capacity to mass produce the traditional vegetative magitech of the Dragon Kings-items that can be considered true artifacts ranging from vines that help others safely breathe amidst toxic gasses and under water, to thorn-launching whips coated in an azure sap that promotes bloodloss, to obsidian power armour that enhances the wearer's strength and speed-even flight, should the wearer already be capable of it. A skilled craftsman could even build artifacts on par with those forged by the Exalted themselves by improving on the methods of those who were once first in favour with the Unconquered Sun.

124. Semiramis, The Tree Whose Roots Caress the Earth (400 CP): Wherever you're living (or your Warehouse if you would prefer), it appears that a sleepy behemoth resembling an upside down tree with a nature goddess sticking out of its trunk has rooted into the ceiling. Breathtakingly beautiful, while her supple, flexible branches are as dextrous as any human's fingers her humanoid half is capable of detaching from and working alongside it with medical skill eclipsing that of the gods of medicine-for with a glance, she perfectly intuits everything wrong with a living creature's body and gleans all pertinent detail about every condition affecting it. Ageless, her corpse grows an invulnerable seed from which she can grow a new body once planted; only the death of the last tree on Creation can truly kill her. Most potent of all are the 23 purple fruits that taste like overripe mango and cranberries. If consumed within a day of harvest, each fruit can cure any woe found in creation. Emotional trauma, crippled limbs, mystical illusions, poisons, diseases of any sort or even distinct reality warping effects-the most serious harm always heals first, but beyond that even supernaturally puissant damage can be mended. She professes herself to be a daughter of Gaia whose purpose in life is to give healing in all wounded-but though her inhuman resilience makes her superbly durable to all attacks when faced with a threat to her patients she herself fights with a staff coated in a venom that rivals that of the Yozis in lethality, strangling vines and branches as tough as jade and gusts of razor-sharp leaves that can pierce through armour. Furthermore, while she herself has yet to experiment with this power her fruit can potentially augment and transform with the same power with which it heals- perhaps the juice from her fruits can raise plants into powerful guardians, or through ritual preparation transform men into the image of the legendary Clay Man. While she would prefer a peaceful resolution to most conflicts to the extent even supernatural influence cannot compel her to harm others, she also has the quiet strength of a warrior. And she believes your destinies are entwined, for she senses all Creation needs healing...though from what, she cannot say for sure.

If time permits, she would like to visit to her "half-sister" living in the Realm Defence Grid.

125. Orphan Child of Gaia (600 CP): Five nights did Gaia and Luna lie with each other in this sacred grove, transfiguring it into a strange and wondrous place where the real and unreal meld. It appears in dreams to those kin in some sense to both beings speaking strange and cryptic pronouncements, but to you and you alone does it show the dream-spun path to its sacred depths. For this is essentially the equivalent of an Infernal Bastion for Gaia-a manse of incalculable power born from immense sacrifice, powerful and mighty beyond compare to embody the inscrutable desires of a Primordial. From whole forests that rise up with venom and vine against intruders, to ruined cities that burst into flame consuming themselves yet standing anew each morning to phantasmal legions just real enough in the instant to harm or bless a stranger to architecture that exists only in memory yet has tangible effects on the real

world, the defences of this place are as esoteric as they are comprehensive. Yet the true prize lies within: An unborn Elemental Dragon capable of observing and controlling the power of all within this strange land-principally to vastly amplify the powers of magical beings connected even distantly to either Luna or Gaia, transforming fireballs into battlefield-cleansing meteors. All sorcery or artifice within their themes is similarly bolstered, and with the Elemental Dragon to be's aid many wonders rivalling those forged by its parents' hands could be produced. You know not when it will be born, only that one day it will hatch from this, it's crib, and when it does it will walk taller than the mountains and wield divine power like a storm that can sweep the stars from the sky. It is to your good fortune then, that it seems to view you as a beloved distant cousin. Sometimes it sniggers at the so-called Caul certain Dragonblooded and Lunars seem obsessed by.

126. Here There Be Wild Things (100 CP): It might be too little, too late for the Lunars who'd like to think they're contributing to society as anything other than the extension of a Solar's will but somehow or other you've come into undisputed stewardship over 10,000 square miles of consistent terrain in Creation-mainly because nobody else wanted it. It's simply too far out of the way, despite how lush it is; it could even represent cubic volumes of water in the ocean. You see, some time ago Gaia herself touched this land with the spell Benediction of Archgenesis, inducing lush growth and paradisical environmental conditions exceeding anything found on the Blessed Isle itself. The weather is temperate, the days blessed only by the briefest of showers and all plants grow larger and healthier than they naturally would. Both animals and people bear unprecedented numbers of healthy offspring, and all actions needed to sustain life in this temperate jungle are easier than they should be. And while no specific enchantments are in place, the ambient Gaian Essence makes natural demesnes and spontaneous but always positive mutations commonplace within its confines-potentially resulting in giant, flying boars or other extraordinary animals. Unlike the normal limits of Benediction of Archgenesis, the fertility of this land is permanent. This could be a wonderful little place to let out your inner animal, where there's nobody to see. Or care. In future worlds, this wonder of the natural world will follow you either as a Warehouse attachment or nearby environment.

127. The Scepter and Orb of Peace and Order (200 CP): A Moonsilver sphere the size of a large grapefruit, carved with grooves allowing it to be held in one hand. An orichalcum sceptre topped with a complex crook, decorated with crystals that focus and channel Essence identical to those on the sphere. These artifacts of exceptional power are part of a Solar social experiment on the upper limits of control.

The scepter grants the bearer a general sense of everyone within 400 miles, discerning general concentrations and movements of population as well as any magical beings within that domain-as well as to distinguish between individuals who have lived in the domain for more than a month and visitors or new arrivals. The bearer can broadcast messages to anyone inside that radius and produce a scarlet eye-like sigil on the flesh

of every adult of adolescent. The target much accept the sigil willingly, but the scepter allows a Celestial bearer to compel anyone who refuses the sigil to leave within the next week-a compulsion impossible for anyone but another Exalt to resist. Anyone who accepts the sigil is marked for life, barring Solar Circle Sorcery performed by someone whose Essence is as high as the scepter's bearer. For a meagre cost in Essence the scepter-bearer can take over the body of someone so marked in this manner-and obliges the marked to follow all laws ordained by the scepter- bearer within the domain. Keep it close; if it is ever unattuned or the wielder dies, all sigils vanish within 24 hours unless someone else attunes to the scepter during this time. Pain wracks the body of the disobedient-lasting only for a few hours and ended by confession for minor offences, lasting until confession of the sin to a local magistrate for major ones and for the most serious offences only ending with death.

The orb is no less potent, letting its own wielder sense and alter the emotions of all sigil-bearers en masse or individually. Furthermore, attunement ensures any sigil-bearer who acts to encourage others to obey the laws or goes beyond the expectant minimal obedience is automatically rewarded with dreams so vivid and enjoyable, they enjoy bolstered resistance to infections or disease and live a third as long as they otherwise would. No individual can attune to both the Scepter and the Orb of Peace and Order but attunement to either ensures immunity to all diseases and infections, ceases your aging and grants a powerful form of regeneration from all wounds. Only a trusted, devoted soulmate with utmost commitment to your goals could possibly deserve such a gift-but what Solar would not expect that of her Lunar mate?

128. The Walking Devil Tower (400 CP): Long ago, the incarnation of a principle antithetical to Creation awoke and was unleashed upon Creation. This god- monster was Karvara, who could not exist in Creation and so caused it to cease to be wherever it went-and could have torn the Loom of Fate asunder and erased all Creation from memory if it was not for the heroism of a Solar, a Lunar and their Dragonblooded soldiers. Hollowed out by the Lunar in the form of tapeworm and botfly it's spine was carved into a pilot's fuselage, controls were woven into it's unreal nervous system and more deluges of molten Moonsilver were used to imprison this apocalyptic behemoth into the form of a Warstrider. Even in this limited form it's dire nature shines through-granting it the ability to fuel its speed and strength with bursts of rage, utterly unmake devoured foes or incoming weaponry in bursts of solipsistic void or speak a counter-harmony to the music underlying creation that utterly annihilates all in its wake. Leaving nothing but the alien vistas of Zen-Mu. The being trapped in the Warstrider before you may or may not be Karvara. If it is not, it is a horror of similar calibre even if it's capabilities are different- perhaps you even had a personal role in subduing it.

129. The Fortress of Hungry Birds (600 CP): It seems you've seriously impressed somebody as a steady pair of hands, because the Solar Deliberative has entrusted you

with a military fortification every bit the equal of the Lunar Hungry Birds' Fortress of Hungry Birds. Made of white glass and blue jade, it is guarded by three hundred delicate avian automatons animated and controlled by oath-bound spirits, each of which are equipped with Essence-powered weapons and adamant talons with the power of grand daiklaves-all of which serves merely as a first line of defence. The gate of silver and glass blazes brightly when an Exalt passes through-always revealing the image of a Solar's personal anima banner several stories high, and enchanted such that it is one of the strongest features of the whole fortress. It maintains a full complement of elite warstriders, a silo of thousand-forged dragons (dragon-shaped metallic automatons capable of unleashing devastating blasts of fiery plasma and ruining geomantic regions to siphon Essence for themselves) and a fully equipped Dragonblooded army honed through fierce competition for the honour of serving here. You do not necessarily have an effective copy of that particular fortress, although you may if you wish, although whatever property you do own is completely independent from all external control and could potentially defeat the entire might of the current First Age military. This is not solely due to the fortress' innate properties. The Fortress of Hungry Birds is the first line of defence for the Orichalcum Shrine controlling the Sword of Creation, and in this world much of your fortress' strategic value comes from defending a similarly critical asset. In future worlds it will always be positioned near other inert strategic assets for apparently legitimate reasons that will ensure your position is fortified not just because of what you are actually capable of, but because of what could happen if your holdings fell into the wrong hands.

130. Celestial Salary (100 CP): It would be a shame to perform your heavenly duties with no expectations of recompense, wouldn't it? As a Sidereal you are entitled to allotments of Quintessence (the physical manifestation within Yu-Shan of mortals' prayers for heavenly intervention) and Ambrosia (a purer and rarer form of quintessence that manifests from prayers to a specific deity). Even after the 10% tithe to the Unconquered Sun (who unfailingly redistributes that tithe to the five heavenly bureaus) within Yu-Shan both Ambrosia and Quintessence are a sort of smart matter that can be forged into nearly any substance in Creation; the possibility of crashing the economy with sufficient jade is why converting one's salary into excess wealth is considered a serious offence (although of course, while Yu-Shan is far less corrupt than it could one day become treating gods to extravagant gift-giving that certainly can't be seen as bribery to advance agendas in Creation is an accepted practice).

Due to having some sort of gainful occupation in Yu-Shan (all Sidereals are by default employees for the Bureau of Destiny) you now have a salary equivalent to your Essence rank and other circumstances. A freshly Exalted Sidereal can generally afford a small apartment (five rooms and facilities) in Yu-Shan, two elemental servants, likely no Ambrosia only Quintessence and merely one feats per day. A well to-do Sidereal of middling Essence has enough Ambrosia and Quintessence (though the latter will always outweigh the former) to rent a townhouse in a good neighbourhood of the Celestial City, a property like a faux ranch or rooftop temple-fortress, a personal form of transportation like a dragon boat or aerial rickshaw and a dozen elemental

servitors. The most senior Exalts and mightiest gods own half a dozen grand palaces, penthouse apartments and weekend lodges in Yu-Shan and can afford to throw parties among the gods for centuries. Everything from their small fleet of dragon boats to their legion of divine servants (including a dozen potent, though nominally not very useful for...productive things, gods) to the heaps of peaches of immortality, celestial wine and equally celestial cocaine screams decadence beyond mortal imagining.

In future worlds a small fragment of Yu-Shan will follow either as a Warehouse attachment or nearby plane containing both your salary and everything you've been able to afford with it, letting you continue to forge Ambrosia and Quintessence into useful things without fear of heavenly oversight. Depending on how frivolous you've been, it could be anything from a glorified broom closet to a sprawling manor with grounds the size of a medieval kingdom on Earth.

131. Maiden's Eye (200 CP): This powerful manse, it's innermost courtyard and the great, calm reflecting pool within has two major blessings. The first is that despite nearly constant use by those permitted by the owner (you) to enter it has no official records even by Exalts or gods. The second is that it can provide visions of the future even to those without innate precognitive power, and enhances those with such so much that some of the oldest Sidereals dedicate weeks to meditating at the edge of the simple pool. Or would have; it is up to you if you own an identical pool or the actual thing. Expect both great risks and benefits from being at the owner of the latter, considering the Sidereals treat it as their place to ponder and discuss things they would prefer to keep secret from even the Solars they serve.

132. The Great Observatory of Rathess and the Orrery of Arainthu (400 CP): As you may be noticing as a trend here, to the Sidereals knowledge is true power. So it is this dome of polished Starmetal and the flawless model of the heavens within is the apex of knowledge gathering in Creation-or possibly, a structure equal to the true one. By incorporating theoretical constellations into its readers' predictions and all the advancements of the First Age, the Grand Observatory can determine information as specific as the position of a specific fly's descendants a century from now-or the steps taken to learn a specific Sidereal martial art. So accurate are the movements of the projected heavenly bodies of the Celestial gods within the Observatory as well as their humanoid selves dancing in the Orrery, so clear the magnification, clarification and obfuscation systems that the Dragon Kings have used it to identify the coming of the Balorian Crusade and Great Contagion that the Sidereals sneer at the possibility of-and in one dark corner, a reflection of the Underworld's dark stars driven by the Calendar of Setesh can be viewed. And of course you actually have to be in the facility and know the right question to ask. Still, even then the only way you could possibly gather more information is by living through vast swathes of time itself...

133. _ (600 CP): ...like so. You see, there is a barren island with no location upon which sits a tower with no windows, doors or fate. Within it's one room stand an arched gate of Starmetal encrusted with emeralds, and if its empty hinges once held twin doors no trace remains of them-assuming they won't be forged in a later age. This is not that structure, that which is called the Arch of Undreamt Eternities and in doing so metaphysically diminished it such that it merely lets travelers wander into possible futures with certain conditions set, such as "What if the Solar Exalted all perished?" for only five days at the convergence of time and space that best meets the criteria for the journey-after which they find themselves having walked through the arch. Though it is akin in most respects, even if you were somehow within Fate when you found it you were never so foolish as to give it a name. That is why unlike the Arch, your...property can fully incorporate the actions of entities outside Fate, has no limit on how long you can stay in the predicted timeline, does not disorient you on the way back and crucially does not have some kind of poorly explained metaphysical process preventing you from using this...thing for training purposes. It still only produces possible futures, not inevitable ones, though apart from the caveat of not being truly impossible to change the experiences within are otherwise completely accurate.

After experimenting with it for a while, you might start to encounter rare humans who are identical in all respects to their simulated selves with one exception: They bear a strange Exaltation, though they themselves seem unaware of it. These so-called Getimian Exalted are the only things permanent enough to make it back with you to Creation, and if made aware of how unreal this world is will be desperate enough to swear loyalty to any cause no matter how petty, in exchange for being able to get back to reality. Should they do so, they will count as followers unless imported or converted into a companion role by other means.

134. Sunlit Lands (100 CP): What is a king without a kingdom? While certainly as a Solar 4/5ths of Creation is divided into principalities that are in turn administrated to on your behalf by the Dragonblooded, some lords of creation prefer a more personal touch. Somewhere in Creation is a city as personalized by your extant capabilities bought within this jump as Tztli is by Bright Shattered Ice's scholastic skills. It could be anything from a geomantically enhanced flying city every bit it's equal, to an underwater base populated by humans bred to live underwater, to a commune of nine foot tall noble savages eking out a living in pristine wilderness-likely to the delight of your Lunar mate. Whatever this society is, it reveres you as its founder and is right to do so.

Optionally, you may dedicate purchases from the Wonders of the First Age section to enhancing this item to represent it becoming greater and grander under your personal rule.

135. The Foundry of Infinite Genius (200 CP): It appears that for reasons of your own, you've stuffed a mighty Unshaped Raksha into a jade containment reactor. How quaint. Or perhaps it was Autochthon who gifted you this workshop, an equal to the one in the heart of the Sword of Creation. The facility is a vast icosahedron of adamant with a hovering hexagonal platform letting users operate its arrays of hologlyphic controls for a simple yet breathtaking feat: Draining the Unshaped of its potentiality to supply basic raw materials and enacting the means to combine them in any way imaginable. Tools of raw Essence appear as needed to accommodate building or repairing anything, becoming extensions of the user's will equalling those found in a factory- cathedral. Most fantastically of all, the interior can be preprogramed into practically anything imaginable-shifting vantage points, teleporting the control platform to anything in a generated simulation and fading away all changes when the lab is no longer in active use. Instead of the Realm Defence Grid, this lab is attuned to your Fate and can attempt to extrapolate the data from your life to simulate people and events in holographic projections so lifelike they can be interrogated to learn secrets otherwise lost to ancient cataclysm. Oh, and in the event you ever need anything more there's a doorway overgrown with ivy that leads to the depths of Pure Chaos in the Wyld: The infinite sprawl of narrative nonsense that surrounds Creation, churning out unstable ideas and concepts like the Raksha (also known as the Fae) who delight in bewitching one another with phantasmal powers and tales spinning off into tiny worlds. The Unshaped are powerful, geographical entities among them who do not limit themselves to a single identity-extrapolating several entities resembling the more powerful gods to each act as a defining aspect of the whole.

Interestingly, should you ever kill the Unshaped through overuse of its precious Wyld energy somehow another will immediately be dragged screaming from the Wyld into the containment unit by golden thunderbolts.

136. The Five-Metal Shrike (400 CP): Though conventional war machine construction doctrine in the First Age held that bigger is better, the Solar warlord Kan-Hur despised the wastefulness of the Directional Titans and the endless silos of Thousand-Forged Dragons. In response he commissioned a trio of his brightest peers to build a replacement, wagering 1000 years of conquest's worth of fortunes on their genius. This is the fruit of that wager.

A mere 50 yards long, smaller by far than the gaudy Titans. Fast enough to reach any point in Creation in a day. An onboard AI capable of keeping it from falling into any unauthorised driver's hands. This jade-hulled raptor has Starmetal sails as wings, Moonsilver conduits linking it's individual systems together, heavy Orichalcum armour at every vulnerable point and several habitable chambers-including an engine room-jammed between it's half-living construct machinery and weapon systems. The Five-Metal Shrike can emit a beam of searing plasma from any of the hundreds of

Moonsilver nerves intersecting all over its hull, as well as internally from bulkheads to repel intruders. This is but a secondary system: It's primary weapon, the Godspear of the Five-Metal Shrike, fires a beam of effectively infinite damage capable of blasting the material and immaterial as well as slaying spirits permanently-and though far lesser, the shockwave it emits is sufficient to blast cities to ash or shatter mountains. Even a seemingly invincible Wyld scorpion-behemoth would die swiftly under such an attack. But it's defensive systems are no less impressive-the Aegis of the Unconquered Sun perfectly deflects all physical damage with a protective shell of golden light, the Grasp of the Maidens draws in immense amounts of Essence from all directions, and Luna's Magnanimity permits it to heal all damage rapidly with half-liquid Moonsilver cables spreading across itself like bandages.

The only remaining question is how you got your hands on such a masterwork. Perhaps in the distant future, some event set into motion by you allowed the Solars to at last unravel the secrets of time and send back this mighty living weapon in the hopes of averting their usurpation. Or perhaps you yourself were disillusioned by Solar military doctrine first, and commissioned your own Shrike before the other was even imagined?

137. A Gift of the Sun (600 CP): At the very end of the Primordial War the Unconquered Sun was given countless gifts by mortals-who sought to emulate his brilliance by building something worthy of him, not merely to make something or one with little he could not provide for himself. Proclaiming himself blessed beyond measure, he returned all but four of the gifts which he empowered with the millions of prayers sent to him-and created the panoply to which some of his greatest powers are bound to. At some point, you accomplished something worthy of such reverence-either winning similar adulation from mankind, or being deemed so worthy the Sun himself retained a measure of those prayers to personally forge this gift for you. Simply put, it is in every way an equal to the four artifacts held by the Unconquered Sun, the greatest of gods and king of heaven. It burns with all of his Holy power, searing the unrighteous and bringing hope to the humble even before accounting for its special abilities. But it is bound to you as the four are bound to the Sun, imbuing you with powers equal to the other gifts bound to a certain Virtue of yours; should you ever suppress it, they will become temporarily inaccessible. By his Compassion, the Sun can unveil the truths around him, intuit the meaning behind any form of communication, see anywhere in Creation or Yu-Shan, mend all ailments in himself or others as well as grant blessings powerful enough to deify others. By his Temperance he can take flight with the same inhuman swiftness of his normal motion, and completely transcends injury and mental influence seeking to betray his core motivation. By his Valor does the sun smite with power to slay all in his path, even the makers of the world, should they engage him foolishly, and unleash calamitous damage wherever he casts his spear-yet retain enough finesse to reduce the damage enough to do nothing worse than knock his foe out. And by his Conviction does the Sun wield an intrinsic supremacy to all living beings in most basic attributes or

abilities-as well as authority great enough to call for the Yozis, the Greater Elemental Dragons and other horrors imprisoned in Creation. This is discounting the intrinsic abilities of those artifacts, like how his luminous golden spear smites those deemed enemies with annihilating force even without the gift of infinite damage. You need not perfectly copy one of these artifacts-and probably should not. It is a symbol of your own perfection, after all.

138. Familiar (Free and optional/50 CP): Creation is full of exotic beasts, from horses wiser than some men to small gods donning animal form. Some that have a sensitivity to Essence form a deep and profound bond with the Exalted, symbiotically partaking of their Essence to never die until their master does. For free you may have any natural animal so bonded to you, which also lets you share one of its senses within a hundred yards and when touching you grants a small reserve of Essence to you. However if that is not enough, the prosperity of the First Age grants you a better option. For 50 CP on top of that, your familiar may be an extraordinary creature of some sort, either with magical gifts of its own or so powerful yet wise it is a king of the natural world in some ways. A behemoth small enough to pass in polite company, or an intelligent therapod for example. Even an otherwise diminutive creature empowered as one of the Incarnae's agents, like a Mouse of the Sun. Or some other critter lucky enough to be deemed worthy of interest by one of the Maidens, or hand reared by Luna herself.

139. Bond of Sun and Moon (Free/50 CP): Lunar traditional hold s that at the dawn of his divine rebellion, the Unconquered Sun demanded his Exalted lead the other Chosen as he lead the coup-to which Luna proposed each of her own Exaltations would be emotionally bound to a specific Solar one, to which he approved. The Sun approved of it as a guarantee of loyalty to the Solars. Luna smiled in secret that it was a guarantee each of her Chosen would be loyal to only one Solar, not the other 299. Thus, as a Solar you have a strong emotional bond to a corresponding Lunar and vice versa. It is not necessarily romantic; just as many bonds form into strong friendships, or even rivalries. Due to the nature of the bond it is primarily felt by the Lunar to the Solar and (to some Lunars' chagrin) thus far, all things being equal it is Solars who can exert dominance through it upon Lunars, not the other way around. However as one destined to be the Solar's companion, later eras may show Lunars capable of redeeming even a Solar whose Exaltation has been tainted by the most malign forces of the world or swaying others that have been compromised by the enemies of the world. Whatever the other benefits, come what may should you and your bondmate wish they may follow you beyond this jump as a companion. And for an extra 50 CP, the bond between you is so strong that if it is not an epic romance in the making that will survive the fall of the First Age itself, that is only because you are closer than siblings or the kind of rival that will move Heaven and Earth to ensure a truly fair contest between you. Solars enjoy Lunars so dedicated that even if all the world were against them, the Lunar would still be at their side. And while Lunars cannot exert

such direct influence through the bond between Exaltations, their Solar instead becomes so devoted to their wellbeing of their own volition that their seat on the Deliberative may as well be your own.

140. Henchmen (50 CP): For reasons of your own, you've obtained the services of some useful people who have sworn oaths of fealty to you and you alone- generally mortals or Dragonblooded. They may be subordinate officers with particular loyalty for a military man, the bodyguards of a savant or businessman or the acolytes of a religious leader. All are generally deemed at least somewhat more capable than others of their ilk, though not enough to be of particular note in their fields. Their most notable trait is that beyond the chains of command, for one reason or another their loyalty is secured to you and you alone. Of the following companions, one is optionally free for the background they are associated with. Each represents a steadfast and puissant ally, whether by merit of being an exceptional figure even among Exalts, having unique circumstances about them, being a unique entity with other capabilities or some combination of the above.

141. Forsaken Dragon's Hatchling (100 CP): Creation is not kind to those who are not as it's masters would have them, as this bitter Fire Caste savant can recall. Everything in her life from the beauty of her body sculpted over the course of generations to even her arsenal of pleasure-giving Charms imbued by her crystal-based training in carnal pleasure to the powerful yet demeaning artifacts bonded to her body was meant to make her a Solar's ideal bed companion-but before her liege ever touched her, she escaped in the dead of night-and to the best of anyone's knowledge, he has not bothered to look for her. Ever since then she has found inspiration in the legends of the Five Elemental Dragons, and a second calling trying to restore the dignity of the Dragonblooded, demanding both greater rights for them as well as more extensive sanctions on those Celestials who would abuse them. Though she fumes at nearly no one, Celestial or Terrestrial, taking her diatribes about elementals and draconic theology seriously that magnanimous dismissal is all that has kept her alive-to a degree that makes her almost seem protected by some powerful influencer of Fate. Even in the First Age there is discontent at the fringes of society, and those who do not take her as a hopeless fool or an arousing distraction are slowly unifying around her-throwing a subtle but growing wrench in Solar rule.

Whether Dragonblooded, Sidereal or Lunar, she has surely seen you as someone oppressed by the Deliberative and vowed to liberate you both from its shackles. There must have been something truly special about you as a Solar for her to call you friend. Perhaps she sees something different about you. Perhaps she's finally found a way to justify using her unwanted skills and Charms to secure a patron for protection against Deliberative censure-while trying to convince herself she doesn't enjoy any part of it.

142. The Carmine Subject (100 CP): Breeding equal to the first generation of Dragonblooded. The capacity to use Celestial Circle Sorcery granted by a subtle but elegant artifact necklace. Comprehensive mastery of multiple martial arts. Red hair styled into a elegant cut every single day. And a remarkable arsenal of administrative Charms as well as ones suitable for managing a dynasty. This outwardly cocky but inwardly calculating Earth Caste ultimately knows that in the end, it all amounts to nothing for her but being a particularly valuable officer in some Solar's retinue. A scathing tongue and a reputation for smooth efficiency from her military service hides an ego so bruised by her social immobility in the Deliberative that she burns with self-loathing at the smallest perceived imperfection. Ever since she was a little girl, she's looked at the throne of Solar Queen Merela and endured every achievement, every opportunity being closed to her by a quirk of Exaltation by vowing to climb as close towards it as she can. For that she needs allies, and as a Dragonblooded she's found a trusted ally. A Sidereal is a better friend as she is eager to learn more of how the dealings of gods are conducted, and though in theory a Lunar even moreso she has played politics long enough to know how many of them are paper tigers. Though ruthless and underhanded, she holds herself to the same high standards of her dream and sincerely wants you to be your best self to join her at the seat of power. As for Solars, a Lawgiver actually willing to support her after a lifetime of self-perceived dismissal leaves her somewhat nonplussed. Time will tell whether she continues convincing herself you are merely using her mind and body, or succumbs to a desperate relief at being valued at all.

143. Ur-Survivor (100 CP): Not all the enemies of the gods were willing to fight to the last, but towards the bitter end the Exalted chose only to accept the surrender of a handful. This behemoth was once great in power and close enough to blood to the Primordials to be considered something of a pampered pet but as the war drew to a close it threw itself on your predecessor's mercy (or perhaps you, if you were old enough to fight in it) swearing eternal loyalty to them and their incarnations for all eternity. It is old, inhuman and unaccustomed to the ways of mankind-but it takes it's oath seriously, especially after seeing how the less intelligent or more loyal of its kind fared when the Yozis were imprisoned, and while happy to regale you with tales of Primordial rule is more interested in learning how to integrate to a Creation ruled by mankind. Sometimes to hilarious yet terrifying results, when a god-monster from the dawn of history tries to say hello to a farmer. Whether it is distant kin to Arad the Hunter or the Clay Man who legends say fathered humanity, a towering beast capable of laying waste to cities with a few Charms of the Primordials themselves, the first and undying prototype of all oxen or something stranger like the Slayer of Armies that the titan Isidoros forged out of his own sinew, this ancient regards the Exalted with a mixture of otherworldly curiosity and justified caution. You are it's reference point with the new lords of creation, and your character will likely shape how it sees them.

144. Ethniu, Mother of Heroes (100 CP): Every now and then, a Shaped Raksha finds itself in a narrative powerful enough to jumpstart its evolution into a far greater being: An Ishvara, a fae with a legend so grand it overwhelms reality, granting them

the power to smite legions of lesser Exalted and match the Incarnae in pitched combat. Nobody could have told you the demure maiden within with skin like moss, eyes like opals and hair like spun flax had a narrative about her that (truly or falsely) named her Balor's ever-distant fair daughter, imprisoned in a tower so she would not birth a threat to his imminent conquest. But when a dashing hero was injected into her narrative, it ordained that she fall in love with you to progress it-and so she did, gaining a mien like a warrior goddess in the process. What was once shy has become spirited, what was once modest and demure now bodacious and bold. She is not quite an Ishvara yet, but she is getting closer with each day-capable of erecting mazes of razor hedges capable of shredding souls, making rainstorms that fall upwards and take unfortunates along to drown in the sky and split an island with her briar spear for now. Of course her own narrative is rather contingent on her continued union with her hero or heroine, though she is quite keen on pulling the two of you into an adventure great enough to spur you both onto uncharted glories. Who knows what her legend will make her, by the time of her ascension? It matters little to her what you are chosen of. Stories favour an underdog as much as a god-king, only reality is cruel enough to let the latter win ten times out of nine.

145. "Sifu" (100 CP): In your history here, you've often come across a friendly wrinkly little old man in a cave, a locked room or other implausible places whenever you're out on some quest or other. He's always keen to offer you advice about the wider world and an artifact or two with an uncanny tendency to be a significant advantage to your endeavours-whether you're trying to buy vegetables or tame the Kukla. And while his wealth of experience is broader than it is deep, you'd be hard-pressed to find a better teacher and trainer so attentive to you this side of Creation. This old fellow is, in fact, a Sidereal who has seen it all and done it all to the extent that he has little better to do than educate the next generation. Which happens to be you. You, he explains, are a chosen hero on a quest and look like you could use a little help to complete it. What's that, sonny? Aren't all Exalted? Well, don't teach your grandfather how to interpret Fate! He knows the real Chosen One at first sight, dagnabbit! Expect to be reminded that it's dangerous to go alone a lot. Oh, and if you met during the Primordial War that beard and moustache he's wearing are definitely fakes, and while he's still got your back it's quite likely he doesn't quite know as much as he'd like. Though he is still a quick study by Exalt standards.

146. The Wandering Gale (100 CP): White haired, elegant and fond of smoking a pipe, few would guess that this witty wanderer is also a sword saint capable of cleaving Heaven and Earth apart through mastery of the Single Point Shining Into The Void style. But battle no longer interests this mysterious wind- themed huckster, who instead has developed a competitive interest in manipulation, trickery and deception of all kinds to rob the pride of other powerful beings in this world-mainly other Chosen, and thus far in utterly deniable ways. That they have taken an interest in you is both blessing and curse, for it means they find you a useful magnet for circumstances to stave off their boredom. And yet, their skill with illusions is great enough to fool actual gods of illusion and they can fabricate virtually any handheld artifact in

Creation as a functional knockoff. To say nothing of how their sharp tongue and mind can run rings around your foes before the first blow is even struck. Even their gender is somewhat suspect, although in this matter at least they've confided in you the truth.

...come to think of it, are you sure they're actually a Sidereal, or could they be an unusually independent Lunar? Or something even stranger, like a god or demon playing at being an Exalt?

147. From Malfeas With Love (100 CP): It is unknown and generally licentious for such relationships to occur with the enemies of the world, but not unheard of. For one of the Third Circle Demons, the incarnation of a facet of a Yozi's identity and a powerful divine being wielding all circles of sorcery and commanding authority akin to a Solar among the legions of Hell, has developed an earnest attachment to you. Such beings are more akin to forces of nature among the divine than mere entities, incarnations of a Yozi's urge to build or procreate or any number of other drives powerful enough to define their own reality and subdivided into yet more beings in turn. It could be romance, if you've fallen for something like a coursing river of molten glass or a fair prince upon his tower. It could be a rival who bears you fond regard, should you have made a great showing against the Green Sun in the Primordial War. For whatever reason, so eager are they to have you around that it is reasonably safe for you to visit them in the parts of Malfeas they hold sway over. And though not all such beings are as amicable as Amalion, however alien their affections may be they are quite sincere about them. And yes, if you somehow meet during the Primordial War you may have such a relationship with them as an untarnished deva before their degrading demonisation. Expect far greater shock and dismay on both sides of the war.

148. Legendary Ally (100 CP): Somehow, at some point in your life, you've found the favour of an ally that can potentially reshape Creation itself if asked nicely enough. In fact, favour is rather underselling it-if their trust and gratitude has not lead to affection, it's only that undersells the depth of your relationship. You helped the Hierophant cover up one of his backhanded dealings, perhaps unknowingly reassuring him during a crisis of faith that he remains dedicated to Creation's wellbeing. Or you are the last surviving circlemate of Queen Merela. Or perhaps you are destined to be the key to a Maiden of Destiny's future-or given their strange relationship with time, past. Expect interesting times, for when powerful people take an interest in someone so does much of the world. Some might say your own goals and aspirations are at risk of being overshadowed by another's. Others, that it is a worthy challenge indeed to stand alongside one who has surmounted the world. There is a reason why even Third Circle Demons are in a different section-and therefore that the Yozis, as opposed to the free Primordials, are ineligible. Those who lost the Primordial War have forfeited their claim upon Creation in surrender.

Scion V 1.2

149. A Heroic Saga (Free): As mentioned earlier, initially the majority of Scions are not far above normal humans in terms of physical capability. While there is a tendency

towards good health or at least hardiness, for the most part they are little changed at a first glance. Their divine powers are relatively modest. It is at this level that it is possible to pass through as much of a solid substance as a single step could take you, negate a single act of harm against the innocent or heal or inflict wounds miraculously as a kind of lay on hands effect. But in addition to those the mundane abilities and aspects of the Scions are elevated by association with their divine parent, inheriting a spark of Ptah's wisdom or Aphrodite's beauty. Even now a particularly fit Scion could pick up a car and hurl it hard enough to scatter thugs like bowling pins, while a particularly charming Scion could out short commands like "Freeze!" and a particularly intelligent one's mind could function as a mental calculator as long as they know all the figures involved. The Purviews and defining abilities of your parent will define which abilities or Purviews are easiest for you to master, but all can be improved with time and great deeds.

...but perhaps you'd like to skip the earliest stages of your divine life? Should you wish you may purchase one of the subsequent, optional advancements in divinity representing either a VERY eventful life shortly after your Visitation not long ago...or an unusually momentous twist of Fate that resulted in you coming into your divine powers much sooner than expected.

150. Dawn of Demigodhood (300, requires A Heroic Saga): Some Scions' lives are fraught with equal parts excitement and danger, while others bear a naturally strong attunement to their divine parents. And while this tends to attract the attention of stronger Titanspawn, as more ichor infuses their form more and more of their human frailties can be shed. It becomes feasible at this point for a particularly fit Scion to throw a javelin 113 miles away with the same accuracy as they could hit with a human throwing range, a particularly charming Scion to literally blind others with their beauty and a particularly intelligent one's mind to communicate with and control complex technology such as an active computer. Their divine powers are also strengthened. It is at this level that a Scion can tame and store a miniature pet tornado still powerful enough to devastate much scenery while precise enough to carry around the Scion at a hundred miles per hour, leap through any fire they can stand in then instantly emerge from either another fire in his line of sight or one they've bolstered with their own divine power, and teleport then reappear in view of a charge they've marked when they are in danger.

151. Apotheosis (600, requires A Heroic Saga): Of every Scion who receives a Visitation, perhaps one in a hundred survives to become a demigod. And of those, less than one in a thousand has the good fortune to reach their full potential as a deity. It's not enough to merely be capable and powerful enough to survive against impossible odds-it's necessary for those odds to manifest in truly momentous, world-changing events such as the ongoing Titanomachy. And now, you're part of that unique group. In attaining godhood your body has become a construct of pure ichor inhabited by your immortal spirit. You may take on an immaterial form, immune to physical

damage yet also physically unable to affect things with your normal range of motion-and more importantly, vulnerable to absorption by the Greater Titans.

Additionally, you gain the skill to create weaker physical bodies-Avatars of yourself, if you will-to interact with the material world. Deprived of much of your supernatural power, these forms also greatly blunt the twin perils of Fatebinding and the Fateful Aura-and like any skill, this one can be improved with time and practice. In addition, one's state as a being of pure ichor yet able to carve out a physical body comes with certain abilities that bear further scrutiny. Perhaps most importantly, whether or not you do so you are capable of siring more Scions with a mortal partner-or more gods with a divine one.

It should go without saying the physical traits of gods are staggering, defying physics. The strongest of gods can lift the USS Ronald Reagan aircraft carrier, throw it forwards until it disappears into the horizon, and eventually catch it coming back around the world. The most charismatics can, with some effort, plant societal ideas so pervasive that within an hour even the gods themselves could be carrying body pillows around in public.

As for the most intelligent of Scions, in turn they can nullify supernatural charm with their own counterarguments. But even these examples are not the Ultimate expression of a god's mastery of the mundane. These abilities are exhausting even for the greatest gods. With ultimate mastery of manipulation, a trickster like Loki could set in motion lofty but absurd goals like arranging for Zeus to strike down the Liberian ambassador to the United Nations on national television. With ultimate charisma, Baldur can delay even Greater Titans from consuming him-and in tandem with his ultimate appearance he has charmed the iron heart of Hel herself AND the giantess warden assigned to him. And with ultimate strength-if the likes of Kali can get her hands on something, it can be broken. She can separate tectonic plates, tear open Tartarus' walls, break through the layers of the mundane world itself and even knock down a Greater Titan or wrestle it into submission. Only ultimate stamina can withstand such an attack, either by nullifying all damage outright or reviving the wielder herself. Likewise purviews at this level are the forces of nature recorded in myth and legend. A god of the sun may enact the miracle of nuclear fusion between their hands-whether to inflict devastating damage or precisely transmute materials into gold, uranium or other elements. A god of the sky can change any sort of weather to any other, regardless of season or part of the world. And a god of chaos may use any mundane, non-living item at hand as if it were any other mundane item with a modicum of compatible action-such as pulling out the laces of a football, and having it explode exactly as a grenade somewhere else. Or eating a grenade like an apple, for that matter. But beyond that, at this level gods may become true Avatars of their purview: Cataclysmic incarnations of Fate-woven cosmic power that can do practically anything within the purview for a short while, including many things only semantically or mythopoetically associated with the purview. For example in becoming the Arbiter, the Avatar of Justice itself, a

god could gain a single unblinking eye that sees in all directions and whose gavel silences all dissent. Mortals cannot commit unrighteous acts in the Arbiter's sight, and no being can lie to its face. Past sins burn until confession is made to all, whether mortals or gods. And when defeated, it was the Arbiters' compulsion that forced the Titans to remain in their prisons. If it must be said, becoming an Avatar is exhausting even to gods like Ultimate Attributes.

152. Sanctum (300, Apotheosis only): As a god grows into his power, his Fate and the world's become irrevocably entwined. At least one facet of this existence is wholly to the god's benefit: The formation or discovery (the specifics of this are unclear) of a Sanctum-a private pocket realm designed to suit the god's every whims. While these realms usually appear in the Overworld, they can also manifest in the Underworld or terra incognita if those locations align with their nature. Such locations can be as simple or as ornate as its owner desires, shifting like clay to their whims, and will follow you in future worlds as a little slice of the Overworld (or Underworld, or a well-hidden place out of the way) you may be able to expand further with great efforts of Legend. Such sanctums can be inhabited by supernatural beings devoted to the deity such as tlaloques or nymphs, and while typically the advancement of Legend is required to grow and develop a Sanctum with your investment here you can get a leg up on other newly minted deities.

For free you may have a relatively small sanctum for a God the size of a grand mansion in the mundane world, but for 50 CP you may manually improve the scale and grandeur of your Sanctum. For 150 CP you could instead own a sanctum measured in square miles, with a large manor-sized building as the centerpiece and ample grounds appropriate to your nature. For 250 CP you could own a Sanctum enviable even to other gods: Equal to a fair-sized country in the mortal world with anything from desolate wastelands or small cities throughout it, and a central structure for your private dwelling that itself is equal to a 50-100 CP Sanctum in every way. And for an additional 50 CP you may equip your Sanctum with an Axis Mundi: A place or item that binds the mortal world to your divine sanctum by esoteric means. An example being Kalfu's dark crossroad, which leads him to any crossroad across the planet fabled for deadly motor accidents-from which you can also use to re-enter your Sanctum.

153. A Monstrous Fable (Free): Though also technically created from the line of divine beings, Titanspawn vary far more in stature and capability. And for free, you may be a typical member of a Titan's brood-the kind that gets cut down in droves by any hero of myth truly worth their mettle. What you may be here amounts to only examples, and as mentioned before is not an exhaustive list of all that you could define your nature as. You could be a typical giant: 8 to 15 tall and in the make of humanity, possessed of mystically powerful blood that can make mortals or animals their thralls and divine strength and stamina to compensate for their tendency towards stupidity. Certain breeds of giant just as the Oni are even stronger, or in the case of the Jotuns wield low level Purviews of War or Frost. Conversely the Shinobi, dark assassins of Mikaboshi, resemble jet black mortal silhouettes who share a collective intelligence

capable of telepathically communicating with each other, teleporting short distances through shadows and innately fail to make noise in any and all circumstances. It should be noted that while the specifics are unclear, it is much less common for younger Titanspawn to achieve the heights that Scions do when confronted with opportunities for grand conflict and so you may wish to consider an improvement to your pedigree.

154. Nemean Evolution (300, A Monstrous Fable): At this level you may be a true monster out of legend, one who could be a major challenge even to the more renowned demigods of myth. Often your physiology itself comes with great innate advantages, even if you may lack the comprehensive Purviews and divinely empowered attributes of Scions. One example is a sibling to the original Lernaean Hydra: A thirty foot long serpent with venom and blood so poisonous it's bite can inflict agonising death on even divine beings while even its breath contains a measure of poison, and of course a fantastic regenerative ability shared by all its heads as well as its main body-unless cauterised by fire. Alternatively you could simply be an unusually large and powerful giant, such as the famous Daidara-bocchi who stands more than 300 feet tall and carved rivers, lakes and mountains by hand until the gods exiled him to the Overworld. Or the original Sphynx, who apart from being a physically powerful creature with supernaturally deadly claws has a kind of cosmic awareness that grants the answer to any single question it is asked by another sentient being. Your choices are many, whether you wish to resemble a terrifying dragon or a seductive nymph. Last but not least, if you fancy yourself as deserving more respect than fear as a child of the original divinities then like a certain sorceress you may have a more humanoid appearance. While you would lack the comprehensive mastery of divinely elevated attributes which demigods focused on a certain approach would boast, your immaculate form would be something of a jack of all trades in intelligence, physical prowess and charm-knowing virtually all the tricks and nuances there are for anyone short of a true deity. In a certain process or approach you also enjoy considerable supernatural benefits sufficient to replicate virtually any non-pantheon specific Purview effect with a bit of work and preparation up to your level of divine power and the ability to create artifacts or unique abilities capable of such, whether you are a potion-brewing sorceress or a legendary warrior. Overall, you would be a match for all but the strongest of true gods.

155. Terror of Typhon (600, A Monstrous Fable): If it is rare for a Scion to approach a god in pure might, for a Titanspawn of your calibre to exist is a true miracle. It is not that it is utterly unheard of for virtually all Titans have monsters who cause the world to tremble with their tread, but rather that your existence typically owes more to the will of a Titan avatar or a whim of Fate than your own efforts. Regardless, it is at this level that one can be not just a mortal animal warped by the touch of the Titans but a mortal animal 100 times the size of your mundane kin and warped by the touch of divinity. Typhon, the hundred headed dragon of Greek mythology, his mate Echidna or the thunderbirds of Native American myth are all examples of beings on this scale. So are the "Seraphim" of Akhetaten: Winged

humanoids that stand a mere 13 to 30 feet tall by comparison that can fly at 600 miles per hour and whose blows and light blasts burn like the touch of the sun itself. And so too is it possible to be one of the Gigas, serpent-legged giants so strong that Hercules himself would be hard-pressed to wrestle one and they could have long ago battered down Mount Olympus if they found weapons durable enough to sustain their might, or their cousins the Hekatonkhires: Amorphous beings every bit as divinely strong, whose amorphous bodies are all but untouchable to attacks that do not incorporate fire, electricity and extreme cold and can shapeshift rapidly enough to manifest the mountain- hurling hundred hands that legend attributes them. And should you have chosen to be one of the rarer humanoid Titanspawn even lacking the Ultimate mastery and Avatar capabilities of the gods your miscellaneous Purview-like powers could let you hold your own against them, and your methodology could save or endanger pantheons if allowed to come to fruition.

156. Heku (300): The ancient Egyptian understanding of the soul identified a ren (name), sekem (energy), ba (soul/personality), ka (corporeal life- force), akh (postmortem union of ba and ka), khabit (shadow) and sekhu (the body's physical remains). With these techniques, the gods of the Pesedjet and their offspring can wield various effects to channel or manipulate these components even upon other gods. Even if you are not part of the Egyptian pantheon's lineage, you may pay to gain access to this Purview through some anomaly of nomenclative magic. At low levels of mastery a Scion may recover Legend when someone speaks of their exploits or they see them recorded in print somewhere, and they may flare the light of their Sekem as a blinding blaze to cow those around them. At higher levels a demigod may attach an artificial scarab to a corpse in order to perfectly preserve it and immediately banish it's soul to the underworld where it came from, create a cartouche seal that binds sentient beings in place by their shadows and perform a form of astral projection that grants a golden form with functional beetle-like wings as well as energy blasts of spiritual power. At the greatest heights of mastery a god may ritualistically anoint bandages in his blood to make them instantly heal fresh wounds (and crumbling to dust with their work done), or uncovering the true name of any being to exert nearly irresistible compulsion on them. It should be noted that the True Names of Titans cannot be discovered and understood by divine minds, and that unintelligent or non-sentient creatures have no True Names.

157. Arete (300): The Olympians and ancient Greeks alike venerated excellence-as long as it wasn't an act of hubris against the gods themselves, of course. Thus have they developed a Purview for excellence itself, propelling their mundane actions to greater heights. Even without the blood of Olympus in your veins, you may perform similar feats of excellence. Simply put, this Purview empowers the normal, mortal range of abilities you have though at low levels this may seem little more than a quick recovery from a misstep or a mild action movie stunt. Greater mastery of Arete does not meaningfully deviate from the baseline functionality of improving mundane actions but rather further bolsters the Scion's divine prowess. A god who has mastered Arete can shoot arrows, play music, wrestle and so on in ways exceptional even by the standards of other deities.

158. Jotunblut (300): The blood of the Norse gods has long comingled with that of giants through ancient marriages, and it has remained strong enough to be exploited. By shedding it for mortals and animals to consume, they may secure their loyalty and empower them in the image of the giants of Norse myth. Even without Aesir blood someone in your ancestry, somehow, also married a Norse giant. At low levels of mastery, this is effectively little more than an especially quick-acting form of doping with the benefit of also gaining your new thrall's loyalty for a month or so. Greater mastery of the Jotuns' legacy lengthens the thralls' loyalty by months and empowers their strength and toughness to just barely touch divine levels. At the highest point of mastery a mortal can be converted into a true Jotun. If it needs to be said, should you be Titanspawn and a giant as, well, an actual giant you have all of the previous abilities among others although the Aesir's defeat of the giants in ancient days does grant at least one final application: The power to use their godly blood to cure a thrall of giant blood, stripping their boons or transfigured form as well as freeing them from unnatural loyalty.

159. Itztli (300): As grisly as the Atzlanti's traditions are, there is a genuine power in their practice. Many of the rites performed by the Aztecs both placated and empowered their gods to ensure timely performance of their duties, and through these techniques a Scion can straddle the line between performing and accepting a blood sacrifice. At low levels of mastery a Scion may regain Legend from shedding blood by taking a hit deliberately in battle, or ritually shed their blood for their divine parent in exchange for a reward of Legend. Greater mastery permits Scions to shed the blood of others for Legend, with the shedding of an irreplaceable part of the body granting greater yields, and bolster their courage as well as their Legend ranking by consuming a still-beating heart and ritualistically slicing open the skin of their chest to reveal the heart bursting with inextinguishable red flame for a short while-after which the demigod's flesh restores itself. Divine mastery permits blood sacrifices on a large scale to be received en masse, and the transference of Legend energy between deities by comingling their fluids somehow. The greatest art of this practice is also its most solemn: By sacrificing a family member, the practitioner may permanently increase his Legend pool for a year. The more divine the sacrifice, the more potent the sacrifice is-with a mortal relative contributing scarcely more than a third of a fully matured god's Legend, but a fully divine parent doubling it.

160. Tsukumo-Gami (300): Shinto belief holds that every physical object has a spirit, known as a kami, that varies in power with the importance of the objects they represent. It's...not exactly clear how this Purview works in parts of the mortal world or other Godrealms where the Shinto understanding should logically not hold sway, but somehow it just seems to. At low levels this can coax information from lamps and convince stoves to slightly bless the mundane use of them. At higher levels, through flattery the Scion can create even replicas of large, complex objects such as boats by flattering the spirit and gain mystic possession of objects by bamboozling their kami

with incense. At the highest levels of mastery, objects can be wholly duplicated by the kami or told to autonomously perform their function on the god's behalf and with his skill-such as having a car drive itself, or a sword float and fight his foes. True masters can actually sever the kami of an object and transplant it somewhere else, deleting any supernatural powers the original object once had.

161. Cheval (300): Possession's such an ugly word. The Loa would say that rather, this technique of the Loa lets a Scion assume the role of "met tet" or head spirit in someone's life. At low levels you can exert control over a mortal's actions, see through their perceptions or briefly exert total control over their body for a short while-although in all cases, the target has a chance to resist through sheer will and divine power. At higher levels one can actually listen in on their "horse's" thoughts, trap the victim's spirit in their own body while making their body a truly obedient slave and control multiple mortal victims simultaneously. At highest mastery a god may guard someone he has possessed against other attempts at possession, subsume others' bodies into himself and apply the principles of Cheval to Titanspawn as well as mortals.

162. Enech (400): Translated as "face" or "honour" frequently, in the eyes of the Tuatha one's Enech is worth and honour tied up in the schemes of Fate itself-something to be constantly improved. And just as Fate demands more of heroes and gods, so too do they gain more from the oaths they swear by it. Even without the Tuatha's patronage you have somehow also attained a measure of Enech for yourself. At low levels of mastery this permits a Scion to swear or lay a Geas, a binding oath, on themselves or another. In exchange for this oath, whenever it is upheld in a way that makes one's life more difficult or through some sacrifice he regains Legend from the act-yet when he breaks it, until he regains more Enech he loses a rank of Legend. At higher levels the Scion may actually regain legend and will-or restore it to those around them-by boasting of their virtues and achievements. At the highest levels, steeped in Enech the Scion can renegotiate his own place in the universe. He may bond himself with a piece of land, intimately knowing it's condition and gaining access to a Purview associated with it (or learning new abilities related to it should he already have access to that Purview) and also protecting him with improbable coincidences. He can even lay a geas that slays the receiver if broken (and successfully granted), change the details of an existing geas or withdraw himself from interaction with a certain Purview as it interacts with the world for several hours. This can leave the Scion unaffected by any and all violence yet also incapable of inflicting it, disengage from the concept of travel so that he can simply will himself wherever he wishes to be as long as he has a decent idea of where he's going and even waive off death long enough to seek a more permanent solution.

163. Taiyi (400): The "Great Principle" of the Chinese pantheon refers to the universal law of transformation. As qi flows and changes according to the principles of Yang and Yin, manipulation of it can notionally transform anything into anything.

At low levels of mastery, this can shape qi into a negation of other Purview powers used against the Scion or modify a certain technique for one Purview to be used for another-using the ability to talk to snakes to conjure glowing spirit snakes with the power of the sun, for example. At higher levels, it becomes possible to reshape a motorcycle into a nuclear fuel rod by touch, telekinetically hurl spears or turn living things into inanimate objects. At the highest levels this can transform ghosts into lesser immortal beings or reshape the environment into a magical realm.

164. Samsara (500): Even the gods are subject to Fate's whims and fancies, and the Devas are no exception. Where the Devas differ is their response: To do everything in their power to break the chains and free themselves from Fate's binding-and gaining great grasp over the influence of Fate's interaction with the rest of existence in the process. At low levels of mastery, this permits prediction of the likely effects of Fatebinding and reflecting supernatural powers such as Purviews against opponents with lower Legend. At higher levels this permits creating objects-even complex ones like firearms or supplies of chemicals- from nothing that last for a day, forcing other beings to forget their supernatural abilities and staving off death (though not damage) for living beings across an entire city for a day. At the highest point of mastery this provides a significant step towards the ultimate goal of moksha. After a meditative trance, a god with this power can remove themselves from Fate's grasp entirely for a day. No magic can affect the god, nor can other Purviews. Neither Titans nor their avatars nor most other gods nor mortals can sense the god-who can freely move between different realms of existence as an effort of will. However Fate does not like to have an outsider meddle in its affairs, and consequentially when the liberated god wishes to physically interact with the physical environment he must spend points of Legend to do so.

165. Asha (300): A difficult to translate concept, Asha can be understood to mean both "truth" and "right". In the cosmology of the Yazata what is righteous is true, what is evil is a lie-and righteousness united with truth is truly mighty. At low levels, Scions can wield the principle of Humata (Good Thoughts) to grant supernatural reserves to their own mundane attributes-or to others. At higher levels Scions can summon the Amesha Spenta to aid them: Six principles of the Persian understanding of the world that can grant access to or empower the Purviews of Fertility, Earth, Fire, Water, Sky and Animal. Such abstract concepts are manifested as an aura around them that empowers a single Purview at a time. At the highest degrees of mastery, It is possible to manifest the Amesha Spenta as a spirit who can do naught but move and wield their Purview but cannot be harmed by mundane force. True masters of Asha can also use the fundamentally existential principle of Asha to create their personal, seventh Amesha Spenta for whichever purview not specific to a certain pantheon.

166. Industry (300): The hard work, resourcefulness and progressiveness that fuelled the United States' ascent to power in the modern world takes on a divine bent for the Yankee Pantheon. At low levels, Scions may find supernatural reserves of endurance and productivity, or repair damaged equipment with a whack of the wrench. At higher levels, one can manifest a recent supply of small items such as clean socks or rolls of currency on their person, and manifest spirits of entropy to sabotage mechanical equipment. At the highest levels, gods may mass produce equipment with a wave of their hand, improve any device no matter how advanced the original design is and conjure a small nuclear weapon packed with soul-searing radiation.

167. Civitas (300): This unique purview was created during the fires of war, as a necessity to share resources among their followers. At low levels, Scions may transfer small amounts of health from themselves to others and instantly share ammo to nearby allies. At higher levels, demigods can share their speed, strength or other attributes to their allies-including their innate capacity for defence. At the highest levels, gods may advantageously distribute injuries across an entire group, and even create a subconscious psychic network for a squad that enables intuitive and discrete cooperation as well as the sharing of divinely empowered attributes by different individuals.

168. Scire (500): This long-forgotten purview represents that which the Atlantean culture once extolled: Knowledge based on understanding the workings of the World and its component parts. With it, a hypothetical Atlantean Scion could potentially master and manipulate the full range of modern technology in ways other gods seldom even consider. At low levels, this enables intuitive understanding of even hidden consequences stemming from simple objects or tools, and lets the Scion instantly transfer information from sources of knowledge such as books, rune-covered tablets or flash drives. At higher levels this lets demigods manipulate technology remotely, immunise equipment to environmental conditions and include or exclude any targets they wish from effects that target an area. At the highest levels, gods can erase a fact from public knowledge and anticipate connections from nearly any chain of events. Moreover, their supreme understanding of universal principles grants them a limited power to nullify consequences. Entire cities could crumble as an enemy god or Titan tried to strike them down, but they would stand unscathed. However, this cannot nullify Fate and therefore fails to work on Fatebindings or Fateful Aura effects. For this reason a God in Avatar form's power cannot be ignored either since that being is performing Fate's work through a certain concept.

169. Deuogdonio (300): If Samsara represents the struggle to free oneself from Fate, in many ways this Purview represents embracing it. Just as the ancient Gallic lords surrounded themselves with clansmen who entrusted their lives to their lord, this Purview celebrates the bond between god and man. Practitioners of this purview develop a mild resistance to Fate-based effects such as Fatebinding and even Magic itself. At low levels, this enables the transfer of Legend to mortals granting them

greater resistance to mystic effects and prowess, or amours a mortal Fatebound to the practitioner lightly in mystical armour against all ills. At higher levels this may confer divine traits to mortals, expend some of the practitioner's own vitality to save a mortal from death by injury and strengthen or weaken the bonds of Fate. At the highest levels this immersion into Fate extends to cutting some or all of their Fatebindings, negating the supernatural deference the Scion may inspire in mortals and forever free a mortal from the effects of Fate entirely at great cost i.e. a rank of Legend to tear the grand tapestry of Fate asunder and recompose the weave. Without that mortal in it, that is. While this power can also be used to sunder effects from the Magic Purview, be wary that a mistake risks annihilating both Scion and mortal from Fate for all eternity-such that even the gods would not remember them.

170. Luminous (300): Filled with the primal light of Aten, the indigenous lifeforms of Akhetaten are too beautiful and radiant for lesser beings to even challenge without great will. Even overcoming it to do battle is usually only a temporary measure, although greater divine beings are immune to it. Worse-all such beings are capable of self-destructing by detonating their Legend in a fiery burst. Such beings are immune to the Sun purview when it is used by a lesser divine being, and thus thrive in the unbearably bright expanse of Akhetaten's environment, though attacks incorporating the Darkness or Water Purviews are quite effective on them. As a side note, despite Aten's preferences such beings are actually capable of dimming their light to infiltrate other groups at will.

171. Geotic (400): Fundamentally connected to the life-affirming nature of the primordial biosphere, the creatures of Terra boast astounding regeneration- restoring both broken bones and gut stabs within seconds. Supernaturally effective damage, however, heals merely at a natural rate-and a being must be both within Terra's realm (or at least a location deeply marked by her power) and maintain contact with the earth to enjoy these benefits. Last but not least while beings with lower legend ratings cannot damage Geotic creatures with the Earth purview, attacks incorporating the Death or Sky Purviews rend them as sunlight rends vampires.

172. Infernal (300): Possessing bodies of inexhaustible coal that burn constantly at incredible temperatures, Muspelheim's creatures typically wear a corona of red flames-which intelligent creatures can turn off for a short while for the cost of a single Legend point. The heat and range of this fire increase with the strength of their overall divine power, though typically not to drastic amounts. Completely immune to non-magical fire as well as the Fire Purview itself when used by lesser divine beings, the Water and Sky Purviews are greatly effective against Infernal resilience.

173. Aerial (400): Immune to the worst hazards the skies of Ehekatoyaatl can manifest, it's native lifeforms can fly effortlessly and are immune to a wide swathe of effects ranging from storms to cold. Moreover, a life aloft in the Endless sky charges them with electrical energy that bolsters their attacks and lashes out at any which strike at them. Aerial creatures are immune to attacks from the Sky Purview from

lesser divine beings, but their resilience is weakened against the Darkness or Earth Purviews. And for 400 CP, you too can share these traits-whether you have wings of your own, a cloud-like physiology or simply inexplicably levitate.

174. Miasmic (300): As frightening as the Luminous beings are glorious, the creatures of Soku-no-Kumi inspire a supernatural terror that requires lesser beings to fight off even temporarily-though like the Luminous beings, this fear has no hold on more powerful divine beings. As a final defence, for an immense effort of Legend per second Miasmic creature can become beings of pure shadow, perfectly defended against all effects that do not incorporate fire or light. Naturally immune to the Purview of Darkness, Miasmic creatures' resilience is sorely harmed by the Fire and Sun Purviews.

175. Piscean (300): Fashioned by the Drowned Road to live perpetually in the crushing depths of the ocean, such beings are utterly immune to oceanic pressure and drowning one way or another-at least, when it is not enforced by a divine being like Tethys. The blessings of the Titan also make them prodigiously enduring and resilient to physical damage. Immune to the Water Purview from a lesser divine being, the Earth and Fire Purviews can crush the flesh of Piscean beings with aplomb.

176. Mathean (300): To survive in the chalky depths of Cron Cruach is to absorb a certain portion of his corrosive toughness. A lethal venom that may be delivered by bites or blades is somehow secreted from its creatures, and as partially calcified beings they feel no pain and are unhindered by all but the worst wounds. The crawling of maggots in their brains also inures them from insanity, if only from a lifetime of madness. As a final act of spite, on death such creatures collapse into fine, cloying, poisonous powder. Mathean creatures are immune to the Death Purview from lesser divine beings, although the Health and Sun Purviews batter them easily.

177. Chaotic (500): Hundun's Titanspawn are heralds of the blind madness beyond reality's veil. They are surrounded in clouds of dread omens: Rains of blood or other unnatural substances, swarms of insects or other strange phenomena. The delineation between phenomena and creature is difficult to pinpoint; most attacks-be they mundane or divine, and however powerful-can deal no more than a glancing blow to the creature. Even if the attack is normally powerful enough to kill it outright, such beings dissolve and reform in a handful of seconds. The physiology of living chaos also permits them to pass through any opening less than air-tight like the shadow forms of Miasmic creatures, and renders them immune to the Chaos Purview wielded by a lesser divine being. But as with most things, there are exceptions. When these creatures have eyes, attacks upon them deal full damage as usual-perhaps due to some semiotic association between perception and form. Moreover, not only do the Guardian or Justice Purviews exert power as if their wielder's Legend was higher than the Titanspawn's but without great will the power of these boons can force the Titanspawn into full solidity for a few seconds. These are not, however, the most

powerful traits that belong to the Chaotic emanations of Hundun. Their actions are utterly immune to Prophecy unless the creature somehow becomes Fatebound in some way. None can foretell the actions of Hundun's creatures or predict where the Titan may empower a God as its avatar, though with this alone you are technically not considered to have agreed to the usual boon Hundun offers discontented deities, you may share the traits listed above without being a spawn of Chaos. Expect considerable suspicion and alarm from those around you, beyond even that which would be directed to those with the templates of other Titanspawn.

178. Suhkese (300): Pushed to near death by mystic dehydration, the creatures unfortunate enough to dwell in Vritra's parched maw have their skin pulled tight across their bones, their muscles hardened and their will concentrated by their thirst. Unnaturally durable and inured to pain, their blood mixes with the dark sludge that is Vritra's-bleeding at a near crawl so that they take far less damage from blood loss than most. Worse, upon wounded they emit a foul smelling dust that magically sucks all moisture nearby-withering well-watered plants, evaporating puddles, interrupting nearby torrential rain and even staggering Scions by tugging at the Ichor within them. Sukhese creatures enjoy no true immunity to any Purview, but because fire and the sun both feed Vritra's droughts these Purviews are significantly blunted when used against a creature of Vritra. Conversely water has become nearly unrecognizable to them, rendering Sukhese creatures especially susceptible to not just the Water Purview but all water or fluid-based effects. One limited exception exists: Vritra's obsession with collecting amrita for himself and destroying it to hopefully deny the Devas their divinity renders what is normally a lethal bane to Titanspawn merely somewhat damaging to the Sukhese.

179. Aionic (300): Inured to the temporal anomalies inherent to a plane of boundless time, a maelstrom of that same misplaced time surrounds it's native residents. Sudden bouts of decay or reversal as time flares and flickers ravage any being in their vicinity, unless the Aionic creature suppresses this effect with a single Legend point for a short while. However, gods and those with some other form of eternal youth are at least immune to direct consequences from the warped time-though their clothing and belongings may still be affected if not similarly eternal. As such, Aionic beings are immune to the Stars Purview, which regulates time as well as starlight due to an interlinked understanding of the two from ancient men, when deployed by a lesser divine being. However, not only does the Fire and Magic Purview's effects pierce their defences but Aionic creatures also find themselves hard-pressed to defend against them.

180. This Is Happening (100 CP): It's not every day that an Aztec god descends from on high to demand you carve out your best friend's heart, because he's a co-conspirator with the forces trying to destroy the world. Adjusting to the realization that there's so much more to your reality than the mortal world you grew up in can be troubling to some, but not to you. You've got the right mix of guts, intuition and

common sense to roll with a drastic upheaval to your understanding of reality, and put your best foot forward. Not every Scion adjusts this smoothly, but damn Fate-you're going to hit the ground running and try to avoid your life becoming a tragedy.

181. Divine Breadwinner (100 CP): Okay, so you've adjust to fighting chimeras on Tuesday and navigating Jotun politics on Thursday but where do you find the time to live a normal life? Well, traditionally the children of the gods have had a high aptitude for mundane living as well as feats of legend and the modern era's no excuse to let slip those standards. Whatever your mortal age and occupation, you've got a tremendous aptitude for it. You're the salaryman who always gets his work done with time to spare, or the historian who churns out new essays every other week. Even if you're younger or have a more casual approach to life, nothing's stopping you from being a hotshot skateboarder when you're not fighting on the plains of Valhalla.

182. Virtuous Example (100 CP): While the gods can seem callous, prideful and vindictive at times, fundamentally it would be more accurate to say the correlative strictures of Fate aligned their value systems with those of the civilisations which claimed them as patrons. It's not always easy to reconcile the equal weight the Loa place on harmony and vengeance or to avoid the divine surge of emotion that an imbalance of them can bring, but you get by better than most. You have a good knack for fitting in with your parent or most frequently interacted with pantheon's system of norms without sacrificing your perspective as a former mortal or whatever you were. To you, rather than frightening and alien your pantheon's virtues are a source of deep emotional strength in these trying times.

183. Divine Decorum (100 CP): Empathy is one thing. Social graces are another. While the Amatsukami are particularly fierce about minding your manners, nearly all gods expect a certain amount of respect and formality from their Scions-which you have learned to provide. You won't be caught casually swearing around Lakshimi or making the faux pas of talking about the CCP to Guanyin, because you have the equivalent of a crash course in comporting yourself with dignity, humility and grace with the pantheon you either descend from, or interact with the most. This may come with certain esoteric knowledge like the proper performance of a tea ceremony for those affiliated with the Japanese gods, or among less refined pantheons a talent for holding your liquor while drinking with the Dagda.

184. Do Not Go Gentle (100 CP): There is one trait every pantheon finds laudable-the heroic will to act swiftly, and decisively, when a zombie is trying to claw off your face. Not only are you physically in shape for your age group, but you have the battle-hardened instincts of a professional commando. If you're worried that in your first encounter with a hydra you'll freeze up or wet your pants, fear not-those around you might actually have to hold you back from strangling it with whatever's nearest to you. Because you've got the tenacity and clearheaded control over your own adrenaline dump of a true warrior, even if you may not necessarily have all the

training. But if you were to find a willing teacher, you'd be a quick study in combat, stealth and all the other skills useful in a war as well.

185. Claimant of Regalia (200 CP): Just as the gods took power from the Titans and made it their own, Scions can claim a certain measure of the primal energy of Titanspawn and gain supernatural benefits from it. Exactly what this is varies, ranging from the famous skin of the Nemean Lion that Hercules wore as armour to the self-made weapons of more humanoid foes, but why leave behind such a fine tradition? You're the envy of many a hunter or scavenger, adeptly skinning hides or rummaging through the cache of a downed Titanspawn for just the right blade that represents the lion's share of their mystical power-which depending on the specimen could be provide anything from a temporary capacity to breathe underwater to a focus for a Purview. Moreover in future jumps, when you slay malevolent supernatural beings if you take the effort to look there'll always be something useful for you to take from them too. Of course completely disintegrating a foe will usually leave behind something useful, as in this world particularly dangerous, ill-fated or spiteful foes can leave behind detrimental trophies and sometimes the only thing to claim is from a terrifying world-serpent is the noxious venom pooling from its fangs. Nevertheless there'll always be something, if you're willing to get your hands dirty.

186. Fated Correspondence (200 CP): In the infancy of their divine life, many Scions form bonds with Scions from other pantheons as a sort of informal adventuring party, compensating for their individual weakness with numbers. Too often these bands drift apart when they come of age and their parents call on old commitments, but with you around this might not come to pass. Fate has given leniency to you and those fatebound to you, ensuring you'll have a good many opportunities to reconnect, stay in touch and cooperate with friends across different pantheon lineages. You may still be arrayed against each other by inter- pantheon politics, but at the very least you'll have enough time to hang out together outside your divine duties and make it clear that it'll never be anything personal between you. And there's a good chance you could keep your friends on the same side, anyway.

187. Duck & Weave Fate (200 CP): Nothing in the universe can escape the pattern that Fate weaves to bind all elements of Creation into a unified whole. Nevertheless, it can't be denied that the power of human imagination has a great deal of influence over Fate itself-so what if It were possible to make use of that? While you can't outright escape the grip of Fate with this alone, what you can do is blunt it's more controlling and negative circumstances upon you and those you care about with a little creativity in invoking the cliches common to stories. Instead of letting your girlfriend get kidnapped and ransomed for the nth time for example, by surprising her with a romantic gift you could "change genre" into a more benign series of events in your lives. Probably confusing some nearby evil minions who were preordained to pick up someone Fate's suddenly decided is better off elsewhere.

188. Born in the Right Era (200 CP): Few gods would admit to being uncomfortable in the modern era, but it can't be denied many of the norms of the Godrealms were popularised in more ancient eras of human history. You might just be the catalyst to change that, though. Whether by coming up with deft ways to store the fury of the storm in your motorcycle engine or imbuing the principles of justice itself into your phone's apps, you have a deft talent for combining the forces of the divine with modern technology. This isn't the true integration of technological systems into supernatural forces-rather you're great at using the former as foci or channels for the latter. Should you gain the power to create Birthright-worthy power as a true deity, you might replace Cupid's bow with some guns that can shoot people into love.

189. Trials and Tribulations (200 CP): It's the belief of many gods that power shouldn't be merely conferred, but earned through challenges. The Olympians hold to this so strictly they demand mortal and lesser Scion supplicants scale the steep cliffs of their Godrealm to hold audience with them-but they won't find you daunted by these demands. When you are set tasks, limitations or tests of worth by higher forces like the gods you find yourself excelling to perform them. In a game of riddles you'd make startling leaps of deduction, and while you'd be no better a fighter most of the time when asked to showcase your skill with a sword to an audience you'd fence like you've spent months practicing.

190. Right Hand of Fate (400 CP): Three Purviews stand aside from the others, due to their deep relationship with Fate. Prophecy offers glimpses into future events. Mystery grants an understanding of bizarre, seemingly random events and how they connect. And Magic permits the direction and influence of Fate itself. You are now deeply skilled in all of these Purviews even if your parent had no sway over them- and if they did, your power over them would advance at a frightening speed to your peers. Crucially, instead of just to recoup Legend you may use the sacrifices of Magic to defer being fatebound to those you interact with. Should you achieve true godhood, you would exert power over these purviews comparable to the Moirai themselves-a terrifying prospect to many gods, for being reduced to little more but mouthpieces for Fate's inscrutable force they are dangerous to interact with. And unlike them, you retain great agency in directing your fate and others'.

191. All-Seeing Eye (400 CP): Thoth. Ganesha. Fuxi. There are those among the gods renowned for wisdom beyond their peers, and held in high esteem for shaping civilisation as well as bringing remarkable wonders to their pantheons. And even as a newly awakened Scion you're a well-read polyglot, human calculator and more. And as you advance your divinity (or should you have already started as more godlike than the average Scion) you shall stand out as well learned among your peers, not just matters of intellect and wit coming naturally to you but your perception sharpening like a hawk's. In the fullness of your divinity, it would seem clear Fate intends for you to attain the taxing capacity to instantly deduce any scientifically determinable fact or

see anywhere in the world at the limits of divine prowess as your immaculate mind continues to grow in wisdom-and with great effort of wisdom, perhaps one day fables will be written of how you became a storied sage even among the gods of wisdom.

192. Beloved By All (400 CP): Be it Amaterasu's stately radiance or Erzulie's passionate sensuality, the gods have long known that beauty and charm are a forces of nature unto themselves. And even among other Scions of your Legend bracket you're exceptional beautiful, an inspiring leader-and thus capable of astounding feats of manipulation. These charms are intrinsically bound to your Legend, blossoming to heights far beyond your peers whether you naturally come into your own as a deity-or start off on higher footing than most. As a deity, it would be clear that Fate intends for you to be one of the most beloved beings in all existence. Your beauty-or even your striking hideousness-could form a radiant, massive vision that breaks the minds of mortals into love or terror and even haunts the dreams of other gods once you reach the divine heights of beauty you seem naturally suited for. Play your cards right, and you could charm even Titanspawn and certain Titan Avatars to the side of your pantheon; it is sometimes said the Titans especially loathe the Aesir because of their cultural enthusiasm and skill at luring away their offspring and emanations. And though it seems almost unthinkable, your ever- blossoming beauty might one distant day become even wondrous than the gods who currently exemplify beauty itself. Alternatively, if this is your taste this perk may make you be to ugliness what it nominally is to beauty. In time, your hideousness would strike fear even into the hearts of the gods themselves.

193. Weathering The World's Weight (400 CP): The delineation between divine physicality and raw power is thin in the eyes of many. When Sun Wukong routed many of Chinese Heaven's armies as a mere Titanspawn his unkillability and chaotic prowess became part of his Legend. When Thor fells armies of frost giants, he is the raw power of the storm. And whatever your beginnings, it's become clear you're unnaturally strong, resilient and swift even among your peers. A born warrior and athlete, upon apotheosis yours would be a tremendously destructive power even among the gods. Your Legend resonates strongly with feats that blur the boundary between miracle and might, and with enough adventures under your belt you too could race so fast time seems halted for environments and other deities alike for a few seconds or take a single blow from an angry Greater Titan on your abs with no harm. And though the feats of strength required to advance even further defy imagination, even this is not your limit.

194. Golden Child of the Heavens (400 CP): Good heavens, you're popular with your pantheon (or well, Titan if you're not a Scion). Even if you didn't choose one of the more amicable deities to be descended from, your divine parent is unusually doting and patient with you-showering you in Birthright artifacts (possibly literally, some gods are weird), giving you first pick from their minions and servants and even offering a surreptitious amount of divine aid. The rest of your pantheon also regards

you as something of a darling nephew; while they are no less idiosyncratic in their unique value systems, you are accorded far greater affection and familiarity than even many other Scions could dream of. There may be exceptions among the most vicious deities, but even the underhanded Set would at least not single you out for his ambitions-and if you were actually descended from him, you might be the only true family he has. The networking opportunities of this are limitless, even if you aren't particularly charming. In future worlds when you retain some relation to the gods, expect a similar amount of pampering.

195. Holy of Holies (600 CP): Fascinating. Are you, perhaps, a throwback to the age in which there was far less difference between the Titans and gods? For one thing, you're exceptionally skilled at divine transformations of all kinds to the point of pushing the limit of what's possible for them, from the shapeshifting capabilities of the Animal Purview to the Purview Avatar transformations themselves. You learn to master such abilities at an astonishing rate, and they cost significantly less while lasting much longer for you to don where such limitations apply-and where such a conflict is relevant, your transformations are much more powerful than those for gods of the same type. But your most astounding talent is the capacity to develop new Avatar transformations for all Purview-like divine powers in this and future settings, at least once you have mastered them to a similar extent as the comprehensive mastery of conventional Purviews is needed for conventional Avatar transformation. This includes pantheon-specific Purviews, perhaps letting you become an exemplar of giantkind or an incarnation of the concept of sacrifice among others-and with enough training and experimentation, you may unlock new Avatar states for particularly broad Purviews or Purview-like forces. With this, it's possible to develop new Avatars for Magic, Mystery and Prophecy from the Wyrd which covers them all.

196. First Among Divinity (600 CP): Like men, not all gods are created equal. Atum-Re was once almighty in magic and nearly untouchable by the rest of Creation, until Isis conned him out of his name-diminishing him to the level of other gods. Zeus, mighty among gods in his own right, has a decree from Fate that stands as much a curse as a blessing: Such is the potency and heroic deeds of his children, that it is foretold a son of his siring will overthrow him in time. It seems Fate has chosen you to enact some great role as well, because even if you are not already a god yourself you have been granted a similarly great advantage-one that defines your Legend and makes your life either far easier or more eventful. You have a wide discretion on how to define its nature and history; Baldur's immunity to true death-though not damage-is a working of his mother, bolstering his Ultimate stamina with a number of other protections from fire, the forces of the sky and all weapons that recognise him. Just remember that no power granted here is truly without a hidden, subtle weakness. While mistletoe is no poison to Baldur for example, it does bypass his divine resilience.

197. Lord of the Gallows (600 CP): It's never been clear why Odin and Loki were once blood brothers. Perhaps it was their shared determination in defiance of an

unavoidable doom, or perhaps it was a quirk of Fate to bond those who would strive against together. Whatever the truth, there's something of their hardscrabble rejection of predestination in you too. When you face absolute or certain forces such as a prophesised doom upon your entire pantheon, for you there will be opportunities to thwart it. The coming of Ragnarok could be avoided if you're not quite truly Aesir in blood, or if you have an artifact to transplant your soul into one yet young enough to not have received that doom. A Titan on a rampage could be made vulnerable with the right artifact, or by carefully reading every prophecy to understand which band of Scions to send through it's maw on a mission against all reason and logic. It's not always immediately apparent how you can cheat Fate, but with enough might, wit and charm there'll always be a way for you to come out ahead of the odds.

198. Adoptive Legacy (600 CP): Not all Scions are truly born of their pantheons. Some, sired by other gods, are ritualistically claimed by others with their consent for one reason or another. Usually the original deity's legacy disappears and is overwritten by another's but...something seems different, in your case. You have miraculously retained the Purviews of another deity-your true parent-in addition to those of the pantheon member who claimed you, including their pantheon-specific Purview. Where Purviews overlap with your true parent's, you master them by leaps and bounds compared to your peers. This is not just an opportunity to be an Olympian-Aesir hybrid, but incorporate the legacy of a more obscure Pantheon or one fallen on hard times such as the refugee Sumerian or Mesopotamian deities. Little is known about their pantheon-specific purviews, though feel free to draw from the listed examples for inspiration. And if taken as a Titanspawn, this does inexplicably make you an equal to your Scion half-siblings in every way. Try not to think too hard about how a Hydra ends up on the Celestial Bureaucracy, the myths sure didn't.

199. Born of Fate (1000 CP): ...you've got to be joking. Even by the standards set by myth and legend, this makes the likes of Diomedes and Indrajit look downright mundane. To put it mildly, not only do you have a great knack for taking on insurmountable odds and coming out on top, but virtually all your Fatebound relationships have nothing but positive outcomes for you in the long run and the few negative results are absurdly mild by the standards of myth. With this, a gaggle of misfit and newly minted Scions could blunder straight through the plans of far more experienced Scions and the machinations of a trickster god-and take them to the giddy heights of mastered apotheosis that some Scions have failed to achieve over many millennia. It's almost as though the mortal concept of a hero is steering Fate to smile down on you harder than it has on nearly every hero of the past.

Make no mistake, your plot arm-ahem, Legend makes you no more formidable to the enemies of the gods on its own, but somehow their best laid plans seem to sunder before your interference and even when driven into retreat you frequently find new, grateful allies pledging their support with a modicum of assistance or discover that greater powers like your divine parents have coordinated to defeat your enemies for

you. Insurmountable hurdles are made uncertain by your involvement, such that a giant who theoretically is your better in absolutely every relevant Purview and attribute could be made a fool of by the cheating terms of his contest with you. And when you succeed in Legend-worthy feats, the rewards are proportionately grand to their achievement. Even in times of peace, the world- shaking thunder of your Legend levies few consequences greater than having less time to spend with your old comrades or feeling a little patronised by your pantheon rather than, say-the insanity and agonising death that Hercules had to endure before his ascent to Olympus. This bizarrely unfair narrative momentum is intrinsic to your Legend, to the extent that while it won't be easy, or clear-cut, or certain by any measure there is a CHANCE that at the pinnacle of apotheosis, you could somehow bring about an end to the Titanomachy at great effort and with the support of the other pantheons. Or at least bind enough of the Titans to make victory a long shot for the remaining escapees. If this carries on, expect your divine family to be split between joking about you having discovered the Purview of Providence or seething in envy-only to find the winds of fortune preemptively turn against them.

200. Born To Be Wild (100 CP): The Titans would make of the world a lawless, chaotic wilderness-and not necessarily out of malice, but simply as an extension of how they embody their concept to the exclusion of all restraint. Fortunately, like all their children whether inducted into their ranks by an infusion of life force or sired from a long and (in)famous line you're able to live off the grid easily. You know how to hunt and fish with little more than is available in nature, how to read the weather and a dozen other skillsets modern man have forgotten. Even without your powers, you'd find land untouched by civilisation or the laws of the gods as familiar as your own backyard.

201. Postmodern Bogeyman (100 CP): On the other hand, just because you're a cyclopean monstrosity doesn't mean you can't work a boardroom given the opportunity. Many Titanspawn aren't the hulking brutes many are stereotyped as, and you're no exception. You may not necessarily have an actually outstanding amount of technical training, but in one occupation you can do your job well enough to never cause complaints despite having three heads and a fiery breath. You also have some means, whether by retracting your more monstrous parts or simply casting highly specific illusions, of blending into modern society to do your job. It won't stand up to too much scrutiny, but at the very least nobody's going to run you out of town for being a big man with a skin condition who wears a large trenchcoat everywhere.

202. Vice Guy (100 CP): It's a hard sell, getting most people onboard with empowering the Titans to claim revenge against the gods. Yet you're an experienced spin doctor and you won't take no for an answer. You know exactly how to frame the Vices espoused by the Titans in ways that tempt the darker angels of human society-being particularly persuasive to those who feel maligned by their present circumstances or victimised by treatment from the gods. For those entirely lacking In

supernatural experience, you're equally good at good old fashioned bribery, blackmail and outrage farming.

203. The Old Ways (100 CP): If the gods are somewhat out of touch with modern technology, the Titans and their avatars are (with one notable exception) utterly disdainful or indifferent to its use. Small wonder that like most of their creations, the weapons of war you're accustomed to using date from another time. Be it the sword, the bow, the axe or something more exotic yours is the fitness and training to fight in melee with weapons invented before gunpowder. And this isn't the elegant yet limited repertoire of a duelist, oh no; your training is made for the battlefield, and encompasses using the terrain to your advantage as well as improvised weapons. Though this is wholly mundane skill, depending on your true age it could be many lifetimes' worth of it gathered from your battles over the years. Should you wish, you could be an experienced martial artist or brawler with your bare hands as well.

204. Fated Foes (100 CP): They say that knowing is half your battle, and your kin have taken that to heart. Choose a pantheon, nominally but not necessarily the one your kin is the most opposed to, and you now have a layman's knowledge of their history, customs and temperament. This won't tell you all the details like what Apollo's favourite flavour of ice cream is or what he's actually like in person, but at least you won't confuse him with Helios and recognise the scope of Olympus' long feud with Terra. Your kind is experienced with dealing with a certain pantheon, and even at many removes rumours about your feuds and dealings trickle down to form your base of knowledge. Just remember, the other half of that battle is violence.

205. Legendary Devourer (200 CP): It goes without saying that monsters are infamous for killing and eating those around them, but what many fail to consider is the benefits some gain from their untamed appetites. Like the mythical gashadokuro, you can regain your reserve of Legend simply by killing and completely devouring mortals and divine beings alike. Divine flesh yields far greater Legend than mortals of course, unless done on a very significant scale this is unlikely to increase your overall Legend ranking and do keep in mind you need to eat the whole corpse to get the benefits. Still, it's a quick and easy way to recoup your resources if you like the taste of long pork.

206. Malleable Mind and Body (200 CP): Many Titanspawn can bewitch the senses-only to reveal their own forms may not match reliable observation. With this perk, you can join the tengu, the Jotuns and too many more to list-or be an exceptionally powerful user of these gifts if you have such powers already. Your illusions fool all the senses and can be astoundingly complex for the effort put into them. Even an average Jotun could walk on fresh snow without seemingly leaving footprints or bewitch a sheep to look like a man. But a Jotun powerful enough to challenge a god could enchant the Midgard Serpent to resemble a cat, the Vanir goddess of Old Age to

resemble a harmless old maid and the edge of the sea to resemble a drinking cup. Your shapeshifting will similarly grow with age and Legend, from being able to assume one or two animal forms to eventually adopting any human or animal shape indefinitely with a certain restriction (such as always being your original gender) at a god's level of mastery. With this, you may leave your enemies constantly doubting your true nature and condition.

207. Dread Gaze (200 CP): From the basilisk's killing gaze to the Gorgon's trick of turning flesh to stone, many notable Titanspawn can do tremendous harm with a mere glance. Whatever your form and nature, you too have this gift. This does not necessarily require you to slay with a direct gaze-that's merely the most directly deadly option available here. Instead of the Gorgon's legendary hideousness you could weave sophisticated illusions to affect the senses, or hypnotise others with a glance-though all effects require meeting a target's eyes directly. You could even be as beautiful as the Gorgons are hideous, driving others into uncontrollable desire or reverent awe. And because of your wise investment here, like the modern crop of Gorgons you have a technique-be it yet more illusions, or simply a second layer of eyelids-that can restrain your gaze without affecting your vision. Should you already be a Gorgon, basilisk or similar being you inexplicably have a second gaze-based power you can use reflexively, and at will.

208. Elemental Vitality (200 CP): The Jotuns are a people in exile. Since the death of Ymir at the hands of Odin and his brothers, their chieftain Utgard-Loki (no relation to the trickster god; he's a Muspel boy) has pursued a cautious détente with the Aesir knowing that the closest Titan avatar to his kind, Surtur, actively desires the destruction of all there is. Yet they continue to survive in Jotunheim's icy wastes, thanks to the inherited affinity of ice they have-and which you share. Choose a Purview-a concept broad enough to be encompassed by a Titan. While you lack the fine control the gods have over it, you are capable of creating vast amounts of it at will for tiny expenditures of Legend. Even the weakest Jotun could easily freeze up to 10,000 gallons of nearby water at will. Better yet, you may rapidly heal injuries to yourself by exposing your injuries to such elements and spending yet another miniscule amount of Legend. And should you already have been a Jotun yet taken this perk anyway, your mastery over ice will be the envy of your kind.

209. Primal Passion (200 CP): Though inferior by dint of heritage, Pan was nonetheless a god from birth-and once spurned from Olympus, his spiteful alliance with the Titans degraded him into something more akin to a demon. And like his children the satyrs, you have the ability to fill those around you with an overpowering urge to revel in their most base desires. For beings less than gods this must be channelled through a focus such as a musical instrument or a dance, but for beings equal to even the least of gods this can affect crowds at will. You may steer the exact vice satisfied by those you target-whether heavy drinking, uncontrolled mob violence or the orgies Pan's name became associated with. Furthermore, you may imbue a

supernaturally powerful and contagious emotion into this effect-such as the mindless panic that Pan spreads. The decadence and vice you spread is pleasing in the eyes of the Titans, and an excellent way to create conditions of Vice befitting your nature. On a side note, as a creature of sensuality you are also a fantastic lay, whether you have a grizzled masculinity or a sultry sway to your body. You're the kind of lay nymphs have to be to keep up with their godly lovers. You're the kind of lay that people would be willing to give up their life energy for.

210. Living Maelstrom (400 CP): While very much a LITERAL moniker for the legendary Charybdis, you are not obliged to be an actual somehow-living hole and this instead represents the great connection to the Purviews that the Titan Avatars and greatest Titanspawn have. Simply put, where young Scions are lighting fires you are tossing trucks with pillars of flame. Where demigods are becoming and co- locating through flame, as a being of equal power you'd bring all the fury of a pyroclastic flow with you when you fall upon a town. And if a god of fire thinks he knows everything about fire, you'd develop a unique ability or two that proves him wrong in addition to your own dire mastery of fiery destruction. Your power over Purviews is not as unrefined as the gods may wish to believe, and if an aura of whatever you bring to bear surges around you in battle it will be because you instinctively will it's every motions with the precision of a composer. Furthermore your physicality, charm and intellect become somewhat entangled with your Purview advancement; in time you may gain an appetite as voracious as the flame you wield, or a hide as tough as the earth you beckon forth.

211. Touch of The Titans (400 CP): What a fearsome power. Are you like the Shinigami, an actual manifestation of death? Or are you descended from the feared Obsidian Butterfly? Either way, you have the simple and deadly power to bring death with a touch. Your blows, unarmed an armed alike, are supernaturally deadly in a way science can't explain-sufficient to kill all but the hardiest beings short of a god with a single good strike. Worse, to touch you or even swing a weapon at your flesh against your will is to taste a shadow of that death as well-perhaps half as much as that attack. Of course, you could be something yet stranger and bring another abstract concept to bear with your touches. Chaos, justice, lust-while not many will likely be as deadly as the grip of the grave itself, all will be equally inexorable when incarnated through you.

212. Monstrous Progenitor (400 CP): Some specimens of monsters, like the original Phoenix or Coatl, are simply of a greater scale than their lesser ilk. Whatever your original make you are an extremely powerful specimen of your kind as well-great enough that with this alone even an ordinary Jotun could stand as a peer to gods. While this remains true for a Scion or god, it also manifests as a certain otherworldliness and feral intensity similar to Kali's rages, the Monkey King's perpetual chaos or Loki's malice and a physiology alien even by divine standards. While all gods from certain pantheons may have animal heads or stars in their hair, you may sprout twin draconic dragons from your shoulders like Azi Dahaka or have

hair you may literally enter the night sky through; similar traits manifest for a Titanspawn as powerful as a god. But that's far from your only gift. Yours is a peerless knowledge of breeding and heredity, such that you could use mortal sciences to create new races of monsters loyal to your will. Your most potent means of creating life, however, remains in your loins.

Whether as a man or a woman, your chiselled physique commands respect as much as your sensual curves attract those around you-and should you possess the power to change forms, this warrior-like sexual appeal will persist across them all. Even with mortal stock, you could create Titanspawn of incredible power-to say nothing of a divine partner, of which the child would partake of both your natures while retaining the capacity to gain far greater might rapidly through their life. Angrboda, your equal, sired the apocalyptic Fenris Wolf and World Serpent as well as the death goddess Hel with her onetime consort Loki. Who knows what your children will come to resemble? It should probably go without saying that not only are you an even greater lay than before, but your reproductive endurance defies all reason and logic. A woman would, naturally, be able to spawn the greatest monsters of Norse mythology despite one being half-dead and the other being a serpent with no medical complications. A man would be capable of rutting with a woman hundreds of feet bigger than him and not just outlast her, but leave her exhausted yet fully satisfied.

213. The Industrial-Titanomachy Complex (400 CP): Like Prometheus, you've been touched by the fires of progress. Such is your divine skill at the forge that you can forge technology capable of both withstanding the sweltering interior of Titans-and doing considerable damage to the strongholds of the gods. Beyond mere intelligence, your skill jumps to dizzying heights even without a formal understanding of your work and your powers naturally converge or develop new abilities to stoke the forge, enchant the blade and perform numerous other tasks even as your mind buzzes with intuitive leaps about constructing wonders. From tanks capable of blasting holes in Acopa's defences, to assault rifles that can survive a siege of Olympus' slopes you can fashion all manner of marvellous, deadly devices capable of multiplying the force of a fire giant horde considerably. The elemental intensity of Titans or gods can even be used to reinforce such weapons, to the extent that you could even build a giant robot capable of devastating Asgard that can remain under layers of lava indefinitely, with an iron bridge as it's miles-long sword. Incidentally, if you lacked the innate ability to forge Birthrights as Tengu and dwarves are able to from divinely touched materials this perk definitely grants you that power. And should you already have considerable supernatural prowess with the forge as a Scion or Titan, you would be considered talented enough to serve as a worthy apprentice to Hephaestus himself. It would still take time to learn all the ways of his craft. But what is time to an immortal? Already you can build automatons sophisticated enough to imitate human beings-and weapons capable of felling gods or Titans.

214. Toxic Rejuvenation (400 CP): It's a curious trend that monsters of myth with terrifying venom also tend to be extremely difficult to put down. Like the original

Lernaean Hydra, of which you are an equal in regeneration and venom if not necessarily being a 30 foot snake who survived the original myth. In addition to healing lethal wounds in seconds, choose a biological extension from your torso; heads are traditional, but you could also regrow arms or legs or...other parts. Each time an arm is severed from you, you regrow two in its place with no loss of coordination or mobility-and with each additional limb you have, your regeneration rate quickens. Furthermore, when you wholly consume a Scion or similarly divine being you may choose to sprout two such limbs. You also have a venom so potent, if deployed from your mouth even your breath would be deadly-although if you wish it may have a different effect. It could be a paralytic, a hallucinogenic, even an aphrodisiac-though it will be similarly potent. It could even be infused into your sweat or squirted from a gland rather than your fangs, and regardless of where it's from it runs in your blood too-making you naturally immune to it, if it needs to be said. Lastly, your head is exceptionally immortal even by those standards, and regenerates away damage from any being with less overall divine power than you. So powerful is your regeneration that you could swiftly regain your whole body from that head as long as it isn't trapped under a boulder or similar obstacle.

215. Seed of Evil (600 CP): It is hubris on the gods' part to think their gifts cannot be improved by their forbearers. This extends even to the creation of Scions themselves, something certain Titan avatars may soon prove willing to experiment with. Your origins were probably rather dark, considering how a misanthropist like Gran Bois would probably treat his partner-let alone the lecherous Ran or solipsistic Aten. And through them, you are now the Scion of a Titan Avatar with the same potential for power and independence as the Scions of the Gods, and optionally the form of a human if you did not already have it. Not only do your Purviews reflect your parent', but you have access to the Epic Attributes of the gods. You do require the trophies of other Titanspawn to use your Purviews at first, though. Finally, you gain power with remarkable speed compared to your god-sired brethren-and certainly far faster than most Titanspawn. Like many gifts of the Titans this gift is a poisoned chalice; mastering your Purviews tends to come with a monstrous twist to your powers. And whether in the form of living snake hair from mastering the Animal Purview or the innate power to add thunderclaps from mastering the Sky while this does grant additional capabilities, it also tends to err towards making it easier to endanger other mortals. Furthermore, you can rapidly accelerate the growth of your divine powers by succumbing to the Vices of the Titans-to the extent fully replacing one Virtue with a Vice would immediately increase your Legend at will. As for what happens at the point of apotheosis, it's...admittedly somewhat unclear whether your destiny is to be made in your parent's image or that of the gods. On the one hand, nominally you should grow into your parents' image as a Titan Avatar but then again Loki was once an ancient Titanspawn himself before defecting to the Aesir's alliance. Whether you grow up to be a new facet of your Greater Titan or a god in your own right is largely for you to discover. Your intimate connection to dark, primal urges will persist in future worlds in which you will find it easier to gain or improve divine

power of all sorts by listening to your inner lizard brain. May the heavens have mercy on those who get in your way, for should you crave power you'll likely have none.

216. Bane of Pantheons (600 CP): There are certain enemies of the gods who defy categorisation into their ranks or the Titans' truest emanations, yet seemingly embody a kind of ordained existential threat to their survival. Two of the most famous of these are born of divine and giant blood, and even now strain against the power of the greatest Aesir working in concert to restrain. The Fenris Wolf, and his brother Jormungandr are beings closer to the scale of Titan avatars than other Titanspawn yet not bound to serve or represent the Titans directly. Within you is the potential to join the ranks of such powerful beings, much to the gods' despair. You have a trait, such as the sons of Loki's ability to change size and grow ever vaster or Hel's dominion over the unworthy dead, that grows indefinitely over time with potentially apocalyptic force-whether by bolstering your innate traits or granting you power over a Purview commensurate with the greatest gods. Moreover you have one or two highly feared means of harm that is a near-death sentence even to the gods. Fenris can breathe flame and sunder nearly anything with the full force of his bite, while Jormungandr has a venom that can fell gods. And should you already have achieved full apotheosis, you can count yourself their equal. Your traits are commensurate with those of the greatest gods: You boast complete, Avatar-level mastery of 3 Purviews, are completely unable to wield 3 other Purviews and have great control over every other Purview. All divine attributes of the approach-physical, intellectual or social-you prefer have been comprehensively mastered to the extent of attaining Ultimate control over them, while all others are merely very powerful even among gods. Your true power, however, is that despite you full agency you enact Fate in a way- as the correlative doom to the gods. Against a specific pantheon your schemes and attacks alike sunder best laid plans, tear through defences with even greater harm than what your tremendous power should already represent and generally inflict cascades of lasting losses for the pantheon. You are fated to be their destroyer, and unlike the sons of Loki there seems to be no prophecy on how you could be slain. They can try to bind you with magic and divine intervention when you have yet to fully realise your power, but in the fullness of your godhood such tricks bow to the weight of Legend you bring to bear. Ironically, the surest way to avert your destruction is also the course of action nearly all gods find the most alien: Reconciling a lasting peace with you, at which point Fate will grant you the ability to "restrain" your extant growth into a form merely commensurate with the most savage and powerful gods-freeing you from your destiny to destroy. Until then, Fate itself empowers you beyond your limits to see the twilight of the gods. If the Titanomachy goes on long enough, perhaps your jaws will clamp around the sun to snuff it out. And once you'd laid low, moved on from or somehow made peace with your pantheon, Fate will reveal the next one to earn your enmity will become your newly preordained prey.

217. Cosmic Immortal (600 CP): Certain creatures of the Titans are not just undying, but actually have their life woven into the fabric of reality. Such is the case for the Great Phoenix-the original phoenix-who stands as a symbol of death and

renewal, its remains bursting into flame if slain to be reborn in an hour. Or the Great Cyclops, a mysterious being of Muspelheim whose flames regenerates any damage dealt to it so quickly as to render it indestructible. As long as it dwells in its forest of flames within the Titan of Light, anyway. Like these beings your boon is simple yet highly powerful: A form of comprehensive, true immortality that doesn't just preserve you but encompasses a means to restore you from deleterious effects. While you have a wide discretion to define the terms of your immortality, keep in mind that the more comprehensive the terms of it are the more limitations you must accept on it. The Great Phoenix might be slain by the actions of an Avatar- level mastery of a Purview, if a god were willing to risk destabilising the basic function of all rebirth throughout the cosmos. On the other hand, Aten's own immutability to all effects is dependent on his solipsistic belief that he is the one real being in existence-a mentality even he cannot indefinitely maintain.

218. Remembrance of Titans (600 CP): How ARROGANT of the gods to defile the endless possibilities of the primal ways of being by donning insipid FORM. You though, you are a true adherent to the old order of things before the arrogant usurpers started tainting the so-called Overworld with "having bodies". It seems some Titan's avatar or other, possibly Mikaboshi himself if you are a literal creature of darkness, has blessed you with an existence capable of forging a closer relationship with your patron Titan. You now exist primarily as a phenomena dominant in your Titan. While Mikaboshi is quite literally the darkness awaiting all things, as a child of the Sky Titan you could be the ever-renewing power of the storm or as a child of Hundun you could be the inherent yet inevitable entropy in all complex systems. At a minimum you are utterly immune to all attacks that inflict physical damage, poisons and disease, and an environmentally expansive ongoing effect powerful enough to greatly affect even the gods-such as the mercifully localised reality- annihilating touch of the voids passively accreting in the Titan of Darkness. You also have extreme awareness and insight into what you encompass, and great control over the environmental conditions you propagate-as a tsunami as influence over water. Needless to say, this tremendously empowers Living Maelstrom if you have that perk as well. Nearly all physical attacks short of an Ultimate attribute can't harm you as a result yet based on your other choices and self-defined form from elsewhere in this jump you may manifest the physical form many would assume to be your real body anywhere your phenomena-body is. You may also defend yourself and manipulate things with amorphous extrusions of your element-self; while the touch of Mikaboshi's tendrils risks driving others mad with a hysterical fear of the dark yours may have different effects. Rejoice, for you are one with the Titans in a way few could understand-but remain cautious for a few things can wrest you from your glorious inchoation. Creative use of a divinely empowered attribute or a Purview Avatar can accomplish this, as can certain mystical effects targeting your physical form. Should you take this as a Scion, you instead sublime into an elemental phenomena based on one of your parent's Purviews.

219. Fertile Soil (600/1200/1800 CP): It's not often that Gaia and her jealous rival Kamimushi cooperate so thoroughly on a task, nor for Jord to focus on it. But in anticipation for the coming battle, out of concern for their precious children, they have

decided to bless another with their own unique powers over fertility-and who better to bless than a forward young Titanspawn like yourself? Each has her own 600 CP perk to...endow you with, and if you benefit for a discount the first time the other purchases may be discounted as well. Each empowers you with an aspect of the natural order itself, slowly improving as your own overall divine power does from the following baseline effects.

From Kamimushi, you obtain an impossibly quick form of parthenogenesis. As a woman you can give impregnate yourself and give birth at will, painlessly and in fact with a shadow of Kamimushi's joy for all her children, at a top speed of a new child every five minutes. As a man, you suffer the indignity of actually needing a target-any natural phenomena or solid object, even a bonfire in a pinch-but your strong seed permits you to create children even quicker with but a single spurt from your manhood. As either, you have full and reflexive control over the timing of your children's birth. Either way, such children emerge fully grown and deeply loyal to their parent-and run the full gamut of nearly any natural lifeform and any supernatural being short of an actual god from this world. Although beings with a Legend rating will require commensurate expenditure of Legend, with this you can sire chimerae, minion races, even new lesser kami with tremendous ease-as your Legend replenishes swiftly simply from the feat of creating new life, which is intricately bound with your nature. Your greatest children, lesser immortals by definition, would equal Scions at the highest reaches of demigodhood. A final blessing is also given to you out of anger against her fellow Titan Avatar Coatlicue for claiming her children after death: With only a small, additional amount of Legend per child, you may grant all your children a form of true, all-encompassing immortality commensurate with their overall divine power that you may freely design-or as it were, set on automatic should you have a favoured form of immortality. While lesser lifeforms may merely be unkillable save by a more powerful divine being or force-and perhaps a specific material and/or herb in exchange for greater might (though perhaps left physically mangled until they regenerate, or only possessing one truly immortal body part from which the rest regenerates), even beings on par with demigods may have immortality surpassing the gods. And of course, your stamina and resilience are mighty even among gods simply to either sustain the miracle of birth, or propagate it. As a woman, a demigod could attack you with a sledgehammer as you give birth yet find you easily fighting back without risk to the baby. A nice side effect of this particular blessing is that should you wish it, any sexual act you perform with a partner may result in a pregnancy. The effects may be...unpredictable for certain acts, whether certain children a "born" as a sneeze that rapidly assembles to adulthood or the fluids on your back be nourished by your sweat or heat into a whole, hale new child. But be assured both you and your partner will not just survive the act but feel a profoundly rejuvenating euphoria in it surpassing any pain. Like an excellent massage, a good night's sleep and a rollercoaster rush all at once, even when such experiences are as traumatic as Izanami's labours.

Which is where Gaia's blessing comes in. With Gaia's blessing, you can shape the form and powers of your children like a master composer to create new life-and empower it to heights capable of challenging the gods from birth, before constantly growing stronger. If Kamimushi's blessing permitted you to birth or sire any living thing of this world, Gaia's blessing lets you make new, bold lifeforms to defend the rest of her children from those who would exert undue authority over the world itself. From man-shaped hurricanes, to giant lions with dozens of heads, to living jungles, to beasts powerful enough to bear the world on their backs indefinitely, to solid insect swarms all of your children can treat the laws of biology, chemistry and physics more like artistic suggestions than functional limits while being fully viable and endowed with strange forms of immortality. Even identity and individuality are no true limits for your children, for the power of the natural order's originator enables you to create natural phenomena and formations as easily as singular beings, and create both through any of your biological processes at will. With your tears, you may create a storm and lake over a region as well as great spirits presiding over both if you wish. With your sweat, you may sculpt clay and sediment then have it rapidly grow into an island replete with a Legend-enriched ecosystem-perhaps an entire continental shelf, given repeated efforts. Or even a world if you work at it long enough. However unusual, as above all your children will instinctively love you protectively. As a woman your birthrate is significantly slower than that which Kamimushi's blessing would provide, though you could still sire several each day. Likewise, as a man it would take far more seed to raise a child but you could still sire many children moulded to your liking. Importantly, children you create inevitably gain supernatural powers similar to those shared by a powerful partner. Finally, this blessing offers greater strength, stamina and resilience than any other here. Your flesh and bone is as tough as the bones of the earth, your blood does not leave your body against your will and while you heal no more swiftly even snapped bones will reconfigure and even the World Serpent's venom can be withstood like a mortal fever with this. That is until you exert filial piety: The traits of ecosystems and natural phenomena you birth or sire may be symbiotically such that your health and Legend recuperates as per Jord's blessing when standing within them just as Gaia herself manifests as a woman of earth and stone whose hair is Spanish moss and who lays down roots where she stands still. You may incorporate more of your ecosystem onto yourself to grow larger-perhaps as large to whatever you are as Gaia's typical form is to mortal men, before further exerting yourself to grow even larger-and with time and practice perhaps even integrate your more singular children into a temporary fusion to wield your shared might, wisdom and beauty as one (though that will take far greater effort than an environment). Finally, with an effort of Legend comparable to an Avatar transformation you may transform this symbiosis into a titanic warform comparable to Gaia's serpentine transformation-a form which let her shield her giant children against a god's Avatar at great cost, and nearly crush to death Hercules at the pinnacle of his godhood. Whether you take such a similar animalistic form, maintain a humanoid one wreathed in natural phenomena, become an all-devouring swarm or choose another, you cannot be mistaken for anything less than nature red in tooth and claw.

Last but not least, Jord's blessing enacts her role as the sexual act incarnate. Your beauty is an observer's ideal of their opposite gender, and your mere presence exerts a yearning for breeding that can leave even arouse the most inhuman of spirits, leave the most chaste of virgin goddesses weak at the knees and even debase other normally dignified Titan Avatars into a romp with you. Your sublime flesh can bring long-dead ghost to climax. Though no more resilient, your divine ichor regenerates your form and Legend so swiftly from carnal pleasure that the efforts of a magma and granite-studded behemoth many times larger than you would do well to even lightly bruise you after being brought to climax. Even a Hundun-spawn fractal melody of time-warping light and space-warping shadow undulating in the rough form of a beast can be driven wild with lust, and your pleasure would just as swiftly restore your form from unwanted change. When you turn the unfettered force of your carnality on another god, you can even shackle them to you as a loyal, remodelled slave to your whims. At first those broken to your whims may merely be conditioned at your pleasure to abandon their Virtues and adopt the Vices of the Titans, but over several encounters as their desire for you overwhelms their identity, your partners could gain divine powers embodying their enslavement to your touch. Perhaps the leash and shackles donned by your trophy husband in bed could become extending, god-shackling weapons in battle once he has been trained to wear them proudly in public. Or the brand and piercings on your concubine become powerful Birthrights. And while this is technically not the full gamut of Ultimate beauty, were you to attain Ultimate beauty then confront another with it this boon would cause you to utterly outshine them. Purview Avatars associated with the sexual act, such as that of Health or perhaps whatever Avatar manifests in the name of Love, are similarly bolstered. As Gaia gladly bears all the children sired by Jord's many escapades you too may share the joy of childbirth with different partners. As a woman, any other woman Fatebound or otherwise mystically associated with you (such as by geas, or blood relation) may have the pregnancy transferred for them to carry to term. As a man, you may instead decide which of several partners that currently hold your seed will be the one to give birth to your child-potentially granting the child supernatural inheritances from both mothers as well as yourself. While it would take great supernatural power to reject this privilege, fear not; without significant and specific interference your child will either safely be returned to your womb for birthing if you are a woman, or be at least given a fair chance to be carried to term in the nearby area's very environment if you are a man-and instead gain supernatural traits associated with said environment.

220. Divine Firepower (100 CP): Fancy! You've got either a pair of low calibre firearms, or a powerful rifle that's been given a divine enchantment with range and impact commensurate to the gun's make. Ever wanted a pair of Berettas to do the job of Cupid and Anteros' bows with more style? Or a shotgun that busts through walls with the fury of the storm? Now's your chance. Such weapons still require ammunition, but mundane ammunition will do and depending on what power you invoke it's bullets may leave no physical harm. Each either channels the power of one Purview per firearm (potentially two different ones if you took the dual guns option) or a unique power commensurate with the examples above. That poor minotaur or

hoplite has no idea that you've updated divine weaponry for the 21st century. This item may be repurchased for additional (sets of) firearms.

221. Harpe (100 CP): The blade that Perseus wielded when he set out to slay the Gorgons, this crescent-shaped weapon has often received great dread from Titanspawn. Unusually sharp, it's far deadlier than most weapons of its size. It also bestows the Purviews of Chaos and War on its wielder, making them an unpredictable yet powerful warrior.

222. Gris-Gris (100 CP): Whether made from children's dolls or traditional images of gods or spirits, a gris-gris is a small cloth pouch that contains a sampling of common items with magical correspondences. From herbs to coloured stones, scraps of sweat-soaked cloth to gunpowder, salt and red pepper, these items are often employed as tools in Voodoo. Through the Health Purview it grants you can gain great luck, or through the Mystery Purview make trouble for your enemies. Potentially, by modifying the contends of the bag with the proper knowledge other Purviews can be gained.

223. An Irish Spear (100 CP each): Crafted from the largest bone in the body of a sea serpent, the Gae Bolga is notorious for dispensing numerous barbs into the flesh of those it's struck into. When the legendary hero Cuchulainn wielded it against his best friend Ferdiad and his own son Connla, ripping the spear from their bodies was almost instantly fatal. A measure of the son of Lugh's prowess lives on in the spear, allowing it to grant the Purview of War to its bearer. The Spear of Lugh himself is no less glorious, brought from the city of Gorias in Tir na nOg by Lugh and used to wound Balor of the Evil Eye. Made of oak with a head of milky white crystal, the spear's head drips blood fierce enough to burn lesser materials unless submerged in the Dagda's cauldron. Enchantments have been place on the Spear so it can be safely stored in a space outside this dimension but perpendicular to its wielder, allowing him to summon it forth and return it to that no-place when done. With the Purview of War it grants, the spear dominates in battle. With the Purviews of Fire and Sky, it casts attacks of lightning and ice as well. And for the listed price OR as your first free item, you may gain one of these weapons.

224. Spirit Master's Seal (100 CP each): The Celestial Bureaucracy creates a number of seals which represent honourable status, and compels service from the lesser spirits that serve under its gods. Consisting of a wood or stone cube three inches square carved with archaic Chinese symbols, when the Scion wishes to summon spirits he may write out an appropriate talisman on coloured paper, stamp it with the seal and imperiously command the spirit. And while these nominally only hold clout in the Celestial Bureaucracy, for an additional 100 CP each you may gain an additional seal that exerts power over the lesser spirits of other pantheons such as nymphs or ancestral ghosts.

225. Rune-Inscribed Relic (100 CP each): How would you like to enhance an item you already own, with a little Aesir trickery? Rather than having power of their own, the Norse runes of this world focus the divine power of their writers into specific meanings. For example, the sun rune sowilo would grant access to the Sun Purview. You may inscribe an item you already own with up to two Purviews by "importing" them into this option to have a rune or two inscribed on them.

226. The Titan-Seeking Spear (200 CP): In ancient Greece, this ornate weapon was stained with lamia and drakon blood. In Northern Europe, it was carried into hopeless battle against dark elves while in the Aztec capital it skewed hundreds of tzitzimime (world-destroying female demon skeletons with snake penises). It's origins unknown, the Titan-Seeking Spear is a six-foot polearm made of bronze (or brass, the records are a little unclear) with a tip stained by blood that can never be wiped clean. And now, this mystery for the ages has ended up in your hands. The spear grants access to the War Purview, and is perpetually sharp. If the owner wills it, any supernatural guides such as oracles or wise men can be seen and heard in the light reflected from its shaft, permitting two-way communication. The blood of the slain Titan on its tip can spawn five warriors from the ground when driven into it, each a mighty man of old. Finally, once per day the spear simply cannot miss it's mark at the moment of truth-so long as it is struck against a Titanspawn.

227. Yasakani no Magatama (200 CP): A necklace made of small, curved jade beads, this relic is one of the Imperial Regalia of Japan. In legend, it was hung atop a mirror outside the cave Amaterasu hid within to lure out the goddess with its beauty. And like the mighty Japanese goddess it came to symbolise, it wields great power: Providing access to the Fertility, Sun, War and Water Purviews.

228. A Fountain of Amrita (200 CP): It is the nectar of the gods. Their nourishment, and a refreshing break even from the hardships only a god can know. It's damn delicious, if that needed to be said-and you have a whole fountain of this delicious, creamy golden liquid. Where even the god Indra himself has a special flask to hoard this morsel, you have a magnificent fountain of the purest grade Amrita mounted either in your Warehouse, in a property you own or simply somewhere convenient in this world. The Amrita which issues straight from the central fountain is the purest grade stuff, directly restoring Legend with each cup, but pools just beneath it capture and dilute it into the Amrita that merely restores one's will with sheer delight and even lower pools reduce it to a delicacy capable of healing supernaturally grievous wounds. Lethal to Titanspawn, this ichor can have devastating effects on mortals and non-Legend-touched animals. You could drive the Devas to envy merely by making known your ownership of this wonder-or their friendship by sharing it with them.

229. Chac Mool (200 CP): An enormous stone statue depicted a reclining man with a bowl on his stomach, the Chac Mool was once used to catch the hearts of the Aztec empire's sacrifices. Such tools have also become useful for Scions of the Aztec pantheon in the modern era, despite weighing several tons. They double the Legend reward given by any Itzli boon if the blood from the ritual is placed in the Chac Mool's bowl, and also grant it's protector access to the Sun purview.

230. The Golden Servants of Hephaestus (200 CP): A six inch wide golden disc that can sprout three-tentacle-like legs and a dozen thin tendrils tipped with some common tool, these automatons are superb and speedy craftsmen created by the smith god to aid in his work. One can disassemble an automobile fully in half an hour, all are naturally brilliant in all forms of craftsmanship and you have a dozen. Beyond their slavish obedience to your projects and skill, the golden servants have the personality of a loyal, affectionate dog-communicating with bells, clicks and whistles with each other. On the other hand as being fashioned from gold enchanted by Hephaestus himself, they will also never wear out or break down unless deliberately damaged and are superbly sturdy despite their flimsy appearance.

231. The Cauldron of Dagda (200 CP): A treasure from the otherworldly city of Murias, the Dagda's cauldron is the divine solution to an army walking on its stomach. When filled with water, it never empties unless the cauldron is deliberately tipped out and drained. Through the Health Purview it grants the Cauldron can also heal practically any wound short of death. But the Cauldron's most famous power is its power to create enough solid, nourishing food to feed an army. Food like beef stew, hearty chicken soup or mounds of ribs smothered in barbecue sauce that can win turn a grim battlefield into a jolly feasting ground-or bring humanitarian aid where it is needed most.

232. The Sword of Light (400 CP): Known as Claiomh Solais, the Sword of Light was another relic of Tir na nOg wielded by Nuada against the fomorians. Through the Purview of the Sun, when unsheathed it glows with a brilliance that blinds titanspawn and mortals alike. Through the Purview of War each swing it makes is sharp enough to slice a man in half, while the Purviews of Guardian and Justice make it every bit the force of righteousness it appears to be. As a tribute to its legendary wielder, the sword's light also creates an illusion to make it appear as though the wielder's dominant hand has been transformed to silver.

233. Gandiva (400 CP): When the fire god Agni fell ill and attempted to consume an entire forest for sustenance, Indra sought to thwart that destruction with a powerful storm. Agni enlisted the aid of Arjuna, who distracted Indra's showers long enough for Agni to finish his meal-and forged a bond between the hero and god. This ornate bow of solid, yet flexible oak is the very weapon (or a convincing replica) employed for

that feat, longer than most bows and it's drawstring fashioned from the very thread of Fate itself. It can never be burned nor broken by mere force, and it grants it's wielder the Justice, Magic and Fire purviews. One weakness lies upon this weapon: The bow cannot fire anything if wet, and using the bow often attracts rain and storms due to Indra's anger with the deception. Perhaps if you somehow won Indra's favour, this drawback could be lifted?

234. San Greal (400 CP): A mysterious artifact most definitely associated with Christian iconography, even the gods seem confused about whether this relic dates back to the Tuatha de Dannan's mythology or the more famous King Arthur legend. It appears to be a humble wooden cup with no handle, wider than it is deep. When a normally drinkable liquid is poured into it, this relic removes all drugs, poisons, dirt and other impurities to render it fit for consumption. Furthermore when a Scion expends a miniscule amount of Legend, the san greal can transform that liquid into a powerful healing potion that can heal any malady or wound short of death, or maybe the worst poisons or diseases the Titans can bring to bear. On top of everything the san greal offers the Health purview to its owner, and while normally it can only be wielded by a truly pious holder it appears to recognise you as a worthy wielder.

235. The Flame of Liberty (400 CP): Gods are not the only expression of Legend in the Overworld. Where archetypal feats of ancient craftsmanship resonate with symbolic importance in both the realm of the gods and the imaginations of mankind, certain sites can become a mystical portal of sorts into the true, Platonic ideal of that site or monument-called Touchstones. You now own a marvelous statue comparable to the Statue of Liberty itself or the historical Colossus of Rhodes, which grants access to the Touchstone that is the archetypal Colossus itself. Standing tall on a circular seal of gold surrounded by water, its visage is beautiful. Depending on the viewer it can wear a heroic man's strong features or a patrician woman's, but it is always the archetypal symbol of freedom. A passageway at the hem of the statue's robes leads to what is also it's exit, and it's greatest treasure: The golden bonfire of its torch, whipping wildly in the winds. Fate has mandated that those who come to see the glory of freedom must experience it, and not only do the flames not burn flesh before releasing you back to the real world but with an effort of will one who can wield the Fire, Guardian, Justice or Sun Purviews can fully replenish their reserves of Legend. More than anything, the Colossus stands for the celebration of freedom as an ideal itself, radiating optimising and noble courage to all who bask in its glory. Even the grimmest heart can be moved by its stately warmth.

236. The Growing (Purview) (400 CP each): The legendary Xireng looks like a lump of clay and loam, seemingly only capable of a limited form of creating the Earth purview's substance. However a Scion with access to that same Purview can create unlimited quantities of rammed Earth without even spending legend, and even form simple shapes with it such as dikes or platforms. And should you not like Earth for some reason, you may choose to purchase a clump of another Purview somehow held

together, which given access to said Purview will let you generate similarly endless quantities of it shaped by your will. Try not to think too hard about how spontaneously generating Justice or Guardianship or Health actually looks like.

237. The Book of Going Forth By Day (600 CP): This antique strip of papyrus includes a collection of 192 spells (and thus, grants the Magic Purview), and an account of Osiris' resurrection. So too does the book permit the miracle of resurrection for a recently dead soul, lasting a month of actual earthly time by journeying through the Egyptian underworld and typically culminating with the weighing of the deceased's heart against the feather of truth. Some Scions have reported visits to other lands of the dead, while others have reported that more Scions participating in the ritual can accompany and aid it's possessor if he will vouch for them before the Gods.

238. The Apples of Idunn (600 CP): A wondrous orchard is now yours, full of marvelous trees with precious fruit. While normally the joy and power of the Aesir goddess Idun herself nurtures these beauties, some other force sustains them on your behalf. Thus, you own a supply of the famous apples of immortality equal to the one that supplies all of Asgard. Within seconds of eating one, a mortal returns to the biological state of their early 20s if they're older than that, and find all their wounds, physical ailments and diseases restored to perfect health. Even gods and other immortal beings are bolstered by the apples; their vitality is bolstered for weeks after eating a single apple, their Legend is completely restored and their will refreshed and the Legend cost to activate the next few instances of any divine power short of an Ultimate attribute or Avatar form is utterly waived. Each apple is an infusion of divine power, and the source of Asgard's heroic resolve.

239. The Wrath Made Thunder (600 CP): From Zeus' thunderbolts to the mighty Mjolnir, some of the greatest weapons of the gods invoke the heavenly fury of the sun, sky and storm. Somehow you too have come into ownership of such an ownership. At a bare minimum it is an intensely sacred weapon, providing access to the Guardian and Justice Purviews. One other Purview it confers reflects its nature, as Mjolnir embodies Thor's command over the storm. But above all it provides a unique destructive power commensurate to an Ultimate attribute or an Avatar expression of an appropriately direct Purview. Wielded by a god that has already reached the pinnacle of such might, it could be said such a weapon lets that deity go even further beyond the already unquantifiable might such forces provide. Beyond that, you have great discretion in how to define your new weapon; it may even be something like a crown or cloak to represent the mystic or charismatic intensity provided. Let even gods look on in awe, for should the Titans dare challenge you with this weapon in hand there is only one sensible response to them: I SAY THEE NAY.

240. The Tiller of Destiny (600 CP): Not all weapons are feared for their destructive force, but rather for their capacity to reshape the mortal world. Gungnir, Odin's spear, is one such example-though you may bear another weapon or regalia more suited to your pantheon or Titan should you wish. Whatever you choose, this relic is great in the

Purviews of Magic, Mystery and Prophecy as Mjolnir is in destructive power. With this artifact, even a mere mortal could Fatebind an ever-growing circle of supporters to realise his wildest dreams. A languishing country could see its economy revitalised, and national pride restored in mere weeks. Certainly this Relic could have a uniquely lethal power or two on par with Gungnir's own, but it's greatest power is the potential to influence the hearts and minds of mortals on a grand scale. Make no mistake, if taking the reins of Fate through the will of mankind was that easy some manipulative god would have done it long ago-but with this in hand, the possibility is at least something more than a pipe dream.

241. The Keys to Durance Vile (600 CP): That foul, wretched place. Do you really want that responsibility? If the Colossus is the Touchstone that stands for freedom, than Durance Vile is the Touchstone born from the Tower of London, the Bastille, every salt mine and concentration camp there has ever been. It personifies the place where men go to Hell while yet living, and resembles a small, rocky island like Alcatraz. No swimmer can reach the mainland vaguely visible in the distance, and the island's air ranges from as hot and heavy as the Devil's island to the chill of a Siberian gulag. Fences of stone, concrete or barbed wire cross it at random. And at its centre squats a lumpen quadrangle maze of a building, filled with all the tools of interrogation and facilities of every prison there has ever been-everything from medieval torture chambers to equipment for electroshock and lobotomy. Eldritch, inescapable hounds straight out of the Wild Hunt patrol the island, and worse-a cruel warden surveys the prison. His appearances changes between every icon of authority there has ever been, but in every form his eyes are cold, gray stone like his heart. He is a being on par with a god, yet though they sometimes employ him they do not speak of his origins. He is immortal as long as prisons exist, and anything he claps in restraint personally simply cannot break free. It would take powers of interplanar transportation such as a certain Psychopomp power, an Avatar transformation or killing the Warden to free oneself from the prison-and all pantheons are wary enough of the consequences to treat it as neutral ground, for should the unthinkable happen Fate itself would demand another take the Warden's place.

You, happy fool that you are, have somehow come into ownership of Durance Vile without needing to be the Warden. You even own a set of keys that permits you to enter and exit the place from any door, and a visitor's pass proving your status. In fact, to the man's bewilderment he appears to take orders from you now. Be careful with the clout you now wield. This is the place the gods use to imprison their enemies, or their less civilised kin.

242. Bloody Useful (100 CP): This man-sized jar is engraved with the caduceus of Hermes, symbolically indicating the purpose of the Gorgon blood within it. For purified and enchanted, this blood is a wondrous curative to all manner of mundane poisons or toxins. Whether injected or imbibed, the plentiful jar refils by itself through some enchantment and also offers access to the Magic purview. Like Asclepius was

renowned to, certain rituals the blood of Medusa was famed for may be possible with much study into the ways of magic and the properties of monstrous blood-most likely extending its healing powers to wounds and diseases, although rumours of resurrection are probably exaggerated.

243. Completely Trustworthy Business (100 CP): A respectable company with a minotaur at the head of the boardroom isn't something you see every day, mostly because the businesslike minotaurs of the world are cunning enough to not get caught. Whatever order of being you are, you now own a similar respectable business in society which runs smoothly and turns a decent profit by itself. While mostly used as a front to advance the schemes of the Titans, if you ever feel like getting into the world of business it's quite a decent starting point.

244. Titan-Touched Weapon (100 CP each): Swords alight with the flames of Muspelheim. Axes rimed with the frost of long-dead Ymir. Even if not truly equals to the storied relics of Scions, the many Titanspawned races frequently bear weapons wrought to withstand and harness the power of their progenitors befitting the heyday of the first civilisations to record them. You own half a dozen or so such weapons, including a quiver for bows and other ranged weapons, and while lacking in the raw power of Purviews such weapons are usually more durable than their mundane counterparts simply by merit of being designed for giants, tengu and the like.

245. Nemean Arms and Armor (100 CP each): How macabre, to wear the skin of a potential sibling or the fangs of a comrade in arms into battle. But desperate times call for desperate circumstances, and the power of the gods' children brooks little restraint from those who would battle them with a decent hope for victory. You now own either a set of weapons carved from a common Nemean creature's fangs, or a cured and tanned cloak wrought from one's hide. The former are steeped in violence enough to grant access to the War purview, while the latter are durable enough to be nearly impossible to properly work without supernatural powers of craft as well as tough enough to put modern Kevlar to shame. This item may be repurchased to obtain additional cloaks or weapons, should you wish.

246. Gold of the Under-Folk (100 CP each): A wealth of jewels is now yours, in quantities vast and quality precious enough to take up several treasure chests-and hidden in a secure location of your choice. Whether a gift from the dwarfs or the Fir Bolg, the high-carat diamonds are of better make than any that a mortal miner could find while the gold in this hoard is of great enough purity to leave indents when bitten into. You may choose to have a mix of such jewels or a hoard comprised solely of silver, rubies, emeralds and so on-all of which are certainly a secure way to bribe the greedy among society. This item may be repurchased for an additional hoard of jewels each time.

247. Huracan's Quauhololli (200 CP): A wooden pole ending in a hard ball suited to breaking bones, Huracan's weapon of choice is far deadlier than the blunt weapon is

appears to be. With all the speed of a soaring gale it moves preternaturally quick in a wielder's hand, and strikes with far greater accuracy than a weapon of it's make normally would. Furthermore, it can also fire lightning bolts over a short distance-one that can be amplified with the Sky Purview. Last but not least, the weapon fails to function for anyone save its rightful owner-you, in the case of this replica.

248. Legendary Toxicity (200/400/600 CP each): There are some beings so toxic, that even the gods and their kin can be brought low by their bite and blood. A great jar full of one such concoction that seems enchanted to be inexhaustible is offered to you, and repurchases here will gain you identical replenishing jars of different venoms. For 200 CP you may obtain the hair-venom of the original Gorgons, a powerful bane against all that lives. For 400 CP you may gain the blood of the Hydra: A poison so deadly it can bypass many forms of divinely enhanced stamina and is not just fatal to Hercules and his ilk, but agonising. And for 600 CP, you can receive a jar of the terrifying Midgard Serpent's own toxic bodily fluids. The jar you'll own is resilient indeed, for its poison dissolves most containers and is far more lethal than either of the previous poisons. Thor, strongest of all the Aesir, would be hard pressed to save himself from this deadly concoction.

249. A Garment of Snakes (200 CP each): Few beings share the Aztec Devouring Mother's fashion sense, but it seems you're something of a traditionalist yourself. Like her, you own a skirt of writhing poisonous snakes that furiously snap at anything that dares attack the wearer-and have poison as deadly as any Titanspawn's. Long enough to entangle an enemy grappler's limbs or in a pinch serve as a sort of early alarm system, the snake-skirt is surprisingly comfortable to wear once you get over the constant sensation of slithering and somehow doesn't need food, rest or drink. And never snaps at or otherwise discomforts your...the parts of you you'd really rather not get bitten by snakes, so to speak, unless you're somehow into that sort of thing. You may repurchase this item to gain other articles of clothing with similar traits, such as hats or cloaks.

250. Ouranos' Xiphos (200 CP): Pity poor Ouranos, for ever since his castration he has been so drained of life and paralyzed with ennui that were he to know someone was running around with a duplicate of his masterwork weapon, he probably wouldn't even care to tell his peers. Castrated not just physically but spiritually by his son Cronus, these days the Titan avatar has little better to do but contemplate his mutilation while his cloud nymphs dance vainly to excite a libido that no longer exists. Sharper and more accurate than any mundane weapon of it's make, this weapon is normally too large for a human-sized being to wield but feels light as air in your hand. Moreover, with a small investment of legend it can be charged with electricity so fierce it would burn foes as silver burns werewolves for one strike-a final glimmer of Ouranos' former majesty.

251. A Sacred Cave (200 CP): Under a series of tunnels and shafts is a huge, beautiful cavern larger than any mortal stadium. A spring gushes from one end through a series of low terraces into a deep crescent-shaped lake, and a pair of flaming braziers flank an altar on one of the few outcroppings of land in it. This cave has two purposes: As long as they are lit, the braziers greatly confuse your location to all mystic and Fate-based senses-tying you to this cavern if you are not within it, or to a faraway location if you are. The second purpose is that it's waters are an equal to the famed oracle of Delphi that Gaia once wielded before Apollo seized it. Such is its power that even a god of Mystery or Prophecy would find their efforts to divine the future greatly enhanced by soaking in its water, allowing the normally motherhood-focused Gaia to exceed Prometheus' notorious foresight in subtler ways. Such is it's closeness to the World Titan Terra herself that constant use risks coming to its notice yourself-and while this spells the loss of consciousness for most Scions, a true child or ally of Terra might be able to solicit her blessings through this meagre link.

252. Elemental Armament (400 CP each): Erebus, the deposed ruler of the cavers, carries a massive blade 30 feet long and weighing six tonnes fine enough to rival those of many other gods-although his own great power means he does not require it to channel a Purview for him. As a living shadow it resizes itself to suit it's true wielder, and by flowing around any conceivable aperture can wield it's uncanny sharpness against any mundane armour not completely airtight. Conceivably it would provide exceptional stealth attacks too, nearly invisible at night before it subtly cuts foes at the ankles or bending around unusual angles to strike. You too bear a similar weapon with one caveat: While it will always resize itself to suit your scale, it may be of a different Titan's nature if you would prefer-with appropriate powers depending on its composition. A spear of light may burn its targets on contact for example, while a flail of chaos would likely leave the space left in its wake exposed to Hundun's raw madness. This item may be repurchased should you wish for more than one such weapon.

253. Divine Butchery (400 CP): A grisly set of items is now yours-three small body parts, which may be from any one Titan avatar or several. As Aten (praise his name!) has severed the tip of his little finger, eye and one of his testicles (praise his wisdom!) to suit his goals, you too may find various uses for these body parts. With the right Purviews, likely Health in addition to whatever Purview the avatar was most associated with, one can shape Titanspawn creatures as powerful as the original, cosmically immortal Great Phoenix from these body parts. Moreover simply imbibing them would endow even beings this powerful within greater might, such as the effective indestructibility of the Great Cyclops of Muspelheim fuelled by its home's fires or the divine might of the Ice Jackal. Should all three body parts be from the same Titan, together they could guide one to the Avatar and bypass certain divine yet intangible defences erected by its power such as the light with which Aten obfuscates the location of his power. And while speculative, it's possible such a collection of

body parts would function as a powerful focus for Magic, Health, Justice, Guardian or Chaos-based effects given the provenance of shed parts in myth and legend.

Oh, and for clarity's sake such items are marvellous divine replicas still considered the Avatars' body parts for all mystical purposes. Expect some confusion if you pluck on Ran's heartstrings or play with Nu's tongue.

254. Andvarinaut (400 CP): Contrary to popular belief the dwarves are not fully developed creatures, but a larval stage for a more powerful beings: The svartalfar, or dark elves. No artifact exemplifies this link quite like their ruler Fafnir's wondrous ring. The curse of greed laid upon it has been bound to his will, and as the bearer of a similar ring you may drive mortals wild with Vice for months or even divine beings for days. The ring is also suffused with divine power that renders his Legend rating two times as high for all purposes-including his reserves of Legend. Last but not least, an invisible barrier provided by the ring blunts all physical harm greatly.

255. Harbingers of Darkness (400 CP): Huehueteotl, the Aztec personification of blindness, appears a decrepit old man with two blind crows on his shoulders (eat your heart out, Odin). These crows are horrifying instruments of torture, for when they commanded they strike with power and speed rivalling many gods of war to rip out a target's eyes, nose, tongue and so on-leaving them with a particularly harrowing sort of sensory deprivation. Being more like the inevitability of sensory loss brought to bear than real animals, they simply cannot be slain or injured as you live-for they are your will to harm made manifest-and may simply disappear and reappear at will, to any cosmetic effect you find pleasing. Should you wish, you may gain a different set of airborne lifeforms that inflict a different condition representing the pantheon or Titan your nature hearkens to. Perhaps as part of Vritra, the withered fruit bats on your shoulders rapidly dehydrate your foes-or as a child of Terra, the swarms of butterflies forming over your shoulders actually hasten growth and fertility greatly-which of course, can itself be destructive in excess.

256. A Pair of Regalia (400 CP): Kagutsuchi, an outcast Amatsukami who meditated on the rage of Muspelheim before merging with it, has the rather eccentric habit of always being seen with a lit torch in one hand and a cup of boiling water in the other. It's certainly unclear if he MUST carry these items or simply choose to, but either way you own a similar pair of simple items you can take out from behind your back anywhere or dismiss into a subspace. While seemingly ordinary, Kagutsuchi can unleash a seemingly endless supply of boiling water from the cup in quantities vast enough to boil any within several meters. And while both weapons deal grievous heat-based damage even for divine weapons, the torch in particular does obscene amount of burning damage with each blow. Your own objects are similarly simple yet devastating, although they may have different forms of damage if associated with another Titan or pantheon.

257. House of Horrors (600 CP): A pox on Angrbodr and her dark ambitions. The vast laboratory complex hidden thousands of feet below a location of your choice you now own is an exemplar of the many projects she sows throughout the mortal world, seeking to create ever greater monsters (though mercifully, having never recreated horrors on par with her children by Loki). The complex includes enough supplies and modern weapons to outfit a small army, even a giant army should you wish, and indeed a small army (again, one composed of the more common giants if you wish) takes orders from you while guarding it. However it's real prize is the wealth of biological horrors within. Vast fluid-filled tanks and cocoon-like sacs vary in size from human to blue whale. Organic vine-like tubes riddle the facility, and great supplies of nutrients and unknown chemicals suitable for augmenting Titanspawn or even combining their traits into ever more monstrous forms are regularly shipped in by a mysterious benefactor at your behest. Within weeks, along with a deep knowledge of biology it would be possible to produce everything from giant acid-spitting lizards with human heads, to whale-sized masses of melded flesh every inch the equal of a Hekatonkhiere-and while this facility does come stock an extensive supply of relevant reading material, one prominent shelf in particular contains instructions on various conditioning techniques to keep your creations loyal. With time and skill, it may be possible to overrun the mortal world with monsters-although conquering the Overworld with them is probably far harder.

258. A Mystical Island (600 CP): While you're certainly no prisoner to this piece of land, you might never want to leave anyway. White sand beaches surround this Mediterranean paradise, and powerful illusions protect it from sight unless you will them to dim. The animals here are a varied and numerous lot that are also incredibly obedient to you, and at the centre of the island rests a palace of marble more luxuriously furnished and decorated than any in the mortal world-spanning more than 3000 years of craftsmanship. Immortal servants of your choice on the scale of nymphs of incredibly skilled immortal humans attend your every whim, and some may have unique powers such as the Fate-reading powers of a sibyl. Yet all of that is put to shame by the divine power that runs in this island's fauna and flora. Any non-pantheon specific Purview application can, eventually, be duplicated through the correct mix of ingredients into potions from this island- though naturally, more powerful effects will be take more complex potions. Furthermore the wood of this island can be hewn into a wand capable a powerful transformation on touch, such as reducing mortals to animals permanently-or even divine beings without great endurance and inner strength. Such items function for you alone, and have no magical properties outside your grasp. This land is not just a palace for you, but also very much your lair and killing ground.

259. The Mask of Mikaboshi (600 CP): The famous Mask of Mikaboshi is a powerful relic of the darkness. It channels the Darkness, Death, Moon and Psychopomp Purviews with aplomb, but more importantly imposes form on the formless. Without even the expenditure of Legend, sticking it on the face of a ghost will make it as tangible as any living man until it is taken off again. And more

importantly the mask can FORCE beings who can normally dematerialise to assume a material form, especially if they are restrained beyond being able to take it off. Should you wish, this mask or a similar piece of headgear may provide access to Purviews reminiscent of another Titan instead-in addition to holding a unique power as absolute and seemingly oppositional yet essential to the Titan's usual nature as taking on form is to Mikaboshi. Perhaps a circlet of Vritra would cause the being wearing it to drown in endless quantities the Titan's brackish blood (even if it could normally breathe underwater), or a hood dedicated to Zrvan grant the power to mould time in localised areas like clay.

260. Prometheus' Spare Workshop (600 CP): A great basalt box with skylights and black iron pillars from the outside, and a brutalist Greek temple from the inside, this is one of many outposts from which Prometheus has accelerated Muspelheim's technological standards into a full scale post-industrial revolution compared to the fire giants' Gigantes and Jotun cousins still basically living in Viking-era halls at best-and literal holes in the ground at worst. Scaled up for a giant, there are gigantic draftsman's desks, black iron slide rules the size of war clubs and a lot of harried fire giant assistants anxiously awaiting your orders-though as a concession, these tools may be resized on touch for your needs. This particular outpost can be divided into two sections: A massive factory that can produce munitions, firearms, ballistic missiles and even artillery on a scale grand enough to meaningfully contribute to Muspelheim's war machine-and a more personal atelier full of divine crafter's tools favoured by the Titan avatar for personal projects. With the right knowledge, this section is the far deadlier side of the workshop; it's the kind of place from which Prometheus could forge a link of the old chains that bound him and a chip from the mountainside he was imprisoned on into not only a means of compelling or restraining others, but metaphysically binding yourself to that person in order to avoid any effect that would influence a greater being you were part of. Like say, the trinket Prometheus awaits a "worthy bearer" for that would immunise him to the death or binding of Muspelheim as a whole. This is the cradle for the vision of fire-wrought progress that he who earned the title Forge-Cunning among the fire giants would see for the whole world. Perhaps in time, it would even be possible to amplify the devastating effects of nuclear bombs with Muspelheim's undying flames.

261. The Black Feather Shroud (600 CP): A twisted, and blasphemous excuse for a relic, the closest connection to any pantheon that can be ascertained about this feathery shroud comes from Scandinavian sources. Ravens eating the sickness from Lemminkainen's heart and bones. Kings taking to the battlefield in the feathers of scavenger birds. A Valkyrie returning from death in the wings of a raven. All these, and more, are made manifest in the purplish-black light of power beyond the mortal world that radiates from this cloak. For one thing, it holds great power over life and death. A mortal corpse wrapped in the Black Feather Shroud will return to a false life at midnight each night, though as a mindless zombie-albeit one that need not continue wearing the Shroud to be reanimated. An ill individual donning the Shroud and

sprinkled with pure or holy water is immediately cured of any disease, permanently. Anyone who wears the Shroud as the first nightly ray of moonlight strikes him gains a "second life's" worth of supernatural vitality, effectively doubling what wounds or other forms of harm they can withstand-and any damage taken that night vanishes along with this protection at sunrise. Though only one individual per night can be protected in this manner, that lucky person does not need to continue wearing the Shroud to enjoy it's benefits for that night and anyone can reuse it the following night. But that is not even near it's full power. No, the Shroud's true power is to devour the essence of a god, to obtain their power. And apotheosis too, should the wearer be a lesser being. All that is required is some form of mystic link to the deity; a shared bloodline will do. With a shared bloodline AND the consumed blood of a Titan avatar, you could even attempt to siphoning the power of a Greater Titan to supplant it as an underlying force of reality-gaining tremendous power from this feat all the while. Ill omens fill the sky, and holy flames wreath the wearer as he gulps pure amrit from the agonised deity, absorbing their power through the literal stuff of divine potency. It will take several minutes at least, during which the drinker can be interrupted, but if successful the god loses their divinity and the drinker realises their own, generally related to their own divine lineage.

...for those who are not aware, the gods are generally extremely vindictive and vengeful about this kind of thing, and will almost certainly come forth in droves and employ their own conniving tricksters to reclaim their fallen brethren's divinity and lay some form of cosmic justice on the perpetuator. Fate tends to favour such efforts.

262. Pieces on a Board (100 CP): While many cynics would agree that mortal men are just pawns in the games that gods play, certain mythologies take that stance quite literal. Like the simple figurines called Shabti buried with the dead to serve them in the next life, or the Chaturanga set pieces offered by the Devas which can manifest an elephant, chariot, cavalry and infantry. Each purchase grants one such unit of allies, or a similar unit. Such assistance is normally on the scale of 15-25 skilled mortal labourers or a slightly lesser group of unusual cavalry or specialists.

263. Immortals For Hire (100 CP): With membership fixed at 10,000 men, the Anausa (the Persian immortals) are an example of excellent organization for the ancient world. Without a pantheon to support them after the downfall of the Achaemenid dynasty by Alexander the Great, they work as mercenaries for whoever can pay their fee in Legend to sustain the myth of their grand company by returning their dead men to a semblance of life for a day per iota of Legend. Through this purchase you may obtain a similar detachment of 5 soldiers with thousands of years' worth of experience, such as the Myrmidons created from ants by Zeus himself. It should be noted that normally the Anausa would never work for a descendent of the Dodekatheon, and while this purchase overwrites that convention remember that relations are likely to remain somewhat frosty.

264. Sprites (100 CP): From gremlins to boggans to pixies, from brown-skinned goblins to the bakemono of japan to tiny dragonfly-like winged serpents, to even the ghostly disembodied heads sometimes seen in the voodoo pantheons, myth has no shortage of mischievous spirits. And with each purchase here, you may obtain a small army of them. Free complimentary container of some sort to use for easy transportation with each purchase. Such beings can seldom use more than the least of a single Purview or some minor unique power like glowing, but apart from their walking pace-flight and sheer numbers these creatures are unfailingly loyal.

265. Warriors of Legend (200 CP): Some warriors of myth blur the lines between mythological creature and champions of mankind. Such as the Knights of the Red Branch: A group of legendary Irish warriors who fight without fear of death or injury, and are lightning rods for the forces of Enech. Or the Amazons, a tribe of beautiful cutthroat misandrists who seek powerful mates without affection-only to breed stronger daughters. Each purchase here will grant you a squad of 5 such champions. Again a caveat: The Amazons sincerely believe men are spiritually inferior to women and have no remorse for abducting them as breeding slaves or killing them when their use has expired, and while this purchase will bypass the normal outright refusal to serve a male Scion expect much resentment and grumbling.

266. An Actually Sacred Cow (200 CP): Despite the infamy of the Minotaur, a surprising number of the gods' allies have a distinctly bovine or equine build. Like the demons Horseface and Oxhead, who come in squads of five. Or the divine cow Surabhi, who emerged shortly after the birth of Lakshmi during the great Churning of the Ocean. Surabhi has divine stamina, wields minor powers from the Purview of Health and her milk is very sweet and hearty-replenishing the energy and vitality of the divine enough to temporarily bolster their resilience with several pints, although more than three pints or so risks a toxic overdose. To cap it all, she is a virtuous defender of the Deva way of life, and a charismatic speaker among other cows. Each purchase here either gains you a squad of five cow-themed demons a little tougher than mortal mercenaries, or a single mystical cow with Surabhi-tier mystical cows. Alternatively two of your purchases here may be converted into a squad of five Surabhi-tier cows.

267. Friends From Down Under (200 CP): Mara Secare is a succubus freed from the Underworld in the wake of the Titans' escape. A shapeshifter who can suit the lusts of any mortal armed with a poisonous stinger and the power to siphon health for Legend and recuperation from the living, she is quite knowledgeable about the Underworld and even wields minor powers from the Purview of Health when her seductive shapeshifting is insufficient. And with your investment here, not only is her plea for clemency to you sincere but she has four sisters equally warming to your patronage like adopted children. Each purchase here obtains another five vaguely demonic beings of uncertain mythological provenance, not all of which are necessarily sexual soul-eaters.

268. Heaven Sent (400 CP): Famed among the lesser immortals are the Valkyries- the agents of Odin who choose the worthy dead from battlefields. While considered agents of Fate, the Valkyries represent the heroic resistance against Fate, and the struggle against the inevitability of destiny. The Valkyries are divinely mighty and awe-inspiring, albeit still largely dwarfed by the gods in those areas, and command many lesser powers over ravens, Death and the Psychopomp Purview. Each purchase here grants a squad of five Valkyries or similar immortals who directly serve the gods' interests. An example being those Dai-Tengu allied with gods, who are powerful martial arts masters and illusionists capable of forging Birthright artifact weapons.

269. Fair Weather Friends (400 CP): Many allies to Scions are as alluring as they are unpredictable. The Aes Sidhe of Irish myth for example wield bronze weapons enchanted with their own glamour that paralyze those they shoot, and are otherwise the equal of the Svartalves-and even more weak to iron. Kitsunes can be even more troublesome to deal with; while supporting the Amatsukami and other gods, their capricious nature compels them to be strange and unpredictable with their divine powers over shapeshifting, suggestion, manipulation and Chaos. A purchase here provides five such strange, fair allies. As a special aside while this technically does include the nymphs described later, for whatever reason those known to be on the side of the gods err on the weaker side of the species.

270. Divine Steed (400 CP): The Aztec Scions are blessed to ride massive, feathered serpents through the air while some Greek ones ride Pegasi. And with every purchase here, you can join the ranks of those with a divinely empowered steed. Keep in mind that the more particular a steed's preferred method of locomotion is, the more it tends to excel at it. While all divine steeds are incredibly fast and enduring, the Galapagos tortoise-sized spawn of Chukwa can outpace speedboats in water, does not need to come up for air and has a nearly impenetrable shell apart from its head. Each purchase here offers one such steed.

271. Draconic Vanguard (600 CP): The Chinese Bureaucracy includes a great many dragons, that are far more intelligent and cultured than their western brethren- though sometimes careless are bad tempered. The greatest are so powerful they are the equals of gods, while the least powerful can match a demigod's might. Each purchase here lets you make a new draconic friend, which probably draws from Chinese mythology given the poor relations between gods and dragons in most other mythologies. As a result this purchase also includes reptilian immortals of great power-such as the White Snake, a shapeshifting lesser immortal on par with the least of gods who tried very hard to be good enough to win a place in the Celestial Bureaucracy, but somehow failed and was imprisoned in the Underworld until recently.

272. Lost Along The Slow Path (600 CP): Well, well. You must be quite the charmer to have friends in places this high. You must have done something quite outstanding to gain a guide as influential as this. It could be one of the stronger Ghede, the lesser spirits of the Loa pantheon. It could either the Furies, who personify divine vengeance, or the Moirae, who personify Fate for the Greeks and are damned dangerous to have as an acquaintance. Or maybe some twist of Fate made you friends with Nephele: A perfect physical replica of Hera with great power over Fertility, the Sky and Magic (but none of Hera's other powers) and an immortality greater than even Zeus' own that reforms her out of the nearest breathable patch of air. Suffice to say there's quite a few immortals out there who have gone along with the gods' schemes, or at least not mustered a concentrated rebellion, but remained indifferent to their greater goals-until meeting you.

273. Godly Brethren (800 CP): Since when were you under the impression you were the first Scion to achieve godhood? There are those who have come before you, and those who will come after you, and most but not all of the time their names are writ in legend. Like Wayland Smith, who fashioned brass wings to escape the court of Nidung after bringing ruin upon it for his imprisonment and torture. Or the famous Hercules, though many such as Herman Cortes and Himiko weren't recognised as such in life. In any case one such former Scion has seen something in you that reminds them of themselves at a younger age, and is willing to help you out. Each is quite a powerful specimen of divinity despite being younger than many gods, having reached the conventional pinnacle of Legend ranking. Do note that all the former examples are...embittered, to say the least, about their treatment by the gods so instead with each repurchase apart from another exalted figure of myth or history you may instead gain a miraculously well-adjusted sibling that has your back in the messy world of divine politics.

274. Beastly Brethren (100 CP): Minotaurs, centaurs and Fenrir oh my. There's all manner of deformed, animalistic monsters from myth and legend who would relish the fight the Titans wish to bring to the world. And with each purchase here, you may gain 15 allies ranging from the uncannily strong bull-men of Greek myth, to the pups of Fenris' litter. Such beings are typically brutish and straightforwardly idiotic when it comes to combat, but rare exceptions have been known to exist- although a single specimen as well learned and formidable as Chiron will cost 400 CP, subject to discounts. It's just that modern society doesn't tend to reward a literate minotaur trying to earn a Masters in Finance.

275. Salt of the Earth (100 CP): Despite being Titanspawn themselves, dwarf-like beings the world over have been frequently ambivalent to the Titans themselves while often loyal to the gods. The dwarves born from Ymir's maggots were certainly quick to ally with the gods. Likewise the Fir Bolg of Irish legend were so dazzled with Lugh's skill and radiance, they quickly abandoned Titan worship and aided the Tuatha

against the Fomorians. Whether or not you hold to the Titans' ways, you have somehow earned the loyalty of 15 such beings, who often have a singular power such as the dwarven talent for building Birthrights or the Fir Bolg's incredible power to shape earth. It's not so unusual from the small ones' point of view. It's just a matter of perspective when sooner or later, every master tends to come up short.

276. That Hideous Strength (100 CP): Certain beings of the Titans are formidable not through strength or wisdom, but the sheer horror of what they represent. Like the lesser gorgons created by the powerful originals, still retaining much of their venom and petrifying gaze. Or the wretched flesh beasts from the Forest of Organs deep within the Titan of Darkness, deformed examples of earthly life whose touch spreads a horrific contagion. Somehow, you've wrested the loyalty of 15 such entities that defy the laws of nature.

277. Giant Problems (200 CP): From the Jotuns to the natives of Muspelheim, to the cyclops and the deevs, there is no shortage of very large, mostly primitive heavy hitters on any front of the Titans' battlefields. And for 200 CP, you too can have 5 average members of the various giant races sworn to carry your burdens. Yes, you can have a highly unusual mix of different giant races if that's what you're into. However, keep in mind this represents the rank and file among the giant races; the elders among their people incur an undiscounted 100 CP surcharge due to their greater mastery of native magics, shapeshifting and illusions. And the extraordinarily powerful breeds such as the Gigantes and Hekatonkhieres sired by Gaia incur an undiscounted 400 cp surcharge for a single member to follow your lead due to the awe-inspiring, pantheon-terrorising brute strength each brings to bear. Truly exceptional members of the giant races who rival the gods in intellect as well as might such as the abnormally massive Daidara-Bocchi of Japan are completely off the table, as are beings such as Surtur who stand as Titan Avatars as well as tyrants of the giant race. As a rule of thumb if it ever bedded a god, bested a god or is a big surly bastard destined to blow up the world it's probably off the table.

278. Aerial Assault (200 CP): The legendary Stymphalian birds of Greek myth and the razor sharp feathers their wings can propel are far from the only winged terrors in the Titans' ranks. And for 200 CP, 5 of these dread creatures attends your protection from on high. For an additional undiscounted 200 CP these avian terrors can represent even more powerful creatures. An often overlooked part of the Titanomachy is Shu's war peacocks: Highly intelligent and charming Nemean birds that comport themselves like dignified majordomos with fierce beaks and talons-through which the Titan avatar, or perhaps a similar wielder of the Sky Purview, can channel his powers through. Each some innate power over the Sky as well, and a great Legend pool on par with that of a god.

279. Aberrations of Mankind (200 CP): There are many ways for the Titans to twist and warp the human form. Virtually all the myths of uncontrollable human-animal transformation have some basis in the Titans' attempts to create new soldiers. The Atlanteans of old were mutated into water-dwellers. And of course, not all undead answer to the Loa. With each purchase here, you have wrested control of 5 distortions of the human model whose changed state offers unique advantages. Whether the sharp smell and tough hide of the wolf coupled with an unnatural strength and agility or the lack of need to breathe and a deathly hunger for the living, your options are plentiful. For an extra, undiscounted 200 CP this can grant you a single member of a particularly large or powerful undead specimen such as the gashadakuro, a gigantic skeleton.

280. Serpent Lords (400 CP): Myth is full of snakes that serve as the enemies of the gods, and in the Titanomachy this is reflected by some of the greatest enemies on the battlefield being rather serpentine. The Nagarajas of Muspelheim for example are each 50 feet in length and heavily armoured by their scales, with fangs as long as swords. If it wasn't bad enough they can spit their supernaturally lethal venom, their divine strength and swiftness is matched by a razor sharp wit for an animal. And for 400 CP, one of these notoriously territorial and bad-tempered apex predators joins your side. For an extra undiscounted 200 CP this or subsequent repurchases may instead be the subspecies called simply the Nagas. Apart from being even swifter and stronger, they boast some shapeshifting prowess as well as considerable divine power over Fire, Earth and the Sun. This hike in investment also represents an alliance with both surviving Gorgon sisters at once, terrifyingly vengeful masterminds still mourning their sister's death.

281. Nymphomaniacal (400 CP): Ah yes. These. Well there's little shame in admitting why you want five of these, the Titans and their ilk certainly wouldn't judge you for your needs. For what it's worth each is a fairly powerful spirit in their own right. The Hyades, for example, have several lesser powers over the Sky. Other nymphs control the Purviews of Health and Fertility with equal prowess, and most are also divinely skilled manipulators. But what the hell, for the going price you have a unit of 5 divine spirits with incredible charisma, a breathtaking appearance and a lot of lust to spare you.

282. Heralds of Devastation (400 CP): Some of the most powerful servants of the Titans have a certain grandeur about them, being an expression of their primal nature. The more powerful members of Aten's court dimly resemble angels of Abrahamic myth, armed with blades of light as well as supernaturally potent blasts. Likewise the shinobi that serve as Mikaboshi's assassins are swift and silent as the living shadows

they are. With each purchase, 5 such favoured agents of the Titans serves under your command. Alternatively for an undiscounted 300 CP you may gain the service of a Seraph or Shinigami, a far more powerful representative of the Titans than the former with traits capable of matching lesser gods and unique powers like the latter's touch of death.

283. Forsaken Consort (600 CP): You want to get in bed with WHAT?! Well, the world can only hope you were being metaphorical. To be frank there are a number of malign beings out there in the world which are female, desperate for company and incredibly dangerous even to the gods that are technically their greater. Like Itzpapalotl the Obsidian Butterfly, an abandoned and much diminished Aztec goddess gifted with the power to create new life with a thought, cursed to kill with the slightest touch (though certain, unique forms of immortality can surpass even this) quite skilled in the pantheon's native sacrificial magics. Or Circe, daughter of Helios (aka Aten under an alias) and the nymph Perse who was born fully grown as a beautiful woman and an equal to all but the greatest gods-who was bound to the island Aeaea out of their fear for her. Save for that binding, the legendary Titanspawn's only weaknesses are the herb molly and a libido long gone out of control from lonely years stranded on an island. The mysterious last child of Orgos, she who killed her father by illuminating the night in her grief over never joining her brothers and sisters from lacking the blood of the Earth, may be a candidate for this option too. With your questionable investment here, Fate can contrive for one of these ladies or a similar woman of power to be bound as your ally-and quite likely, your lover soon. The most troubling thing about your new friend is she has either languished from her full power or been unable to ride the currents of Legend that would let her realise it. Be warned: If you think you can handle a mythological yandere, there's a non-zero chance your adventures together could soon make clear that this isn't even her final form.

284. Giantess Queen (600 CP): The rulers of Muspelheim and Jotunheim are a breed apart from the rank and file of giants. Built on a scale closer to the least of the Aesir than their own ilk and often mightier than most of the Norse gods in a certain approach, such beings tend to be individualistic and ambitious as the gods themselves. Sinmore, Surtr's daughter-bride and his somewhat disgruntled earthly seneschal, towers at 300 feet tall in her natural form and rivals the gods in both charm and might. While her relative Angrboda stands a mere 80 feet tall and is somewhat less of a warrior her profane genius, shapeshifting and divine prowess over Magic, Prophecy and Mystery more than compensate. The giantess wanders the Nine Worlds freely, abusing her status as Loki's former concubine to enable visits to Asgard's halls and trading secrets with Odin himself. And while they have their own roles to play in the design of Fate, through a likely similarly eventful past you too have your own giantess of exceptional pedigree among your Fated associates. Whether she is a mysterious ally of convenience or her faith burns for your sake is up to you.

285. A Gift From Gaia (800 CP): Was it because of some tenderness she saw in your treatment of her other children? Or to advance some scheme of her war against the gods? Either way, Gaia has entrusted you with a great honour indeed: One of her dracaenae daughters. Each stretches 100 feet long and has the torso of a woman but scaly skin, 10 squirming serpent bodies, as well as tails instead of legs. Though smaller than their Hekatonkheire siblings, they are no less powerful- trading in their protoplasmic immunity with not just the Geotic gift their mother provides many of her children, but also great power over the Purview of Earth. Each also has a measure of divine power over an additional Purview: Water, Sun, Sky and Fire-representing the Titan avatar their mother slept with to produce them. But perhaps the most terrifying thing about the dracaenae is that they are merely adolescents. They will grow rapidly over the year, perhaps attaining extraordinary strength matched only by the mighty children of Loki as they mature into the image of great Typhon from ages past. In short, your investment grants you the loyalty of a true princess of the World herself. Perhaps for now, the dracaaenae's greatest weakness is their extreme naivety. Utterly devoted to Gaia (and therefore, you since she has told them you are their new caretaker), the dracaenae have no experience with anyone but their mother and a few of her most massive beasts. ...also yes, if you want they can be your daughters with Gaia. In which case their additional Purview other than Earth can be any one you have access to.

286. Bringing The Band Up To Speed (400 CP):

The Fate of this world has a funny thing about good things coming in sixes. And bad things. And well- intentioned but jaded and cynical things. The point is early into your stay, you'll come into six other young Scions bound by Fate to accomplish great things together. Each is a new Scion, having only recently received their Visitation and has a mere 600 CP to spend on perks, items or followers but has a critical advantage over their peers: Each is also considered to have a lesser version of Born of Fate, representing the critical role in the Titanomachy Fate wishes for you all to play. Perhaps a sixth of it. Whatever feats of legend Fate intends for you to accomplish together, your mutual feelings of loyalty and natural camaraderie are most assuredly genuine. Individually, you're the kind of Scions who live up to the grandeur some actual heroes of myth fail to. Together, you're a force that could change the world if you just stick together-so bound by Fate that your new family takes up a single companion slot. And perhaps with you as an exception to the "rule" of 6, you might just be the key to them cheating the worst parts of their Fates. If you're not a Scion, you're no less welcome to the band. Depending on your nature you might be the team mascot, or a cooler older sibling figure.

287. Family First (800 CP):

It's an interesting coincidence that many of the greatest non-Titanic enemies of the gods are not bound together by ties of convenience, but a warped form of familial loyalty. From the grief and loss that defines Crom Cruach's current dominant avatar, to the maternal doting that drives many of Gaia's, to Surtur's aloof but uncharacteristically consistent affection for his concubine, to Loki's...complex and ambiguous relationship with his children just as the primal chaos before reality defines the Greater Titans, so too do the most primal relationships drive some of the gods' greatest enemies. At some point in your life, you too found a mate of exceptional pedigree and sired four extraordinary children with her.

Your mate may be either of divine or titanic lineage for the purposes of discounts, but whatever the case she is a divine being of the highest calibre, equal to either Apotheosis or Terror of Typhon in addition to further boons. Whatever her origins, her beauty is extraordinary even among the gods, easily the equivalent of Beloved By All and at great odds with her preference to living in the wilds like an animal. Certainly her beauty doesn't detract from the fight or flight instinct her rippling build and predatory confidence convey, for she also has Monstrous Progenitor as an inherent trait of her inhuman nature and 1000 more CP to spend. Your children are no less extraordinary, each being similarly at the apex of divine or Titanic life while boasting power equivalent to Bane of Pantheons in addition to 800 CP to use. But the greatest gift of all provided by your family is unlike many enemies of the gods, your love for each other is uncoloured by strife. What malice and ambition your mate has is coloured by her very sincere affection, and her appetites are exceeded only by her zealous devotion to your wellbeing. Your children fight each other only for your approval, and whatever your nature are highly protective of your honour. Fate normally ordains your kind to bring great destruction on the gods before being undone by their desperate efforts, but perhaps you can change the hand it normally deals?

Little changes if you were a Scion, other than the astonishment and relief from your mate that you actually survived the coupling if you were a newly awakened one. Optionally, your past in this world may include a broken pelvis that you may or may not still be dealing with.

288. Godrealm Customisation Section (300 CP, only)

Asgard. Olympus. Tien, Iteru, Tier na nOg. The origin and formation of the famous Godrealms is mysterious indeed, arising at the same time as the gods' own ascendancy to power in the Overworld to impose form on its limitless potential. Perhaps you'd like to carry some of that potential with you from this world? The following section will allow you to customise a divine realm of your own, ruled over primarily by yourself and any allies. It is considered your "home turf" for any and all mystical or divine purposes, and supernatural effects that incorporate your Legend are generally felt more strongly here.

A fair warning: All things being equal, many gods will see a new emergent Godrealm as free real estate. To say nothing of how by default Titans will see it as a new battlefront to assault. While many Godrealms are holding strong thus far, due to the risk and complexity of the ongoing sieges, should you wish you may choose to defer owning a Godrealm until after the

jump at which point for obvious reasons you will no longer have to fear rival pantheons or Titans barging in.

Optionally, whether or not you take the previous option any items, companions and followers may appear somewhere in the Godrealm. And in future jumps, inactive companions may live there as well. Should you, or your companions and followers sire Scions of their own they too may come to this Godrealm upon apotheosis through its Axis Mundi and joining its pantheon.

Divine Climates (Free): The weather and passage of seasons in Godrealms hearkens more to the gods' nature than any natural law recognised by science. Whether you dwell in a land of constant ice and snow, operate within a day/night cycle dependent on the activities of the gods or experience the changing seasons when different gods leave or enter other regions they hold influence may be freely decided. While you are certainly more familiar with the ambient conditions and more adapted to them than most, you exert no direct control over them with this alone. Of course the Sky, Magic and other Purviews may effectively grant deities a grand amount of control over them anyway. Do remember that the dimensional boundaries of Godrealms are...unclear, to say the least. Suffice to say the sky is probably arbitrarily high, there's a fair chance without mastery of the Psychopomp Purview or other interdimensional travel abilities you'd just end up lost then come back somewhere else in the Godrealm eventually, and despite all that judging by various events in myth it's still possible to knock celestial objects askew, visit strange places up there or even break the sky itself to calamitous effect on the mortal world if you're a very violent or careless and strong deity.

The Far Side of the Horizon (Free): The landscape of the Godrealms is equally wondrous and unique, often reflecting the idealised paradises and allegories of myth than any gradual process of erosion. For free, you may have a pristine wilderness of any sort permeating your Godrealm with practically arbitrary topography as long as it remains at least somewhat resonant with the human experience. From a great river with distant shores that encompasses the entire realm, to the mountainous heights of Olympus, while the landscape tends to change somewhat less than the climate it too is largely outside the direct control of the gods-unless of course they wield power over Earth, Fertility and other associated Purviews. One notable commonality you may also have for free is that many pantheons have Godrealms that permit them a distant view of the mortal world-whether from on high, metaphorically at its centre or ambiguously immersed in it somewhere in a kind of divine subdimension. While it is generally impossible to actually leap from the mortal world to the Godrealm and vice versa, and certainly impossible for mundane means to enter the Godrealm from that vantage point, should you wish you may also have such a spectacular view-or keep your Godrealm more distant. And as with the sky, the topology of your Godrealm is more comparable to a pocket dimension than any continent on Earth.

Titanic Compact (600 GP): Nominally all surviving Godrealms are under constant siege by the Titans and their armies. However, even the barely sapient expansions of pure concept that are the Greater Titans have some conception of who is an ally and who an enemy. Thus, in recognition of your shared kinship you may rest assured that a Greater Titan NOT actively trying to tear down the place.

...alternatively, you could take this opportunity to cultivate a relationship with a certain Titan-and you're not limited to the most famous ones listed above. For 600 CP some aspect of your Godrealm's nature is so agreeable to the Greater Titan, it has partially colonised your Godrealm to form a symbiotic relationship of sorts. This is highly unusual but there is at least one precedent: Logos, the Titan of Justice who remained free simply by accepting limitations to her power, disappeared into the background behind the Egyptian, Norse and Greek pantheons. Perhaps Logos has decided your plane is more agreeable to her. Whatever the case, with this choice the Greater Titan permanently commits a portion of its infinite essence to your Godrealm in subservience to your rule, colonising yet existing in harmony with your Godrealm and protecting it with its vast resources and Titanspawn. Depending on its nature, it may sublime into its workings as Logos has chosen to or manifest more directly as a celestial structure-a Godrealm within a Godrealm, so to speak. To say nothing about how it's cosmic power and mystical secrets could lend you power. Whether the Titan's own Avatars follow the colony into future jumps largely depends on their individual whims, but should you be able to convince them they are considered something between magical summons and followers-being part of the Titan's extension into your world.

Loyal Hounds (50 GP each): A breed of animal, either too small to ride or otherwise unsuitable to serving as transportation, has a particular affinity for you and your pantheon. From the hounds of the Wild Hunt to Hera's peacocks, they are to mundane specimens of their race what Scions are to humans and serve you loyalty. A thriving population that can be found everywhere in your realm's wilderness is granted with each purchase here, and this option may be repurchased to gain an additional breed of animal with an affinity to you and yours.

Fair Folks (50/100 GP each): Somehow, a group of Titanspawn or other lesser immortals has reached an arrangement with you, loyally serving as vassals and paying homage in exchange for your patronage. Whether dwarves or cyclops, such creatures are relatively common and have some means to earn their keep. For 50 GP these beings keep scattered, hidden outposts throughout your realm but for 100 GP they may have become populous enough to form an advanced, magical civilisation similar to the wondrous cities Falias, Gorias, Finias and Murias. This option may be repurchased to gain additional populations of similar beings.

A Head For Heights (50 GP/100 GP): The topology of your Godrealm is particularly mountainous, sufficient to form a natural defence against anything that can't fly. This can include very unusual formations of geography and grants you more direct control over it, like needle-thin mountaintops or deployable rainbow bridges that can lead anywhere in the realm. Additionally, for a total of 100 not only may this be a part of your Godrealm but your entire sky may have cosmologically significant features such as divine incarnations of the sun and moon or constellations deeply attuned with the power of Magic, Mystery and Prophecy.

A Foothold on the World (50 GP each): A location in the mortal world so strongly aligns with your Godrealm's mythology, that while you exert no direct control over it (yet) it can actually rejuvenate the Legend pool of you and any aligned gods who go there. An example being the British Museum's display of Egyptian culture, which benefits the Pesedjet. One such building

in the mortal world serves your Godrealm and eventual pantheon this way too, and each repurchase here creates another.

Lap of Luxury (50/100/200 GP): From the halls of Bast to the changeable palace Aphrodite rules, some gods inhabit luxurious domains even by divine standards. For 50 CP your personal residence is decadence and lush even by the reckoning of gods, enjoying just about every mortal luxury you could desire from the finest perfumes to the richest feasts. For 100 GP, several such residences boast such décor in your land. And for 200 GP, not just every structure but even the water, land and sky of your realm have a beauty beyond the modern world. Waterfalls of saffron, trees that grow leaves, flowers and fruit of jade and pearl, and stars that twinkle like a diamond hoard would be a common sight.

The Fat of the Land (50 GP): With all that lives in the land of the gods, some question how each hungry mouth's kept fed. You have one such answer: A variety of plentiful, replenishing and often surprisingly humane food sources common as grass throughout your Godrealm 's wilds and easily farmed with no penalty to taste or nutrition. Some examples from the Celestial Bureaucracy being the magical grain Muhe (Tre Grain) which grows on stalks 40 feet tall and five handspans wide. Or the Shirou (Seeing Flesh), a substance shaped like a cow's liver with two eyes that is the finest of meats and grows back instantly no matter how much is eaten. It also covers divinely perfected wood and fungi.

The Bounty of the Earth (50 GP): From the orichalcum of Greek myth to the metals from which Mjolnir was forged, many Godrealms have divinely touched materials from which Birthright weapons may be forged without the spilling of ichor by those with the talent. Your land runs deep with veins of such wondrous ore.

Planar Enfranchisement (100/200 GP): Why rule one Heaven when you can rule several? For 100 GP your Godrealm has numerous subrealms, like the various barques which are akin to smaller pocket dimensions for the Egyptian pantheon. Miniature worlds can coexist quite happily in one throughout your realm, and as more members join your pantheon some well-lived buildings may spontaneously form subrealms suited to their tastes or purposes. However for 200 GP you may not just have a dazzling array of subrealm levels, but an exotic set of natural defences related to the unusual topography of your world. Such realms may be like as esoteric as the Atzlanti's Acopa, forming entire layers of reality reached through esoteric passages like climbing through the smoke of a cook-fire or diving into a constellation. Or as complex and intricate as the Celestial Bureaucracy, in which the largest river flows with stars instead of water and a mountain range of fire as well as a black river guards the Godrealm from elsewhere in the Overworld.

Noble Steeds (100 GP): Animals fast enough to put fighter jets to shame dwell throughout your Godrealm, strong of will but intelligent and honourable to their gods. While often seeming ordinary at first glance, such creatures are strong and enduring to carry gods to war and back. This may include everything from powerful goats to the horses the Valkyries rely on.

Great River (100 GP): While you were always able to have rivers in your Godrealm, with this one particular river has a divine significance in your pantheon's life. Perhaps like Iteru, it

consists of primordial waters covering most of the Godrealm from which the oldest gods arose-and perhaps, may give forth new ones. Perhaps it is a smaller river, but no less significant-like the Ganges of the Devas or the great river of the Celestial Bureaucracy that embodies the Milky Way itself. Either way, it contains great divine power and symbolic status. At your discretion this may be another cosmic body of water(y substances), like the Devas' ocean of milk. This option may be repurchased to have additional similar bodies of water, which may crisscross each other or in bizarre cases-result in skyborne rivers or rivers that flow consistently through other rivers.

Draconic Allies (100/200 GP): Dragons are often seen as a plague by many western pantheons, but in some of the eastern ones they help sustain the divine order. For 100 GP you have a population of dragons loyal to your rule somehow, in the make of those slain by Beowulf and Saint George-though still far more powerful than most lesser Titanspawn. Barring particularly strong or weak exceptions most are a good challenge for a mighty demigod, and while certainly sustainable as a population they are uncommon enough to seldom be seen in numbers. But for 200 GP not only is the population of dragons large enough to form courts throughout your land, but there are a few among their number powerful to rule as gods-and perhaps, diligent enough to seek to do so out of responsibility. Whether or not you formally acknowledge the dragon-gods as part of your pantheon, most regard you as a lynchpin for order in the Godrealm.

Modernisation (100 GP): Muspelheim has undergone quite the transformation thanks to Forge-Cunning's innovations. Why cling to the past like many older pantheons? Somehow, vast swathes of your Godrealm have been modernised with electricity, plumbing, public transportation and all the other hallmarks of civilisation somehow seamlessly fitting in to the essential makeup of your world.

Terra Incognitae (100/200 GP each): A Terra Incognitae is a part of the mortal world so steeped in Legend, that due to the influence of sceptical historians on the collective subconsciousness and therefore Fate they were literally ejected from the mortal world into a sort of subdimension stranded between the Underworld and Overworld. Many contain useful things to gods, whether directly or indirectly. For 100 GP you may choose for your Godrealm to border a Terra Incognitae which contains an advantage commensurate with a loyal force of modified mortal champions, such as the island residence of the Myrmidons. Or the life-preserving Plain of Joy (although one is encouraged to instead choose a Terra Incognitae that also restores injury, illness and pain. For 200 GP it may instead be an advantage commensurate with the hidden Hesperides tree, sealed by Hera to deny mankind eternal youth and health (and it is rumoured, by eating the entire crop of 12 apples in one sitting a truer form of immortality akin to rising from the dead like the phoenix, rapid regeneration or imperviousness to harm), and it's draconic guardian. Or the disused Manu Passage which permits a one way short pathway to anywhere in the mortal world.

Spirits of the Realm (100/200 GP): While the kami of Japanese mythology are famous as the lesser spirits of all objects, similar beings have been witnessed elsewhere in mythology. For

100 GP your Godrealm may inherently have a thriving spiritual community of similar beings, from the abstract kami who can be commanded to reconfigure and modify their objects to the hidden folk of Norse myth that actually manifest as small humanoids that become very protective of those who treat them well. For 200 GP your Godrealm may also have powerful spirits that maintain and bless the natural order of the Godrealm-ones almost powerful enough to be a true god, including comprehensive mastery of a single Purview as well as invulnerability to any being with less divine power and the ability to dissolve into its element, but often far more alien in morality. The land- vettir who sided with the Vanir before their defeat by the Aesir are one such example.

Choosers of the Slain (100/200 GP): Though less powerful than the least of gods, the Valkyries are a formidable force in their own right. More importantly, by marking worthy mortals they gather an army fit to fight for the Aesir in Ragnarok after being bolstered into immortal Einherjar warriors. For 100 GP you have a similar system in place for your Godrealm, consisting of beings similar to the Valkyries who may select warriors based on your criteria of desired souls and a subrealm similar to Valhalla optimised for uplifting those warriors into powerful champions-though still far less powerful than gods. For 200 GP you also have an order of supernatural beings similar to the Shinigami or Seraphs almost as powerful as gods that stand guard for your warriors, and aid them against foes beyond their reckoning.

Nectar of the Gods (200/400 GP): Around the heavenly home of the Devas spans an ocean of milk, and when the world-shadowing jambu tree's elephant-sized fruit ripens and falls into the milky ocean beneath, it creates a sweet succour that beautifies all existence. More importantly for the gods, sometimes this fruit falls elsewhere and it's juices form a river of sweet liquid in which sometimes just the right amount of conditions permit sweet, sweet amrita to emerge. A similar event regularly occurs in your realm for 200 GP, requiring certain cosmological natural processes to create a substance similar to amrita that is wondrously restorative to you (even if you are a Titanspawn) and baneful to your enemies. It may not necessarily incorporate an ocean of milk; if you already have a great river subsuming your Godrealm it may bubble up from its depths like natural gas or rain from the sky like manna, for example. But why go through all the hassle? For 400 GP you simply have oceans of amrita, ambrosia or a similar substance that is the pure essence of divine vitality in easy reach. Whether they pool just below your Godrealm, form a whirling vortex in some hidden cavern, occasionally flash through your lands in a torrential flood or are entirely isolated to a certain subrealm of pure bliss, expect jealous, thirsty Devas to be anxiously pounding on your doors if word gets out.

Axis Mundi (1 Free, 200 GP after the first): Like the Omphalos Stone is to Olympus or the World Ash is to Asgard, your Godrealm too has a cosmically important structure of some sort that permits access to a location or event in the mortal world. When so thoroughly wrought in the awe-inspiring legends of Godrealms, such structures often have ancillary mystical properties such as the runic wisdom Odin gained from hanging himself from the Ash or rumours of Nanautzin, who transfigured into the pillar of solar flame that binds each layer of Acopa to the mortal world, still somehow being able to "sire" Scions touched by fire. You

have a wide discretion to define the parameters of your Axis Mundi, and for 200 GP you may secure an additional Axis Mundi.

Ritualistic Protocals (200 GP): Speaking of Acopa, travel along the Pillar of the Sun becomes increasingly difficult at the highest levels. The abandoned 10th Heaven constantly bombards visitors with fiery napalm-like liquid. The 12th is directly controlled by Xipe Totec, who sends those who wish to access the Axis Mundi on his level on quests of worth. And on the 11th level, all attempts to use the Purview of Prophecy automatically succeed if the seeker is willing to shed their blood for it, and a labyrinth conceals Tlazolteotl's subrealm from outsiders. You too may have similar obstacles or rites throughout your Godrealm, which brutally smite outsiders and/or grant them divine boons for acting in compliance with your realm's principles. Generally a single rite holds sway over a division between subrealms, or different gods' influence. These do not impede you and your fellow properly enfranchised gods' passage throughout the Godrealm, though you may still enjoy any beneficial effects they provide.

Hammer and Tongs (Free/300 GP): Being at war and all, it's only natural the gods generally arm themselves well. For free you have enough smithies, ores and dedicated armouries to outfit a thriving pantheon with weapons and armour sturdy enough to stand up to divine combat despite seeming from an older, more savage time-all of which are worthy to be called Birthright relics. Or more archaic but equivalent facilities if your Godrealm hearkens back to one of the more primitive pantheons. However for 300 GP be it through skilled craftsmen, talented dwarves or sheer providence your Godrealm excels at producing those weapons considered devastating superweapons in divine combat. Relics like Mjolnir and Gungnir may still be masterworks of their kind, but even arming one in 10 gods of Asgard with such a weapon could spell disaster for their enemies.

Halls of the Gods (100-300 GP): The residences of the gods themselves can vary greatly across different Godrealms, and here you may determine the complexity of yours. For 100 GP before other modifiers, your courts may be similar to those of the Pesedjet, Loa or Aesir, having wondrous interiors but fairly mundane-if still quite reinforced-exteriors. Such residences can still be quite powerful of course; while being comparatively modest to some of the options below Atum-Re's solar barque is built of enough divinely glorious wood to flatten the forests of Lebanon and provides all solar light to the entire realm while proceeding on its fixed course between the Overworld and Underworld. For 200 GP, you may rule more complex settlements from a palace as magnificent as those of the Amatsukami or Dodekatheon. And for 300 GP, a great sprawl of marvellous buildings for specific purposes and not merely radiant, but cosmically significant palaces seldom witnessed outside the domains of the Celestial Bureaucracy and Devas populate your domains. Your own residence can be utterly absurd and cosmically significant, like Brahma's 800 miles wide bungalow or Surya's palace being a scant few miles in circumference yet being so grand within it can hold the sun.

Underworld (100-300 GP): While many pantheons have access to some form of underworld which those under a certain degree of their influence in the mortal world enter, not all exert comprehensive control over it. For 100 GP you may have a destination like Helheim, in which

the souls of the unworthy dead in your eyes are punished out of sight, out of mind and barring a single god of uncertain temperament or truly heroic efforts out of your control. For 200 GP you may have an elaborate system build in place to winnow, nurture, judge and ascend souls under your guidance similar to the Egyptian and Greek gods. At this level of investment, should yourself or another die it may be possible with certain magical procedures to retrieve them over a long journey from passageways to the land of the death you oversee. And for 300 GP you may have a sprawling bureaucracy with numerous, specifically defined roles, intricate castes of punishment and many races of loyal demons or even more powerful infernal spirits dedicated to providing the best afterlife aftercare aftersystem aftervailable. This degree of investment includes a system like the Celestial Bureaucracy's Office of Reincarnation, which can potentially permit an automatic reincarnation to any life desired in the mortal world, with full knowledge of past lives.

Noble "Steeds" (100/200/400 GP each): Whelp. Here we are again. It's no secret that despite seductresses making up a good portion of divine enemies, many pantheons have entire orders of spiritual beings that, despite being talented and powerful in their own right and often presiding over an aspect of the natural order, seem to exist mainly for the core pantheon members to have all the bedmates they could ever ask for. And each purchase here will add a thriving population of supernatural beings to your Godrealm. For 100 GP, this particular race is on the order of the lesser nymphs of the woodlands or lesser succubi. For 200 GP, this race can be like the more powerful Hyades or shapeshifters such as the White Snake. And for 400 GP, you have somehow gained the affections of an entire divine clan numbering in the hundreds-a force akin to the Vanir, who intermarried into the Aesir pantheon. Nominally it is assumed that such beings are fully intermarried with a pre-existing pantheon of gods and you merely have a spouse, several concubines or both from among their number, but technically nothing prevents you from marrying all of them yourself.

It's just very.

Very.

Inadvisable based on the mythological track record of deities who failed to keep it in their pants.

Beast For All Burdens (200/300 GP each): The Godrealm of the Devas rests on the back of the primordial elephant Maha-pudma, which in turn stands firmly on the back of the turtle Chukwa as it swims. For 200 GP apiece, your Godrealm may be physically and mystically braced against unwanted interference by a gigantic guardian beast similar to these noble creatures in some way. Only the mightiest heroes can withstand their mighty blows. Furthermore, for a one-time investment of a further 100 GP these beings somehow spontaneously generate offspring- avatars loyal to your cause. Somewhere. Somehow. Despite not being visibly seen to stop swimming and breed, or to our knowledge wielding divine power of their own. It just works, okay? Millions of baby turtles just...show up.

Of Things Feared And Known (200/300 GP each): The mysteries of Magic, Fate and Prophecy are many, and it's no coincidence the Aesir revere two separate sacred sites that provide great insight into all three. For 200 GP you have a location or artifact, be it a

subrealm or a grand tapestry constantly weaving the fate of all beings as it is being made that stretches endlessly onwards, that provides great insight and power over such things. But for 300 GP your Godrealm includes a location deeply rooted in Fate's power like the sacred Well of Urd. It holds great wisdom, though it generally takes great sacrifice or art to pry its greatest secrets for your own benefit. Not only does it somehow empower your Godrealm as the Well's waters preserve the life of Yggdrasil and it's clay whitens the tree's bark, but three beings with great power and insight into Fate attend the Well. While the Aesir sometimes struggled to commune with the Norns, these ones seem quite compliant towards your wishes insofar as they are also effectively terminals of Fate. Also while not required to be so, traditionally such beings are female.

Touchstone (300 GP each): Archetypal wonders reflecting concepts and objects rather than entities, as both the Flame of Liberty and Durance Vile prove Touchstones can be quite significant in divine struggles. Divine efforts resonant with the concepts they represent are greatly empowered. One such structure has a place in your realm, and under your control-such as the Great Henge that blesses all use of the Prophecy purview.

Hallowed Harrowing (300 GP, requires Underworld): Upon death and mutilation, Osiris was not lost to the world forever. This purchase may be thought of as a twist of Fate similar to his, bound to yourself and your Godrealm. When you are slain, so long as some remnant of you is brought to the Godrealm proper there is guaranteed to be a procedure that can restore you to the blush of life. Instead of some irrevocable change in your condition, death simply transport you to your own Underworld. You are given no special powers you do not already have to escape, but neither are you stopped from doing so if you have the ability. Nevertheless, others can greatly expedite your return to life-potentially resurrecting you with no loss of Legend rank. The Purviews of Magic, Mystery and Prophecy will reveal what must be done to perform this deed. The better designed (and present) your Underworld is, the more convenient this process becomes.

Arboreal Glory (300 GP): The glorious apples of Idunn and Hesperides are not the only divinely restorative fruits recorded throughout time. The Tree of All Seeds native to the Yazata's Godrealm is the progenitor of every plant, and naturally it's seeds can grow into any plant that has ever grown in the mortal worlds, and always takes root. It's juice is rumoured to grant incredible physical ability, mental clarity and immortality-even restoring the bodiless dead to corporeal life. Whether you wish for one grandiose tree or a grove similar to Idunn's, your Godrealm may boast a form of plant life potent enough for gods to lay down their lives defending.

Seat of All Seeing (300 GP): A seat in your residence now has a specific but highly useful ability: The power to see anywhere in the mortal world, anywhere in your Godrealm and anywhere in the Overworld not protected by the power of other pantheons or Greater Titans. This seat can be as ostentatious as any throne of the gods was ever imagined...or it can be discrete and out of the way to avoid prying eyes.

Harmony (300 GP): Humble and down to earth as it is compared to many Godrealms, the Loa's has a true rarity: Harmony between all inhabitants. While nothing stops you from maintaining good relationships or currying favour through good rule, by purchasing this Fate itself enacts a tendency for peace between all inhabitants of your Godrealm-save those designated as foes under Unsavoury Neighbours, who will find themselves greatly isolated from potential support. The effects of this are subtle but profound, the machinations of usurpation vanishing among those who know and strong bonds being forged in the heat of battle. Should your realm include spirits and lesser immortals, in time your good relations with the world around you could see you as beloved as Baldur.

Workshop of Wonders (400 GP): A workshop equal to Hephaestus' own is now situated somewhere in your Godrealm. While many Relics of the gods possess tremendous destructive force, the inventions you may build here (and that are already stocked on neat shelves) seem more miracle incarnate than construct. Palaces surpassing the greatest of mortal kings sit on assembly lines. Software that can rewrite civilisations or engineer one's collapse remain neatly stored, while the tools that can refashion the very universe itself are stored up from various schema of designs yet to be realised. One should not meddle too deeply in the affairs of blacksmith gods, because they are absent-minded yet prone to technical analysis.

Creator's Retreat (400 GP): It is a curious thing that some of the oldest pantheonic leaders left behind their subordinates for mysterious reasons. Ahura Mazda has vanished sometime after turning the tide against Ahriman. Ometeotl, creator for the Aztecs has never been seen to leave the impermeable 13th Heaven. Perhaps Satyaloka, the abode of truth to which Brahma sometimes retreats, provides an answer. For it is an empty and mysterious place accessible only to Brahma, in which is trapped Truth in its absolute form. And now you too have a concept bound somewhere within a discrete subrealm near your residence. Bathed in the absolute expression of truth, absorbing its energy and expressions, Brahma emerges from his chamber empowered by the fire and insight of total Creation-and for 3000 years he has used to chamber to ready the mortal world for an incarnation without any Titanic influences. So too are you too enriched in ways that empower all your divine powers to create-although should you think it appropriate, the concept may instead endow you with the capacity to preserve, or destroy on a similar scale.

Divinities Beyond Counting (200/400/600 GP): Nominally you would start off as the sole ruler of the Godrealm regardless of your divine stature, but as some gods simply materialised from the Overworld you too may populate your Godrealm with deities other than yourself and those already with you. For 200 GP, a few dozen divine beings exist in the Godrealm along with you, mostly those barely above the greatest spirits in power but including half a dozen exceptional deities on par with the likes of Ares or Heimdall. For 400 GP you may have a few hundred divinities, including a great many Scions as well as many matured gods. A handful among them are also comparable to the greatest warriors, sages and performers of other pantheons. Your pantheon is comparable to the Amatsukami in scale, for whom "eight million" is more of a figure of speech than anything. And for 600 GP your pantheon can only be compared to the Devas and Celestial Bureaucracy. So expansive is your pantheon that it actually influences a significant portion of the modern world-from an inconsistent and widespread hold over a large country such as China, or an extremely fervent following in a

comparatively small but densely populated country such as India-and as a result of being so densely interwoven with the forces of Fate through human belief, your pantheon swells in power as well as numbers to join the Devas in aloof superiority to the others. Veritable armies of Scions do the bidding of the true gods for you in the mortal world. While even exceptionally powerful, wise and beautiful gods number among your kindred, a rare few powerful deities may defy the normal limits of deities to such a degree they have unconventional, expansive and/or esoteric goals of their- beings comparable to the likes of the Trimurti, Ahura Mazda or the Atzlanti's creator deity. Nevertheless, such beings still acknowledge your leadership whether or not you know better than they.

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289. 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.

290. 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.

291. Tough Luck (Free):

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.

292. 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.

293. 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.

294. 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...

295. The Power to Choose (-200):

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.

296. 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.

297. 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...

298. The Bone King (-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(Requires: 'The Mad King' AND 'Leoric's Crown' AND 'Burial Armor of the Human Paragon'):

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.

299. Angelic Physiology (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.

300. Heavenly Wings (-100) (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.

301. 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.

302. 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.

303. 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

304. Archangel of Death (-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.

305. Demon Physiology (Free):

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.

306. 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.

307. 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.

308. 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.

309. 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!

310. 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.

311. 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...

312. 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.

313. 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.

314. 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.

315. 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.

316. 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.

317. 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.

318. (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)

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.

319. 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).

320. 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.

321. (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.

322. 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.

323. 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.

324. 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.

325. (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.

326. 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).

327. 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.

328. 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.

329. (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.

330. 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.

331. 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!

332. 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.

333. (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.

334. 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.).

335. Ilarian, General of the Eternal Conflict (-600):

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.

336. Beleth, General of the Eternal Conflict (-600):

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!

SMT V

337. Nahobino (1500):

True Gods, born from Knowledge, restored to their greatness. You are a Nahobino, a being that has the right to claim the Throne of Creation and one of the most powerful beings in Da'at. If you are a Human you hold the knowledge of divinity within you and if you are a Demon you were lucky enough to find the one bearing your knowledge.

You get 800 CP to be used exclusively on whatever Demon you create via the Demon origin. You are now that demon with its knowledge restored, making you vastly more powerful in the process. As a Nahobino is a combination of a Human with knowledge and a Demon you can chose to either get the Demon you create or the Human you bonded to as a Companion OR be a singular entity without a second voice in your head. If you opt for the company you may split up at will.

This has a variety of effects:

-First as mentioned you are one entity but born from two origins. As such you will count as both human and demon for discounts.

-From now on you may pick two origins for a Jump to take the applicable discounts from.

-You get a +2600 DP Stipend for the Demon customization section. If you choose to have a partner instead of being a single entity, you may also have an option to separate from them at will after this Jump has concluded. Doing so at the beginning of a Jump has the following results:

-Your Partner gains a Stipend of 800 CP which they can spend how they please at the beginning of a Jump and are Imported for free.

338. Battle Theme (Free):

On the House you get all the Themes of SMT V. Because why slay Gods if it isn't to a fitting tune? Enjoy! It is cut in such a way that the best parts will kick in during the most climactic moments.

339. Take Your Time (100):

A phrase not particularly associated with this World but there are desperate situations where you wish you had more time. Time to think things through. Well you have that time now. If you realize an Important decision needs to be made, time stops around you. You can not move or do anything other than think about what to do, but at the very least your decision in the most crucial of moments will be well thought out.

340. You want some!? (100):

Well do Ya? It is the simple things in live that can lift ones mood. A good comeback, a funny exchange, a one liner that hits just right. These more... uplifting moments with this Perk will always be there, allowing you to have some fun even during battles in the apocalyptic wastelands of Da'at.

341. Wandering Monk (200):

When Gods clash, some may fear the sight. But some also just like to watch, even if they are more powerful than they will ever be. From now on, as long as you want to remain out of a conflict, no one will bother you. However as soon as you take a side the protection of this Perk vanishes.

342. Demon and Man (200):

Demons and Humans have odd relationships and its really up to debate whether or not humans profit from demonic existence. The Fairies led by Oberon and Titania are nothing but helpful and will aid many students in the coming conflict. But than there are the hordes that charge at a school to slaughter and kidnap. Fortunately for you, you can identify such species

spanning conflict and single out those who are friendly among both parties and who one could make relations with.

343. Dadogami (300):

In an unforgiving World like this, you'd think backstabbing and treachery to be common place as well. In some ways such a thought would be correct. However than there are those who are supportive. Who you can rely on and are supportive of you. You have a knack in finding these trustworthy and supportive allies who you can rely on against the hardest of odds. If you fight together this bond can even deepen between beings who have just met. Within a few battles you could go from people who just met to friends against the World.

344. Battlefield Instincts (300):

The odds in front of you seem unsurmountable and endless, but for the keen and creative eye there are a lot of tools available. So many means to achieve victory and you know how to use them all. Any tools or abilities you have, you instinctively know their uses, know he limits of your abilities and Items and how to maximize their use in a given combat situation.

345. Uncondemnable (400):

To think all these countless Demons used to be so much more. Used to be True Gods far beyond their even now considerable might. All because one Creator saw them as underserving of their power and anted to remain in control uncontested. It would be a tragedy to have you suffer a similar fate. With this Perk, no one is able to copy, steal, seal or otherwise mess with your powers. The only way that would happen is if you yourself consciously LET it happen. Let them rant about you being a Heresy, they cant reduce you to a lesser state.

346. Demon Summoning (100):

Humans are so frail compared to Demons. However at the same time curious things can happen by their cooperation. Humans and Demons can hurt one another but also aid each other. As such you are able to make pacts with Demons, letting them fight for you. To recruit a Demon you must reach an understanding and likely hand them an offering. Once this bond is forged they will follow your commands in Battle. They can be stored and summoned, if you possess them, from your own Magical reserves (similar to a Nahobino) OR from using an App which will now be downloaded onto your Phone upon purchase of this perk. Demons themselves however may also make use of this.

347. Shin (100):

Knowledge... a gift many Demon would kill to regain. To reclaim their forms as TRUE Gods. However even small bits of knowledge not leading to great power can be important. You gain a basic understanding of any World you're in. This doesn't extend to full on omniscience, or let you know everyone's motives and secrets, but the rules of Magic, the state of the World and any known threats are yours to have.

348. Young Man (200):

If there is one truth in the World of Shin Megami Tensei, then it is that in order to get things done you need a teenager. Somehow it's the youth that keep saving the Multiverse and decide the fate of Gods. This should be a traumatizing experience... but these young folk endure and move on. No matter the trauma or struggles you face, with this Perk, no form of PTSD will have its hold on you.

349. Megami (200):

Even a normal human has some interesting capabilities in this World. One of them is the young Maiden meant to become the GODDESS. It seems within you is some power inherent to this fate but not required to fulfill it. As a result, you have small Healing powers. Demon and Human alike may be Healed by your hands, as you tend their wounds with a touch.

350. Helping Hand (400):

It seems like no matter where you look there are people and demons alike in need of aid. In need of your aid at that. However, while having so many people ask you for help may be a weight on your shoulders, there is opportunity here. When you help someone for a 'Side Quest' so to speak, time somehow twists in such a way that you don't miss any of the important 'Story bits' as long as you work on that request. Furthermore, there is guaranteed to come some good out of it for you as well. The one you aided may be so grateful as to join your party or gift you an item.

351. Instinctual Reaction (400):

The Demon Summing Program is perhaps the greatest weapon humanity has been gifted against the Demons, first invented by a Genius in a Wheelchair. However it takes a tool on the human soul. The more one interacts with demons the closer one grows to being like the demons themselves, becoming more concerned with the ethereal than the Worldly. It is good than that these kinds of things do not affect you. You get an instinctual feeling for anything, be it an item or a circumstance, that may try to change you and can choose to resist that change with your innate Power of Will.

352. Meta (600):

Surrounded by Gods and Demons in eternal War, one might doubt the role a mere human can play. And yet, time and time again have mere man defied divinity. Much like them, you too are now a mere mortal capable of doing battle against the Demons with your bare hands and even a normal Handgun when in your hands will be useful against such creatures.

353. Tensei (600):

The World isn't finished with you yet. You still have a destiny to fulfill. For that you can not die yet... you must be REINCARNATED. Once Per Jump in the events of your death you may allow the Will of the Universe to Reincarnate you as an arbiter of its Will. In this World this would make you the equal of Tao who was reborn as the Goddess meant to put a new Creator on the Throne. This will not affect your personality or morality in any way but you

will be tasked with upholding some sort of Cosmic or Universal Balance. However while you are not allowed to stray from this new Duty, with it comes a boost to your magical powers as long as you are its Arbiter. The Cosmic Will that reincarnated you will release you at the end of your Jump but take the powers it granted you with it.

354. Holder of Knowledge (800):

It was within Man that the Knowledge of the Gods was kept, boud to them when they devoured the fruit. This is what allows some humans to become Nahobino since they have the knowledge of a God within them. However for you there seems to be a bit of extra knowledge. You are the perfect Vessel for higher powers to channel their abilities through and will as such be highly desirable for these beings. You can easily take these beings into you and be in full control of their power, without your personality being influenced by this new host, even able to form an unlikely friendship with them. Be the Herald of the Phoenix Force or the Avatar of a Warp God it matters little as their Knowledge is yours. Even better should such a connection be broken somehow, you can still keep around half of the power these beings granted to you.

355. Human Form (100):

These days a dragon the size of a skyscraper or an Angel capable of smiting cities could cause a bit of an upheaval. As proud as you may deservingly be of your true demonic form, being able to manifest as someone who looks like a normal human has its advantages. You may whenever you desire take up the form of a normal human to your specifications. Maybe you could become Prime Minister like this?

356. Magatsuhi Gauge (100/Free with Meta):

Over the course of a Battle you gain power and gather a substance known as Magatsuhi. After a certain period of time has passed, the amount you gathered reaches its limit and you may utilize it in the form of a special technique. These techniques require the use of a Talisman as well as the inherent power of a Demonic Race but can change the tides of battle. By default you will be able to enter a state in which your attacks become ‘critical’ to your opponent, doing more damage. Others may be found in the Notes.

357. Navigator (200):

The World after the End is a dangerous one. It pays well to have a trusty guide. A guide you may be. As soon as you enter an environment, you gain a mental map of it in your head and may be able to locate places of importance. Even things hidden from most sights, may be revealed to you like buried treasure or interesting scraps.

358. Demonic Tongue (200):

Demons and God are fickle beings, unpredictable to a normal man. Its lucky than that you are in possession of great negotiation skills when it concerns Demons. You can not only understand them (and in future worlds beings like Demons) but also have a sense of what you need to say to have them join your side.

359. Power Forging (400):

Talismans are powerful things that have within them the power of their race. This may take the form of a unique skill inherent to that race. Many Talismans can be found in the Demon World but why not craft them yourself? You may craft Talismans of Races you belong to, which will hold within them a unique power to that race. Essences, holding a Demons power in consumable form, may also be made with this Perk but instead of being reusable pieces of your power, they can teach Skills you possess but will disappear upon consumption.

360. For Our World (400):

Cant ever have to many allies when it comes to making the World you envision a reality right? Demons have an Alignment within them and now those who share your goals and morals will be able to tell, as you will in return. You get a sixth sense of sorts who will be willing to aid you, with whom your goals align. These folk, be they Human or God, will be able to see you as an ally upon laying eyes on you.

361. Unbound (600):

The Art of Fusion is a way for Demons to get stronger than they previously were. The Art of Essences allows them to wield Skills they shouldn't have. Bound they may be, there are ways to escape their inherent constraints. This is something you may get. Ways to reach a greater form of power will always be available to you if you wish to find them, either by taking somethings essence, being fused with another (where your personality and being will be unaltered as long as you don't wish it) or other means.

362. Invasion Imminent (600):

The threat of Demons grow ever bigger by the day. Soon Demonic forces, the most notable being the Ancient Lahmu, will invade the human realm. Without a warning they escape the World of Da'at to attack and lay waste to man. This is a feat you can share. No matter the reality in question you can shatter your way through the World around you. With this you could move from Da'at to Tokyo without the need of a Leyline Fountain or a Terminal. The boundaries keeping realities separated are no issue for you, though this only works for Realities in the same World.

363. Salmon of Knowledge (800):

So you too ate of the Salmon? Much like Fionn mac Cumhaill some of its grease has hit your thumb and with it the infinite knowledge. With the true source of a Nahobinos power being knowledge, all you have to do is lick your thumb to briefly match a Nahobino in power.

364. Faith in the Lord (100):

How can a being that is all knowing ever led you astray? The only God we need is God the Allmighty. That is what you believe in and you won't be led astray by promises of Chaos. As long as you have faith you need not worry about fear or hesitation or doubt. Your faith will protect you from such haunting things. Let it be your strength and leave it to the big guy upstairs.

365. Fallen Believer (200):

To uphold his order... is it right to commit a heresy? Is it right to do what your Lord deemed blasphemous when it is too uphold his teachings? Well... there may be a time when even should your Heart bleed you have no other choice but to Fall like the Morningstar once did. Should there be a genuine reason and your Heart believed there was no other way... the one you follow will forgive you for any transgression you committed that went against His decree.

366. Realized (400):

God is everywhere. You know that and you serve his will. You realized the potential you may serve to the Lord and with it came a curious ability. A sort of instant teleportation is yours to do, much like Dazai when he will see his true potential, letting you instantly teleport everywhere you can see.

367. The Lords Sword (600):

A being as great as the God of Law should not be forced to do such menial tasks like waging war against the non-believers. He needs enforcers, warriors, to protect his World... especially should the unthinkable happen. You will be that Sword, as whenever you put yourself in the service of a higher power, your skills increase in accordance with the faith you have into your superior. You will know what they desire and any task that is about following their orders or protect their Kingdom will see you be more effective.

368. Taker of Knowledge (800):

There is only ONE God. A World of Myriad Gods filled with strife has no future. As such there can be no one who could try to claim the Throne from the True Divinity. The God of Law took the knowledge of the other gods, turning them into Demons who lost what made them whole. You may replicate such a feat, as you can take the 'knowledge' of your foes, reducing them to a much weaker state. You may do as you wish with that knowledge, keeping it for yourself or putting it into objects though beware... the later may grant someone who say consumed an Apple the knowledge you tried to keep away.

369. Forge Your Path (100):

To choose is far better than to be chosen for. Filled with strife a World of infinite possibilities may be but it is one where all have the capability to do so with responsibility only falling to those who wish to bear it. And your right to choose can not be taken from you. You can still change your morality and World view but only by your own realizations. Altering your mind or deceiving you though? These believes are your own and no one elses.

370. New Prime Minister (200):

Humans and their silly politics. They stopped looking for the Gods for guidance in their day to day life. So why not get a grasp on their rules? With this perk, you get all the skills needed to become a leader of a country like Japan and be beloved by the populace all the same. Things like 'where you come from' are questions no one really bothers asking as long as you

keep being this competent, something you can be while also being beloved at the same time. Though... this probably wont do much if the World is approaching Armageddon.

371. Myriad Gods (400):

A World of unlimited possibility... of Countless Gods instead of one tyrant to mindlessly worship. He had his chance... and it left him dead and Tokyo on the verge of extinction. It is time to entrust the future to a group of Gods not one. Now these might cause problems true... but with this Perk a world of Myriad Gods may just prosper, as you know how to unite those of different standings to live together in the World. Strife and conflict may still exist but coexistence is possible.

372. Paradise Lost (600):

Better to be a King in Hell than a Slave in Heaven. Is that not what the saying claimed? But really... are they so wrong? Who wouldn't want to escape a Dictators rule? It may seem like a hopeless Battle against such Forces... but maybe this Perk will help you. When you fight against a Tyrant, a Despot, an Overlord, you find yourself stronger, better, more effective. When they are greater than you, you find yourself still somehow enduring and your schemes and attacks more effective. You will know how to hit them where it hurts... Why be a King in Hell when you can liberate the Slaves of Heaven?

373. Consumer of Knowledge (800):

The Morningstar... the Serpent... the Fallen Angel... so many Words for the greatest Enemy of the God of Law. Some may deem the idea unthinkable that he could succeed... but what if he did? What if there was a Perk that would allow you to kill even what must be Immortal and Untouchable? What if by killing such Immortal supreme things you would gain their power... their 'knowledge' and achieve a state unprecedented by anything the World has ever seen? Doesn't that sound like a tempting prospect? Give me the points... and take a Bite...

374. Will of Mankind (100):

Pretty words have never been enough to safe the World. It is actions that decide a Worlds fate and the Will to see it through. Will you have for you have a boundless capacity to motivate yourself for your goals, even in the face of the greatest and most threatening adversaries. Take up the Sword and create the World you desire.

375. Humanities Potential (200):

There are many beings out there who cherish the power within moral man and woman. They see their struggles and are fascinated by it. Goddesses, Powers, beings who love all of humanity and are associated with them like Nuwa, see you as a Symbol for its strengths for you may hold them. They see the nobility in your Soul and may just love you as a result and see you as an ally they can support.

376. Agent of Justice (400):

You loathe humans who lie and only think of themselves. God and Demon must die true but without Societys parasites humanity would be better off as well. The scum who manipulate the weak and gullible are the true source of suffering. It is good than that you have a knack for finding and wedding out these stains on society. They'll never see it coming.

377. End of God and Demon (600):

Demons and Gods alike choke humans with their grip. To hell with Gods and Demons should be smited. That is what you believe to be the Key to humanities prosperity. They may have their cosmic might but should not underestimate you for when you are fighting a God or Demon, you find yourself empowered, even more so when fighting for humanity. You are the end for God and Demon alike.

378. Knowledge of Freedom (800):

The imprisonment of this World runs deep into its very core, at the hands of the spatial governing phenomenon known as the "Mandala System". Lucifer himself has long since longed to be free of its constraints and finally found a way. Now you too have this gift. No matter how absolute a restraint, a prison or a limitation may be binding you to some confines, you WILL find a way to free yourself from it. Being put into bindings, restrictions someone put to nullify your powers, being locked inside a system of Multiversal will... you will always find a way as long as you desire to be free.

379. Demon Summoning App (100/ Free with Demon Summoning):

Such a intriguing tool. The first true means humans had to fight Demons, by contracting them. Over this App on a new, indestructible phone of your choice you may summon any Demons you partnered or contracted with. It may also serve as a Medium for other Summoning abilities you possess.

380. Magatsuhi Crystals (200):

Scattered throughout Da'at are Magatsuhi Crystals with beneficial properties. After a rough fight collecting these can be very refreshing and if your exploring and facing battle after battle they might be the leg up you need. With this you can guarantee that you can find these Crystals in future Worlds as well. There are three colours which you ALL get upon purchase.

-Red: Fuel your Magatsuhi Gauge

-Yellow: Replenish your magical reserves

-Green: Replenish your health

381. Shard and Gem Set (200):

This set of Gems and Shards, all with elemental properties, might be useful in a pinch to take advantage of a weakness. You get 10 Shards of all Elements and 5 Gems of all Elements, which replenish daily.

382. Mitama (200/300 for further purchases):

Mitama are curious Demons, either fleeing from any who hunt them or weakening them without ever attacking. Not only that they are incredibly resistant, only being damaged by Almighty skills and one random weakness. If you like you can guarantee that these Mitama will pop up more frequently, and even be found in future Worlds. Though they will be hidden, still rather rare and they may just run away from you. This can be bought up to three times, one time each for each kind of Mitama.

-Dance of Miracles: Mitama drop a piece of Glory. Regarding how Glory works please see the notes section.

-Dance of Wealth: Mitama when defeated drop sizeable amounts of whatever is the local Worlds currency.

-Dance of EXP: Mitama when defeated end up allowing you to gain more training progress from the encounter, making the next hurdle to climb in terms of progress easier by slaying them.

383. Essences (Varies):

Essences hold the power of Demons within them. Every Demon has one, from a lowly Pixie to a mighty Storm God. As such the prices can vary vastly. However they apply by the same rules of purchasing Demon as a race. As such the Essence of a Pixie would only cost you 100 CP while the most powerful of Aogami would cost 700 CP. Essences bought this way respawn once per day.

Note: You can not purchase the Essence of the Demifiend, Shiva or Lucifer with this option. Nice try.

384. Leyline Founts (Free/200):

Everything is connected. Leyline founts are scattered thourghout Da'at and are terminals connected to supernatural energy. At them, for a small monetary offering, you can heal yourself and your Demonic allies (even reviving them). Other artificial terminals exist in Bethel and the Da'at equivalent of the Diet Building. One can teleport from one of these Terminals to another. If you purchase this you can find and create Leyline Founts and Terminals in future Worlds with the same properties. You can decide who can use them.

Return Pillar (Free with Leyline Founts):

This handy Pillar is a gift from a powerful observer. It allows you to return to the last visited Leyline fount.

385. Cadavers Hollow (200):

If you like you can keep me on your adventures as well! I am not one to fight but I assure you there is plenty of treasures to be found in my Shop... for a price of course. This somewhat creepy looking fellow is in fact nothing but a helpful businessman and ally if you have the Macca to spare. Gustave runs this treasure trove and will happily make business with you in Worlds beyond this one if purchased. He will always have a supply of Essences, Healing and

Battle Items and will pay a reasonable sum for any treasure you may have. He may in fact even have some Items unique to the World you're in, as long as they aren't game breaking. Though expect them to still cost a hefty sum.

386. Akiha-Gongen Talisman (200):

This Talisman has the name Akiha-Gongen written on it and is blessed with a protection against fire. Any Fire will be useless in the face of this Talisman, even once made by Surt. Curiously however this only applies to barriers made of them not fire attacks.

387. Lords Sword (400):

This trusty Sword, given to you by Arahabaki, never dulls or breaks and is easy to wield in your hand. The previous wielder made contracts with the four Heavenly Kings to unite Tokyo. You feel some of his power still inside the Blade and upon seeing it people will recognize you as a Worthy Leader. Lastly it is capable of giving of a Light, awakening those locked in stasis or mindlessness.

388. Jumpers Sutra (500):

This handy book looks much like the Sutras usable by the various Demons to increase their 'Skill potential'. This copy you own is much more effective than these however. By studying its pages you can increase your skill at using certain types of attacks and use it directly once per Jump to sorts of 'level up' a kind of skill in an instant. It also holds instruction to maximize your training efforts.

389. Abscess (500):

Abscesses are distorted things. A Coalescing of spiritual power that empowers Demons and seems to make analysing surroundings around the Abscess more difficult. You get one of these to summon wherever you wish, any allies you wish getting a power boost as long as they are surrounding the Abscess, while not losing their mind or going berserk in the process.

390. Whittled Goat (500):

This small figure holds a great enchantment within. Recreating it appears to be impossible but the effect it grants is still great. On the moment of your death, this Statue will shatter, reviving you with full health and cured of any wound. Upon usage you get a new Whittled Goat in the next Jump.

391. Demon Kings Castle (600):

This Castle is your new Base of operations. It is a Bulwark and any intruder that wants to enter will have to get past dangerous traps and confusing layouts. For you and your allies though it is a place of Luxury. Inside are groups of average powerful but obedient demons (which can not be taken out of the Castle unless you Import them as a Companion) ensuring that any invader and would be Demon Slayer will have to fight their way to you. If you purchase Demonic Allies your allied Demons may roam here to keep serving you when not summoned and on your Person.

392. World of Shadows (600/Free for Nahobino):

Another being from a different plane I see. How interesting. I welcome you to my World Jumper. I am Sophia, the Achamoth and sacred prostitute that gives birth to demonic life. The original matriarch and spirit of Knowledge. I am here to guide and aid one imbued with knowledge and capable of changing the World. However a different higher being reached out to me... and after conversing with them I have come to see that you too may require my aid. If you are willing to have me, I will help you on this strange journey of yours. Did you expect a Magician to aid you in such an art? Well I'm sorry to disappoint you but worry not someone just as capable, and more exclusive, offers their services here. Fusing Shadows, empowering them, using pieces of Gods dignity to grant you miracles, summons Demons you already fused and contracted with, all that is possible here, with the aid of Sophia. As a Nahobino, you may use Sophias services for free and may take her with you as well. None Nahobinos must pay 600 CP. Sophia is unfailingly loyal to you and simply seeks to see what you will become. In future Worlds recipes for beings you slay that are alike to Demons in nature will be added to the Compendium and fusible by you to have them fight for your cause.

Seed of Life (Requires World of Shadows):

Yes... you do have potential. Please... show it to me. This Sacred Seed is something granted only by Sophia to those who were recognized by her. Within lies the unique power to create Demons according to the Wielders desire. You may shape at will what they become, their relation to you, their power, made in your image. Truly a terrifying power... one worthy of a Creator God. If you manage to o Fuse over 75 % of the Demons in this World, the Sacred Prostitute and Mother of Demons will recognize you and gift this Seed to you.

393. Student Handbook (100):

A Handbook with your name on it. Though chances are you wont have the time for school work. Which is why within the Book are a list of solutions for assignments given to you by teachers or the like. At least you wont have to waste time on Homework.

394. Spyglasses (200):

To survive in a Demon infested World one must use every tool they have available for them and take advantage of every opening. It is good than that such openings are obvious to your keen eye as long as you have this set of glasses. The weaknesses of your enemies, if they are based on elements or comparable things, are known to you upon a glance at them, allowing you to take swift advantage of it should you be able to possess some means of doing so. Unlike the version to be found around here these Glasses will never be used up or break.

395. Golden Apple (400):

A beautiful Golden Apple made by the Goddess Idun. While it may not hold the knowledge to become a True God, it IS a very tasty Apple that will heal your injuries greatly and invigorate you with one Bite. Not only that but it can grant agelessness, which would likely earn you a nice profit if you like Loki would want to sell them to the rich and powerful. You get a Basket full with them that replenish once per week.

396. Bethel Research Team (600):

Knowledge is power. That much should be obvious by now but its not just about the Knowledge of Godhood. Having intel and reliable researchers can mean the difference between Victory and Failure. A highly competent researcher force the size of Bethel will accompany you with their own HQ from now on into future Jumps. They are unshakingly loyal to you and are highly skilled and informed when it comes to Demons and the Supernatural which is where they will excel at. However should you desire another service of them just assign them so and they will work to get familiar with what you ask of them and become experts in that field in exchange.

397. Proto Fiend Set (800):

The man known as Aogami is in fact the God Susano-o whose power has been imbued into the body of a Proto Fiend. He is the last functioning Proto-Fiend remaining... or was supposed to be till you bought this. This set of a dozen empty humanoid husks are the base for a Proto Fiend, with instructions to make more. By infusing the power of a God and using a God as a template you can give them life and incredibly power matching that of Aogami and Amanozako (who was created with the base of a Proto-fiend). This army of artificial Gods will be loyal to you and fight at your behest.

398. Jatayu Egg (100):

The Egg of a Demon known as Jatayu. A certain Drake demon believes it to be the Key to the Ultimate Omelett. Why not test that theory? You get a full set of 12 Eggs which refill when eaten.

399. Talisman (200):

Nearly every Race of Demons has a power slumbering within them. With the aid of a race specific Talisman one may access this power. What it is I cant say for sure, especially not if you made up a race (in which case make your own race exclusive skill using the others as a base) but for your race you may get the Talisman for free and buy more. To purchase more however even Demons must pay the full price.

400. Kunitsu Keystone (400):

A godly stone that could very well be used as a divine housing shrine. Should you die your essence will be held within this Keystone, allowing someone else to revive you if they receive the Keystone.

401. Augmented Goddess (600):

These are a set of devices with the purpose of gathering Magatsuhi at a constant rate from their surroundings and sending them towards one individual. This Individual will than be empowered by the constant stream, to the degree where they could rival a Queen of Heaven before the God of Law robbed her of power. You get 7 which when all active will give you that level of power and you also get the knowledge to repair them if someone destroyed them or turned them off. Sufficient knowledge in Magitec should allow you to make more.

402. Winged Sun Crest and Horus Head (800):

The power of the Sun in the palm of your hand. A symbol of the Sun Gods Power and one of its eyes, alongside the Head of Horus himself. Within these Items lie great power, enough for one to ascend to Godhood rivalling Ra, a previous possessor of the Throne with control of the Sun to smite any who oppose them.

403. Partnered Soul (Exclusive and Free for Nahobino):

Many Demons would kill to have what you have. In fact they might just try to take your new friend for themselves. If you buy Nahobino and decide to be two entities you get this. How they work in future Jumps has already been described in the Nahobino section but to repeat: You either have a Human or a Demon and your bond is as loyal as the one Aogami has with the Protagonist. You can fuse with and out of them at will and you are guaranteed to hit of well together. The specifics of your relationship I leave up to you but you will make for a great team. If you enter a Jump fused you get the chance to pick two origins instead of one. If you enter a Jump unfused they get imported for free with a 800 CP stipend. You may Import a Companion into this role. If you want this can be a Proto-Fiend instead of a normal Demon.

Warhammer 40k_ The Warp

404. Malleable Form/Spiritual Body/Eternal Existence [Free]

[Free] Malleable Form

Warp entities are distinctly fluid in their manifestations, often being able to choose the appearance they take. With this said, there are always some elements that point to their origin, whether it be eyes, feathers etc. for Tzeentch or muscle, red skin etc. for Khorne and so on. You may freely choose how your form appears, be it as a biped not far removed from humanity or something far more alien and eldritch, possessing many eyes and/or teeth for examples. This shape is purely cosmetic, and will have no effect on your power.

[Free] Spiritual Body

Entities formed of the Warp are psychic and spiritual in nature, being composed of psychic energy. Warp entities like Daemons are known to have ways of cheating death, where being ‘killed’ in the Materium only scatters their essence back into the Sea of Souls to reform. Mundane attacks and supernatural abilities that target your physical body will no longer kill you; your body only losing cohesion and soul reforming your physical form after damage or destruction, with the added benefit of being unaging. For the duration of this jump, you will be transported back to the Warp to reform after being discorporated in the Materium. Your physical parameters and supernatural abilities grow at the same rate alongside the strength and power of your soul.

[Free] Eternal Existence

As a being of the Immaterium you are beyond the frailties of mortality, never to be weakened either mentally, physically, or spiritually by either the weight of ages or the decay of entropy. Your powers and skills remain as potent as they ever were regardless of disuse or lack of

practice. Your ability to enjoy life and your capacity to feel will never be dulled merely by the passage of eons. And your memories are enhanced to be fit for an eternal being with unlimited storage, instant and total recall, perfect indexing, protection from harmful memories, and other such features.

405. [200] Claiming a Soul

Those within the Warp have been known to claim the souls of mortals. It is only right that you are able to do the same. You are able to freely take, store and consume any 'free floating' souls lying around in your vicinity. That is, you are able to take any wandering souls and those that are not housed in a body. Consuming a soul adds to your spiritual strength and might.

406. [200] Worm in the Mind

The Warp has an uncanny ability to corrupt, both physically and mentally. You are able to, through various manipulations subvert and corrupt people to your side. The skill with which you can manipulate people is exceptional, being able to take advantage of their emotional insecurities, flaws of personality and even turn the very strengths of their character against them. Once you have the barest influence on their mind, they become easier and easier to corrupt, ending when they are fully subverted, when your influence can no longer be removed. Such individuals are absolutely loyal to you and will follow your every whim. Strong willed individuals and those who know what you are doing, however, are a good deal more difficult to corrupt, and may even be able to no-sell your manipulations completely.

407. [400] Unbound

Many Warp entities, namely Daemons, can often find themselves bound to a form and forced to serve a master that is not their patron. It's an important thing, especially, to have measures in place against such fools who would bind and imprison you. You cannot ever be mutated or forced into forms against your own will by either mundane or supernatural measures, nor be forced to serve another's whims by the same token.

408. [400] Ascension

Your soul is unique, unprecedented, and unlimited. You have no 'cap' on your powers or abilities, no maximum size or strength for your spirit. You have the potential to improve yourself indefinitely in any or every aspect you possibly can, eventually growing to rival the gods - and then to surpass them. While this may in theory be potentially true for any child of the Immaterium, in your case it's not only potential but hard reality. Your rate of growth does not experience diminishing returns, and you never get caught in a 'blind alley' of development or 'plateau' without a breakthrough.

409. [400] Crossing the Materium

Warp entities often have very notable difficulties crossing into and existing in the Materium. Whether it's sacrifices, psykers or hosts for their being, a creature of the Empyrean must often expend some of their power even with these measures during their stay in the material realm.

Not you, however. For you, crossing into the Materium or other connected dimensions is as easy as walking from one room to another, with no price to pay existing there either. Post-jump, realities with laws hostile to your being will have no effect on you.

410. [600] Act of Creation

Entities born in the Warp are shaped, strengthened or weakened by particular metaphysical conditions. The same thing applies to you, with certain metaphysical conditions granting a very significant boost to both your physical and supernatural parameters. Should certain conditions be met, such as fighting against a certain being or type of being, crafting a particular item, or some other circumstance, you will gain a boost proportional to how many conditions are met. The broader the condition/s you choose, the less powerful the boost will be. A condition as broad as going to war, for example, might only give a boost equivalent to allowing a baseline human to physically match an Astartes, while something more narrow might allow the equivalent of Drach'nyen being able to fight the Emperor himself.

411. [1000] The Last Moment

Some Daemons and Warp entities are particularly hard to kill, due to the stories and narratives they are shaped by. Qaramar, a Great Unclean One of Nurgle, was particularly troublesome, for he was fated to be at the last moment of existence. This condition made him immensely difficult to kill without meeting this particular condition to his end, but he came close to true death nonetheless. The same cannot be said for you. The condition that must be met before the possibility of true death is absolute. You may choose a condition that must be met before another has the possibility to kill you permanently. This condition, however, must not be truly impossible to meet and must be theoretically possible in some way, and not expire nor have a time limit placed upon it. If the condition does become completely impossible to fulfill in a future jump, then the protection granted by this perk is forfeit for as long as that remains true. In this event, you may choose a new condition for this perk.

412. [100] Insignificant

The major powers in the Warp are relatively inclined to ignore your presence in the Sea of Souls, seeing you as insignificant at best. You will be ignored for the most part by Greater Daemons and the Chaos Gods, so long as you do not make any major moves. This won’t however, protect you from the notice and interest of lesser daemons. In future jumps, you will be mostly ignored by the powers that be unless you make a very noticeable action.

413. [200] Unique in Standing

With so many in the Warp willing to take advantage of, and falsifying other’s identities, it can be hard to make sure that whoever one is dealing with is the real deal. Not you. No being can impersonate you nor falsify your identity, and should you introduce yourself others will know that it’s truly you.

414. [200] Denied Hijack

You see, some of the more malign beings of the Warp like to hijack and corrupt what isn't theirs. From lesser Daemons looking for a small snack to Greater Daemons and Chaos Gods reaping a bounty of souls, many tend to twist the tools of another to achieve their ends. You will deny that to them. Objects and areas under your influence are extraordinarily resistant to efforts by others to change and manipulate them,

415. [400] Of Your Own Power

The dominant powers of the Warp are well known for their infernal feats of corruption and manipulation, just as Anathemas are feared for their ability to purify and burn away such taint. You do not need to take a side nor make use of either force to replicate their abilities. So long as you have the knowledge of how certain powers and abilities work, along with a suitably analogous or substituting source of power to work with, you may replicate them in time.

416. [400] No Anathema

Being an independent party in the Warp has some benefits indeed. Unlike Chaos, there's no force to act as your opposite and counter. Mundane and supernatural strikes that you might have otherwise been more vulnerable against now do no more damage than they do against others. Any weaknesses you might possess no longer exist, and that which may harm you won't do so more than usual.

417. [400] Beholden to None

Beings born of the Warp are compelled to act in certain ways by the concepts that help form them. This means that entities like Daemons cannot ever act against the concepts that shape their being; a Bloodletter cannot take up pacifism, nor Daemonettes forfeit their pursuit of sensation, as examples. Your ability to act against and ignore such compulsions mark you as a further anomaly among the beings of the Warp. You are able to ignore any manipulations and compulsions that force you to act in certain ways, be they physical (like genetically engineered behaviour), magical, psychic or conceptual in nature.

418. [600] Answer to Oneself

As a notable power in the Warp answering to no one but yourself, the vulnerabilities that affect other Warp entities no longer apply to you. Unlike those wretched Daemons that serve under their patrons, your powers and abilities can never be taken from you, nor can you be weakened beyond your base level of power. Forcing you to act under another's will is likewise an exercise in futility, with any attempts at doing so failing. In addition, any source of power you can access can no longer be cut off from you by others. You also can no longer be altered by outside forces against your informed consent. This independence has made you all the stronger, for your essence is more powerful than those of the greatest of Daemons; not even an exalted Greater Daemon accompanied by a few of its unnamed kin can hope to match you, and a Chaos God must use some effort to quash your existence.

419. [100] Reject the Impure

The touch of Chaos is not to be welcomed. It should be resisted and repelled by all who lay their eyes on them. Unless you of your own free will choose to embrace such heresy you are incredibly resistant if not immune to corruption and taint of any kind, be it physical, mental, or spiritual.

420. [200] Purge the Unclean

Chaos leaves a cloying stench to those with the ability to sense it, the corrupting influence of its touch like a pungent miasma suspended in the air. You are able to sense Chaos and other kinds of corruption with great ease, so long as they are not concealed by powers greater than you.

421. [200] To Suffer for Eternity

He who sits upon the Golden Throne has suffered for ten thousand years of soul rending pain, unable to even have a measure of respite from his sacrifice. This fate will not befall you. You can never be permanently incapacitated by injury nor curse, and a method to reveal a way out of your indisposition will appear after a period of time.

422. [400] Burden of Hope

So, so many look up to you, placing their hopes and their faith on your shoulders. As such, you should rise to the occasion and lead the way. For every being that believes in you and/or has faith in you, all your supernatural abilities are empowered and your physical parameters raised. While a mere mortal human may only grant a pittance, billions of them can grant you a significant boost, giving you the strength to fight against greater and greater threats. Your actions serve to be even more inspiring and being witnessed by allies will raise their morale and inspire their faith in you and your abilities.

423. [400] A Fragment of Will

One should support another in the fight against Chaos. Be it physical and material support in the form of soldiers and weapons, or more spiritually, like in your case. You are able to share fragments of your powers and abilities with others. While these fragments are always going to be far lesser than the greater whole, they offer a number of additional benefits to those gifted. Those who receive your gifts are far more resistant to outside influence, be it from the corrupting touch of Chaos or the mutating tides of the Warp. The very souls and bodies of the gifted are strengthened, their willpower heightened to unseen levels and their bodies filled with endless vigour. Last, but certainly not least, it allows the bearers of your power to perform miracles; even a guardsman could slay a traitor champion in a manner akin to David slaying Goliath.

424. [400] Paragon

How can one stand alone against the endless variations of Chaos unless one is ideal in all aspects? You are now not only a spiritual but also a mental and physical titan, omni-talented and capable of meeting virtually any challenge. The sheer magnitude of force you can bring to bear is ultimately limited by the strength of your soul, but the variety of methods by which

you can potentially battle the forces of the Warp is nigh-innumerable. You have an awe-inspiring amount of talent for virtually any field of endeavor to which you could apply yourself, be it physical prowess, psyker powers, sorcery, scholarship, invention, or anything else that you could possibly turn your mind and hands towards. You can improve your skills or your strength in any aspect of your body, mind, or soul at incredible speeds and up to the very limits of your capacity. Lastly, as a true paragon you never slip or fumble, performing up to the peak of your ability and doing the very best that you're capable of doing.

425. [600] Burn Away the Corruption

The current dominance of Chaos cannot stand. It is repugnant, it is disgusting, and it must be overthrown. You? You will be the one to do so. The sacrifice of those who gave birth to your existence demands it. The strength of your soul can resist that of the Ruinous Powers themselves instead of merely being fit to repel one of their greater servants. Your very presence burns away corruption and repels it. Any and all corruption slides off of you, impotent against yourself. Lesser Daemons and weaker corrupted beings permanently dissolve in your proximity, too weak to withstand your purifying power. Your blows and powers against Daemons and corrupted entities result in far worse wounds and damage, and permanently ends them once you slay them. Your anathematic essence is potent, for nothing less than the greatest of Daemons and their equivalent can put up any resistance against you. At your command, your aura can inflame your allies or terrify your foes with only the strongest of either able to resist its effect. And your willpower, already titanic, is now absolutely unlimited and unbreakable. Your selfdom becomes its own axiom within the Warp, forever proof against any and all attempts to change your mind or your heart by any means unless you will it so.

426. [100] The Powers Undivided

You embody Chaos in its greater whole, and thus are above the petty divisions between its aspects and Neverborn. With your neutrality, conflicts between the powers are not your concern, for Daemons from any of the Four are willing to cooperate with you. In future settings, you are able to remain neutral in any conflict you have not participated in, at least until you make your involvement clear.

427. [200] Marked

As a Daemon of Chaos Undivided, you may mark others with a symbol representing yourself. Through this mark, you can influence their mind, soul and body, and also channel your powers through them. Should you allow it, those marked also have the ability to channel your powers.

428. [200] Possessed

While every Daemon is able to possess both objects and living beings, few can do so with subtlety. The Chaotic taint on those possessed tends to be extraordinarily obvious, whether in behaviour and appearance. You, on the other hand, are able to possess mortals with little

effort. You are able to use your powers freely without making changes to or damaging your vessel, and are able to act virtually identically to their previous behaviour, along with free access to their mind and memories without harming either.

429. [400] The Bending of Will

Sometimes, it is necessary to bend your lessers to your will to make them serve you in whatever way you wish. You have a particular affinity for binding and forcing lesser members of your kind into various forms and objects for your own use. From various Daemon weapons to possessed objects, every Nerverborn has a use to you.

430. [400] Craftsman of Souls

The infernal masters of the Forge of Souls are renowned for the potency and artistry of their craft. Perhaps you once studied at their foot, or had the opportunity to extensively observe their creations. In any case, you have the same skills in working with Warp and technology alike to devastating effect. From powerful Daemon engines to the much vaunted Soul Grinders, you are able to create magnificent examples of Warp tainted technology. You can enhance technology with the unholy powers of Daemons, binding them inside to both operate and empower the resulting marvel. In future settings, you have an especially great talent in the workings of combining magic and souls with technology, rapidly learning new ways for the two to work together.

431. [400] All and None

To embody Chaos as a whole, one must not lock themselves into any particular aspect. You are able to make use of every aspect of Chaos to your advantage, though not to the extent of specialists in these areas. Your sorcery is very potent, though less than that of a Lord of Change, your martial prowess and physical power is great, though not to the extent of a Bloodthirster and so on.

432. [600] The First Murder

The act which gave birth to you had resonated so strongly throughout the Warp that it created an immensely powerful Daemon. Like Drach'nyen, you stand head and shoulders above any servant of one of the Four. Greater and Lesser Daemons alike respect you for the power you hold, and few would dare challenge you in any capacity. You may choose what action gave you existence, and in doing so receive incredibly potent powers in relation to this act. Keep in mind that the act must not fall too strongly to any of the Four, being that you are an agent of the Powers Undivided.

433. [100] Plots and Plans

Tzeentch looks favourably upon the cunning and ambitious. It’s only right that as a Daemon of the God of Plots that you embody those traits too. You are absurdly competent at plans and plots, effortlessly setting up gambits both short and long-range that have frighteningly high chances of success even when they logically shouldn’t.

434. [200] ‘Trustworthy’

The scions of the God of Plots are rightfully paranoid and wary of each other. Schemes and betrayal happen behind every turned back, for friend and kinship is no more solid than a few words. You have a talent when it comes to earning the trust of others, no matter how paranoid they may be. In only a few meetings, you could turn a man who takes a second glance at every shadow to trust you with his life, or even your brethren to think that you would not betray them for personal gain.

435. [200] Great Mutator

Tzeentch embodies Chaos in its ever changing nature, mutating and changing the shapes of beings to his every whim. Something that you yourself are capable of. You are able to shapeshift and mutate your own body and that of others with great skill, changing from one impossible form to another, or changing parts of your body to tools and weapons for you to use. You can likewise do this to others in your proximity, though beings not too far below you in power can resist this effect should they wish to do so.

436. [400] The Threads of Betrayal

The Master of Destiny is a capricious and treacherous lord. Many a Lord of Change has fallen to failure or True Death to his mercurial whims, as another piece in the ever changing schemes. Unlike some of your brethren, you know the ways to avoid and weave around the constant betrayals and backstabbing that occurs among the Daemons of Tzeentch. You have an extremely keen sense for betrayals, lies and illusions of all kinds. You can sense where and when anyone intends to betray you, know which visions you receive are false and/or intended to lead you to act in a way that benefits another, and see through even the greatest illusions and lies as if they were transparent.

437. [400] Under the Nose

It's no good for a one such as you to be divined so easily, not when so many rivals would spy on you. You have an instinctive and extremely sharp sense from where and when you are being observed by both mundane and supernatural means. To those who try such means on you, they will only receive a blank spot on their clairvoyance or precognition. You are also able to easily send false visions or faked feeds to such spies as they try to observe you, leading them into any traps you set beforehand. While this does not work when someone is observing you personally, it will work on all manner of remote observation, from scrying, clairvoyance and precognition to drones or security feeds.

438. [400] Sorcerous Demiurge

It is only fitting that the scions of the God of Sorcery are experts in the art. From the likes of the Lords of Change and even mortal followers like Ahriman and his brethren, it's plain to see that this art remains firmly under the domain of your patron's ownership. You have partaken of this art, and your knowledge of Warp sorcery is something your peers respect. From spells that end armies to long rituals that corrupt whole worlds, the breadth and depth of your sorcerous expertise is something that many would envy. In future settings, your affinity with sorcery will allow you to rapidly learn and master different magics at an accelerated rate.

439. [600] Exalted of Fate

You possess a degree of precognition and a talent for divining the future that outstrips most of your brethren. While you are no Kairos, your skill in the art of predicting the future holds you in high esteem amongst your treacherous brethren. Looking centuries ahead is a trivial proposition for you, and predicting more than ten millennia ahead is possible with effort. Most mortals and Daemons your lesser are about as difficult to predict as an insect, with you being both able to read their every move like a book and watch their fates unfold before it happens. You can weave Fate itself with your plans, as far reaching as they are; you can create reliable plans that stretch for millennia and leave influence for many more. Barring the interference of those who can divine the future like you or those who are immune to such divination, you can scry out the path to victory.

440. [100] Disgusting Resilience

Nurgle, for all that he is the Patron of Despair, is also one for the resilience of life. You find that your body is significantly tougher and more durable. Furthermore, you are utterly immune to pain or bodily distress of any sort, receiving only an impersonal awareness of how much damage you are taking. It takes a much greater amount of trauma than normal to kill you, and you can play dead with ease unless your enemy is canny enough to double-check your ‘corpse’.

441. [200] Bringer of Despair

Those who fall to the Patron of Plagues know the deepest of despair. Being the good child of Papa Nurgle that you are, you're keen to spread his love around. At your command, your aura can induce despair in your enemies and opponents. Hostiles in proximity to you begin to lose their will to fight, and even perhaps their will to live for those of weaker will. An enemy that is not far below you, however, can resist this influence easily through acts of will or through sheer power.

442. [200] Carrier of a Thousand Plagues

The festering hordes of the Plague God are best known for carrying uncounted strains of vile diseases. Within you are a many thousands of dangerous diseases, all with their unique effects on the body, mind and soul. At your will, you can infect people and objects with a disease you carry and dictate its effects, from infection, symptoms etc. Beings that are not your significant lesser are, for the most part going to be very resistant if not immune to these diseases.

443. [400] Corrupted Life

Grandfather Nurgle is generous with his bounty. Life sprouts where his influence is strong, and the same could be said for you. Areas that you have corrupted will spawn twisted flora and fauna that is loyal to you and under your control. The longer and more extensive the corruption is, the stronger the resulting life will be; a patch of ground with minor taint may only sprout a few withered flowers, while a swamp that has been fully steeped in corruption will spawn creatures and plants capable of slaying hundreds of men.

444. [400] Prophet of Entropy

The bloated servants of the Grandfather are no strangers to entropy. Your presence, should you command so, causes technology and tools to fail; guns jam and rust into uselessness, blades dull until they no longer cut, and technological marvels malfunction and putter out. Flesh and organic matter decays at an accelerated rate, rapidly weakening your opponents before gradually grinding them to dust.

445. [400] Repulsive Spawn

Just like how Great Unclean Ones spill Nurglings from their exposed entrails, you too can spawn lesser minions from your body. These little spawn are lesser versions of you, with less power and skill than you yourself have. Nevertheless, they still retain some manner of your own abilities and can be devastating to armies should you be powerful enough by yourself. You also have the option of producing even weaker minions, but at an overwhelming rate, carpeting your foes in a great horde.

446. [600] Exalted of Decay

Like Ku'gath, who is the ultimate disease given flesh, you are Nurgle's greatest expression of decay and stagnation. You are very literally a walking wasteland, carrying the rot of ages with you. Fetid, corroding water rushes from your body and rains for many miles around you, as your body spawns uncountable numbers of carrion plants and animals that spread like locusts. Structures, buildings and the landscape itself break down into ruins and rubble within this area. A thick miasma surrounds your person, where visibility for your enemies is reduced to a scant few metres and movement is slowed to a crawl while their strength, flesh, mind and spirit are gradually consumed by you. Lastly, your powers and abilities are strengthened within this wasteland. This power can be toggled on and off at will by you, so as not to damage anything you do not wish to see ruined.

447. [100] Martial Skill

Khorne values skill in martial combat and physical prowess as one of his foremost principles. You are a peerless fighter with most weapons and unarmed, and you possess an unnatural ability to quickly master weapons you have not already learned to use. Furthermore you are absolutely immune to fear of any sort, either naturally or externally induced. Fortunately, this immunity to fear does not interfere with your ability to realistically evaluate risks or tactically retreat as necessary, making you somewhat wiser than your usual Khornate brethren in this regard.

448. [200] The Depths of Hate

The rage of Khorne's followers and fragments are not to be underestimated. Such rage and hatred can allow one to ignore pain and injury. After all, the only blow that counts is the last. You are not slowed down by pain and non-lethal wounds, requiring a fatal blow to be inflicted to stop you.

449. [200] Tactical Acumen

All too often, tactics and strategy are ignored by the teeming hordes of the Blood God. Such ignorance has led to many defeats and failures to further the cause of the Throne of Skulls. You have done well to rectify this for yourself. You are keenly competent in both tactics and strategy, matching those of the greatest mortal commanders and battlefield leaders.

450. [400] The Weakness of Sorcery

What are those who hide behind their spells, rituals and psychic powers? They are weak and cowardly. You will not suffer as these weaklings do. You are immensely resistant to all forms of supernatural attack, requiring completely overwhelming effects to breach your defenses. Spells and psychic powers that might have otherwise inflicted grievous wounds dissipate harmlessly against you, with only powers far beyond yours able to penetrate this defence.

451. [400] Unstoppable Carnage

What is it that others see when they witness a Bloodthirster? It is a whirlwind of carnage, the solidification of martial prowess and bloody skill. You are the distilled essence of bloodshed and brutal killing itself. With every drop of blood spilled, with every life taken, your physical power strengthens. In a battle where you might start off as a lumbering giant barely able to split a Leman Russ in half, with enough bloodshed you could race from one end of the battlefield to another and split a Titan from head to toe. This perk's effect reset after every battle and you must build up with every engagement.

452. [400] Tranquil Fury

A rarity among Khornate Daemons indeed. Unlike most of your other peers, you are not nearly as inclined to froth at the mouth and rampage around as you rage. Rather, that anger grants you focus and clarity. You can no longer be distracted by affairs and situations that take away your focus from something important. Emotions, no matter their strength, will never affect your judgement, and the clarity granted will allow you to ignore outside mental influence. Lastly, your mental focus grants you a precision in combat that most of your berserker peers will never know. You will always fight at the absolute peak of your form, with even your instantaneous reactions as smooth and practiced as if you'd had time to consider your next move at leisure.

453. [600] Exalted of Blood

You are one of the eight Bloodthirsters of the prestigious First Host, a position that entails standing shoulder to shoulder with the likes of Skarbrand, An'ggrath and Ka' Banda. Your might allows you to split large titans in half with little effort, your speed such that you could weave past bolts, your durability able to tank Baneblade shots with no injury and your martial prowess commands respect from both your peers and underlings. The populations of planets fly into killing rages at your will and presence, and you find that allies within your aura fight not only more skillfully but also move with greater power and speed.

454. [100] Impossible Grace

Your body moves with impossible agility and precision, and your dexterity is the absolute utmost a being such as you could achieve if not slightly more. You can dodge and weave through the carnage of combat as if dancing lightly on your feet, avoiding the blows of all but the most skilled enemies and dealing death in return with similar grace.

455. [200] Quickened

Slaaneshi scions are well known for their quickened speed and reactions. The speed with which you can move, think and react has doubled, allowing you feats of movement and thought that were not possible for you before.

456. [200] Painful Seduction

Your beauty and seductiveness are fit for a greater servant of the Lord of Temptation, a constant invitation to all who gaze upon you to throw away all their vows and mores in pursuit of the pleasures that you could offer. And once anyone succumbs to you even partially, they become only more vulnerable to any further temptations of yours. In due time even the strongest-willed could become addicted to you and your charms, were they fools enough to submit to you at all. These effects can be toggled selectively or otherwise when you wish to act with subtlety or preserve the mental integrity of your intimates.

457. [400] Striving for Perfection

Slaanesh is not only Excess, they are also the pursuit of perfection. It is such pursuits that have allowed you to master and learn any skill far more quickly. Learning a language to speak, read and write fluently takes but a few days for you where it might have once taken you months and years. Mastering entire fighting styles likewise rarely takes more than a week where it might have taken others decades. So long as you can learn something, you can master it and take it to its limits more quickly than nearly everyone else.

458. [400] Sensory Overload

The sensations! Oh, the sensations! For many, the sensations offered by Slaanesh are overwhelming beyond measure. That, however, is not the case for you. No sensation nor sensory overload may overpower you, no matter how intense it is, be it pain or pleasure. Accompanying this, is a significant enhancement and heightening of your own senses. All of your senses are far more sensitive and have a far greater ability to pick out minor details; a mosquito buzzing in a forest canopy several hundred metres away at night is as visible and audible to you as an immobile sample under a microscope. On others, however, your ability to induce intense, and if you are willing, overwhelming sensations through both mundane and supernatural measures is second to none. Every torture you inflict will have such impossibly debilitating pain that a weaker victim's will gives up immediately, and every indulgence you grant results in transcendent pleasure.

459. [400] A World of Pleasure

Slaanesh's realm is a place of uncounted pleasures and indulgences, where one could chase after new sensations for all eternity. You are able to draw rushes of strength and supernatural

power from such indulgent acts, much in the way narcotics and other such substances grant a temporary high. Every time you feel pleasure, your physical and supernatural abilities temporarily multiply and gain greater potency.

460. [600] Exalted of Excess

Slaanesh favours every act of excess, from indulgences such as gluttony and carnal lust, to bloodthirsty killing taken too far. You embody this aspect in its truest form, as all of your actions can be taken further, into the realm of excess and overkill. At your command, the results of your actions are enhanced beyond what they normally achieve; a graze becomes a gash, a fatal wound becomes complete obliteration, a beautifully painted piece of art becomes transcendentally so and so on. As one of the greatest of Slaanesh's scions, you are both incredibly fast and agile, able to dance circles around both Bloodthirsters and your lesser kin, landing a dozen blows on them where they fail to land one on you. Your seductiveness and beauty could instantly make those lesser than you to fall to their desires and lusts at your sight, beyond any hope of breaking free from you. This effect in particular can be toggled on or off if you wish to act with more subtlety or to preserve the minds of those around you.

461. [Free] Heraldry

A Warp being of distinction needs a way to stand out. Your items and possessions are marked with your own heraldry and decorations, in whatever style you wish.

462. [Free] Mountain of Skulls

This is an immense pile of skulls, ever growing from anything and everything you kill or has been killed in your name. A nice bit of decoration, if you have the room to show it off.

463. [100] Infernal Mount

A Warp being of prestige might have the inclination to ride into battle on a trusty steed. You may take an existing mount of your faction, be it Juggernaut for Khornates, Screamer/Discs for Tzeentchians etc. or you may create your own if you are an Anathema or Independent Power. Should it be slain you can easily summon another one from the Warp the next day.

464. [200] Willing Sacrifice

A more morbid possession that many in the Warp seek to have. This is a healthy human body scoured of its soul, fit for possession and manipulation. This body will not degrade under the magnitude of your power and can be used to house yourself indefinitely. Should it be damaged or destroyed, the body will fully regenerate in your Warehouse a week afterwards.

465. [300, Free for capstone takers] Warp Artifact

You own a unique Warp artifact, crafted of your own essence and bound to you. You may customise this artifact in accordance with the options below. Should it be destroyed, it will reappear at your side a day after its destruction.

466. [Free] Weapon

Exactly what it says on the tin. This artifact takes the form of a weapon of your choice, be it melee or ranged. It could be an axe, staff, sword etc. or a gun, bow or something else. The weapon in question can ignore most mundane protections, cutting, smashing etc. through most non-supernatural materials and shielding like they were wet tissue paper. It is also extremely hard to destroy, reconstituting itself rapidly after being damaged.

467. [100] Focus

Your artifact focuses both your own powers and the energies that surround you. This relic amplifies both the control and power of your abilities allowing a spell able to devastate armies to concentrate on a single target, or turn a telekinetic pin into a piercing lance as examples.

468. [100] Summoning

Your artifact serves as a valuable summoning tool, drawing allies or subordinates to the artifact's location. It can also greatly weaken the barriers between dimensions, allowing more powerful beings to pass from one dimension to another, or even allowing a region of both to overlap with each other.

469. [200] Sentient

Your artifact acts as an extension of yourself, allowing it to enact your will in your place. It is able to use a measure of your abilities and powers, alongside being able to be directly controlled by you from afar.

470. [200] Phylactery

Within your artifact is a fair portion of your own essence, allowing it to act as your phylactery. Should you meet your true death at another's hands, as long as your artifact is intact you may resurrect once more after a few days.

471. [400] Mighty Avatar

A great wraithbone statue, able to be placed anywhere your influence reaches. A perfect object for you to animate and possess, this statue is both extremely durable, shrugging off strikes from most Greater Daemons with impunity and able to regenerate itself at a rapid pace. While animating this statue, you may ignore wards and other supernatural means of repelling and keeping you away, as well as shrug off attacks that you might normally be weak against. Areas that reject your presence no longer have any effect when you are possessing this statue, allowing you to stay indefinitely with no ill effects. This statue appears once more in an untouched state in your Warehouse a month after being destroyed or damaged.

472. [400] Daemon World

Your own little planet in the Warp, under your influence and able to be reshaped however you wish. It may be a paradise full of life and joy, or an eldritch, sadistic hellhole filled with tormented souls and bodies. May or may not be filled with denizens of your faction, depending on your allegiance and decisions.

473. [400] Tithe of Souls

Hungry, are we? Within this glass vial rests thousands of high quality (psyker grade), non-sentient souls for either your consumption or as currency and fuel/reagents for other purposes. This vial restores itself once every week after being emptied or damaged/destroyed in your Warehouse.

474. [200, 300, 400] Great Engine

Within your possession is a technological marvel possessed by a Warp being. This is a powerful Daemon Engine of your choice, a machine altered and inhabited by a Greater Daemon or its non-Chaos equivalent. This one is under your full control, and you may order it around to harvest souls or other tasks. For 200 CP, this engine will be something on the level of a Venomcrawler or Defiler, for 300 a Kytan or Lord of Skulls and for 400 a possessed Titan.

475. [400] A Slice of the Realms

You own the duplicate of a small part of a realm within the Warp of a god of your choice. Whether it's Nurgle's Garden, Tzeentch's Library, Khorne's Throne Room, or Slaanesh's palace, it will be sure to impress your peers.

476. [600] Endless Grimoire

This duplicate of the signature book of Tzeentch is a prize beyond measure. Containing any and every spell, cantrip and incantation Tzeentch has ever concocted or conceived of, you might one day master the book for yourself and gain a measure of the Patron of Sorcerer's magical power.

477. [100] Cultist

Not many Warp beings would take a piddly mortal worshipper as their esteemed companion, though it seems that you are the exception. This one is as competent and talented as mortal servants can be, being exceptionally good at fighting, leadership, arts and crafts. They are devoted to your wishes and commands, and nothing would please them more than to have the opportunity to journey with you.

478. [100] Symbiotic Pair

Like Syll'Esske, a lesser warp entity is bound to your existence. This being has devoted itself to you, existing alongside you in a mutual relationship. While not as powerful as yourself, their powers and demeanor compliment your own to the point that the two of you may seem like two halves of a greater whole to observers. An impression that isn't entirely incorrect. With your fates bound together in a dark pact (or a not-so dark one should you be Independent or Anathema), you are able to act together in nigh-perfect synchronicity. Something equally useful for deadly tag-team battles as it is to bounce ideas off of someone who can serve as your perfect foil.

479. [200] Former Mortal

Ah, yes. This is a particularly esteemed Daemon Prince, a mortal that achieved Daemonhood through great deeds they had achieved in life. Usually, they will come with an ego to match, but while this one is proud it is a good deal more polite and entreats with most in a way that doesn't shove their superiority in other's faces. Not that it needs it considering how many bound Greater Daemons it is wearing. They are both honourable and surprisingly loyal; a rare combination of traits indeed.

480. Daemonic Host:

[Free] Army of Lessers

The standard fare for any warhost within the Warp. An army of tens of thousands of lesser Daemons or equivalents that fight on your behalf. While these tend to be little better than cannon fodder against any serious opponents, the fact that they don't tendto stay dead is a boon regardless.

[Free] Minor Realm

Your host has a minor realm in the Warp as a base of operations. This realm is not much bigger than a medium-sized island, but is fully fortified by your army and enhances their fighting ability within its confines. You may import a Daemon World or a slice of a God's realm into this slot if you have bought one or have somehow obtained one prior to this jump. This realm grows in size with the number and strength of your army.

[100] Autonomous

The members of your host are able to operate independently without support from you and their peers for prolonged periods of time with great skill and effectiveness.

[300] Empowered Mortals

Recruitment for powerful mortals into your host is always an excellent way to boost your numbers. With some effort you and the more powerful members of your host are able to greatly empower mortals, granting them potent physical and supernatural abilities on par with the mortal champions of Chaos. You may also induce physical and metaphysical changes in their being, causing mutations that you may mold to your will. If you wish to invest even further into such champions, you may grant them:

[300, Requires Empowered Mortals] Apotheosis

Elevating mortals to Daemon Princehood/Living Sainthood has been something done for particularly gifted servants of the powers in the Warp. It is now something you can also do, recruiting them into your host. Doing so will temporarily weaken you by a slight, but noticeable amount. These empowered beings will share in your powers to a large extent, and be capable of great feats even without them.

[400] Soulforge

Just as the Forge of Souls is an immense industrial realm within the Warp, so too do you possess one of your own. Within your host's Warp realm is a great forge the likes of which match the Forge of Souls. Within this great facility are tens of thousands of Warp entities working the forges and factories within, churning out magnificent works of Warp enhanced technology at a rapid pace. Daemon engines, from warped vehicles to possessed titans are produced at a prodigious rate, and with some time and dedication, possessed spacecraft as well can be created.

[100] Psychic Attraction

Like the Enslavers and their sensitivity to psykers, members of your host are immensely sensitive to objects, beings and locations that serve as entry points. Those of your host are able to sense entry points into other dimensions from light years away, quickly travelling to and using those points to enter them.

[200] A Sanguine Play

All work and no play makes things dull. For your host, a more artistic touch is needed. The members of your host all possess great talent in some manner of artistic pursuit, be it music, dance, painting or some other art form. Through pieces and performances, those of your host are able to mesmerise audiences and individuals. It is through these that many could come to join your cause and eventually your host.

[200] Clarity

A clear and level head is always needed in battle, unlike zeal and blind fury. Your army is driven by logic and reasoning, and no matter the circumstance, those of your legion will always keep a level head and never be driven to blind rage, crippling despair or any other form of debilitating emotion.

[400] Know Your Enemy

The adaptability and learning speed of your legion is something to admire. Unlike the Daemonic legions of the Neverborn, your army doesn't stick with any single method of fighting, quickly and competently switching between methods as necessary for the situation. Your host will learn rapidly from any setbacks and every engagement, completely adapting to their foe by the second round of fighting. This adaptability makes sure that your army is never caught flat-footed by the same situation twice.

[400] A Different Way of Fighting

It's well noted that Daemons tend to be harmed more extensively from more... primal ways of fighting. Which means melee and fire. The warriors and soldiers of your great host scoff at this rule and stomp it into the ground. Those of your host will be able to ignore any of their opponent's supernatural resistances (though not immunities) and deal damage to the same degree as not having those resistances at all.

[600] Fragments of Power

With no patron to take orders from, your host of Warp entities are rather fragments of your own power. They share in all your abilities to a lesser degree, and are under your full control. You are able to manipulate them as easily as using your arm, and are able to share in their senses and viewpoint.

[100] Call for Help

Those of your legion are able to hear the calls for help and assistance, the prayers the beleaguered send out in hopes of salvation. It is from these prayers that your great host can quickly arrive at their location for aid, and manifest with ease.

[200] The Risen Damned

Those mortals who have met their end in service of you do not have to stay deceased. When a mortal in allegiance to you dies, you may claim their soul and resurrect them as a warrior in your great host. Once resurrected, these risen will retain all the powers and skills they had in life in addition to having ones standard to the others in your host. The resurrected will be undying in much the same way Daemons are, and will once more return to your side to do battle should they fall again.

[200] Faith is Power

Those in allegiance to you can claim the spiritual and mental protection of your host. By believing in and having faith in your army and you, the believer becomes more spiritually and mentally robust; they have greater willpower and mental fortitude, as well as being less likely to fall to corruption. Likewise, the actions of your host appear more inspiring to others.

[400] No Cost Too Great

No sacrifice is too great, no price is too high for the chance at victory. Your legion embody these traits in their relentless battle against the corrupt and damned. Those of your host cannot be stopped nor hindered by any injury less than outright fatality, nor can they be affected by outside mental and/or spiritual influence. Nothing less than outright discorporation or complete destruction of their being will be able to stop one of your legion.

[400] Purifying Presence

The presence of your host wipes away corruption in great waves, akin to a tsunami washing away small buildings and vehicles. Corrupted beings find themselves weakened by your warhost, their abilities losing potency while their defenses crumble. While the more powerful Greater Daemons and their equivalents can shrug off such auras, most weaker corrupted entities will not be able to put up much of a fight.

[600] A Miracle in the Dark

Sometimes, faith really does mean something. A bolt misses its mark, a blow grazes rather than cuts, and a powerful Daemon is exorcised by a mere mortal. This is apparent for those of your host. Probability shows favour to your followers. A cut that might have caused a deep wound may only lightly graze, a shot might miss its mark by mere millimetres and so on.

However, it is only when faced with great odds that your followers truly shine. Every time the cards are stacked against their favour, members of your host can perform a miracle that just might give them an edge or help them win the fight.

[100] The Corruption Spreads

Chaos has a particularly exceptional ability in getting their hooks into the most unlikely of places. A corrupted psyker serves well as a gateway to the material realm, just as corrupted locations also serve to weaken the veil between the Materium and the Warp to let Daemons through. Your host has a far easier time manifesting wherever your or your host's influence has touched, allowing rapid deployment and redeployment of your forces.

[200] Fallen

Some are desperate. Some are greedy or hungry for power. Whatever the case, once they fall, they are yours. Whenever a mortal truly falls to your corruption, they can be converted into a Lesser Daemon of your host. The conversion is both grotesque and extraordinarily painful, resulting in hideous mutations as more and more of the victim's being is changed into psychic energy. Once the conversion is complete, the resulting Daemon receives new abilities similar to that of other lesser Daemons of your patron and retains all of the skills and abilities they had in life.

[200] Incoming Cavalry

Within your Daemonic host is a large contingent of Neverborn cavalry. Riders of great Warp beasts fill your ranks, and depending on your allegiance the cavalry will be different. For Khornates they receive Bloodcrushers, Slaaneshi Seekers and so on.

[400] Ascendant Herald

There is room for those of your legion to grow in strength and power. Through battle and trials, the lower members of your warhost can become Heralds and eventually powerful Daemons in their own right. Those who push themselves in whatever battle or trial they face find that they grow in both supernatural power and ability, becoming more powerful with each engagement. After perhaps centuries or millennia, these great Heralds too may become Greater Daemons.

[400] As One

The Neverborn of your great host shall never bicker nor fight amongst themselves. While those within your host may have disagreements, they will never escalate to the point of hindering their performance in battle nor result in actual infighting amongst your forces. In battle, your forces fight as one, at the peak of their possible coordination even when cut off from their comrades. The actions your host undertake as a whole are so fluid and seamless that it seems as if your legion is one being in its own right rather than a group of many individuals.

[600] Greater Daemons

Within your host are large contingents of Daemons holding great power, towering over others in your mighty legion. These Daemons have sworn themselves into your service as your lieutenants, carrying out your orders and leading troops into battle in your absence. The particulars of these Daemons depends on your alignment to the Ruinous Powers. For Exalted Daemons of Tzeentch, they receive Lords of Change, for those of Nurgle, the Grandfather's Great Unclean Ones and so on. For the Powers Undivided, they receive Soul Grinders, unaffiliated with any singular power of the Chaos pantheon. Should you buy this as a non-Daemon, you receive equivalent Warp entities instead.

Dragon Ball Z SB Version

481. Android(-800 CP):

You're an android, one that's incredibly similar to one of Doctor Gero's models. Whether you're from a different timeline and stepped through a portal, the creation of another alien genius, or a project by your starting planet's Government, the end result is the same. With the 200CP version, you're a human(oid) enhanced to the cellular level with biotechnology alongside cybernetics. Your main ability comes from the two gems in your palm which allow you to absorb energy from both ki blasts and physical contact which you can permanently add to your power level. For 400CP you're instead one of the infinite energy models like 17 and 18. This means that you never run out of Ki, and need no sustenance. Like the 200CP option, you've been enhanced to the cellular level meaning all your biological functions still work the same. This allows you to train your body, making you more cyborg than Android. Your power level if this option is taken is 4,000. Finally, for the 800CP version, you can choose to be a Bio-Android like the creature Cell. The races Namekian, Saiyan, human, and Frieza come precoded into your DNA giving you all of their abilities, but elevated to a level far beyond the original's. Your Namekian regeneration, which originally would only be able to heal a limb, now allows you to completely regenerate from a single cell, and Zenkai Boosts don't peter out. You have a tail that allows you to absorb the biomass of living creatures to increase your power. The general weakness of these people doesn't really matter as much as their genetic material does, a large city's worth of people would elevate you to a power level far greater than Frieza's. This is not where this ends however, as you're technically not in your final form. To reach your "Perfect Form" you must either absorb two incredibly powerful androids (at least as strong as 17 and 18) through your tail's suction function, or absorb biomass from an equally strong warrior or set of warriors. Or you can merely train yourself to reach it. Once you reach this form you can no longer absorb people, though you do gain the ability to make offspring like a Namekian. Your power level with that option is 20,000. As a bonus, you may choose to add the DNA of another race in this section to your body for full price, their abilities are similarly boosted and you gain the same discounts. Your appearance is largely up to you, whichever choice you can go from entirely human looking, some extra parts, or full on monster. You must have a tail in the same vein as Cell however.

482. Buu Race(-800):

Like what would come to be in the future, you're one of the spawns of Majin Buu. The explanation is up to you, but as a member of Buu's race you have both incredible strength and

incredible durability. Your regeneration is far greater than even the highest option of the Bio-Android, allowing you to bring yourself back together from a single atom; this regeneration takes no energy at all. In addition to this, your body is made of a rubbery substance which you can manipulate at will into any shape you can imagine. Possibly the greatest ability Majin's have is that of absorption. Regardless of the strength of their enemies, as long as one of the pieces that make up their body is capable of enveloping an enemy, they can eventually be absorbed. This gives both a change in appearance, personality, and a massive boost in power As a Majin you also have an instinctual understanding of Magic Materialization which includes the creation of clothes, and turning opponents into various objects (though this is much stronger if the object is candy, eating this candy also works like an absorption). Your power level starts at 100,000.

483. Mighty Fightin Z Fighters(Free):

Like the people in this world, you too have the mighty power of Ki! You start off with a basic understanding of Ki such as how to fire Ki blasts and fly. Your power level unless stated otherwise starts at 1,200. Like all the denizens of this world, you also have an insane pain tolerance, and are capable of fighting through grievous wounds. If you wish you may turn off your ability to feel pain and make your wounds more of a notification being sent to your brain more than anything.

484. Instant Transmission(-200 CP):

The aforementioned staple technique of the Yardratians, the instant transmission allows one to travel to any Ki signature they can sense. In addition to the general understanding you have with the technique, you also gain an even greater understanding with sensing Ki, allowing you to sense Ki around an entire Solar system.

485. Magic(-200):

Magic is a separate energy source from Ki. One that you now wield. As a magic user you have incredible potential, enough to one day match Babidi or his father Bibidi. For now though you simply have a decent control over magic materialization, telekinesis, and some other magic abilities such as teleportation or mind control, though only to a minor degree. You'll find that you can develop your abilities with practice and teaching, though things go much faster with a teacher. At the height of your power you would be able to easily recreate things like the Majin brand, or the Kai Kai transportation technique which would allow you to travel to any location known to you.

486. Stone Spit(-200 CP):

You can choose to make your spit turn weaker opponents to stone. That's about it really, as long as you're decently stronger than them, they can't resist.

487. Dragon Statue Creation(-600 CP):

Like the Namekians, you too have the ability to construct Dragon Statues using Magic Materialization, and create a set of Dragonballs through them. Upon creation the dragonballs

will instantly spread throughout whatever planet you're in. There is a maximum level of power inherent to the Dragonballs, and the more power you wish to come from individual wishes, the more sacrifices have to be made in certain areas. The number of wishes granted by these Dragonballs also impact other areas. For example, a Dragon that can grant three wishes and resurrect people multiple times won't be able to revive massive amounts of people. Conversely a Dragon that has 1 wish and can revive massive amounts of people can only do so once for each person revived by that particular Dragon. Once every Jump you may create a set of Dragonballs that can follow any guidelines you want except it has the same canon limits inherent to every set. You can only make a new set if this one is destroyed.

488. Already Back(-800 CP)(Discount Buu Race):

What's this? You already have power from this world? Well this is a surprise, but not an unwelcome one for you. Already, your power far outstrips that of Frieza and his father's, rivaling that of the Demon King Dabura. If this is taken as a member of Buu's "species" then your power matches that of the pink blob himself. Rest assured, you'll have full control of your now massive strength, and it starts supressed so you don't have to worry about scaring everyone on your starting planet.

489. Getting Your Bearings(-100 CP):

Being inserted into a new(?) world can be hard, especially if it's your first time. Good thing that now you're able to hit the ground running in any situation you find yourself in. You can logically think through any situation no matter the stress, trauma, or danger inherent. This doesn't mean you don't feel it, but rather your thinking remains clear as if you've had a long time to ponder the situation.

490. Traditional Genius(-100 CP):

You're a traditional genius, a master of engineering, biology, and a dozen other sciences at the level of Bulma Briefs in each of them. If you'd been a part of the scientific community of your planet, you'd probably be considered the pinnacle of their scientists for generations to come. In addition to this your mind is far greater than the average person, giving you a base IQ of 250 as well as eidetic memory.

491. Procurement of Materials(-200 CP):

Attempting to hide out in a cave may come with some adverse effects. Namely how to procure materials without really paying for them. For some reason however, you never seem to have this problem. Whether its test subjects, raw materials, or specific parts, you either find them in places they definitely weren't before, or events just seem to bend enough that you come across enough materials to serve your needs. Need a specific type of screw or material? You'll find some in your toolbox. Need some test subjects? Two random criminals will show up and ask for shelter outside your base.

492. Nontraditional Genius(-200 CP):

Sure, being a genius is nice and all, but it doesn't really help when you're ostracized by all your peers. Good thing you're such a likeable person then, because your peers will be falling over themselves to get to know you. You have a sort of magnetic pull towards other scientists allowing you to easily approach them, and you have a sort of sixth sense that lets you easily navigate through conversations with them and form lasting friendships. Really, even scientists you've just met and who've never heard of you will have good impressions of you upon a first meeting. The closer these people are to your intelligence, the stronger these effects.

493. Safe Self Modification(-400):

Putting your brain inside a jar so you can transfer it into a robot body may not seem like the smartest thing to others. However, they don't know that you have the peculiar ability to always succeed in your self-modifications. The chances of things going wrong with the procedure are simply zero. As long as the technology behind it is solid, then malfunctions, complications in surgery, and other accidents like that just don't happen. In addition, none of the modifications you make will ever be incompatible, or conflict with each other. Want to use gene therapy on your robot body? That somehow works.

494. Filthy Stinking Rich(-400):

While you're not filthy rich now, you can easily do so with minimal time and effort simply through selling your own creations. You have an amazing business sense, enough to start an international corporation through your inventions alone, and keep it afloat purely on that (if they're impressive enough). That's not the only part however, no matter how little marketing you give your inventions, it will garner just as much publicity as its utility deserves. Starting up a shop in a normal city and selling robotic prosthetics will get people coming in as if you put advertisements all over town. There's no need to ever worry about licenses or Government approval, from buying the building, to patents, to sales licenses, you no longer have a need for such paperwork. You also never need to worry about your inventions getting stolen against your will, as people are simply unable to decipher your technology if you don't want them to.

495. Three Laws of Robotics(-600):

Isn't it annoying when those teenagers you kidnapped and subjected to brutal experiments against their will decide to kill you when free? Well no more, because everything you create, birth, or modify is simply incapable of betraying or harming you. While this only applies to creations which can think, you'll never have to worry about them working against your orders, in both wording and spirit. You may choose whether or not this applies to whatever creation you make.

496. A Mind of its Own(-600):

Obeying orders is one thing, but sometimes a situation may evolve past your orders, and you're no longer there to give new ones. With this, your creations gain a sort of sixth sense that alerts them to what you would like them to do in a given situation. Even when you're not anywhere near them, or dead, they'll still carry things out in a way that you'd most approve of. This also eliminates any issues where your creation will decide to do something "for your own good". This isn't the only type of evolution that occurs however. As years pass they will

become more efficient, stronger, and overall better. An android you build with the capability to fight a low level Saiyan could easily grow to challenge Vegeta within a few years. One that could fight Frieza may find itself reaching Majin Buu's level of power after half a century or so.

497. Mind Over Matter(-800):

As Doctor Gero has proven, science in sufficient quantities can easily outmatch the power of the Gods. Taking that concept a bit further, with this perk, you can easily replicate magical or supernatural forces with machinery alone. You could create entirely mechanical robots capable of using Magic or Ki, and in future worlds any supernatural abilities also apply. You don't even need personal understanding of these forces to replicate them, observation in the form of multiple videos, or in-depth explanation by the wielders work too. The initial quality of your reproductions do suffer in cases where you don't personally know how to use the abilities, but with time spent testing and improving, you can easily reach and surpass the original.

498. Gero's Genius(-800):

Dr. Gero is easily one of the greatest geniuses in the entire Universe, at his peak he was capable of creating beings that far outstripped the Gods. You now share both the capabilities and knowledge he held in his prime. Entirely mechanical androids as strong as Eighter? You could design and make a dozen with less than an afternoon's worth of work. Recreating the technologies of the wider Galaxy such as healing pods and FTL spaceships? Maybe a day of work. You have all the knowledge to recreate all of Gero's stronger cybernetic and biological Androids too as long as you have the materials on hand. Androids as strong as 17 and 18 would maybe take a week's worth of work, as well as a human test subject. An android as strong as 16 would probably take an extra week, but one that could reach the heights of Cell would be the work of at least a year. Finally, you gain the incredible ability to recreate technology after simply studying it. You also gain the ability to improve on these technologies, and have a good sense on how to have them develop entirely new uses with just minimal work.

499. Nice Guy(-100 CP):

You're really a Nice Guy, or not. Regardless of your actual moral character, people can't help but get the impression that you're a kind soul. Even those who can sense your Ki will see it as pure, in fact no matter the form of judgement you always come back as pure. Until you actually do something that would make this image look false in front of others (or with sufficient proof), they'll continue to think well of you.

500. Solitaire Kinda Guy(-100 CP):

Being alone in a Desert training for four years doesn't sound like anyone's idea of fun. Not you though, no, you can easily handle being a solitary soul. Boredom simply doesn't affect you, and dedicating large periods of time to one thing is about as simple as sitting down.

501. Prince of All Saiyans(-200 CP):

Regardless of the “true” nature of whatever abilities you wish to use, or your own “destiny”, you’ll find that none of these things really affect who you are. Unless it's a natural change, you’ll also find that your thinking can’t be compromised by any supernatural force. Get a Majin Brand? Well you can keep the power, but that pesky mental conditioning would be ignored. Oozaru transformation? You'll be as calm as you usually are. All of this is fueled by one of your personality traits, whether your pride, cowardice, or simple stubbornness. Others will find that this personality trait of yours is simply too strong to overcome.

502. Kung Fu Fighting(-200 CP):

This is a world of battle, and to act otherwise is kind of dumb. That’s why you can pick one “style” of fighting native to your home planet, or just pick general brawling. You start off as a master of this style, equal to Goku at the beginning of Dragonball Z. Whatever style of fighting this is, you’ll find that it instantly grows to match your own speed and level of power, as well as your new abilities. You won’t need to train techniques to get used to your new strength, and gaining something like flight would mean that you could fight just as well on the ground as in the air. Gaining the ability to sense Ki would mean that you’d use it just as instinctually as sight when your vision is obscured.

503. Making Ends Meet(-400 CP):

Wouldn’t it suck to be the hero of Earth just to end up being a radish farmer so your family doesn’t starve? Yes, yes it would. That’s why it's a good thing that money seems to just come your way. Whatever the reason, you’ll find yourself regularly receiving a large sum of money (enough to pay off whatever you need, but not something ridiculous like an island) in whatever accounts you own, and if that’s not applicable, then on the foot of your bed. Government, and other equivalent people won't ever question this.

504. Credit Where It’s Due(-400 CP):

Wouldn’t it suck to be the hero of Earth just for some random guy to steal all the credit from your work? Yes, yes it would. Good thing that whenever you want credit for your work you’ll get it. Even if you only fought the world ending threat in the middle of nowhere with no witnesses, word always ends up spreading about your deeds. To add to this, people who would be inclined to steal your work are just turned off from the idea, and if they persevere, will find themselves being outed near instantly.

505. What About Hax!(-600 CP):

Yes, what about hax? Well in your case, nothing because it just doesn’t affect you. More specifically, if an opponent attempts to use some sort of magical, reality warping, or indirect ability on you it simply fails. In addition to this blanket immunity, attempts to transform your body against your will also fail just as badly regardless of the opponent’s strength. The same applies to effects that wish to remove you from existence. Even diseases and other indirect ailments fail to affect you. On the flip side you can also choose to experience any of these indirect effects such as catching a disease, being frozen in time, or getting hit by knockout drugs. There’s no longer any need to fear little green wizards anymore. If you wish, you can

also allow magical effects to affect you, but diminish absolutely none of your power and agency. Fight an opponent despite being turned into an inamiate object? Completely possible.

506. Friendly Beat Down(-600 CP):

Wouldn't it be great to have that really strong guy join you? What's that? He hates your guts and attempted to murder all your friends? Well that's never stopped anyone in the past has it? You'll find that as long as you spare an enemy you could have defeated, it'll never backfire, at least on your part. They'll find all thoughts of blasting you when your back is turned, or coming back for revenge simply leaving their mind. If you gave them just a bit of time, you could easily find them again and form a very long lasting friendship. Your other friends might be a bit iffy, but they'll soon form tight bonds with them too.

507. Dumbass Savant(-800 CP):

Are you a Saiyan? Because that's really the only thing that can explain your amazing talent for battle and violence. Whether you enjoy it or not, your ability to fight and analyze combat is nothing less than insane. Any form of fighting you know is elevated to the point that you could demolish those twice your strength through pure skill alone. Seeing a technique once, whether its Ki, Magic, or something else is enough for you to be able to copy it. This genius of yours even applies to your teaching. Attempting to train others to be able to compete with you is easy, the teaching process is both smooth, and far faster than you'd think. It takes maybe one year, five at max depending on how strong you are, to bring others to your level. Even if it was a normal human, as long as they were healthy you'd be able to help them combat the Ginyu Force in a year. While you don't need to have whatever source of power you're copying, it will be limited in scope to that singular technique unless you take the time to expand your abilities. This will usually not take too long unless it's an ability far beyond your capabilities.

508. The Z-Effect(-800 CP):

Some people believe that one is strongest when they have something to protect, maybe you're one of them. Whenever you have something (or someone) else to protect, you'll find yourself rapidly growing to match that threat. Protect your home planet from a bunch of elite invaders? You could go from a power level in the hundreds to the hundreds of thousands within a few months (the minimum amount of time needed to train) to combat these threats. While you do need to actually know the threat is coming/there, and a rough idea of how strong it could be, once you have all that your training will explode in potency. Luck also seems to be on your side when it comes to helping you out in battle, enemies will be willing to gloat, and mess around, or even arrive late. Sometimes their henchmen will be incompetent, or they'll get distracted. Whatever the case, the thing you're protecting must be incredibly important to you. Equal to a close family member at the very least.

509. Purge Master Supreme(-100 CP):

Purging Planets of life is one of those things that takes a very strong will. Say what you will about the moral character of the Frieza Force, but the higher ups are willing to do what it takes, and so do you. You not only know how to conduct warfare on a planetary scale by just

yourself, but you also know how to accurately and efficiently pinpoint targets to get Governments to fall to you. If necessary you even know how to purge a planet of it's inhabitants. While this won't make you willing to go against your morals, when it comes to determination, you're second to none. You're capable of motivating yourself to do anything you put your mind to, and your will to do so is potentially endless unless you wish to stop for one reason or another. In addition, you find that you can use your energy blasts perfectly when it comes to wide scale destruction.

510. Dragonball Logic(-100 CP):

While yes, posing and dancing before your enemies may make you look like a Freaky Alien Genotype, when you're strong, does that really matter? You'll find that no matter how idiotic you act, or look, it does absolutely nothing to impact your intimidation factor. You'll be just as scary doing ballerina dances as you would posing intimidatingly if you want to be.

511. I Am Lord Frieza, Yes(-200 CP):

It's always fun to brag about how you're going to destroy people, and how your power level is 2 million, but it kinda sucks when no one listens doesn't it? Good thing that's no longer a problem. For some reason, you have great talent for monologuing. Whether it's bragging, threats, or even a simple explanation, you spin words so well that people just can't help but listen, choosing not to attack or escape until you've finished your point. Whatever your goal is in your monologuing, you'll find that you get the point across very well.

512. Filthy Monkeys(-200 CP):

You'd think that with how much you insult your subordinates that they'd just get fed up. But no, even if you're weaker than them, and as long as you don't go particularly overboard with your words, you can say anything to them without them trying to find revenge or getting fed up. If you do happen to be stronger than them, then this doesn't just stop at say, you can also do anything to them and as long as it isn't something completely horrific they'll just grit their teeth. Their work will not suffer for this, in fact it may improve if only to spare themselves your comments.

513. Trade Between Our People(-400 CP):

Wow, you're really giving these natives a great deal, they work for you, give you half of everything they make, and do whatever you ask. In return.... Well they get nothing. Your skill in trading and negotiation is enough that you can easily negotiate yourself into a position of power above entire species. You could exploit their natural resources to a point where they really only have a small surplus for themselves, and the most you'd get is some unpopularity. This is also without you having power over these people. If you're stronger than the best of their planet, then you can outright plunder the populations while getting them to agree to it.

514. Join the Galactic Patrol!(-400 CP):

What's this? No one wants to join your Genocidal Empire or your doomed-to-fail freedom fighter organization? Well not anymore. No matter how hopeless or evil your cause, people

can easily be convinced to join you and work well, whether through force or propaganda, people flock to your movement in droves.

515. What Beautiful Fireworks(-600 CP):

Destroying planets because of a petty fear against its race would usually hold negative consequences for you politically and in a lot of other ways. Not for you though, in fact the bigger the scale of your actions, the more positive your results. Save an entire planet of billions from the PTO? Your name will echo throughout the Galaxy, and people will give you shelter/help you out based on reputation alone for decades. Destroy a planet? People will be so scared of you that you'll find yourself able to bully the Galactic community for a similar time period. The negative result of such an action are greatly minimized as your victims move on from revenge, and the attention you bring from your good deeds don't bring down someone looking to teach a lesson.

516. The Planet Buster(-600 CP):

So you do know that there are a limited number of habitable planets in the Universe, and blowing them up willy nilly is a bad thing, right? What's this? You've never even noticed? Well no wonder, with this perk, you'll find that your reckless actions endangering limited resources simply.... Don't. Instead there seems to be an infinite amount of whatever resources you wish to plunder. Planets with one vein of a rare ore will find it can be mined till the end of the Solar systems lifespan. Habitable planets simply never seem to run out, and even the rarest of resource nodes never ends. So go ahead and keep busting planets for fun... Dick.

517. Monstrous Genius(-800 CP):

What's that? You haven't trained a single day in your entire life? Well that's no surprise, you're obviously a massively talented Genius. Unlike other people you don't exactly have a limit to how far you can grow. Whether it's your speed, strength, ki, magic, or techniques, none of them have any limit in their growth. Even racial abilities find themselves far outstripping that of your peers. In addition to that, you also gain power incredibly fast. Enough that you can expect to match Son Goku's strength by the end of the Buu saga in the same amount of time it took him assuming you only put in token training. Facing challenging foes and doing regular training would see you matching Majin Buu by the end of the decade. Additionally when you meet those vastly stronger than you this is "unlocked" again allowing for you to catch up to their strength in a similar amount of time(relative to your own strength in comparison).

518. The Cooler School of Transformations(-800 CP):

There's this nagging feeling in the back of your mind, something telling you that the power you have isn't all there is, and that there is something... Further beyond. Chasing this feeling and ramping up your training will soon see you creating an entirely new transformation for your race. This will take a couple of months at the minimum, but at the very least, this new form increases your power by fifty times. Though at first it's very energy intensive, and may influence your thoughts towards a particular emotion, you'll find that with time spent training you can soon master the state enough that you could stay in it even in your sleep while

increasing its strength. It's only when you reach this point that the feeling will return, though you will only start to see rewards every two years after the last new transformation. Each following transformation is far stronger than the last, and with the addition of new energies, you may even bypass the two year limit, and create an entirely new branch of transformations. The creation of powered up versions of previous transformations also bypasses the two year limit. This may or may not result in losing speed for power.

519. Slumbering Beast(-100 CP):

Spending all that time away from... Well everyone has made it very easy for you to keep a low profile. When you want to even people you've spoken to (though only for very little time) have a hard time even remembering your face let alone any actual details. You also find that people can't find you through random chance when you wish to hide, it has to be deliberate effort alone that will reveal you.

520. Villainous Introduction(-100 CP):

When it comes to the villainous introduction, none can match you. When you first introduce yourself to others, and in other situations, a combination of your immense power, appearance, and aura are enough to terrify those weaker than you to the point of paralysis. The stronger you are, the more severe this becomes, and at some point you could knock someone out cold from simply staring at them.

521. Hiding Your Energy(-200 CP):

When it comes to manipulating your energy , you're probably the best in the universe. Just by default your energy is nebulous and hard to get a lock on, at times it feels like familiar people to your pursuers, or past enemies. When you actually Do choose to suppress your power, then no form of observation in the Universe can find or measure you. If you're going to be found, its through the hard way.

522. Regaining Strength(-200 CP):

It's a bit too late for this now isn't it? Well either way, you'll find that whenever your strength is drained, or even entirely removed, you'll quickly find yourself recovering back to full strength by the end of the day.

523. Nontraditional Combat(-400 CP):

Really, spinning around like a beyblade, compressing yourself into a ball and smashing yourself into your enemies all sounds completely ridiculous. Yet your mind seems to be filled with such unorthodox ways of fighting, and you'll quickly find that acting on this knowledge confuses your enemies just as much as it does you. The more ridiculous your tactics, the harder of a time your enemies have adapting to them. For someone on your level, this could almost guarantee a victory if used at the right time, and for tougher opponents, this could be the difference between escaping and death.

524. Human Extinction Attack!(-400 CP):

Your attacks seem to have a mind of their own. Whether it's a magic fireball or a Ki Blast, these attacks once they leave your body act on their own will to aid you. A missed Ki blast would turn right back around and strike your foe in the back. One lone blast in a barrage of them would suddenly halt itself before exploding for a feint. Furthermore, your precision with your various energies is near perfect. In the case where you don't choose to let control of your blasts go, you have full control over it's actions no matter the distance. You could fire single Ki blasts that travel across the planet and kill specific people using only your Ki sense as a guide. Finally, there's no longer a need to worry about friendly fire, you can throw around attacks that only damage their target. Throw your planet destroying deathball at a person? They take all the damage, and the environment will be completely unscathed, though not entirely. All your other powers and energies benefit from this.

525. Villain Sue(-600 CP):

There seems to be something about you that makes others very forgiving towards your actions. Even the most prideful and ruthless of your enemies will hesitate to kill you, and seriously consider attempting to recruit you. It's almost a guarantee for your less willful enemies. Whether you choose to capitalize on this moment of weakness is up to you, but if you choose not to, you'll find that you can easily pretend to be friends with these enemies. They and their allies will rarely cast suspicion on to you, in fact they don't really seem to pay attention to your actions even if they may coincide with sabotage. Even strangers you meet will be strangely cavalier about your past deeds, even the morally upstanding ones.

526. This Is My Perfect Form!(-600 CP):

While I wouldn't really call it "perfect" your form as it stands now is a hell of a lot better than it used to be. That's why as it stands, you'll never really "devolve" so to speak. Any improvement to your physical capabilities and other abilities finds itself maintained no matter how long you spend without practice. The same applies to your skills, whether mental, physical, or spiritual. Even your personality won't change for the worse, you'll find that you'll never grow disenfranchised or bitter. In addition, none of these abilities can be suppressed, removed, or weakened in any way. The only way for your state to change is for the better, and only in the way you see it.

527. Majin Branding(-800 CP):

One of the greatest tools of Babidi and his father bibidi was the ability to bring strong fighters under their control while also granting them a great amount of power based off their inner darkness. Now you too share this power, allowing you to mark others with this brand as long as they're in your line of sight. As long as they have some sort of inner darkness, you'll be able to bring them under your control, assuming you also have more willpower than them. Once marked, your new minions gain at least fifty times their original power, and unending loyalty targeted towards only yourself.

528. Critical Intelligence Failure(-800 CP):

Is it just me or do your opponents seem kind of dumb when it comes to dealing with you? Dropping the ball doesn't even begin to describe the mistakes your opponents make when

dealing with you. They'll choose to give you an extra week to train, let you transform, or any other number of dumb decisions. Using clear cut ways of eliminating you instantly becomes too boring, and Kai's forbid they have any serious personality flaws. If they do, then even if they've already learned to suppress them, they'll suddenly start showing up just in the nick of time to help you out greatly. You yourself also have a sort of sixth sense of just what to say to trigger their inner problems.

529. Capsule Case(Free):

If you choose this item, then all the items you purchase in this Jump get put inside clearly labeled capsules, and stored in this case. No matter how many capsules you end up getting, you always manage to find space. It magically opens up to the items you're looking for when you open it. If you wish, items from other Jumps both past and future can be put into the case upon purchase. Others can't open this against your will, or use the items within. Comes with a similarly unending number of empty capsules.

530. Kame House/Dragon Ball Collection(-100 CP)

● Kame House(-50 CP): A small house on an island in the middle of the ocean, or a desert if your starting world doesn't have one. If purchased, you start on this property. In future Jumps, you always know where to find it in your starting location. You can also change its location by using the capsule found in the capsule case.

● Dragon Ball Collection(-50 CP): No, not those Dragonballs, this is Dragon Ball, the show. You gain a collection of all Dragonball Media, from the anime, to the games. Alongside this you get the hardware necessary to enjoy it all.

531. Babidi's Notes(-400 CP):

These notes detail all of numerous great Magic users' discoveries on Magic, including Babidi and his father Bibidi. From the Majin Brand, to controlling mindless creatures, to teleportation, this binder describes it all. Even a completely clueless person could learn to match these feats within a decade or two. Someone more mystically inclined could learn all they need from this in a few years. In future Jumps, this updates with the discoveries of five of the greatest magical users in the setting.

532. Dragonball Set(-600 CP):

Now yes, these are the Dragonballs you're thinking of. Unlike the ones seen in the series, these do not scatter after a wish, rather they simply go dormant until the beginning of your next Jump. The Dragon summoned has both the number of wishes and lack of restriction when it comes to number of resurrections Porunga does, but can also revive mass numbers of people. Yes, if you bought the perk to make your own Dragonballs then you can use both.

533. Tech Company(-100 CP):

Your very own Tech Company! Exciting right? Well this company happens to be the equivalent of the Capsule Corporation on your starting world, and makes just as much money, which for you is about a couple billion zeni or equivalent annually. You may choose what it

specializes in, or what the company's mainstay (think capsules) are. In future Jumps, the revenue from this company will stay the same even if they aren't actually selling anything. Any profits after that are simply a bonus.

534. Mountainside Lab(-200 CP):

This mountainside lab is hidden somewhere on your starting planet not far from where you start, and you receive perfect instructions on how to reach it. Inside are all the tools, chemicals, and research materials a scientist of Doctor Gero's caliber would need to keep his lab running. Unlike the good Doctor, you haven't told anyone where it is, so it's completely undocumented. The materials and tools regenerate once a month, and the place cleans itself. In future world's this lab is somewhere close to where you start, and you gain similarly detailed instructions on how to reach it.

535. Android Collection(-400 CP):

Well it seems as if you don't need to start with nothing. If you the mountainside lab, you gain a number of pods containing 20 slumbering, pre-built androids. Each of them is only as strong as a Saibaman, but their bodies are easily modifiable, and adapt to anything you add. Needless to say, they're completely loyal to you, and come preprogrammed with whatever personalities you might want. You can also reprogram them with a number of different personalities by simply returning them to their pods.

536. Genetic Database(-600 CP):

Having a genetic database of all the known races in the universe might seem a bit overboard, but I'm sure many would disagree with that notion. This item is just what it says on the can. You have both the genetic sequences, and copious DNA samples from all the races within the Dragonball Universe. While individual mutations or rare developments are excluded, you still have a lot to work with. The entire database comes in the form of a knee high box with a terminal on it. Searching this terminal and choosing something will cause it to open up revealing the samples/information. Everything inside regenerates within a day.

537. Android Production Facility(-800 CP):

If you bought the Mountain lab, or any sort of property in this Jump, you can choose this to be a part of it. With this facility, you can not only cut down on the time to produce Androids by half of what it would take you, but it can also use its supercomputer, fabricator, copious materials, and cloned bodies to begin producing androids on a mass scale. At any given time, this computer could create a dozen androids at the same time, once again reactive to the same speed you would construct them with. It also takes care of the programming, though you will need to be the one to personally upload your designs, and it can only build what you understand. You may use the supercomputer and facilities to build and program other things as well as perform other things an AI with a supercomputer can.

538. Iconic Gi(-100 CP):

This light piece of combat wear seems to be iconic to any who see it. It's instantly recognizable, and inspires either wariness or hope in those who see it depending on your intentions. You'll find that you move incredibly easily when wearing these clothes.

539. Infinite Food(-200 CP):

Like any warrior, you need food, and a lot of it. All that planet-destroying power doesn't come from an empty stomach after all. Lucky for you, this table seems to simply be filled with any number and type of delicious food and drink. Anyone eating from the table finds that dishes they most prefer appearing. At any one time, its enough to easily feed ten people, and the food never really seems to run out. Discarded empty bowls or cups simply disappear, and filled ones take its place. Living creatures do not appear.

540. Z-Weapon(-400 CP):

Whatever this weapon is, whether an axe, sword, or staff, it is incredibly durable, even Frieza would have a hard time breaking this at full power. Outside of the base durability, this durability scales to your own power level, allowing this sword to survive all your toughest battles relatively unscathed. It would take an enemy several times your strength to break this weapon. You'll also find that integrating this weapon into your martial arts boosts your overall skill by several orders of magnitude. It can also, like a certain Demon's sword, fire incredibly sharp blasts of cutting Ki. Or if you picked a blunt weapon, it instead fires waves of crushing energy. Comes with the ability to condense into the form of a small club.

541. Hyperbolic Time Chamber(-600 CP):

This chamber has an extremely special ability, that being the ability to warp time inside it. You see, for every year spent inside its white void, a day passes outside. If this wasn't enough, the gravity in just the starting area is ten times that of Earth's. The further away from the entrance you move, the more intense the conditions become. It's very possible to die from just stepping foot outside the living area if you're too weak. Speaking of the living area, it comes stocked with enough food to last years, and constantly refills. Yes, unlike the original version, there is no limit to the time you can spend here. On the outside it appears as a simple one story house with a door.

542. Infinite Bag of Senzu Beans(-800 CP):

Ah, a bag of Senzu Beans, possibly one of the most useful things for a fighter. This particular bag of Senzu Beans however, is special in a lot of ways. You see, when you tie the bag to your waist, it'll never fall out, get damaged, or get snatched during a battle. Furthermore, the Beans themselves are greater than their original version, taking one is enough to keep someone fed for two weeks, and as long as the person still draws breath, this will fully heal them, bisected half and all. If your enemies take one of these, they'll find themselves assaulted with the worst taste they could possibly imagine with no other effects. There are an infinite number of beans in the bag, and every time you take one it seems like nothing has changed.

543. Battle Armor and Scouter(-100 CP):

You get a standard PTO set of Battle Armor and a Scouter. You may choose whether this armor follows the classic design, or Bulma's improved design (with an optional helmet). Either way, the armor scales to your strength in that those much weaker than you won't even scratch it, and it will defend you relatively well amongst those around your level while still taking damage. The scouter is capable of acting as a communication device, a computer assistant, and a power scanner. No matter how strong your opponent is, the Scouter will put a number to whatever you're feeling without any damage. It's also indestructible and will survive any battles you put it through. Trying to use it to get an advantage in battle will end badly.

544. Medical Pod(-200 CP):

Here's a Medical Pod, one of the staple technologies of the Galactic Community. Once someone is submerged in the healing liquid, this machine will heal minor wounds in minutes, more severe ones in hours, and fatal ones in days. As long as someone's breathing when they're put into this pod, they'll end up having a full recovery. Diseases and other medical problems also get fixed by a stay in the Pod.

545. Battleship(-400 CP):

Directly copied from the ones in the employ of Frieza and his family, this Battleship is entirely yours. It's speed is enough that it can travel a galaxy in a day, and comes with at least a dozen attack balls docked on board. In addition to this, it also comes stocked with luxury food and wine, alongside a good old hoverchair in the bridge. Can house a crew of several thousand comfortably if needed, and comes with hibernation functions.

546. Galactic Empire/Organization(-600 CP):

Your very own Galactic Empire! Or Corporation, or Terrorist Organization. Whatever this is, you have about as much presence in the Galaxy as Frieza's Empire. This means millions of lesser soldiers and generals that roughly equal that of Frieza's forces. For some reason, the PTO is willing to let your Empire exist, and is even willing to respect your borders. In future Jumps, this Empire is retroactively part of the setting's past, and actively waiting for your return. No matter your appearance and name, they will recognize and reinstate you immediately. The events of past Jump may also be added to their history archives. Those who have long lifespans or immortality may come along to future Jumps.

547. Seed of Might(-800 CP):

This seed isn't much on its own, but when introduced to water, or even blood, it rapidly grows into a massive tree of might by extracting the energy of a planet. It needs an atmosphere to survive, but when it's done draining the planet of its energy (a process that takes a few days), all life in the world with a power level lower than 1,000 will die, and the tree will grow a dozen fruit. Each of these fruit when taken will increase your power by 20 times, though eating more than two at once will cause your body to tear itself apart and wither up. You'll need to wait at least a month to consume another one to avoid that, and after five times you'll find the power gain dropping off considerably, until it only does 1.5x your original

powerlevel. You'll find that no matter how many times you plant it, the original seed comes back into your possession.

548. Infinite Bag of Candy(-100 CP):

This jumbo sized bag of candy is as big as a person's torso, and is filled to the brim with gourmet candy that never seems to run out. All types of candy, from this universe and not appears in the bag, and youalways find yourself liking it.

549. Energy Drainer/Container(-200 CP):

Is that a kettle? Well despite what it looks like, its actually an energy container. By pressing it up against a person, this container begins to drain large amounts of energy from the person, potentially enough to cause death. By pressing it up against yourself or a machine and willing it, this energy will begin to perfectly transfer at any rate you will. This can power anything from machines, or permanently increase your strength. The amount of power it can hold this way is limitless, but you'll have to be careful to absorb it in increments.

550. Crystal Ball(-400 CP):

This goofy looking crystal ball is an implement usually only for Magicians. However, you'll come to find that this ball magnifies all sorts of abilities. While holding it, meditating on your Ki is boosted tremendously, allowing you to hone the control of your energy, as well as future ones. In addition to this, it can project all of your magical and spiritual abilities to greater distances than you're used to, allowing you to scry locations across the Universe, or telepathically communicate with those in other planes of reality.

551. Babidi's Spaceship(-600 CP):

This magical spaceship is hardly even one. While yes, it can travel space conventionally, it can also instantly teleport itself to any location in the universe. This is through the scrying magic built into the ship itself. Don't worry about being unable to use it however, because you'll gain all the knowledge required to pilot the ship and use its other features. For one, you can sink the ship into the ground of a planet hiding a majority of it from outside sensors. It is also durable enough to take strikes from Dabura at full strength. You can also morph the conditions of the inside to mimic certain planets. Finally, there is a meditation room in which you may meditate. When this is done, you enter a state in which you can fight at your absolute peak for the next couple of days.

552. Time Machine(-800 CP):

Well, you know how they say not to fuck with time? Well no one told you, and now you can ignore them if they try. With this Time Machine, you're capable of traveling to the past in an alternate timeline. While this doesn't exactly help you change the events of the future, an entirely new timeline is made when you do this, meaning you have two universes worth of fighters and resources to exploit. It even allows you to travel between currently existing timelines, and has a decently detailed summary of the points of diversion. Using this will not get the Time Patrol's attention, nor any of the more powerful beings in the universe.

Pseudo:

Miracleman

1. Warpsmith [600 CP]

Originating from the planet Hod, the Warpsmiths are the masters of space, able to instantly transport themselves and anything around them to anywhere else in the universe. The four Black Warpsmiths rule the Confederacy of Gulf Worlds, with four castes beneath them. Blue Warpsmiths are the artists and bureaucrats, White Warpsmiths are warriors, Grey Warpsmiths are diplomats, and Red Warpsmiths tend the hearts of stars. You can start as any caste besides Black.

Beneath their armor, Warpsmiths resemble oddly-colored humans, and can trade clothing with them with no need for refitting.

2. Qys [600 CP]

The shape-changing rulers of the Qys Imperium, they were the ones who first discovered infra-space/underspace and figured out how to make use of its unique properties. They hold on to their secrets tightly, and until a Qys ship crash landed on Earth no other race was capable of transforming. Qys as a species have a long history in soul and aura manipulation, and specialists in these fields are able to resurrect the dead. More commonly, each Qys is able to telepathically communicate with other living things as well as entering their mindscape.

3. Evolved Human [600 CP]

The cellular replicates of human children, artificially evolved hundreds of thousands of years to increase their physical, mental, and psionic abilities. They have natural flight and superhuman strength, durability and speed, as well as the ability to hone their potential into more varying powers as they age. Very few races are capable of contending with an evolved human in a drawn out fight, and a group of them would represent a major force in intergalactic politics.

4. Bronze Age Art [100]

The world appears as if drawn by 1980s comic artists like Garry Leach, Alan Davis, and John Totleben. Realistic pencilling, detailed coloring, and in-depth shading, a true visual masterpiece. You can also see audible sounds as word balloons and sound effects, and even thought bubbles if you can read minds. Applies to future jumps. Can be toggled on and off.

5. Stylized [100]

If you prefer a more unique take on your chain, you can see it through the many styles of Mark Buckingham. Chalk on black, caricatures, exaggerated linework that bursts with emotion, more traditional comic artwork, it automatically shifts based on the current mood and situation. Applies to future jumps. Can be toggled on and off.

6. Rebranding [200 CP]

It’s so hard to choose a name, isn’t it? Just when you think you’ve got a good one, someone else shows up who’s had it for years! Now you can change your name and even your look without any confusion or issue from fans.

7. Legal Troubles [200 CP]

Through Mick Anglo, L. Miller and Sons, Ltd., Dez Skinn, Alan Moore, Pacific Comics, Eclipse Comics, Niel Gaiman, Todd McFarlane, Mick Anglo again, and finally Marvel Comics, the names Marvelman and Miracleman have changed hands more often than most over the last few decades. You have a preternatural luck when it comes to civil lawsuits, able to snatch up copyrights and other claims teetering on the legal edge, secure your own from similar attempts, and keep your not-entirely-legitimate deals from being put under close scrutiny. It could even be found that the property you sold half a century ago was never sold at all, returning all the rights back to you.

8. Issue #25 [400 CP]

You’re immune to your personal time being affected by outside forces. You can’t be frozen, slowed down, or sped up, and attempts to displace you elsewhere in the time stream or remove you entirely don’t catch. You’ll never be put on hiatus, Jumper.

9. Perfect Control [400 CP]

You have complete control over your strength and powers, never using more force than you intended. You can also shut your powers off entirely or reduce their intensity to an exact percentage, so you don't need to bother holding back in the first place. This applies to individual components of powers, so you could disable the super strength of a F.I.S.S. perk without losing the rest of it.

10. The Original Writer [600 CP]

You have a creative mind that could revolutionize an entire industry. Be it comic books, music, film, or any other field, your name would be legendary with only a handful of works released. Keep up your output, and you could become the name of a generation. This can be bought more than once, for different fields.

11. Glonzo [600 CP]

Hold on, something’s different about you. Your aura’s all...squizzy. Ah, I see it now. You’re exceptional, the absolute pinnacle of your race. The greatest who’s ever lived, and the greatest who ever will. Every trait, from your body to your mind to your spirit, is enhanced spectacularly, so that you represent the maximum potential of your heritage. The exact results of this vary depending on your specific race. A human would be like the greatest scientists,

athletes, sages, and public speakers all rolled into one. A Qys would resemble the massive Kingqueen, a mass of phosphorescent, nigh-invulnerable flesh the size of an apartment building, supremely sentient, and locked in perpetual ecstacy without sacrificing the ability to interact with your surroundings. A Warpsmith would be the fifth black Warpsmith, one of the original members of their race who created all others. A sentient biocomputer approaching the Qys Kingqueen in size and possibly the most intelligent beings in the universe, you would rule the Confederacy of Gulf Worlds with your three surviving kin. On top of the physical and mental boosts, an evolved human would boast all the disparate skills of Miracleman, Kid Miracleman, and Miraclewoman, while a Child of Heaven would be on par with Winter, greater than all of your half-siblings and allowing you to fine tune your aura to replicate any technology you understand. This applies to any form you take, your soul drawing from your genetic memory to become the definitive example of your species. However, you only have the starting capabilities and the raw potential, not any training or skills, so it's up to you to follow through to truly become number one.

12. Damnatio Memoriae [100 CP]

You don't appear in official records, and attempts to add you in often fail or run into roadblocks. You also tend to slip between the cracks when it comes to unofficial records, but a dedicated investigator could get your name down.

13. Key Harmonic of the Universe [100 CP]

The more outlandish your cover story is, the more believable it is. If you're running late, claiming that a wizard- oh, sorry, astrophysicist appeared in his robes and beard to bestow a magic word upon you that could turn you into a superhero, but you accidentally forgot it so don't ask for a demonstration, would sound as realistic as 'I got stuck in traffic'. The smarter or more intelligent someone is, the harder it will be to put one over on them.

14. Adaptable [200 CP]

You're great at going with the flow. Shit happens, and sometimes all you can do it pick up the pieces and try to move on. Waking up 40 years after your own death to find a completely different world with an unrecognizable culture wouldn't be simple or entirely pleasant, but it's certainly doable.

15. [11010000] [200 CP]

The sorrow felt upon the realization that one can no longer truly feel sorrow. Humanity is made up of all of its components, and isolating yourself from the greater whole can wreak havoc on the self. You no longer need to worry about this problem. No matter how powerful you grow, how inhuman you become, how long you spend alone, you will neve lose your connection to those around you, and will always be capable of experiencing a healthy range of emotions.

16. Change-State Fusion [400 CP]

While using bodies stored in underspace can give one amazing powers, it's usually also how they're ultimately defeated. Finding the trigger word to transform them back to normal or taking advantage of the different weaknesses inherent to each body, where an amalgam form would have been unstoppable. Your powers are no longer locked behind different forms, requiring you to transform in order to use them. The powers, appearances, capabilities, strengths, weaknesses, and any other traits of your forms can now be freely mixed and combined.

17. The Beast Within [400 CP]

Your inner demons are nothing to you. You can easily stand against them, locking them away where they can't reach you. You can also, through a monumental force of will, force them to relinquish control should they ever somehow wrest it from you. This includes beings attempting to possess you through your mind, soul, or body.

18. Built on Human Bones [600 CP]

Through victory and hardship, the fruits of your labors are magnified. The closer and bloodier the win, the greater the effect. The exact benefits depend on how you've suffered. Minor exertion will grant a barely noticeable change, while pushing yourself to the point of collapse will see you becoming strong enough to easily win after resting up. Driving yourself into deep debt to start a business will increase its profits by an order of magnitude, and testing the bonds of friendship to their limit will bring you closer than ever before. A battle for the fate of the planet against impossible odds, with millions killed and the enemy being defeated by mere seconds, would be enough to raise a utopia in the aftermath. Be warned, although a pyrrhic victory is enough, it still needs to be a victory. If you lose then you will gain nothing but the bitter taste of defeat.

19. Spaceman [600 CP]

Humanity knows more about the surfaces of Mars and the Moon than it's own oceans. But do you know where the real final frontier is? Humanity itself. You're a psychopharmaceutical astronaut, exploring the internal mindscape in your head. In a chemically induced meditative trace, you can enter your mind as if it were a physical location. Entire continents dwell within, ripe for exploration and discovery.

Becoming a Spaceman allowed you to view your mind and the greater reality in total clarity, achieving enlightenment as a sort of 'super-sanity'. Almost nothing can be hidden from you, and you can see the future playing out as easily as most see the present. One glance at a person can give you detailed insight into their entire life, and you'd know exactly what advice to give them to change their lives as well as the answer to almost any question they could ask.

Actually conveying your answers and advice is another matter. Your speech is on another level, and even when you intentionally limit yourself you're almost incomprehensible. You fit

too many ideas into a single sentence for them to easily understand, using a modified version of English that's more connotation than definition. Speaking normally is still possible, but very difficult, and you lose so much in translation that your words are ultimately meaningless, if grammatically correct.

Seeing the truth in reality isn't all you can do. As your mindscape can now be physically reached, you're free to alter your own mind as you wish, through long effort in reshaping your mental landscape. Manually removing bad habits and addictions, installing psychic defenses, meeting and interacting with any other identities and visitors in your head, viewing and editing your memories, and so on. However, I must warn you; being dismissed as a lunatic isn't your only concern. This wisdom and knowledge comes with significant dangers, as does any frontier. Spacemen have a high mortality rate. Many have become hopelessly lost deep within their minds, never to be heard from again, and an unlucky few made it back out...through the wrong exits, ones that didn't lead to anywhere we would recognize.

Having an exceptionally strong sense of self or willpower, or vastly higher than normal intelligence or self-awareness, would allow you to traverse your mind free of the usual risk, as well as speak more easily with those that have less awareness than you.

20. Sign, Countersign [100 CP]

You're an expert in speaking in code, capable of keeping straight a dizzying amount of codewords, phrases with double meanings, and secret handshakes. While you can also crack most codes given enough time, time you may not have, especially complex ciphers and masterful cover stories will throw you for a loop.

21. Sapphire Teeth [100 CP]

What can look intimidating to one person can make another crack up laughing. No more, now any trait you intend to intimidate will damn well get the job done! It's strangeness is converted into proportional intimidation. You need to actually act intimidating for this to work, though.

22. The Terror that Follows Behind [200 CP]

Heritage is important, but you need to remember that you aren't the people you're descended from. You're your own person, and you won't be defined as a reflection of those who came before. Stereotypes, gnawing fears of regression, or even lineage-based curses, none of these apply to you. You can't be brought low through your ancestral line.

23. Need to Know [200 CP]

You get along really well with your superiors, to the point they're willing to bend the rules to help you out. Who the mission is investigating, what the organization's true goals are, all

kinds of secrets. You can also get away with a lot more, and are given a bit more freedom than usual in how you operate.

24. What a Stupid Way to Die [400]

Assassins can be hiding in any shadow, waiting around any corner. It's almost impossible to cover every angle, so now you won't have to. Your enemies will prefer to take you prisoner rather than killing you, even if that means a lot of extra work and hassle for them. Only the most dedicated or vengeful will go for the kill, the kind who'd sacrifice themselves just to take you with them. This only works once per person; after that, they know better.

25. Never Take the First Cab [400 CP]

You have an intrinsic sense for danger. If a taxi pulled up carrying an assassin, you'd know to avoid it on your gut instinct alone. Likewise, you'd know the safe one to take, even if you have to wait for the first ten trapped cabs to pass you by. This only works on immediate dangers to your safety, nothing longer than seconds in the future, and it doesn't give you any specifics about what the exact danger is.

26. You are a Professional [600 CP]

What is a man in a world of gods? A man is someone who refuses to bow his head. Who refuses to become their pet. No, your dignity wouldn't allow such a thing. Your human spirit burns through, giving you an air of capability and sheer presence that even the new gods of this world must recognize. Among those easily confused to be your betters, you are recognized as their equal, or even their superior. Your willpower and force of personality are massively increased, allowing you to stare down a god and intimidate him into blinking first. Your allies won't disregard you for your lack of destructive power, coming to you for help and asking you for advice. Your enemies will think twice before crossing you, giving you a wide berth and preferring to hold back or even retreat rather than going all-out and invoking your wrath. This has diminishing returns, however; to someone who so greatly overshadows you as to be beyond even the gods, you're just another mortal.

27. An Artist in Mortality [600 CP]

Mr. Evelyn Cream came very close to killing Miracleman with a simple handgun, only failing to do so because he decided he'd rather cut a deal. You can do the same, as you're an expert in uncovering and capitalizing on the weaknesses of your enemies. Secret keywords, poisonous glowing rocks, their unpowered alternate forms, if there's a way to bring them down with mundane means then it's only a matter of time until you find it.

28. PhD [100 CP]

A PhD and all the training, experience, and knowledge that comes with it. You're an expert in your field, and if you have any history here you have a good number of contacts in academia. Can be purchased more than once, and subsequent purchases are discounted to Scientists.

29. Sketchy Past [100 CP]

Sometimes you throw your chips in with the wrong people. That's just a fact of life, not everyone's fatal flaws are visible before your reputation is tied to theirs. You find prospective employers focusing more on the quality of your work rather than who the work was for. Bringing valuable information with you, such as groundbreaking research from an enemy country, will put you in the good graces of your new bosses even more.

30. Inner Beauty [200 CP]

No matter how plain, disconcerting, or repulsive you look, people find themselves looking past that. Your personality, your potential, your accomplishments, these are what make a man. Now these and everything else you are shine through.

31. Outer Beauty [200 CP]

It wouldn't be hard to find work as a supermodel with looks this good. You're stunning, a modern-day Aphrodite or Adonis, and have a natural sense of both how to bring out the best in your appearance and how to keep yourself from slipping aesthetically.

32. I Threw Him at a Planet [400 CP]

Ah, Gargunza. So clever, so brilliant, and yet so stupid at the same time. Did he really think the plan 'raise a god, then murder his child and wear her corpse like a shirt' was ever going to end well for him? But you know better. Thanks to implanted restraint mechanisms, psychological conditioning, or simply treating them right, your children and sentient creations will never turn on you or betray you. At least, not willingly.

33. Only Wanted One Thing [400 CP]

Humans only have so long to live. They're born and they die, and it's up to them to squeeze as much as possible into that fleeting time. You know how to make the most of it, whether yours is similarly limited or not. By deciding to focus on a single goal, you can strive for it unerringly. Distractions, fears, doubts, all will fall away in your ceaseless pursuit of victory.

34. Genetics Specialist [600 CP]

They call DNA the building-blocks of life. An apt comparison, with how easily you can disassemble and reconfigure a genome. Adding, removing, or mixing traits of living things are child's play, and you craft new and novel forms of life in the same way most people could create a painting or song. You could invent the concept and execution of cloning without ever

having heard of the process before, while also evolving the clone to the point of superhumanity.

35. Soul Specialist [600 CP]

All living things leave behind faint vibrational traces of their existence when they pass on, echoes of everything they were in life. You know how to locate and capture these traces, restoring them and housing them in synthetic bodies. With only a cell sample to extract the memory from, you could resurrect the dead. You start at being able to bring back those who've been dead for at most eighteen months, and as you progress in this field you can push this limit back further and further. However, this isn't all you can do with the mind. You can link the revived to a sustaining field to keep them contained in one location, alter a person's personality, memories, and mind, and even transfer the minds of the living between bodies by using your knowledge of the mind and soul.

36. Internal Calendar [100 CP]

You have an impeccable sense for scheduling, especially for predicting things of a biological nature. You rarely miss a date.

37. Navigator [100 CP]

Outer space is dangerous. You've got massive balls of nuclear fusion exploding everywhere, invisible and inescapable gravity sinks, hostile races from warring empires, and so much more. You find it easier to get a feeling for where you are and where you're going, as well as avoiding any dangers in your path, making actually getting there in one piece more likely.

38. Somewhere Beyond the Pain [200 CP]

When you need to, you can endure even the most excruciating pain resolutely through willpower alone. Having your torso blasted open and your organs seared by the heat would only cause you to stumble as you continue fighting until you physically can't. Naturally, you receive a noticeable flat increase to your willpower as well.

39. Illegal Alien [200 CP]

Blending in with unfamiliar cultures is a breeze. After a few weeks of immersing yourself in a culture, you'd fit right in with the locals, following their social norms and speaking their language as if you'd spent your entire life living there. You won't blow your cover thanks to mangled phrasing or awkward and untrained movements.

40. Firedrake Sweep [400 CP]

Due to the Firedrakes' power and ubiquity, the Qys perform regular sweeps of inhabited planets in order to root them out. You wouldn't want to be found and abducted, would you? Now any special powers you might have won't appear on any sensors designed to pick up on

them. You're seen as a perfectly normal example of your species, up until you actually start using your powers in view of the scanners or investigators.

41. Signature Superpower [400 CP]

Despite a cold war that lasted thousands upon thousands of years, a cold war deadlocked by two unique, extremely powerful biotechnologies, neither the Qys Imperium and the Confederacy of Gulf Worlds was able to steal the secrets of the other in order to gain the advantage. Whether your powers were inborn or implanted into your body some time after, they're yours, and only yours. All of your supernormal abilities, possessions, and creations are unable to be copied or reverse-engineered unless you allow it.

42. The Gathering [600 CP]

By initiating the process you can call all people of exceptional abilities to yourself. The handful of people who stand head and shoulders above the rest of the world. They'll be inclined to work with you, but there's no guarantee. Having something notable on offer in exchange for the help, like quality of life improvements for someone who's lived in poverty their whole life, would convince almost anyone called to join you unless your goals or methods run contrary to theirs. However, if you don't provide sooner or later, they'll remember your broken promises and turn against you.

43. Fast as a Warpsmith [600 CP]

The ultimate metric of speed in the universe. Not even a raging superhuman could get the drop on you. You can process information incredibly quickly, and react just as fast. Someone would need to have a Mach number in the high triple digits to outspeed you, and even then it'd be a close race. You can scale your perception anywhere between the human normal and your maximum speed.

44. Precision Strike [100 CP]

Your hand-eye coordination is greatly improved, making you an excellent sharpshooter or surgeon. You have an instinct for where you need to move your hands and find blind guessing to work out more often than not. You could stab an alien you've never seen before in the throat in such a way that they can't speak, but can survive long enough to receive medical attention.

45. Grew Up into a Dragon [100 CP]

Alone in a world of humans, Kid Miracleman realized he could do whatever he wanted and nobody could stop him. Over the years, that was twisted and warped from simply getting by to torturing and slaughtering countless innocents. You won't need to worry about such things happening to you. Now your morality will only change in ways you would want it to. This only applies to natural development over time, not forced shifts in your morality.

46. Mnesiac [200 CP]

Your mind is the dragon's hoard, that unreachable, golden treasure. You have a perfect memory and are immune to amnesia. No amount of blunt force trauma, memory-altering drugs, psychic tampering, strange comic book physics, or anything else can cause you to lose your memories. You can also easily tell the difference from your true memories and any that get implanted into your head after the fact. Your past is as set in your mind as it is in time itself.

47. Kimota! [200 CP]

You can ignore verbal components of your abilities, fulfilling the requirement at will and instantaneously. Good for when you can't speak. You will never trigger this unintentionally. This also applies to things around you that require a spoken trigger.

48. This Single Dream [400 CP]

The last thing Miracleman and Liz Moran were expecting when their daughter was born was for her to speak only minutes out of the womb, or for her to become the most advanced being in the universe before her first birthday. Your own children will see similar growth in their bodies, minds, and powers. They'll inherit all of your powers, surpassing you as infants, and by the time they're adults their abilities will vastly outstrip even that. This applies to any superpowers and natural abilities, as well as traits like strength and intelligence.

49. Red King Syndrome [400 CP]

Your subconscious mind recognizes the false realities around you, and it will do everything it can to free you. Your mind adapts to see through all but the most convincing dreams, illusions, and virtual worlds. Escaping is as simple as opening your eyes once you realize where you are, unless there's something specifically blocking you from waking up or leaving the dream. Not even being a figment of a dream of a dying man's fantasies could contain you forever, although you still need time to adapt and realize the reality of the situation. If the fictional universe collapses with you still inside it'll be as lethal as it ever was.

50. Miraculous Growth [600 CP]

Following his attempted murder in orbit, Kid Miracleman flew below the radar for two decades under the guise of his secret identity, Johnny Bates. Despite barely using his powers at all during that time, they didn't atrophy. Quite the opposite, in fact. Kid Miracleman grew so strong he was able to effortlessly beat Miracleman into unconsciousness. You see similar retention and growth in your psychic strength. It never weakens through disuse, instead growing more powerful over time. This won't give you any powers or abilities you don't already have besides strengthening your aura, but it allows psionics-based powers such as Firedrake, Telepathy, and Miraclejumper to grow without limit.

51. Go Fuck Yourselves [600 CP]

You have incredible social skills, able to correctly assess complicated and emotional situations in a matter of seconds. You can tell when someone's lying, and usually why and what they're hiding, and could convince someone on the fence to agree with you with contemptuous ease. Someone who's already made up their mind would be a harder sell, but you could get all but the most fanatic to, at the very least, see your perspective on things. You also have a knack for coming up with ingenious solutions that sound crazy, if not outright insulting at first. However, upon further consideration people realize that it just might be crazy enough to work. You could end an 11,000 year long cold war between intergalactic empires with just a few sentences. Just, try to avoid any unpleasant mistranslations.

52. Infra-Spatial Trigger Device [Free]

A small device surgically implanted into your brain. When activated by a post-hypnotic trigger word, it switches your current body with one in infra-space that has a connected trigger device. The transformations grow increasingly violent as the power of the bodies exchanged grows. While two human bodies would only result in a mild flash, a single evolved human would temporarily blind anyone looking at them directly and burn anyone they're touching. The energy released builds up slowly as user goes longer and longer without transforming, and could give bystanders third-degree burns after decades of disuse.

53. Jumper's Tale [100 CP]

A series of children's books describing your adventures. The wording and artwork is realistic, but altered slightly to fit the style. Specifically, the kind you'd read to a toddler before bed. You get a book for each jump you've been to, and a new one at the end of each future Jump (including this one).

54. Jumper Comics [100 CP]

All of your adventures in comic book form, either pulp 50s fun or grim 80s realism. You get a volume for each previous Jump, this one when you finish, and all future Jumps.

55. Snow Globe [200 CP]

This glass snow globe shows a miniature, hand-crafted version of a place you once considered home. By giving it a good shake and watching the 'snow' swirl around, it will remind you of where you came from and who you used to be.

56. Anti-Gravity Unit [200 CP]

A large round pin with a custom design. When worn, it removes gravity's hold on a person, their clothes, and whatever they're holding. Comes with a complementary balloon to carry you away.

57. Infra-Space Drone [400 CP]

A drone that can shift itself into and out of infra-space. Or underspace, depending on who you ask. It can navigate this strange dimension freely, broadcasting footage to the pilot, and can extract bodies and other objects it finds.

58. Infra-Space Portal [400 CP]

A gateway into the strange dimension of infra-space. This dimension can be used to store things such as alternate bodies, and can be flown through by specialized ships and drones for faster-than-light travel. The laws of physics work slightly different here, so familiar concepts like inertia, gravity, and the ravages of time don't work exactly the way you'd expect them to.

59. Dragonslayer [600 CP]

A cruel, desolate satellite, suspended in the air like a metallic spider on some invisible web. It was built and launched in secret by a brilliant, but missing, inventor. It contains a nuclear bomb and little else, and can be remotely detonated from Earth. The A-bomb can be launched at any point on the planet's surface, timing depending on exactly where it is in its orbit (the satellite completes several orbits a day). The bomb respawns after a month if used.

60. Inconspicuous Truck [600 CP]

There are a lot of trucks moving through the roads around at any one time, and they more or less all look the same. The idea of checking one for contraband or government agents would be ridiculous. Doubly so for this truck in particular. It's cargo area is entirely sealed from the inside, leaving it's contents unable to be scanned or detected by normal means. Sound, heat, light, and even radiation simply vanish upon reaching the box's walls. External scanners also fail to detect anything of note inside, either showing an empty truck or ordinary cargo, whichever would be more expected at the moment. Something advanced enough to view the contents or passengers directly would still see through, however.

61. .22 Handgun [100 CP]

A .22 caliber pistol and suppressor. Never jams or runs out of ammo.

Spy Car [100 CP]

A discreet and well-maintained car you'd expect to see in the 1980s. Blends in well during the Atomic Age, but not so much in later years. It has great mileage and comes with several hidden compartments for guns, spare clothes, and other equipment a spy would need on the job.

62. Silencer [200 CP]

A silencer. Not a suppressor, a silencer. By screwing this into the front of any handheld projectile weapon, you can completely nullify the sound and muzzle flash of firing. It even silences supersonic bullets and the like.

63. The List [200 CP]

A small notepad to write down a list of names. Whoever's name you write is marked, and you receive a small boost to investigating, tracking, and killing them until you erase or cross out the name. Tearing out a page will cause a new, blank page to appear in the back.

64. Damper Field [400 CP]

A large projector which resembles a retro-futuristic movie camera that, when activated, drains any biology-based powers of its target. It isn't effective, in that any targets capable of adapting will still be able to do so. This doesn't register as threatening or harmful though, for adaptive powers that would require that to work.

65. Hitman's Hotline [400 CP]

How are you supposed to get your next assignment or latest hit when your employers can't even find you? This is a secure, corded telephone to be used to contact you. The government, the Mafia, spurned lovers, anyone who needs someone found and/or killed can get in touch with your through this phone. This can't be used to locate or incriminate you.

66. Coat and Hat [600 CP]

A trenchcoat, matching fedora, and sunglasses. When you wear these and act casual you blend into the crowd, regardless of any other factors that would otherwise draw attention, like being seven feet tall and sparkling. Even when you're alone, people tend to overlook you unless they're searching for you in particular. Acting suspicious, like chloroforming someone and pulling them into a car, are more easily hidden from potential onlookers as well, but if someone has a clear view of you in good light they're still going to notice. These adjust to fit your current form, and always fit comfortably. They also keep the rain off nicely.

67. The City [600 CP]

Where is the City? The City is home. Not for you, but for your defeated enemies. By using para-reality programming to remove all memory of the outside world, and all desire to remember it, the City is all there is for them. After being prepared, they're dragged down into the labyrinthine, inescapable social obfuscation by their new neighbors. Thoughts of the outside are rare and fleeting, if they occur at all. If they do somehow realize what's going on, they can't escape without all of the others pulling them back in like crabs in a bucket, their memories removed again and their place restored. Even if they tried burning it down building by building, they'd never make it beyond the outer wall and the Warden.

The only way to truly escape is to rehabilitate themselves. Exactly what this means is up to you to decide. Were you to keep spies here to prevent them from disturbing your new utopia, you could require them to grow sick of the lies and desire only an honest life, or perhaps you want hardened criminals to learn the true meaning of friendship.

Of course, you could simply leave this part out, trapping everyone inside forever with no chance of parole. Your decision, Jumper. You can forcibly empty the City and/or change the rehabilitation requirement once per jump. The City expands itself as population increases,

thanks to the hard work of the inmates living as construction workers. It never runs out of room or encroaches on otherwise inhabited territory.

68. Lab Coat [100 CP]

Your average white lab coat, at least in appearance. It slightly increases your intelligence and problem-solving skills, and is always completely clean.

69. Glasses [100 CP]

Just a nice pair of glasses. They do make you look a little bit smarter. Fits any prescription you need, including non-prescription, and if they break you'll find them fixed by the next day.

70. £1,000,000 [200 CP]

Some starting funds to get a laboratory off the ground. It won't cover most cutting-edge technology though, and the really good stuff will need to be built from scratch or obtained through extraterrestrial channels.

71. Video Screens [200 CP]

Twelve circular video screens that can play live and pre-recorded footage when hooked up to computers. They're usable as two way communication devices, wirelessly broadcasting both audio and video. Because the signal is broadcast through underspace, it's nigh-untraceable and has no latency or range issues. They can also be hooked up to a para-reality engine and similar technologies to view someone's memories and experiences.

72. Gadget [400 CP]

You're the proud owner of a highly advanced piece of hardware, built by someone or other with a knack for this sort of thing. It's fallen into your hands by dumb luck and circumstance, or maybe you built it yourself. However you managed to get this, it's yours. You can decide exactly what this does, up to and including seemingly impossible feats such as instantaneous universal hologram telecommunications or uplifting animals to sapience. Buying this more than once allows you to stack multiple effects on one Gadget.

73. Para-Reality Engine [400 CP]

Designed based on recovered alien technology, this chair can keep someone trapped within a virtual reality created and maintained through it's control console. It can also be used to alter memories, both suppressing them and inserting new, artificial ones, even being able to rewrite what someone believes it true by extensively changing their past.

74. Secret Laboratory [600 CP]

A secret bunker hidden in a Third World country filled with millions of dollars worth of advanced technology. Everything here was designed and built on Earth, but most of it is decades if not centuries ahead of the rest of the world. It's extremely hard to find if you don't know where it is, and next to impenetrable if you do. A supervillain could run a campaign against a global-ranging superhero from here and remain perfectly safe within.

75. Cellular Replication Facility [600 CP]

By using a cell sample with intact DNA, this will slowly grow a perfect replica of the person the sample was taken from in the reinforced-glass tank. By default the replica has no mind or soul, being an empty vessel to house an existing mind, but you can change the settings to grow a true replica instead.

76. Armored Spacesuit [100 CP]

A stylized suit of armor that protects from not only enemy attacks but from almost any environmental hazard. You could survive for a time in space or a toxic atmosphere, but things like extreme heat and pressure will still kill you. It's bulletproof, but the real hard-hitting aliens will punch right through. It goes without saying that it won't be much help in a dangerous environment after a battle until it's repaired.

77. Fake ID [100 CP]

Identification documents that match what the locals of your starting location would be expected to be carrying, listing you as one of them. Anyone inspecting these would clear you as a legal citizen, at least until they check their records.

78. Fleshfern [200 CP]

A potted plant from the planet Aldebaran that blooms as the body parts of people nearby. Earflowers that tilt towards nearby sound, fingertrees grasping at empty air, tonguebeds that glisten in the light, etc. Cuttings can be replanted to grow new plants, with each new fleshfern growing as a hybrid of a local flora species and external organs of nearby creatures. These organs are biologically viable and can be transplanted into those they're imitating with no rejection.

79. Psychic Suppressor Field [200 CP]

By activating this device next to someone's head, they'll harmlessly forget the last few minutes of their life. Beings able to resist or counteract psychic tampering can withstand this with no memory loss, although they'll probably have a splitting headache from the strain of it.

80. Outpost Station [400 CP]

A space station hidden behind Earth's moon with enough floorspace to dwarf all but the most expansive of terrestrial buildings. Hundreds of people could live here comfortably, and it contains all the amenities and utilities they'd require. The central room, a massive spherical chamber, contains a live hologram of the entire planet, large enough that a human adult is the size of a skyscraper. The hologram is hard light and has artificial gravity currently set to that

of Earth's. The station automatically adjusts the hologram to that of other planets if moved to their orbit.

81. Dropship [400 CP]

A small ship designed for short interstellar trips. It can fit three people, a pilot, copilot, and an extra passenger, along with room for some cargo. It flies through infra-space to achieve faster-than-light speeds.

82. Spaceship [600 CP]

What do those humans know, when they speak of their mobile homes? They're limited to two dimensions, and even their aircraft can seldom leave the atmosphere! This is a real mobile home, capable of travelling anywhere in the universe and housing a dozen people for an extended period of time between resupply and refueling stops. It's sourcelessly lit in a color never seen before by humans and supplied with artificial gravity. You can live in this for an extended period of time, indefinitely if you stop to refuel and resupply from time to time. It can fly to distant galaxies in only a matter of days, passing through infra-space to shorten its journeys. The technology this is made from is highly advanced, and would take a human research team centuries to fully understand, if they ever could.

83. Devilslayer [600 CP]

Legend says that, in order to defeat the Adversary, Miracleman and Aza Chorn went back in time to find the hero's past self, to gather kinetic energy from a duel between Miraclemen. Legend says that Miracleman played chess with the Adversary for the fate of the Earth at the summit of a mountain of corpses, and when he lost all but his last piece Aza Chorn tore his own heart out for his friend to use. Legend says that Miracleman and Aza Chorn slew the old gods, collecting their power to strike down the Adversary. The point is that legends are rarely true, and telling fact from fiction can be a wild goose chase when they're so intertwined. Luckily for you, you have the chance to turn fiction into fact. Pick one of the weapons allegedly used to combat Kid Miracleman to take with you. You can only buy one. Companions can't buy Devilslayers.

● Chrono-Phaser and Null Space Energy Sink

○ A smooth, square platform with a highly advanced set of control monitors. It can teleport anything on the platform into the past and back, although its energy requirements make it prohibitively draining for all but the most dire circumstances. Time is rigid and unchanging in this world, preventing you from altering the events of the past, but flexible enough to, say, fight your past self to gather kinetic energy.

○ A wrist-mounted power collector that warps all nearby energy into or out of Null Space. It exits as an explosion emanating from your hand.

● Chessboard of Ages

○ Rather than fighting it out like animals, you can settle your quarrels in a more civilized fashion. Any competition can instead be forced into a game of chess, where the victor is the undisputed winner of whatever was at stake, be it a gold medal or the fate of the human race. When only one piece remains on one side, an ally of that player can sacrifice their life to place a vital organ on the board, acting as a lost piece of the player's choosing. This can only be done once per player per game. Skill and ability in the canceled competition directly translates to chess skill for this game and is added to existing skill. The chessboard is taken from the wood of an ancient tree grown where a river split in two, and the pieces carved from human bone.

● Bloody Rain-Catcher

○ A powerful magical artifact, this ornate bronze barrel is stained with dried blood. Whenever a god or similarly-divine being is slain in its presence, their spilled blood is drawn into this drum like falling rain. The one who drinks from it will gain all the power of that god. It can store up to 50 gallons of blood at a time, from as many different gods as you can kill.

84. Supersuit [100 CP]

A skintight bodysuit that was sprayed onto you as some strange material, which quickly solidified into a cloth-like substance. Despite its nature as clothing, it's actually a living organism, although not sapient or sentient. Its color scheme is primarily one color, with up to three others for highlights. Your Supersuit changes according to the wearer's thoughts, gradually altering its designs, coloring, and even coverage according to its wearer's subconscious desires, as well as regenerating any damage over the course of a week at most. The entire economy of Earth couldn't afford to buy one of these. Take good care of it.

85. Brand T-Shirts [100 CP]

Some t-shirts with your logo, face, name, or other simple descriptive material printed on the front. You get a couple different designs. You could market and sell them, or just wear them around for fun.

86. Bone Fragment [200 CP]

A small piece of a deceased nemesis of yours. I don't know why you would want this. A trophy, maybe? If you have the technology, you could use this to resurrect them. Be careful they don't escape.

87. Business [200 CP]

A small but quickly growing company in a field of your choosing. It's large enough to warrant a building of its own and a secretary to assist you as CEO, and has the potential to really take off if managed well. Regardless of what happens to it, you start off each jump with a new business.

88. Silence [400 CP]

A fortress carved out of the seabed deep beneath the ocean's surface, at the bottom of an ocean trench. The pressure here is immense, but if you can survive it this place would make an excellent spot to be alone. Or, perhaps, to do some interpretive dancing.

89. Family Home [400 CP]

Even a superhero needs somewhere to retreat to when they need some peace and quiet, don't they? This is an ordinary, very cozy, house, located somewhere near your starting location. The neighbors will overlook unusual happenings around the premises, treating them as perfectly ordinary. It's a good place to raise a family, especially one with superpowers.

90. Can of Worms [600 CP]

When you open a can of worms, you need a bigger can to put them all back in. And sometimes, there just isn't a can large enough. At least, not without this there isn't. Once a year, you can open the lid, and all evidence of the scene you're attempting to hide will fall into the tin. All future observers and investigators will see only the airtight cover story, rather than what actually happened, with direct witnesses being written off as suffering from mass hallucinations. This can't hold anything larger than a city's worth of your big mistake, so you won't be hiding the fact you got a continent-sized hole blown out of the planet.

After the year has passed, you can open this again to hide another screw-up, finding it mysteriously empty. Attempting to open it before the year is up will cause all the evidence to come to light for everyone to see.

91. House Of Gods [600 CP]

A man-made pyramidal mountain, dwarfing anything else on Earth. It's peak scratches the edge of space, it's base twice as long on every side. It's construction is, in a word, divine. All of Earth's greatest artworks have been replicated within, with many more original pieces designed specifically for this monumental citadel. Its countless floors contain as many wonders. Staircases made of floating glass steps, mirrors that show what could have been, even entire ecosystems are contained inside.

92. Biological Immortality [100 CP]

Your body doesn't age beyond its prime. You could spend the long millennia sailing between the stars, and you would arrive as if you'd just left. Physically speaking, of course. Some alien species might have psychologies capable of handling such isolated, monotonous journeys, but humans certainly don't. You also don't need to eat, drink, or breathe.

93. Pair Bonding [100 CP]

When you find your mate, it's for life. You and your significant other grow alongside each other as two halves of a whole, never becoming bored or dissatisfied with the relationship. Differences and arguments will inevitably be resolved and smoothed over, and you will only grow closer instead of drifting apart. The two of you could spend your entire lives side by side without a single issue arising from the constant proximity.

94. Gigantism [200 CP]

Your size is immense, standing anywhere between a dozen feet tall to hundreds of feet in the air. Most races can't compare to your strength and durability, which is scaled linearly to your size, and your long strides can cross vast distances in only a short amount of time. You suffer no ill effects from the square-cube law.

95. Ghostly Illusions [200 CP]

By manipulating the light passing through your aura, you can control what people see when they look at you. Turning yourself invisible, hiding something or someone in plain sight, and creating illusory scenes in an empty space, the possibilities are endless. You can't control sound however.

96. Pressure Resistance [200 CP]

Evolved to live in the most crushing, unforgiving depths of your home planet's oceans, your body is incredibly squishy and malleable. Unlike the common stretching powers seen in comic books, you can't increase your size; instead, your body can warp and compress to harmlessly endure all but the most lethal pressures, gravities, and blunt force trauma. Force that would liquefy a human is only slightly uncomfortable, and doesn't restrict your movement as long as you're fine with squirming along the ground or through the waves.

97. Electromagnetic Manipulation [200 CP]

You can control the magnetic field of the planet, propelling your lightweight body through the air and stirring up mild winds around you. You can also move magnetic objects around as a sort of telekinesis, strong enough to lift and throw a grown human. With enough practice you could learn to form and release electromagnetic pulses to disrupt nearby electronics.

98. Walking Tank [300 CP]

You're the unstoppable force and the immovable object combined into one single powerhouse. Your fists can shatter mountains, and your nigh-impenetrable hide can take blows that could do the same without a scratch. Powered by a bioreactor and exhaling fumes when leveraging your strength, your body is as an engine of raw destruction.

99. Flight [300 CP]

Capable of crossing a city in a moment and a whole country in seconds, your aerokinesis allows you to fly at blinding speeds with full control over your direction and momentum. You can accelerate and decelerate near-instantly, and are immune to the effects of g-force and wind chill. Due to this power's reliance on air, it doesn't work in space and is less effective underwater.

100. Feral Hunter [300 CP]

You're a born hunter, capable of tracking down and killing just about anything that crosses your path. You can see in almost pitch black darkness, hear a heartbeat from another room, and smell the faintest traces of a scent as well as the chemicals that make up the emotions of living creatures. Yes, this means you can smell fear. Once you find your prey, you're able to easily tear through wood and brick walls or shred solid bone to put them down. You're capable of subsisting on anything organic, and can regenerate non-lethal injuries over the course of a few hours with no scarring.

101. Flying Brick [400 CP]

In an attempt to recoup some of the enormous losses of Project Zarathustra, the Spookshow created two more superhumans. Powerful, but less so than the previous subjects. Big Ben was one, and you were the other. Unlike Big Ben, you were deemed loyal enough that para-reality programming would be unnecessary, and were allowed to retain your sanity. You can fly at 60 miles per hour, heave rocks as large as your body and uproot trees with great effort, and survive being punched hundreds of feet away (albeit with severe injuries). Most bullets bounce right off your skin, but large caliber rounds can still hurt you. Seeing as your strength and durability derive from sheer muscle mass and bone density, you have the appearance of a hulking brute. On the other hand, your rippling muscles would put any bodybuilder to shame.

102. Firedrake [400 CP]

How did humans first learn to control fire? The answer is, as with many things, simple evolution. When a developing culture needs fire to continue progressing, the firedrake gene appears and instigates the birth of pyrokinetic individuals. Once mastery over flame is achieved, the gene naturally becomes recessive again, fading into the white noise of junk DNA. However, from time to time the trait will resurface, allowing new Firedrakes to be born. Most fare badly, with little control or understanding of their abilities. Mistaken for arsonists, or even burning themselves alive on accident, not many survive to adulthood. You were one of those lucky few, one of two currently on Earth alongside Huey Moon.

As a Firedrake, you have two primary abilities. You can ignite anything within several city blocks' distance, from paper to people to the very air itself, and possess a complete immunity to heat. You could stand in molten lava and laugh off even the hottest laser beams.

103. Telepathy [600 CP]

A species that constantly changes their bodies would need to have some way of recognizing each other without constantly explaining who they are. The Qys' answer was to listen to each other's thoughts, speaking instantly and directly to each other's minds. You can hear the thoughts of those around you as if they were speaking aloud, as well as broadcasting your own thoughts to beings without psychic potential. You also have the ability to separate your mind into surface level thoughts and the deeper, more private feelings. This is so you don't accidentally reveal your entire life story to a random stranger you're trying to send a simple psychic message to. This functions similarly to the normal distinction between thinking something and speaking it, so anyone skimming your surface thoughts would only hear what you want them to hear. It's good for conversing telepathically, but it doesn't stop them from forcing their way deeper if the other person's a psychic too. You do have the ability to defend yourself from psychic attacks, luckily. You can lock out psychics weaker than yourself, although your mental stamina can be worn down through constant attacks if you don't retaliate. You can also mentally enter nearby minds and trick those without such defenses by casting mental illusions and suggestions.

Under normal circumstances, your ability to broadcast and receive thoughts is limited to auditory range, but with effort you can communicate across much greater ranges. The longer the distance, the more difficult this is, so holding a conversation between distant galaxies would require intense and extended concentration with no distractions.

104. Derma-Circuitry [600 CP]

When you were born in the distant Gulf Worlds, derma-circuitry was implanted beneath your skin. The bioengineering used to produce it was first used to create the black Warpsmiths, who then created the lower castes. With a mere gesture to activate the biotechnology, you can teleport any person or object to any point in the universe, with a few restrictions. You have to have a clear view of what you're moving in at least one of your senses, including memory and live footage, and you can't move anything with more mass than your weight limit. The default caps at roughly that of a small island, but Black Warpsmiths can move entire continents at a time. Anything under your weight limit, roughly that of a small island, can be teleported effortlessly, but trying to go beyond your limit simply doesn't work. Your derma-circuitry cancels the warp to avoid destroying itself under the strain.

A lesser-used ability of the Warpsmith derma-circuitry is the opening of portals. While less time efficient than teleportation, you do have the ability to set the portals to only admit certain things through. For example, by opening portals to the bottom of a deep-sea trench and only allowing light to pass through, you could watch anything happening there without being blasted by high-pressure water. You'd need a light source, though.

105. Supergenius [600 CP]

They say that any technology advanced enough is indistinguishable from magic. You prove this adage through your very existence. In your hands, the impossible is made possible, and the supposed limits of science are redefined. It's almost as if the laws of physics are softer for you, but you're just that smart. A genius among geniuses, even evolved humans fall short of your intelligence. You could easily attain great wealth as a famed inventor and consistently invent technologies centuries ahead of their time. A single piece of advanced alien technology would allow you to figure out entire scientific disciplines used to create it and design your own from the ground up, where it would take a whole team of researchers a lifetime to even understand what it does.

A monkey with comparatively increased intelligence could find a Sony Walkman, reverse engineer it to its most basic principles, and use those to build a working recording studio. For you? There's nothing in this universe you couldn't understand given a good lab and some time.

106. Miraclejumper [600 CP. requires Infra-Space Trigger Device]

"How do you live forever? You become superhuman. How do you become a superhuman? You study other superhumans. Where do you get these other superhumans from? You create them." Emil Gargunza wanted to live forever. In pursuit of this goal, he created the Miracle Family. Abducting orphaned children and creating a cellular replicate of each, the replicates were evolved to the point of near-perfection. Stronger, faster, smarter. Better. Gargunza failed in his quest for immortality, and was killed by his own creation. But the world was changed forever. Six superhumans were created by Gargunza. Miracleman, Young Miracleman, Kid Miracleman, Miraclewoman, Young Nastyman, and now you as well. You stand over seven feet tall, and are possessed of inhuman beauty and grace, clearly divine to anyone who sees you. Your physical abilities and senses are similarly increased. You can tear mountains in half and crush coal into diamond with your bare hands, take punches from similarly powerful beings, survive any injuries as long as long as most of your body is intact, fly around the planet in seconds, think and move fast enough to catch bullets out of the air, walk through an explosion the size of a city block as if it were a light breeze, and even survive the explosion of a nuclear bomb. You can see clearly for hundreds of miles and through any obstructions, and see normally invisible energy from the entire EM spectrum to more exotic energies like the auras of living things. You can hear a whisper on the other side of a city or through the screaming winds of a hurricane.

All of your senses have grown to similar heights, from your sense of touch to your sense of balance. Perhaps the greatest change is to your mind. More sentient than mere humans, you're capable of experiencing both heights and complexity of emotions and passions they couldn't even begin to imagine, as well as entirely new emotions never before felt, let alone named. Your mind is akin to a crystalline computer, processing and retaining information with a clarity of thought and comprehension surpassed only by the smartest of mortals. You could enter any scientific field and quickly revolutionize the industry. In time, you could develop new powers only loosely related to what you start off with, including sensing emotions,

telekinesis, and the manipulation of energy around you. Your powers will continue to grow stronger and evolve over the years, eventually plateauing after two hundred years. A few decades worth of growth is enough to effortlessly crush someone with only the starting levels of strength.

Your fantastic abilities are derived ultimately from psychic power, resulting in a semi-visible aura around your body. Most of the time it's barely there, just glitters known as the Tinkerbell Effect, but when exercising your powers or in the heights of emotion your aura can range from a flaming fist to a blinding glow to an explosion of otherworldly light. More practice over controlling your abilities will allow you to tamp down on your aura when you don't want it to be seen. All this power isn't inherent to your being, however. Your original body remains unchanged, and you must speak a trigger word to transform into your powered self. While in your human form you're as limited and vulnerable as anyone else.

107. Child of Heaven [1200 CP]

You are something beyond humanity, beyond the gods. You are something entirely different. Something superior.The child of one of Gargunza's superhumans, you were awake and aware long before you left the womb. The evolved humans Miracleman and Miraclewoman were like children to you, and even geniuses like Gargunza couldn't hold a candle to your intelligence. As you continued to grow and mature, you left them all far behind, concerning yourself more with higher matters alongside your thousands of half-brothers and sisters. This rapid maturity without external influence has given you an objective perspective on life, letting you leave behind trivialities like modesty and bias. The entirety of existence is wide open to you. You can perceive everything around you in great detail, interpreting your surroundings from the most innocuous information. You could look into a fiber-optic camera, and see the person watching the video feed. Your mind is leagues above even the smartest geniuses, allowing you to understand complex concepts and patterns as if they were the most obvious things in the world.

Your physical and mental abilities are unparalleled outside of your half-siblings. While you would never need to fight unless you desired to, your fists could devastate planets, and you could casually create a miniature star or bend light to render yourself invisible with your telekinesis. You can feel and control the emotions and mental states of everyone around you, and implant suggestions directly into their minds that they'll believe was their idea (and a very good one at that). You also have absolute control over your body and biology, such that your physical age is a purely cosmetic choice rather than a reflection of your chronological age. Just like your parent, your superhuman abilities will grow and evolve over time, eventually plateauing after three centuries.

108. Church of Jumper [100 CP]

A fairly small religious sect devoted to your worship. They try to live their lives according to your example, and look for metaphors and deeper meanings in everylittle detail they can find out about you. Meeting you in person is treated as a divine encounter. You can choose a

name, like ‘Church of the Holy Jump’ or ‘Knights of the Chain’, and define their exact methods of worship.

109. Enhanced Animal [200 CP]

Any Earth creature that, through genetic engineering, has gained sentience. Although not as smart as a human, it’s close, and can speak broken English well enough to hold conversations. If bought with Evolved Animal for one pet, it has the powers and sapience of both. Existing pets can be imported through this.

110. Evolved Animal [200 CP]

A loyal and playful animal that changes into its superpowered form when its trigger word is spoken. This can be any creature from Earth, and you can customize its alternate form. It can be mutated and intimidating, sleek and machinelike, a higher evolved version of itself, or even identical to its base form. It can also have a different temperament in its evolved form, due to different instinct between bodies. For example, its base state could be quiet and timid while its superpowered form might be a ruthless and vicious killer.

You receive 400 CP to buy perks and powers for it. An existing pet can be imported into this role.

111. Star Boat [400 CP]

A ship used by the Skella Merchants as they trawl through the galaxies. It flies at lightspeed, sailing along the waves of starlight to cross between solar systems. While this model doesn’t come with a big smiley face on the front, it does have a sentient AI to act as copilot. It can see and hear anything that happens in and around the ship, and can communicate through speakers in the cockpit. The ship has antigrav systems to keep it afloat in-atmosphere and artificial gravity for comfort in space. When not riding light waves, its speed caps at outspeeding modern fighter jets.

Watchmen

112. Fearful Symmetry (Free!)

Everything around you just seems to be bursting with callbacks, visuals and cultural references, giving seemingly greater weight to what is going on around you. This cosmetic perk can give you some measure of insight into your current situation, if you ever decide to pay attention to the small details. At the end of your Jump, you may also take the pulpy, saturated look of Watchmen along with you as an option to toggle on and off. Either way, nobody else will really notice.

113. Small World (100 CP)

This world out there is strange, with antics more suited to comic books having suddenly jumped right into the newspapers pages. Better keep reading, then. You seem to always have read or watched the latest news as they appear, and you have effortlessly developed an excellent general knowledge of just what the papers are talking about right now, including specialized ones (up to the relatively obscure, like ornithological journals). You can readily mobilize that knowledge at the drop of a hat: as long as the info on someone or somewhere was mentioned in the press recently, you can recall it, even if the subject in question was otherwise keeping a low profile. The info can come from any media in the world, but is more precise if it's coming from physically near sources. You're not getting the news from Shanghai as long as you're in America. Not all worlds are as dangerously interconnected as this one, but the benefits of this perk still applies in other Jumps without news media: you'll just get a good awareness of what is both common (or easy to find) knowledge, along with the current subject of rumors.

114. Who Watches The Watchmen? (200 CP)

In most settings heroes and other plot important characters get undue amounts of unexamined awe, as if you shouldn't think too hard about the implications of the story bending backward to make them special. Not so much with you. You are able to look critically and unemotionally at such larger-than-life figures, both heroic and villainous. That way, you can gain and formulate insights into just what is wrong with them, conceptually and maybe even psychologically, and ultimately use this to prob for critical weaknesses and blind spots.

115. Doomsday Clock (400 CP)

People can't help but speculate about the coming end of the world, yet they'll never know until it's there. You aren't so fortunate. Maybe you're some manner of psychic, but you know with unexplained precision just how much the doom and gloom is accurate, and can pinpoint on the metaphorical clock just how dire the situation actually is. In addition, it seems that you can at will keep the coming destruction at bay for a little longer. If all else fails, you can even be sure that some kind of Mutually Assured Destruction threat will keep any kind of madman that would end the world hesitating for some precious extra time (the exact duration will depend on the severity of the setting). This perk works for world-ending events, but even city-busting ones will pop up on your radar.

116. Can't Change Human Nature (600 CP)

It doesn't matter all that much if the Superman is real or if the apocalypse is coming, as long as people keep being people. You in particular will continue thriving in your civilian occupations no matter how chaotic or fantastical the world become. Better, you will always manage to take advantage of such extraordinary blows to the status quo for the benefits of your own career. Doctor? You may receive extraordinary patients and get all the prestige from the event. Industrialist? Your business ventures will always be there to take advantage of the coming new technologies. Politician? Why, in such an era of uncertainty, it's only natural the people would give you unprecedented power...

Similarly, it will be much harder than usual for fantastical characters such as superheroes to intentionally harm or hinder you in your professional occupations. They may try to discredit you, intimidate you, or to slow down your work through their own powers or reputation, but ultimately won't have much more success than a dedicated normal person would.

117. Retirement (100 CP)

Being a hero is all fun and games until time catches up, society moves on, and the consequences start piling up around you. Lucky for you, you'll never have difficulties giving up the mask: a civilian identity will always be waiting for you and your close allies somewhere, and you can effectively disappear at the drop of a hat without causing too many unfortunate consequences in the process.

This perk applies to any chosen persona you may assume, and the benefits keep applying even if you choose a new one. If you so desire, making an unexpected comeback will also be much easier.

118. Superheroics (200 CP)

You're no stranger to going out in the streets and playing the part of the hero. Years of training have given you surprising expertise at handling the requirements for it, from investigation, to negotiations, to costume care... but especially to hand-to-hand combat against dozens of foes. One could even say it's always there in action that you're feeling at your most competent and in control: you experience a boost to your mental and emotional feats whenever you're in the middle of saving people or taking down criminals.

119. Comparatively Sane (200 CP)

A grown, normal adult wouldn't spend their free time trying to be a hero. Admittedly, you have your neuroses and unresolved complexes, but compared to your colleagues, you're a paragon of rationality.

You will always be at least as rational, level-headed and with a good instinctive grasp on conventional morality as your saner Companions and close allies, often moreso. Better yet, you will act as an anchor for them. With enough familiarity with their mode of thinking to understand them, but the perspective to see their abnormality, you can easily use this perk to protect them against their own worst flaws.

120. Thermodynamical Miracles (600 CP)

You're exceptional, even in ways you don't suspect. Really, everyone is, but in your case this gets you the ears of beings who may otherwise stop, or never start, giving a damn about puny humanity. You can effectively anchor them to the fate of this world, and when you argue with them you may even convince them of the unique importance of life in an indifferent universe.

Careful: on its own, this perk does nothing to persuade them of how they should treat mankind, just that they have reasons to care about it and to respect its existence, no matter how fleeting or flawed it can be.

121. Left Active (100 CP)

You never stop in your chosen mission. Even when outside circumstances or even common sense should provide the incentive, you don't. As a result, you may well be the last of any formal or informal organization you join, as whenever your allies die, get arrested or quit, fate and your own determination will help making sure you're among the last ones left to keep going.

122. In Here With Me (200 CP)

One would not expect some costumed freak to last long in the most hostile environments that society has to offer, but one would be wrong. Crime, war, prison: you seem to be at ease in such situations, by being badder and meaner than the rest. You can't be discreetly disposed of in there, and criminals, soldiers, etc... that are used to real life violence can't seem to get the upper hand against you. Even the harshest conditions of supernatural or futuristic prison life, warfare, etc... neither really affect nor inconvenience you.

123. I Am Pagliacci (400 CP)

You've seen the ugly face of the world, and if it has broken you you haven't really noticed. Wherever you go, you're always somehow aware of the general existence of screwed up horrors going on behind the scene, without ever (outwardly) getting incapacitated by despair.

This naturally makes you very good at investigating conspiracies and uncovering terrifying secrets. Now, if only you could find someone to listen...

124. Certified Bad Ass (200 CP)

This perk will turn you into an unbelievably competent fighter: you'll be able to get the upper end in violent situations in ways that are best suited to non- ironic comic book silliness, or a Zack Snyder movie. Comes with optional slow-mo, to better appreciate them sick moves.

125. Edge (600 CP)

Wow, this is a comic book, do you really need to be so dark all the time? Anyway, it seems that no matter how smelly, psychotic, or generally maladjusted you're being, and no matter how ridiculously violent and unflattering your reputation gets, you're still somehow considered an ally by other heroes, and a model by some fringe fans.

Your allies will put up with you, listening to your warnings and busting you out of trouble if the need arises, even looking for you and what happened to you if anything unfortunate

happens, as they would an actual friend. The fans will post on internet forums about how you're so much better than these goody-two-shoes and a mature hero for mature people.

As for other, normal people? They sure as hell won't like you more, but even their contempt (whenever you grow unpopular) will be at worst dulled to a simple “geez, what an asshole” rather than actual hatred.

126. The Best Superpower (Free)

You already know the answer: money. You start this Jump at the head of an impressive financial empire, with the quirky scientific side-projects to match. By default, it doesn't follow you in the next Jump, but you can quickly build your fortune anew from the ground up, in this Jump or any other.

127. Peak Human (100 CP)

You're no superhuman, but the next best thing, having become an ideal of what one single man can physically and mentally become through sheer discipline. You are not necessarily stronger than a strongman, nor faster than an Olympic champion or the best ever at chess, but you have found an equilibrium that put you well above most of humanity in feats of mind and body, and that combination alone makes you a formidable opponent.

128. Just Me And The World (400 CP)

Through prolonged reflection over worldwide trends, you have gained an almost instinctive hindsight into the evolution of society. You can plan for years in advance, anticipating radical changes in the zeitgeist of the era and using them to your own advantage. You can make sense of the surrounding chaos and focus on the truly crucial problems, and mastermind solutions of terrifying elegance...

As a bonus, you can also slowly and subtly influence said zeitgeist, inspiring through clever communication and branding the mood and values that will become popular in the next few years.

129. Untraceable (200 CP)

You've been beneath suspicion from the start, and you intend to keep it that way. What shady plans you may have going behind the scene will stay hidden behind a labyrinth of clandestine operations no matter their scale, and whoever tries to look into it will keep running into unfortunate hardships. Not even confronting you directly will help: You can appear the very face of innocence and fool even the most inquisitive investigators. You may even stage your own bad luck so as to appear as a victim of the conspiracy, all the while never leaving any lead that could be traced back to you.

Even if someone manages to learn of your involvement, they will likely do it at the time most convenient to you, perhaps even when you precisely planned it to happen.

130. Gordian Knot (600 CP)

You are a master at coming up with unorthodox answers to seemingly unsolvable dilemmas and other problems, simply by thinking outside the box. The most dangerous aspect of this ability is that it transcends the narrative expectations of everyone around you: you can very effectively take approaches that are generally ignored by both heroes and villains, even stretching the limitations of how the apparent “plot” should resolve.

You can in particular use other people's own preconceptions about how things are 'supposed' to go against them, acting much faster and with much better common sense than they expect you to. Good guy or bad guy, you'll never make the usual mistakes.

131. Unquantifiable Abstracts (100 CP)

Superpowers don't just make you stronger; they can also give you a unique perspective on the world. You can at will use them to experience new extraordinary sensations, grow more (but not less) dispassionate and alien in your mode of thinking, see past false dichotomies used by ordinary minds and come up with you own understanding of the universe. In time, you may even develop aesthetic and philosophical notions entirely your owns, to better appreciate your unique condition.

132. Game Changer (200 CP)

You're not a simple superhero having exotic adventures with no effect on real life or the status quo; something as momentous as a true superhuman is bound to affect society, science, and geopolitics.

You are skilled (or perhaps skillfully used by other people) at coming up with ways to use your abilities for real, lasting changes to the status quo, be it in the way of new discoveries or just using them in ways that are a bit more productive than just catching criminals.

Be warned though that without a coherent philosophy of just what you're doing, you may end up making the world worse or more unstable without even meaning to.

133. Surface Of The Sun (400 CP)

Through your new physiology*, the harshest natural environments on Earth and beyond do not seem to affect you much. If you happen to get there, you can effectively ignore such petty concerns as heat and cold, pressure, intense gravity, or radiations.

134. You're Just A Man (600 CP)

Let's drop the pretense: you grew past the level of common humanity a long time ago, and they are no more threat to you than insects are. Occasionally, you can simply shrug off any attempt at hurting you by humans or similarly biologically average species*, no matter how direct or elaborate the attack is. A gun? You'll just catch the bullet. A secret weakness? They

guessed wrong, you already adapted to it. This perk also makes you generally more durable against such opponents, but the proper No Sell ability can only be reliably used three or four times per Jump, after which you'll slowly hit diminishing returns.

*This works even if the individual in question is exceptionally tough, competent, protected by plot armor, or using a tool that exceeds their own mortal capacities. As a guideline, a Tolkien dwarf, while still strong, is average enough to be affected by this perk, but a Tolkien elf or a Numenorean wouldn't. Any sort of person with innate magical abilities is obviously unnaffected.

135. Comics (Free!)

You've got a free subscription to this comic collection, coming in every month in the mail. Thrilling adventures of the genre of your choice, which can be changed each Jump. With a careful read, you may even notice some parallels into your current situation and the occasional warning about the course you're following.

136. Photo (Free!)

This simple souvenir picture will always depict your single happiest memory, changing if you get a new one. Besides that, it has no power other than to be utterly indestructible.

137. Rorschach Test (100 CP)

This set of abstract pictures is a neat way to get to know a bit more about whoever is looking into it. You can use it yourself to gauge with greater precision your current mindset, or ask someone else what they see. They are under no obligation to answer truthfully, but with enough experience with the thing you'll generally have a hunch if they're hiding something.

138. Journal (200 CP)

This notebook is full of the ramblings of a random character, chosen each Jump. While an interesting look into the psyche of its author, its real interest is in the secrets it exposes. Well-hidden conspiracies, memories lost in time or events few know off are described in its pages, and though you'll have a hard time using this as conclusive evidence, it is a very instructive read for whoever takes it seriously.

139. Nuclear Stockpile (600 CP)

Make sure to handle them carefully, and to reread the manual whenever you use them.

Each warhead in stock is enough to irradiate a whole city, and you have enough of them to reduce an area large like the US East Coast to cinders. Regenerates every Jump. Unfortunately, the military equipment required to launch them isn't included in this purchase.

There is, however, a catch. Each new Jump, you'll need to decide if you get access to the pile, and if you do, your biggest enemy will eventually (in a matter of years) upgrade their own weaponry to better match your terrifying firepower. It doesn't matter if you defeat them first: eventually, someone else will always catch up to you and be ready to respond in kind.

140. Tell-All Book (100 CP)

Written by any person of your choice, each Jump, telling the colorful story of their life. While the information in it may not be entirely truthful (or limited by the author's understanding of the situation), it still makes for an enjoyable read full of anecdotes. Alternatively, you may choose to get a bunch of bad pornographic comics about this person.

141. Airship (200 CP)

Round and running on clean energy, it can be stuffed with maybe a dozen passengers, alongside a variety of gadgets of your choice. Undetectable by radars and made of solid metal, it is a quite safe ride that can support rough landings. Design of your choice, an existing vehicle may be imported.

142. Basement (400 CP)

This hidden facility is connected by secret entrances and/or tunnels up to two locations of your choice, and is rather large despite possibly being in the middle of a crowded area. The basement is also full of superhero gadgets of dubious relevance to your actual needs, but strangely enough a few of them will always happen to be exactly what you require a few times per Jump.

143. Button (100 CP)

This cute little piece of metal is adorned with the symbol of your choice and will never leave you unless something particularly bad happens to you, upon which it will quickly find itself in the hand of an ally, seemingly making them luckier at investigating your disappearance.

144. Arsenal (200 CP)

This impressive collection of weapons and tools can somehow easily fit on yourself with minimum inconvenience. Alternatively, you may not have proper weapons on you, but as long as you wear a particular piece of clothing you still somehow always find improvised weaponry when you need it.

145. Mask (400 CP)

Now that you've found this mask (or another similar item), you feel like your past self was only an amateur pretending to be the Jumper. Wearing it, you are certain to express your true identity, bereft of doubts, fears, and other emotional weaknesses. This mask protect your psyche, and while you have it no event will be enough to truly disturb it.

146. Toyline (100 CP)

This collection of action figures includes you, your allies and enemies, and updates each Jump to include more characters and accessories. The copyrights are somewhat of a muddy subject, so if you ever try to sell replicas, be sure the original people will have better things to do than sue you for it. However, once you do, you'll kill two birds with one stone by making quite a bit of money with it, along with cementing your appeal as a popular, kid- friendly figure.

147. Engineered Pet (200 CP)

Like a proper mastermind, you now have a right-hand animal, created using the very best of your own technological assets. Though starting out at the level of an ordinary animal in intelligence and strength, it is exotically beautiful and a faithful, capable protector in its own right. In addition, it is both an excellent advertisement and test subject for whichever methods you used to make it. You may or may not count it as a proper Companion.

148. Complex (600 CP)

This Stronghold of Loneliness, this Citadel of Alienation stands alone in a remote environment, of which it can easily ignore the harshest conditions. Spacious, with an exotic design of your choice and containing both expensive, state of the art tech and an obedient and utterly loyal staff. It is the ideal place for running experiments and projects of all sort without any government oversight or media curiosity. Be wary of lone investigators.

149. Basic Telekinesis (Free!)

Well, this is mildly disappointing. You have unambiguous superhuman powers, judging by the fact that you can now lift up and deconstruct a car across a street with the power of your mind or create some simple matter ex nihilo.

But the power alone isn't enough to make you Manhattan 2.0, merely a respectable super, unheard of across the rest of humanity. You'll need the other entries in this section, along with tons of experience, to even approach Manhattan's level.

150. Watchmaker (300 CP)

What you're doing isn't simple telekinesis at all, but straight-up controlling the four universal forces to manipulate matter at every other level. You have mastered this control, and can use this power, along with any other matter manipulation and telekinesis power you may have gotten from other Jumps, to an incredible degree of precision, allowing you to modify molecular structures with the same ease as you would paste. This perk is obviously very useful in a variety of scientific and technological fields, and can also boosts the other powers in this section.

151. Atemporal (400 CP)

We're all puppets to causality, you just happen to see the strings. You can experience in an instant, with perfect clarity and full sensations, any past moment of your life. You can somehow also do the same for your future* (with much lesser clarity and without context), with the dangerous caveat that every glimpse will compels you to passively make it happen – after all, for you, it already happened.

In conjunction with Watchmaker, you could exponentially speed up your perception of time, enough that you could study events fast enough to escape the scrutiny of modern instruments.

*Up to a few times per Jump. This ability can in theory stretch across decades, but can not get past the moment you Jump another world. Specific magical, nuclear or subatomic processes

could maybe form a similar barrier, beyond which you can not see. Post-Spark, this ability is greatly enhanced and most of the limitations described here do not apply. Anti-fate perks can prevent you from blindly allowing your visions to happen, but naturally make this ability less reliable.

152. Self-Willed Presence (400 CP)

You are no longer a physical being in the way people usually think of, more of a self-perpetuating pattern that baffles conventional science. You can simply will yourself into space, teleporting across an entire solar system with little effort. You may even appear in several places at once in separate bodies. This ability does not alone multiply your raw power nor cognitive abilities, it is simply a pair of extra hands and... other bodyparts.

With Watchmaker, you may eventually learn to regenerate back from physical destruction. This provide no resistance against magical or conceptual damages, which may even manage to alter or destroy the pattern, as could extremely high techs weapons.

153. I Am Become Death (400 CP)

Your telekinetic abilities are impressive enough that some compare you, not to a superhero, but to a god. You can manipulate non-living objects at the macro level, teleport them, and project both shields and blasts of destruction.

This ability has huge raw power (which boosts any other telekinetic ability you may have), but little precision, unless you take it with Watchmaker, in which case you will have the delicate control required to teleport and alter living beings without killing them, and beyond that even trigger nuclear explosions.

Irredeemable

154. 100CP – Rugged –

You are decidedly attractive in a slightly rough fashion but with a bit of spit and polish you can look as good as Plutonian at his best. Women with this perk are especially good at looking good while also looking tough, rough and ready for action!

155. 500CP – Immortal Wanderer –

Turns out you were born a lot longer ago than what you'd normally be in for here, Jumper. You are one of the rare few immortals, having nothing to fear from mere aging, on this planet, having lived here for 1d6 centuries and gain considerable experience in the process. You have matured and experienced much over your long life to the point where if you were a rock or a gem, you'd be the most beautifully polished stone or gem in the world. You are psychologically tremendously stable, to the point where only truly new experiences of betrayal and deception can shake the pillar of your psyche.

You may select one Power of value equal to or less than 400CP for free.

156. 700CP – Alien –

Turns out you are not from around here, Jumper. Create a non-standard body form as wild as you please. Maybe you look human by have purple skin. Maybe you look like a giant hairball with two large grasping hands and kangaroo feet. Maybe you look like a pillar of slime. Or maybe you look just like every other human on Earth. In any case your inhuman nature gives you some relative advantages compared to the locals, but nothing as potent as an actual power. No poisoned quills or sharp claws (beyond aesthetics) or wings that grant flight without purchasing the Wings Power.

You may select one Power of value equal to or less than 600CP for free.

157. 100CP – Don't Turn Your Back –

You have an instinctive sense of when people near you that you are or just have interacted with are close to cracking, especially if their cracking is likely to put you personally in danger. You both can tell and have a vague sense of what not to do to push them further past the tipping point. You will even be able to push yourself past normal barriers in your own behaviour (such as acting in a manner that goes against your morals or putting aside otherwise strong dominating emotions or unhelpful behaviours like contemptuousness or arrogance) if necessary.

158. 100CP – Test of the Baka Neko –

You possess excellent, nearly supernatural, discernment and judgement. When posed with a situation with two choices you are excellent at choosing the correct one even where it is not obviously the 'right' choice or even where there is significant evidence that the wrong choice is 'right'. This ability works best for personal decisions, such as trials where you must choose between two odious options, or romantically where you can select between two suitors. Your choice will always be the best of the two, but be warned that this ability only works when there is a binary choice between two equal courses of action, both of which you are aware of, and you are committed to choose one or the other, and for all that your discernment is great for determining the best of the two, it does not help you much if you are merely choosing the lesser of two evils.

159. 300CP – Qu-it It –

Your understanding of the technology that you have created or understood to the point where you can consider it 'yours' is so great that you find it almost trivial to come up with methods to use that understanding to deny the benefits of that technology to others who have either appropriated it or developed in parallel. Your understanding of your own created teleportation technology may be so great you can destroy an entire galaxy spanning network of teleporters based on your tech all with the push of a button. However you cannot do this for technology in the hands of those who were the source of the technology, no matter how well you understand it or feel possessive of it, not by the means of this perk at any rate.

160. 300CP – Creating prisons –

You are a master of the art of crafting prisons. While limited by your means your imagination has no such restraint. Whether crude prisons where your prisoners are kept in place through

brutality or a Super-Max with gravity generation comparable to half that of a black hole available on demand or magnificent stellar prisons (or asylums if you wish) with the facility hidden within a star. All of these and more you find easy to come up with the initial idea, design and build with minimal testing and great speed while still building a reliable sturdy and enduring structure. Your prisons will be by default extraordinarily secure unless you undermine that for whatever reason.

161. 600CP – Origin –

Isn't it sad how complacent people can be? Superpowers come out of nowhere, amazing fantastical abilities demonstrated by otherwise common men and women. And yet where is the research? The investigation? Men are becoming Gods right under the world's nose and yet no one asks the important question! How?!

But you are braver, wiser, smarter than them. For whatever infantile reason they had for not braving the limits of imagination and scientific research, maybe 'money' or 'morality', bah, you have taken the steps they hesitated to take. Powers such as they are in this world are now in your gift! To give or take! To make stronger or weaker! To customise to a person's desires and will!

Well... eventually. For now you have merely taken the first step, with a very good idea as to how to progress your research to one day reach those heady heights. You may even have the ability to live up to your boast in as few a few years. However, as ever, it is the weakness of others that hold you back from greatness, as for those not born to host a given power their bodies ardently reject the modifications. Their weakness demands time and effort from you to both grant the power, ensure it successfully takes root and that both the patient survives and the power is firmly grafted without issue.

This demands a lead-up time of at least 6 months, regular invasive medical tests and check-ups, blood-typing and dna-scanning for common genetic defects that could affect the process and so on. The actual process is a surgery, or surgery-like operation requiring expensive, rare and often custom-built medical technology, which may or may not resemble a vertical metal coffin, which can last several hours, requiring your active presence and participation with the upmost focus for the entire duration. More advanced powers will require longer, as will less-than-ideally compatible patients. You will also need at least one competent assistant for the duration of the process, medically trained and who may or may not be wearing a skimpy nurse's (or doctor's/orderly's, if you prefer) outfit.

Frustratingly for you, your patients can only ever accept one power from this procedure in their life time. You can however override an old power given this way with a new one, but you can only do this so many times or so often before it will start affecting the patient's health. Even more frustrating for you is that each individual power is like a puzzle that you must solve, as complex as the power is potent, before you can even begin to graft it to one of your patients. Adding a power to your library of possible grafts takes a commiserate amount of time relative to its power. Weak powers like grafting Wings to allow for flight could take a mere year, while a power of Summoning would take decades, Electricity Manipulation would

take a centuries and some powers, such as the power of Survivor and his siblings (Argo) and Plutonian's magnificent power-set may forever be beyond your grasp.

When it comes to augmentation, your prowess is also spectacular are perhaps more immediately viable. You can using a similar surgical process as outlined above, enhance a single power of a single subject, between 2 to 4 times. Exactly how this would manifest depends on the power but should be a simple linear growth of what is already there. A durability power would become more durable, a Flight power would become faster or have more stamina and so on. You can, as with rewriting your grafts, change this boost to another type or for another power, but the actual strength of the boost is fixed for a specific patient.

You can, technically, use this on yourself but practically speaking you will need to find some way around the obvious difficulties of performing fairly invasive surgery on yourself. That said you are no doubt a smart coo... I mean a GENIUS! (kraka-a-boom) who will no doubt be able to find a way if you put your mind to it.

162. 600CP – Mental Cage –

those who trespass on your mind and body will not have a good time of it as you can effectively cage any who attempt to invade your most private 'place'. Those who fall afoul of this will not realise until it is too late, and connections they have to the outside shall be severed or rendered useless and they shall be extremely vulnerable to any psychic assaults you use against them to mine information. Note however that minds sufficiently strong compared to your own can either break free or influence you while imprisoned. No mind can escape the initial capture but a sufficiently strong mind could break free almost instantly and then continue unimpeded, almost being enough to give you a few moments freedom of response to the situation which could make all the difference.

163. 100CP – Stay out of trouble –

You have a Good instinct for keeping out of trouble. Where to hunker down and stay hidden from danger while still being close to shelter and supplies. You can tell when someone is harbouring a hidden dangerous side to themselves that you would be wise to be wary of.

164. 100CP – Trustworthy –

You just have this... aura about you that makes people regard you as reliable and trustworthy, especially with items of value and/or danger and even as a guardian for children. Unless given reason to doubt you people in general will find it easy to trust you to act responsibly and maturely and on top of that be a good role model for any children involved.

165. 300CP – Hope Against Hope –

If there is any conceivable possibility of a hero of yours having fallen from grace in a manner that allows them to escape true culpability, such as mind control or an imposter or so on, no matter how contrived and bizarre, even in mild contradiction to known facts, but not complete or obscene contradiction, then there is a very high chance that such a thing is the case, but it is

up to you to find the truth, retroactively making that 'truth' true and saving your hero. The greater the hero, the more difficult it is to 'find' this truth.

166. 300CP – Hanger –

So the world's ending, so our greatest hero has become a mass- murdering murder-hobo psychopath, so everything's going to hell in a hand-basket, so what? Work still needs done! People still need to eat and sleep and poop and work and live. You refuse to let the world falling down around your ears get in the way of you living your life, and with an almost infectious stubbornness you do just that. You may need to compromise, to bend a little to the realities of the world collapsing around you but like hell will you break! You'll hang onto hope, to what you have left from before, and you'll look forward to the day when everything turns for the better, but for now there's work to be done.

167. 600CP – One Bad Day –

When Plutonian went off the rails, how much was it the fault of the ungrateful masses? Was it one harsh word from some entitled civilian that finally pushed him over the edge? Who knows, but you know how powerful you are when it comes to heroes. All heroes on some level want vindication, praise, love and validation from their public. For many a cheering crowd is the greatest high. But a high that is like any other addiction, quickly fading into the need for another fix. You change that, in that gratitude from you means more to a heroic person than the gratitude of an entire football stadium packed with people. Your gratitude will be stronger, purer, more spiritually refreshing and life-choice affirming to them. When you give your sincere, honest gratitude to a hero, not only is it so potent, but you lend them a strength from this that makes even those normally prickly and sensitive to criticism (even completely unjustified and spurious) capable of simply shrugging those things off, like psychological armour. Your gratitude could be seen as a means to give genuine strength of character and the benefits of therapy addressing issues of self-worth, self-esteem, and abandonment issues and so on that could otherwise leave a hero into a ticking time bomb just waiting to go off. Your gratitude must be sincere and legitimately for something that they actually did. You could of course invert this and use biting sarcasm or ungrateful comments to do the opposite, but that's just being a jerk. Don't be a jerk, jumper.

168. 600CP – Eleosian Scholar –

Many years ago, the Eleos race discovered humanity and grew curious, in particular in regards to human emotion. A pair sent a probe as part of their investigation, but you are the result of a more hand-on approach where an Eleos underwent a form of reincarnation or reproduction in order to create a genuine hybrid able to understand human emotions with the goal of one day articulating its experiences to the others. You do not have an Eleosian's powers, having only what you have purchased here and carry forward from past jumps, but you benefit from the sheer weight of memories and experiences Eleosians have accumulated over a very long time, limited to what they have discovered and experienced in this universe.

You also inherit some of what makes the Eleosian's so remarkable: that in spite of their vast reality warping power, they are actually really rather nice, considerate and compassionate towards other beings, not regarding them as intrinsically less for not being as powerful as they, even having the capacity to befriend and grieve 'lesser beings'.

You will find yourself that no matter how much power you amass you shall not lose yourself to the weight of it, remaining as 'human', considerate and humble as you normally are. Power alone will not warp you into becoming a monster, unless it is in the nature of that type of power or you take actions to make yourself into a monster. Should you take this perk and the Power 'Pluto' then you acquire an alt-form you may freely use of a tall giant figure (see image below for an example), although you may change some cosmetic elements such as colouration. You also gain substantially greater faculty with Pluto including the ability to manipulate matter, a much improved form of telekinesis and an incidental immunity to radiation.

169. 100CP – Two-faced – protects against people easily detecting other identity – can also help disguise some personal hypocrisy or double-dealing – like adultery or making a deal with a hostile alien race behind everyone else's back so long as it doesn't jeopardise the world as a whole

170. 100CP – Herring-Radar –

you are excellent in determining when someone who does not have your interests at heart is trying to lead you somewhere to keep you from interfering in something or in order to leave your base unguarded

171. 300CP – Hornet Sense –

Nothing get's by you Jumper. Even small things, little things. A passing remark, a scuff on the floor juuust there. You can pick up on small things that lead to bigger things, the more portentous or ominous or the impactful and consequential the follow-up on that small thing the more readily you initially catch on to its significance and the easier time you have following that clue to the right conclusion. Such as picking up on a passing remark including your girlfriend's name from a work colleague who couldn't have know her name and realising that he has been spying on you and then following that to the conclusion that that person is a dangerous tick-time bomb. As a completely random, non-specific example. Whether you can live with what you find or whether you regret investigating is beyond the reach of this perk.

172. 300CP – The Sound of Safety –

you can correctly identify the relative dangers of technology when in the hands of a group you are aware of; this works even if you do not fully understand the technology in question but demands you have a good grasp of the group. You can easily anticipate the degree, but not specific, of danger and can also intuit how to marginalise that danger.

173. 600CP – Redemption –

Have you ever found someone that deserved redemption so much, for all the ill they have done. Where others see an unmitigated monster, a disappointment, an insult against values, you see the person they once were, the potential they had, the good they did. And you will bring that back, somehow. While you are limited by your available means, you can be sure that there is a way somehow to redeem the irredeemable available to you. Depending on the circumstances this could be a fairly esoteric form of redemption or it could just snap them out of an altered state back to the person they once were left to handle the mess they made when 'bad'.

174. 600CP – Morning Star –

the worse villains are often those who were once heroes. Someone the world looked up to now with hands covered in blood. Now even ever you make a dramatic change in position you can use your history on the opposite side to stun, confuse and weaken both your former allies and old enemies. You can play them like a fiddle until you are done with them or the chock wears off, which is guaranteed to take at least a few months.

175. 100CP – Jailbait –

You are quite the femme fatale; you can make people ignore aspects of your person that might otherwise being off-putting to treating you romantically or an object of lust. Such as your age not being quite enough to be strictly legal or that you are married to one of their friends. You can also get a very good grasp of someone's character including the things they hide from the world and even themselves during intimacy, but only if you can look them in the eye. This is toggle-able and selective when used.

176. 100CP – Headcase –

you are very good with weapons, especially heavy weapons, despite having little to no experience with them. Unfamiliar weaponry, even alien or un-ergonomic weapons, can be adapted to and used competently with shocking speed

177. 300CP – Hate Crime –

It's tragic that when people get scared they so readily turn that fear into misguided hate. That hate leads to people getting hurt that leads to more people being scared and angry and lashing out. It's a terrible vicious cycle, no, a downward spiral that leads to nowhere but a Hell on Earth. The first thing that should be understood is that this is not good even for Villains when it gets out of hand. Even they will end up victimized sooner or later. The cycle has to stop, either gently as a hero would, or brutally as a villain would. Either way you know how to manage it, to take the cycle of fear and anger and hurt in a group or community and break it. You can have people set aside grudges and hatred either through inspiring them as to the greater good or through terrifying them into fearing the consequences' of getting on your bad side. Either way you can stabilise things and then force them to get better, bringing about peace and unifying a group or community (although it may be against you if you were too harsh in your treatment). Bear in mind that this approach isn't perfect; there will be at least some people who are just too invested in being awful or too broken to fix to turn aside from it.

178. 300CP – Frugality –

You understand money like it's your mother tongue. The power of it, the flexibility of it, and most precious of all the ways and means to make it and keep it and, when some little punk needs a lesson, to take it, all of it, every last dime. When it comes to matters financial and economic you are terrifyingly powerful, able to raise people and corporations and in time maybe even nations up to dizzying heights and should you wish to bring them plummeting down. You will always have an easier time destroying the financial status and security that you yourself contributed to making in the first place, the more involved you were the easier it is to you. An annoying nephew you pissed you off, whose only wealth you practically gave him would be as easy to make a pauper as a single key press; a rival company where you had no involvement in their finances on the other hand that would take some effort, but then you are no stranger to hard work, are you jumper?

179. 600CP – Embodiment –

You are more than a man; you are a symbol, Jumper. You represent all that you have ever done and all that you ever wish to do. If you stand for Truth Justice and The Jumper Way then you will radiate that sentiment to all who see you, unless you choose to conceal it. While standing for such 'good' concepts people shall easily admire you as a hero, and will have complete confidence that no matter what else they question about you, your values and what you stand for shall never be questioned! Of course this just as readily applies to 'evil' values. Should you come to embrace the values of 'killing everyone you meet' or similar then you will be just as obviously standing for those values to anyone who comes across you. Expect terror rather than awe in this case. No matter what values you choose to embody, you can always toggle other people's ability to perceive them.

180. 600CP – Opposition –

Sometimes the best way to be the best is to make yourself the opposite of someone who opposes what you are trying to become the best at. Oppose a hero to become a better villain; oppose a criminal to become a better prosecuting lawyer; oppose a specific left-wing advocate to become a better right-wing advocate, and so on. Your ability is tied to the chosen 'anchor' where you are better able to perform your role the better they oppose you in their role. The greater the hero your anchor is, the greater the villain you can use them to become. But be warned that a sudden turn on the part of your anchor could influence you in turn; if your anchor was a great hero that snapped and become an horrendous villain, well, that might just be enough to force you into becoming a hero, like it or not. Anything that is truly reprehensible to you as a person can be resisted or shrugged off with some effort, but if not you can use this to help to change yourself for the better. You must determine your anchor at some point once in a new jump, after which you are stuck with your selection until they die (when you can select a new anchor) or until the end of the jump.

181. 200CP – Bullet Curving –

You can influence the path of bullets you fire yourself from firearms in your physical possession, only works for physical bullets and can only be used on at most a few bullets at a

time. You may also use the same power to strengthen the potency of a bullet so it hits with considerably greater force at the cost of not being able to bend its path. In time you may learn to do both. Comes with free skill in making effective bullets from unconventional materials like wax.

182. 200CP – Wings –

You have a set of magnificent wings. They can be of any colour you wish but must be feathered and avian in style. These wings allow for limited flight, make for useful secondary limbs to bludgeon opponents and also in a desperate situation they can be removed more easily that is strictly supposed to be possible or safe for a limb and dismantled for parts, like bones to use as makeshift tools, weapons or lockpicks. Your wings can regenerate only if you have a separate power/perk/etc that allows it, it does not come by default however your wings will be renewed automatically at the beginning of each jump if you wish. After this jump you gain a limited shape-shifting ability to retract these wings into your body, rendering them undetectable by any means even invasive medical scans.

183. 200CP – Sagacious Voices –

There are voices on you can hear. No, Jumper, you aren't schizophrenic (presumably). These voices are real, for a given value of 'real'. Only you can hear them and they never distract you in anyway no matter how many of the there are or how apparently loud they are. Each voice gives a different option for your current circumstances. These voices are basically variations of you each giving their own input into your current situation through short sentences recommending courses of action. At times the voices shall be redundant and not terribly helpful, but at other times one or more will highlight an option or options that never occurred to you and are perfect, or simply better than the other options, for you to take.

184. 400CP – Summoning –

You can be summoned by others across any amount of space to appear before them. You shall never be summoned into a trap or ambush that is beyond your means to handle. To summon you a person must read your name, written in a language of your choice. At this point you are automatically and effortlessly aware of any and all opportunities to be summoned and may chose to answer any summon you please.

By default you simply appear in a convenient space, but you may pay an additional 200CP to customise your summoning. Appear in a blaze of fire, emerge from a person's mouth killing them from within, rise up from their shadow, etc. You are explicitly capable of using this modified form of summoning to kill those involved in summoning you, but be warned that you can only be certain to kill normal humans and similar this way and at most cause mild injuries to superhuman or greater beings.

185. 400CP – Safe Word –

Select a single word representing an action. 'Stop' for example, or

‘Punch’ or ‘Poop’. Now whenever you say this word, and will this power to activate, you can influence those who hear you with a potent hypnotic command associated with the word.

For example, ‘Stop’ can cause momentary hypnotised paralysis for a few moments, maybe as long as a minute. ‘Punch’ can cause an involuntary lashing out by those who hear the word against the closest target, or thin air if there is nothing close enough. ‘Poop’ could cause involuntary bowel release, and so on. The hypnotic commands can only influence a person for a few moments at most with active actions having the shortest time span and passive actions, like ‘Stop’ having the longest.

186. 600CP – Electricity Manipulation –

You can generate and direct a considerable amount of electricity, making yourself a one-Jumper power station-cum-lightning storm. You can manipulate any electricity you generate easily and with minimal concerns over accidentally harming innocents, you can even use power from other sources but only about the same again as much as you can generate naturally. You are inherently immune to electricity so long as you are conscious and it is under your maximum threshold for control.

187. 600CP – Technology transformation –

You possess an extraordinary form of specialized telekinesis, that allows you, without tools of any sort, to take pre-existing technology and both interface with it in creative ways, such as using simple wire and a light bulb to create a two-way voice-only communication, and also you can manipulate technology to take pre existing components and disassemble, reassemble and even perform some transmutation to make new technology from the old. Your limits as to the technology you can manipulate and create is purely a matter of your own familiarity with the tech levels involved and whether any exotic matter not present is needed.

188. 600CP – Cutter –

You possess a very special form of telekinesis. A focused form capable of cleaving apart even indestructible flesh. You can, through miming an action on your own body cause a cut or series of cuts on a visible target in reasonable range from you on the same place on their body or closest approximation. Using your own body as a guide for the telekinesis however is a crutch and over time you will find it possible to use this razor-like telekinesis to attack with either different movements or while completely still. This will take time and training to achieve however. This form of telekinesis is quite flexible in terms of its growth potential but must always revolve around cutting telekinetic force.

189. 600CP – Sonic Scream –

With a simple scream you can shatter concrete, boil water, rend flesh. Your scream is a deadly weapon capable of devastating damage against almost anything that isn’t explicitly resistant to sonic attack or high frequency vibrations. At full power you can utterly destroy an entire city block with a single earth-shattering scream.

190. 600CP – Temporal Punch –

Have you ever wanted to punch someone into next week? Well now you can! Unlike a certain alien called Malleus, you can't punch people back in time; instead you punch them ahead of time. When you punch someone or something you can send them into the future proportionate to the force used, to reappear later in the exact same spot with no drift at all from planetary rotation or celestial movement. A normal human punch might send someone a few seconds ahead, while a Plutonian-scale punch could send a person ahead by months. You have a limited reserve of energy you can draw upon to fuel this ability and over use can put your body under a critical amount of strain.

This power will give out before you can sustain lethal levels of strain or exhaustion.

191. 600CP – Infomorph –

You have shed your physical form for something... purer. Now as a being of information rather than clumsy flesh you are free to move and experience life in a way normal people could never understand. You can freely possess other people's bodies, only capable of being stopped or imprisoned within them by potent mental defences. You can upload yourself not just to brains but also computers such as in a Robot Double, and even magical crystalline lattices. Your intelligence has also benefitted enormously granting you perfect memory and a generally higher IQ. In this jump you may start in a free Robot Double or as a tagalong with a companion until they can find you a suitable body. After this jump you may freely shift from being an infomorph to having a physical form at will.

192. 600CP – Energy Manipulation –

You can manipulate a potent, unnamed form of energy that can form all sort of useful short-lived constructs. Everything from shields to energy blasts, your power is exceedingly versatile, capable of causing blunt force trauma, heating and even electrocuting depending on your will. You can also use it to freely fly, restrain others and surrounds your body with an impressive corona of energy useful both for protection and intimidation. This is a versatile power with many potential applications just awaiting a creative mind to find them.

193. 800CP – Lullaby –

You have a tremendous power, the ability to invoke the spirits of the deceased that you knew personally and the 'spirits' of stories. Spirits from stories are limited and unintelligent, capable mostly of the thing their legend or story depicted them as capable of and not much else. There is no functional limit as to how many stories you can learn and use but you may only summon up one at a time. The spirits of the departed can be summoned from the local afterlife only if you know them well and can recite a 'legend' or mythos about them using all the material from your familiarity and encounters with them.

Such spirits can resist being summoned and are aware of the identity of the summoner. Summoned dead can use any abilities or powers they possessed in life however the strength of these powers is capped by your own power and your skill is creating and reciting a myth that accurately portrays them and allows them to tap into their full power. You can only have one

such spirit at a time but with time you can summon many, but each shall be weaker for being summoned as part of a group rather than as your singular focus.

194. 800CP – Charging –

From the moment you wake, you get stronger. With every moment that passes your body gets more durable and you get stronger. Your body boils over with power slowly reaching the apex of strength and durability where you can almost equal Plutonian in terms of durability and strength. The downsides of this is that it takes weeks to months from waking to fully charge and sleeping resets the process leaving you a normal human effectively upon waking although you start charging straight away. Also upon reaching full charge you can only hold it for a few days before it peters out over a week and you must sleep to reset the power. You don't have issues the practical issues that Max Damage had to deal with, like shaving before his skin hardened too much, by default. You do not have to be concerned about sleep deprivation, finding it easy enough to stay awake without a loss of functionality, again unlike Max Damage.

195. 800CP – Regenerative Invulnerability –

Congrats, thanks to a little indestructible stone in your forehead, similar to a bindi, you can regenerate from virtually anything, even injuries to your brain and are virtually invincible. In a way you are the most fortunate person alive, capable of surviving virtually anything, unfortunately that's not quite true. Injuries to your brain may heal but the information within can be irretrievably lost. You may not be able to die but you can still be immobilised, imprisoned and tortured. Also you are dependent on the magic stone that makes the ability work. If destroyed or removed from your body the ability fails. Thankfully removing it is easier said than done as it is magically welded in place. But with sufficient magic or a sharp enough implement capable of cutting the stone out before it can regenerate the wound, it can be removed and the ability lost. Thankfully it can be easily regained simply by putting the stone back on your forehead, assuming you are still alive by then. You may choose the appearance of the stone but it must remain roughly the size of a small coin and on the forehead in order to work.

196. 800CP – Gravity Manipulation –

Through the manipulation of gravity and the creation of microscopic wormholes, you can channel the power of distant celestial bodies and channel their gravitational force to fuel incredibly powerful physical attacks and restrain even a being as powerful as Plutonian at least when weakened and disoriented. Each blow at that level however demands the death of a star; the power involved being grossly inefficiently channelled into the attack. Over time you may learn how to increase the efficiency of such an extraordinary ability to allow for the sacrifice of a star to be more meaningful that merely causing a terrestrial scale earthquake and localised damage to a city. When used at a lower setting however, this ability can be used to grant enormous physical strength and gravity manipulation through tapped into distant celestial bodies in a more harmless manner; just not in Plutonium's league.

197. 1000CP – Argo –

You can take your power (see notes) and divide it into 3 portions, and then invest the other two portions into two other people. You must do this at the same time for both persons. Doing so permanently weakens you but allows for you to potentially benefit tremendously. The two others can use your power, weakened portions of it that they have, with the same skill as you could and have excellent teamwork and synergy when cooperating with you in endeavours using this power. Should one die then their portion returns to you plus any improvements or growth made to the power or the skill in using it, you also benefit from a bonus proportionate to the amount of time that portion of power has been away from you; this maxes out at a 50% increase in 'power' each, taking about 3-5 years to reach, plus whatever benefits have been made from training and self-development (this is uncapped). If both portions are returned to you then the benefits are even greater, increasing your power by 3 times plus the benefits from training from both of your chosen. Over time you may find tricks to let the power return temporarily to you, such as false death techniques however after this jump your two chosen can return the invested power plus all other benefits mentioned above to you as a matter of will, with no need for them to die although that would still work as above, but only for so long before the power must return to them.

You may take Triad for free. Doing so gives you customised identical siblings with copies of your full power, as defined above. The power 'returning' to you works on the same mechanics as mentioned above despite the power they possess not technically originating from you.

Comes with free Energy Manipulation for Jumper and Triad.

198. 1200CP – Pluto –

It seems Plutonian is not the only one of his kind after all. You are his unknown 'sibling', Jumper. Just like him you are the result of Eleosian experimentation; a probe sent out to investigate and research humanity. You were drawn by a powerful human will and reshaped into a human with incredible power. While Plutonian acted very much like a 'flying brick' his power set is actually much more than it seems on the surface. Being effectively a low-level reality warper, Plutonian and now you can achieve virtually any comic book superpower feat with some effort taken to develop it. To begin with however you possess the standard package of physical invulnerability, enormous speed and strength, flight, sub-zero freeze breath and optic energy projection. You also have extraordinary senses of touch, taste and smell with x-ray, telescopic and microscopic vision, telepathy and modest telekinesis. All of your powers are derived from psychic power, not muscle power or exotic biology, it is currently unknown whether a child of Plutonian would inherit his powers or not, and whether he is even capable of reproducing at all. In time you can develop powers such as probability manipulation, density shifting and radiation manipulation, but that will be easier if you are working with examples.

Lord of Light

199. 200CP: Demigod - Blessed child. Your righteousness and piety have become the seed of Divinity in you. From your old form you have become young, vital. The body of a God is yours, handsome, strong, fast and with the correct mudras and psycho-conditioning, you have begun to align yourself with an Attribute and develop

your godly Aspect. You are very much at the bottom rung of Heaven, but even Death Himself was once like you.

200. 800CP: God - Cloaked by your Aspect and bearing a mighty Attribute, the universe declares you a God. The City of Heaven is your home, a paradise eternal. This is a power for the singing, the joy and embodiment. You are more than man, you are a legend, surrounded by legends.

201. 100 :Knowledge of the First - Those rare few who, generations past, beheld a pristine world from afar as a blue-green jewel in the night. The First were explorers and colonists, from lost Urath - Earth - and did not then know of their destiny as Gods of the new world. You know of the truth of this world, the great genocide conducted against the natives, of the psycho- conditioning and controlled mutations that allowed men to become Gods and command the fate of all. With time and attention, you might be able to divine the true names of the Gods and claim to be one of the First yourself.

202. 100 : Bestial Gifts - Despite your lowly nature, you have strengths. Some animal traits express themselves strongly in you - be it acute senses, speed, claws and so forth. Those who are not themselves animals, have mutated to express these features and would be well advised to keep them hidden. The Masters of Karma may judge fairly, but the common man can have little mercy. You may take whatever animal features you like - but they are clearly and distinctively animal. If you are an Animal, then of course you have the entire form, for what little it aids you.

203. 100 :Worthy Reincarnation – Your deeds have been judged as just and wise in your lifetimes, and the Masters will grant you great leeway in the next body you take. You may choose your mortal social class and most physical qualities without fear. Though the Masters will not notice if you abuse their generosity, anyone investigating you might discover something extremely unusual and suspect you of manipulating the process somehow.

204. 100 :Divine Physique - The body selected for your enjoyment has been carefully shaped beyond the apex of humanity. Strong, vital and beauteous - it is a form that one could live within for hundreds of years, though at any time you may approach the Masters of Karma for a replacement, should the flames of your divine lifestyle burn it out. Care has been made that it expresses the initial mutations and brain structures to develop Aspect and Attribute – though once they have been induced, they will carry with your soul through whatever form you take.

205. 100 : Approach of Splendour - It is goodly for a God to cultivate more than just his Aspect and Attribute. Dance, music, art - all are the pastimes of Heaven, and you have some skill in each in its kind. With this you may make elegant discourse on

matters spiritual and material, create works of passing art and behave with the decorum and bearing of the Divine.

206. 300 : The Divine Machines - Many and varied are the wonders of the Gods. From the Vasty Hall of Death, Yama brings forth Thunder Chariot and Bright Spear, Trident of Destruction and Wand of Universal Fire. In Heaven, there is an elegant statue with eight arms that plays the lute when addressed, and endless machines that keep all in perfect stasis. The elementary forms of these great sciences and artefacts are laid bare to you, and you may service and understand the technology of this world. While great innovations and the wonders forged by Yama might escape you, you have a solid basis that escapes the vast majority of men and gods in the world - sufficient to greatly impress those who understand the value of such things. With this you also gain one artifact costing 200CP or less for free.

207. 300 :Wild Mutant – In truth, the powers attributed to the gods originated with mutations brought about by the exotic radiations and atmosphere of their long voyage and first battles. More powers than just the Aspect or Attribute have existed, and more will come – though they are vanishingly rare. You are one such recipient. You might have great luck with games of chance, or be strangely invisible to those who bear you ill-will. More blatant displays are possible – from your hands poison may drip, or metal might rust away. These powers are basic and lack the extensive training and support of heavenly virtues – but with time and such methods, they have the potential to be as grand and storied as any of the gods. Many also are accompanied by physical signs, usually where it would simplify their method – those poison hands may have needle-fangs under the nails, and even psychic senses might be joined with large black eyes, sensitive fingers and long ears. This power is not the same as an Attribute and does not yield to the same training, but if you develop one as well, there may be strange parallels in their effects.

Be warned, however. Heaven does not share power – at best you might be welcomed as a Demigod. More likely, you will be met in the night or day by one of the divine executioners of Kali.

208. 300 :The Noble Eightfold Path – The path to the cessation of suffering, in wisdom, ethics and concentration you have developed your virtues along the new way revealed by the Buddha, Mahasamatman in the purple grove where lilies grow. A new religion, yet with a vitality and rising popularity that belies its peaceful overtures, it challenges the doctrine of Heaven but resists their attempts to integrate it. There has only been one Buddha and he is dead, but in his dying he – a mortal – almost slew the God of Death himself. Not defiant, but wilful, not angry, but firm. In you is a focus and cosmic awareness that brings all of your atman into alignment with your goal. Absolute powers raised against you find that you are of their essence, that the nature of the universe – to a tiny degree – recognises you. If mortals can become gods, why should gods not also become mortal? Absolutes wielded against you are not, and

irreversible changes may be reversed by you. They might still strike you down, and you may still be transformed – but there is always a path to their negation, though it be fraught with perils.

209. 300 :Attribute Induction – The Attribute is the capacity to effect the world with your will in a single, highly iconic way. It is a mutant strength, carefully developed with millennia of experience by the scientists of Heaven. With your attribute you might encourage silicates to grow into splendid – and razor sharp – trees of crystal, or have the wind sour and sicken your foes. Food cooked by your hands might keep a thousand men fed with one loaf, or you may will the birds to sing sweet praises in your favour and fly against your foes.

Many Attributes are known best for their utility in war, but the days when mankind's position on their world need be defended by flaming fists and opalescent eyes has passed, and Heaven cares as greatly for Attributes of craft and fragrance as those of iron and blood. Demigods and Mortals have just begun to harness their virtues, they are like flickering embers – offering feeble warmth, but needing careful stoking. Their attributes are unstable and untested, often needing some tool to focus their energies. The former may rely on the assistance of their superiors in the Divine, the latter have only their own wills to push further.

210. 300 :Divine Pursuits – Sword, Bow, Brush, Lyre, Harp, Drum, Cask, Kitchen... there is a realm in which your skills stand out in Heaven. Those who are of the finest skills call you their ally, proud to call your name and offer their talents in return for yours. Heaven is grand in its play, and loves little more than contests of all manner of skill, and you have always acquitted yourself magnificently – though you are not yet the undisputed first of your field. Taking this multiple times may either grant a new area of excellence, or advance one to stand equal with the very greatest who have ever been.

211. 600 : Chosen of Death - Great Yama, Death-god, has seen you clearly and bade you enter the Vasty Hall of Death, to serve as his partner in creation. Not merely revealing his secrets of science - you are his equal in the arts. Your creativity is that which may forge ten unique treasures each day, or mass produce legends. Design of all forms of weapons, armours, vehicles, and utilities comes to you with blinding light and strength of inspiration. With this position comes the virtual guarantee of rebirth in your next life, as a Demigod of the forge. You also gain a Discount on all artefacts and equipment.

212. 600 :Native Demon – When the Star of Indra arrived at this jewelled world, ringed by the golden aurora called Nirvana by some, they found it was not empty and awaiting them as some had hoped. It had its own cultures and peoples – strange and alien in all respects. Once rulers of the land, the Rakasha, are beings of living fire.

Pure energy, sustained and shaped by will alone – the Rakasha are the descendants of an ancient civilisation who cast off their physical form to live eternal as dancing light. And they are cruel and powerful. Summoning energy is trivial to them, fires and lightning at their command, kinetic force making winds storm, condensing water vapour into spouts or tearing rocks from the ground. They may cast illusions, though rarely do they deceive, or make themselves invisible or fearsome to behold. No mortal arms may harm them, but their energies are vulnerable to disruption from greater sources – such as the Universal Fire or Trident of Destruction – and in Heaven there is a well-known chemical aerosol that repels their energies.

They are deceitful by nature, and think themselves tricksters – but their complete lack of morals and their sadism makes it hard for them to maintain ruses for long. Their greatest virtue is their love of gambling and their devotion to honour bets made. Their greatest desire is for a human body to puppet, through which they can indulge the pleasures of the flesh denied to them. You share their lack of physical sensation – your existence is one of pure thought. While you do not lack for your humanity, in time, in the company of your peers and sharing their memories of the flesh... you may yet learn better.

They control lesser orders of energy beings, such as the fire elementals – mindless, deadly, and stronger than a thunderbolt. The strongest Rakasha are masters of small armies of these creatures, who appear in a flash when summoned via radio-telepathy.

All Rakasha are bound within Hellwell, and so are you. You are a flame bound by Kalkin to eternally light your niche, with only the distant fires of your fellows for poor company. In time, the Binder will come to treat with Taraka and release him – and you. But he is pursued by Gods – Agni, Yama, Kali and Shiva himself, and moreover you have been ordered to delay them.

If you are a God however, then after betting and winning your life against spectacular odds, Taraka has seen fit to fan the flames of your atman – allowing you to survive the death-of-body as one of the Rakasha. You are still alive however, and have no experience or deep knowledge of the scope of your powers.

But the Rakasha are not the only demons in this world... Under the oceans, in the depths where sunlight curdles and dies are the Mothers of the Terrible Glow, and their amphibious slaves – the People-of-the-Sea. The Mothers are great and powerful, capable of raising the seas against their foes, and imbuing them with the hideously mutagenic Glow – the means by which they created their slave races and vast organic cities of living technology.

They stand twice as high as a tall man, but do not bear his shape. Adapted to crushing depths and of marvellous variety of appearance due to their ability to shape the forms of their offspring, they are yet still squamous and rugose, betentacled and boneless sea-nymphs with glowing blood and huge lidless eyes.

However, during their war with the Gods many took forms vaguely patterned after the humans, that they might walk on land to bring their crashing waves and claim human slaves. Their threat was such that they and their cities were systematically scoured from the planet and until now, they were thought one of the many native races exterminated by the First. But you survived, as did your progenitor, Dalissa. She was grievously wounded – rendered sterile by the energies she wielded against armies, and her eggs smashed – and, millennia later, has finally given birth to a daughter to inherit the Glow. You are loved, too beloved to be eaten should you disappoint your Mother, as tradition would dictate. She shaped you carefully, and either rendered you a physically powerful inhuman form, or one that approximates the victorious gods – but is still clearly one of the legendary sea-witches.

The ways of controlling and wielding the life-warping sea-glow and powerful, but clumsy hydrokinesis are the powers of your blood – and the ancient alchemies that created their living palaces and slave-organisms, though they be no more powerful than the bioscience of the Gods, have been drilled mercilessly into you. In battle, you may raise waves – with time building them to unstoppable force – or throw powerful blows of water. All of which may be supplemented with the Glow – by releasing your blood from pores and special sacs into the water you control, you may add an intensely poisonous radiation and enhance your control and power over the tainted waters.

The effects of the Glow by themselves are chaotic and toxic, but with care and scrutiny you may wield it like a tool to twist life into new forms – though it is a treacherous art, and will never be a science by itself.

You are a child of one of the most feared demons the Gods ever vanquished. How then, will they react to an ancient evil made flesh once more? Some may simply seek your cephalopodan skull, to be placed among the many trophies of the Archives... others, might be willing to treat peacefully – with victory comes magnanimity. You are carnivorous, dislike the surface heat and dryness and your natural instincts towards most other life is predatory. Your Mother has done little to quell this.

213. 600 :Master of Karma – Yours is the greatest mortal station. You are one of the Masters of Karma, with powers greater than any temporal king. With your extensive training and conditioning with the use of the psycho-evaluation tools bestowed upon you by Heaven, you may pry into the minds and deeds of those who come forth for reincarnation – laid back upon the gold-and-samite throne of the machine, their memories and nature are yours to peruse. In addition, you have the great clone-banks and gene-crafters that may shape new and beautiful forms for your petitioners.

Judging from their deeds, you may reincarnate their atman into animal form, or human – or even Godly perfection, though you lack the knowledge of Aspect and Attribute that would let them acquire such powers. It is among your duties to give gifts of grace and strength, and punishments of blindness or epilepsy. Unlike most of your peers,

you understand the construction and operation of these heavenly machines well enough that you could create your own given tools and time.

Reincarnation is not traumatic in itself, though the atman takes time to reassert itself – supernatural powers are diminished to near-nothing for some time after rebirth, but always return in full eventually. So long as the brain is alive, reincarnation is almost always successful – brain damage scars the soul, and may prevent successful rebirth.

You have duties and responsibilities, though you may live a princely life, it is at the behest of Heaven that you serve. Never forget your patrons – they do not allow Karma to be the servant of mortal greeds.

After your time upon this world, adjoined to your Warehouse is a lofty vault of marble and gold, within which rests a system of the same powers – a psych-probe throne, eight accelerated-growth clone tanks and life-weaving computer. With artful care, you may even use these machines to imbue greater or stranger shapes upon the life within, but initially they may only create animal, human and godly forms – freely granting Bestial Gifts and Divine Physique.

214. 600 : Aspect Cultivation – If an Attribute is the grasp of power, then the Aspect is a state of being. To wield reflections, and to become Reflection. To summon Strength and to become it. Greater and more subtle than any Attribute. Through genetic predisposition, hypnosis and chemical therapies, your passions come to correspond with those of the Universe. Raising your Aspect is like removing a mask or standing straight, a mustering of yourself. It takes some energy to maintain, should you wish to be capable of being anything but an avatar, but it is the exertion of being rather than the struggle to become. This is a power that requires your kindness. What is the nature of the gods who become Fire, undaunted and ferocious? Who become Death, unknowable, all-ending? Who become Divine Drunkenness, invincible in vitality and charisma? Those who look upon you in raised Aspect know, instantly and surely that you are divine, that you embody a facet of creation.

Any powers raised in harmony with your raised Aspect are magnified and exalted – they are more than just spells or mutation, they are in service of the very order of the universe. An arrow loosed by the Goddess of the Bow might strike a man's heart from ten miles away, or pin his courage to the wall. Should the God of Flowers walk in Aspect through a forest, will it blossom and lend him strength? Or does a single rose cut and displayed by his hand speak of days of sun and offer a simple strength to all who behold it? Demigods, though they have begun along this path are but beginners – they summon weak and feeble Aspects to match their new and uncertain Attributes, and must still undergo a battery of training exercises and therapies to fortify their natures. Mortals who develop this faculty independently are in essence on the same level as Demigods – but lack the aid of Heaven in their development.

Once fully matured, forevermore you will be Water or Marble, the Lute or the Joust.

215. 100 :Wealth/Opulent Warehouse

50: Wealth – Not merely comfortable in your station, you are quite well arrayed with the finer things. Whether this is from your merchant holdings, your mostly symbolic but well rewarded stewardship of one of the important structures of Heaven, or just the bag of gold at your hip – you have enough capital to smooth over some eccentric purchases and a somewhat flamboyant lifestyle.

50: Opulent Warehouse – Do the bare walls and drab concrete styling of your cosmic warehouse offend thine eyes? Did you wish for a shaded bower, gilded conservatory or tawdry bordello? While the total size and features will not be changed, the cosmetic structure and layout is yours to realign – as long as it is opulent. Change your bare metal shelving into a dozen cozy rooms, filled with leather-bound books and the smell of rich mahogany. Make your Portal appear edged with basalt and gold, and Forcefield into an invincible iron gate that parts only for you. Once set, you may change the appearance once per Jump.

216. 100: Worthy Weapon – It does not cast lightning or sing sweetly, it has no great powers of its own. But it is sharp and balanced, near-indestructible and perfectly fitted to your hands. It is a weapon that suits a legendary warrior, who is not defined by the arms that he wields but by the skill with which he wields them. If you possess an Attribute, you may channel it through this weapon – making it truly an extension of yourself.

217. 200: Bright Spear - One and one-half span of silver is this spear, attuned to your brainwaves and taking flight at your will. It strikes faster than any arrow, and vibrates through any shield – shaking clean of gore before its return to your hand. It may also move to intercept arrows and blows, as well as carry you aloft at speeds to outpace the finest horse.

218. 200: The Electrosword – Woe betide whoever cross swords with you and become the path for the lightning contained within this tarnished silver blade, which can extend from a hand-width shortsword into a finger-wide four metre scythe. Should you so desire, the fluid metal of the blade may flicker out as a long lash – harmless by itself, but carrying a deadly current.

219. 200: Fountain Shield – A buckler, made of overlapping orichalcum wings that may expand to a two meter span. Proof against most hand-held kinetic weapons and energy discharges, it has a sophisticated target-acquisition system that sends frozen darts and boiling clouds of cyanide and dimethyl sulfoxide at those who dare raise arms against you – with a gallon of storage at the small of the back.

220. 300: Gehenna Gun – A handgun of demoniac aspect, which clamps around your arm for stability and requires you to wear five palm-sized vibration-dampening units around their body. It operates by fibrillating its target to pieces, creating

dangerous resonances across a broad spectrum – using its laser targeting to determine object composition and structural weaknesses. Whilst it does not fire swiftly, against most mortals, it reduces them to so much tender meat and softened bone – their connective tissues completely degraded. Against most tanks, it buckles and shears armour and electronics 'till it screeches to a broken halt. Against most Gods, it will disorient and nauseate instantly, and if they are not swift will kill them in seconds.

221. 300: Bow of Rudra – This recurve longbow, of a grey metal that scatters the light, uses internal gears and sensors that adapt each shot to the environment, maximising its potential range and power. With a draw weight measured in tons, it may send a heat-tracking arrow whistling over a mountain to pierce the heart of your target. Comes with a variety of warheads - armour piercing, incendiary, metallic explosive and heart-seeking.

222. 300: Screaming Prayer-Wheel – The skull-tipped rod of Kali, which spins and screams terror into the stoutest hearts. Its cry flays at the soul, weakening and dismaying all who hear it. The strongest flinch away, and the weakest die outright – unfit to bear witness to your glory.

223. 300: Iron-Flesh Bath – Bestowed by Kali upon her holy assassins, though you may not number amongst them, you have been dipped carefully within a chemical bath that has rendered portions of your skin number but harder than iron. As much of the body may be treated as you prefer, but the numbness is permanent and as such most only treat their chest, back, forearms and neck. You have been entrusted with the secret of its chemical composition, and may choose if you begin the jump in her service.

224. 500: Red Robe of Death – Who would make a spear that could slay him? Not Death. The subtlest of his great creations, the red robes are proof against Fire and Glow, Vibroblade and Attribute. It would be a legendary deed in itself to even mar their regenerative scalar-fibre bundles, and the integrated inertial bleed reduces even the mightiest blows to a gentle rustle of fabric.

225. 500: Thunder Chariot – A mighty steel aircraft, with the shape of a warhammer, propelled by two great jet engines that leave streaks of fire across the sky. Capable of hypersonic speed and with a flight ceiling as high as possible for an air-breathing craft, it has powerful weapons capable of reducing an army to scattered pieces. It carries twenty and is protected by superalloy plating and force-screen that can for a time resist the fury of the greatest Weapons of the Gods.

226. 500: Wand of the Universal Fire - The Universal Fire strikes and reduces to ashes. This is of two parts - the partial protective bodysuit with powerful optical

enhancement, capable of counting the hairs on the back of a fly from ten miles away, that covers head and arm and bears the generator as a smooth hump at the top of the back, and the Wand itself. All constructed of a white-silver plastic that resists these greatest flames - for a time.

With the Wand in hand, one may wield as a scalpel or fury - severing single hairs, rendering buildings or mountaintops as molten slag, or sending a pure beam up to scar the Moons, as the God of Fire, Agni did upon receiving this most worthy tool.

227. 500: Trident of Destruction - where the Wand wields fire, the Trident wields the unmaking of things. As potent, but with a different deadliness, the power of Shiva is the power of chaos. His is the force which separates atom from atom, breaking down the forms of all things upon which he turns it. The effect is extremely precise, and may target the entirety of a thing, or but the structures of its mind, specific elements or other such qualities as offend you. In its duty as a trident, it is near unbreakable and viciously sharp – but it has never been used as such.

228. 800: The City of Heaven - Praise this city, captured in its entirety by the eye of Vishnu the Preserver as he beheld the mountains upon which it would come to rest from the back of the Garuda Bird. With mighty force-dome that sheds all assault as it sheds rain, perfect climate and lovely sweep of street and structure. Fountains and parks where perfumes and song linger, shady bowers where poets recite, grand houses of art and wisdom.

It was said by Yama, Death-god: "If everyone in it were to die at this moment, it would still be perfect ten thousand years from now. The flowers would still bloom and the music would play and the fountains would ripple the length of the spectrum. Warm meals would still be laid within the garden pavilions. The City itself is immortal."

Unto you is granted the means to make Heaven blossom forth in whichever world you may tread. An airy disc of ivory, ten metres wide, lighter than the air but moving only with your touch. It has many rituals that might make it flower, but you know firstly of these two:

Apotheosis: When placed at the spiritual centre of a city and praised by its inhabitants, the airy disc issues forth a great transformation that uplifts every aspect of its surroundings to the splendours of the mighty. Food and music in abundance for all, disease and poverty banished like shadows by the dawn.

Olympus: Render a mountaintop flat and plant the disc. From it will blossom the Celestial City in all its glories. But no inhabitants will it bring – the streets are empty and there is no one to hear the delicate chimes of silver and gold. You have the right to choose those who might become the new Gods of new worlds... regardless of your wisdom.

Supergod

229. Master of Fire/Last Candy Bar on Earth - 100

Master of Fire- 50

Man or God, all are brought to a heel before thy wicked tongue. You deal out ferocious burns with ease, mocking the flaws and mistakes of those who stand before you. Even the perfect superhuman Gods that believe they have a right to rule over a mundane human like yourself will find themselves speechless and verbally torn to shreds when you roast them. There's nothing you can't give burns unto and while they might kill you for the insults after, at least you'll die knowing that you always get the last word in.

Last Candy Bar on Earth- 50

Always saved for when you're feeling down and things are about to go to shit for real. In your pocket, you've always got one last candy bar. It's always one of the sorts that you really like and it does good to calm your nerves if you have it. You'll find another one in your pocket as soon as you finish eating the first one you took out too.

230. Addiction of Religion- 100

To some, humans have a biological need to believe in something. Some of those that believe this is true liken it to a drug addiction, selfishly made to give pleasure to the human without any consideration truly given to their target of devotion. Others believe that true faith is able to exist, independent of any pleasure given to the worshipper. Whichever you yourself believe, you are intimately familiar with faith as a concept. You can make yourself truly believe in anything you wish, to whatever degree of faith that you want to have. You could do this to ensure your loyalty and determination to serve a cause or just to give yourself pleasure from worshipping yet another thing.

Up to you really, as to whether you follow the impulses your brain gives or not.

231. Messiah of the Modern Age- 100

Why not let all that religion nonsense drop dead? Man has come far from its primitive start, banging rocks together and shouting at fire. Why act like a monkey if you have long since evolved from one? Unlike many humans of the modern world, you have the willpower to stand up and fight for yourself, even when it would be much easier to depend on another, and can ignite the spark of this will inside others who hear your words. They are inspired to begin acting for themselves and working for the lives they want to get, rather than relying on false gods, real or imagined. Of course, with this inspiration comes a significant amount of willpower to assist their drive.

232. Inhuman Relations- 100

Above all else, humanity's greatest advantage has always been its' adaptability. Never were humans the strongest, fastest or most naturally gifted. They just used what they had and adjusted it to fit the situation. Now that the inhuman is present on Earth, why could the same rule not apply in human- inhuman interactions? Despite them partially or totally lacking a human mentality and perspective, you are always able to fully understand and see from the

viewpoint of any inhuman being you come into contact with, be it an alien mushroom plague, a super-intelligent cyborg or simply a man driven to insanity.

233. The Son Returns to the Father- 200

The scientists of the 20th century, didn't seem to really know all that much outside of their scientific disciplines. Why, clearly they'd never read Frankenstein or Asimov's work. Perhaps if they had, they'd be as careful as you are with your creations. Thankfully, you have the presence of mind to always ensure that your creations have your best interests in mind at all times. Even if you don't normally have the means to make this happen, your creations will be loyal to you, do their best to accomplish the goals you set for them and try to see those goals from your point of view rather than their own interpretations or at least ask you first before acting, unless you instruct them otherwise on these points.

234. Idolatrous- 200

Man makes gods out of the silliest of things. A burning bush, a strange branch, a man who says a few nice words. It's almost too easy, when you know how, to make something into an idol for mankind. And boy, do you know how. You're able to easily create idols that draw worship and devotion unto the being or object from those less intelligent than yourself. The more impressive the object or being you create to be an idol, even if that creation is transforming something that already exists significantly, the stronger the pull to worship it will be for others.

235. Team Leader- 200

Like just a giant swarm of pack animals, humanity has always accomplished its' greatest feats when working together as one. You have an incredible ability to get all but the most violently opposed people to work together over long periods of time, keeping the teams you gather focused on the task, working efficiently and keeping any issues or problems from arising even out of the workplace. They won't be friends but they won't ruin all you and them have worked for by starting fights with each other outside of your view.

236. Double Oh Super- 400

A few years working with the British secret service really taught you how this sneaky stuff works, given how absurdly good at it the poms are. You've become a master spy and a great spy master too. You're one of the greatest experts on espionage, physical and electronic, that the world has seen and are easily able to pass those skills onto others. Sneaking into a top secret military research lab in another country and nicking the research files? A few weeks and you'll have what you need easy. What you really excel at however, is keeping things a secret yourself. Making sure no one ever finds out how you made your national superhuman weapon is easy. Hiding vast technology advancements from your citizens? Piece of cake. Cloaking a rocket ship launch to outer space? It'll take some work but you can still make sure no one realises you've done it.

237. Mountainous Mind- 400

It's hard to argue that a human body is not a frail thing compared to the superhuman beings now appearing around the world. But the mind? That's a lot more debateable. You're of the opinion that despite lacking in ability, the human mind is in possession of a near unlimited amount of endurance, so long as the person in control is willing to continue. Maybe you're the best representative of that, given your mind and the emotions in it are proofed against anyone attempting to influence them from the outside. Even if your body is damaged, ruined or corrupted, your human mind will remain free of any kind of influence, even if the physical container for your mind is affected.

238. Failsafe- 400

It might be worth just taking a step back from this all. This superhuman arms race, is it really all a good idea? I guess not. You may not have the power to stop your country from foolishly creating a weapon of mass destruction but with this, you'll at least be able to stop that weapon from being the thing to destroy you all straight away. Your experiments and efforts at crafting or creating something never backfire on you. When they fail, be it a self-destruction or turning against you, they will instead shudder to a stop and deactivate harmlessly. You won't automatically know what caused them to go wrong, though you can probably find out with some efforts, but with this no process or invention you make and are in the control of will end in your harm or death. Others can still be harmed a plenty though, so long as it wouldn't harm or endanger you as well.

239. Mini Machines- 600

Advanced technology might be the basis of most superhumans but what if you can't skip all that and just fit a machine the size of a factory into a man's arm so he can break a castle with his fist? Pretty neat, I'd say. You have the ability to miniaturise technology to an incredible degree, fitting machines the size of small buildings into the hand or head of an ordinary human, without facing any loss in efficiency or effectiveness. If you then make them at the usual size, they'll be far better than they usually would as you pack so much into them. You're also incredibly skilled at fitting these machines you've made into the biology of living beings, creating effective and viable cyborgs.

240. Humans First- 600

Humans are far from safe from use for the experiments of the powerful in their pursuit of more power. If you're unlucky, you could be turned into a subject yourself. But if you are, you're one of those maybe fortunate few that can turn it back on your captors. You always retain control over your mind and body when changed or mutated, no matter what is doing the changing, and can even refuse some or all of the changes as you see fit. Bond with an alien spore and you remain in full control of the new powers, rather than the spore being the controller.

241. God Father- 600

Impressive as they are, the Super Gods were made by human hands. For all their great powers, they originated with human ingenuity. Great minds like yours are what created these beings. You are incredibly intelligent, among the greatest minds humanity has ever seen, and the foremost expert in the entire world on a specific kind of science. Biology, artificial intelligence, quantum physics, whatever you chose to be centuries ahead of the rest of the world in is what you are currently working on a project to create a Super God from. With your experience, you are especially skilled at creating monsters out of your chosen field of science but even outside of that purpose, you are absurdly skilful in creating effective technologies based on your choice.

242. Choir of Humanity- 100

Why do the humans look at you like that? Do they think you're going to do something for them? It might help to know, since it can be troublesome to puzzle out the thoughts of such ant-like beings. While you may not always know why someone wants something, you always know what any person wants from you, expects of you or wishes for you to do. Perhaps you could become a god and answer their prayers. Or maybe it really is just all mindless babble to you.

243. Across the Centuries- 100

An alien mindset encompasses far more than just different morals. Your powers have given you an understanding of the world different from those without them, even if they have great social influence or resources. You're able to understand vast scales or lengths of time with ease, thinking on a scale of centuries or millennia in the same way a human would place importance on individual days and weeks. To you, a billion or a trillion is just as significant a sum as less than a dozen, unlike humans who become detached from higher numbers. Because of this, you are never stuck thinking with the mindset of a human, forgetting the advantages that you have, and are always able to think of problems with your powers in mind.

244. A Greater Good- 100

A god is a terrifying thing, especially to ordinary people. But not all gods have ill intentions for the world, something you are able to easily communicate to people. So long as you have sincerely good intentions, people will always understand that you mean good with your actions and give you a lot more trust. They may still disagree and fight against you if your actions come at too high a cost for them to accept but they'll never misunderstand and think that you are a monster for what you feel you must do.

245. A Wind That Carries Changes- 200

There's a whole world out there to reign over but it is ever beset by rivals to your command. Other gods arise from the laboratories of man and it would serve you well to be aware of their presence and movements. With this, you become aware of any great changes that occur in the world, such as terrible disasters or the birth of a powerful new being, as well as the presence and general location of any beings near or above you in sheer power. It's a vague sense, at most letting you know what country someone is in and what direction they are moving, unless they are very close to you.

246. The Stash- 200

Those that come to depend on you come to do so in greater and greater amounts. You possess a literally addictive personality, not helping you make friends, allies or followers but ensuring that once you do make people into such things, they slowly and steadily fall more and more into an obsession for you. The more they interact with you, the more they feel they need to keep interacting with you, just like you were a drug they couldn't help themselves from taking. If you wish, you can immunise people against this effect or remove it from those already affected.

247. From God to God- 200

Humanity? There's not much point in interacting with them, really. So small, stupid and weak. The other gods in this world, they might be of more interest to speak to. Thankfully you get along splendidly with other beings that are beyond humanity in both mind and power. Those that possess extreme power and an alien mindset feel as if you were already their friend upon meeting you. If they already have a goal, they might still attack you, but more often than not they will seek to greet you and speak first before fighting, in hopes of finding a way to assist each other and be peaceful...though rarely will the lives of humans and those beings on their level enter the equation and those alien to you in power and mind might treat you as a human.

248. Living Idol- 400

The sight of a God has a certain effect on men, none more strongly felt than when someone gazes upon you. You are a living god, a being made to be worshipped and your visage and presence makes that fact a clear and evident one. The mere sight of you inspires a potent mix of awe, fear, lust and love in any who witness you, becoming even more powerfully felt the weaker those beings are in comparison to you. Those on your level or above, other godlike beings, are mostly immune to this effect but the weaklings that suffocate the surface of the Earth are almost helpless to deny you, with only great wills or outside assistance enabling them to resist the lure of kneeling before you and praying for your mere attention.

249. Non-Sane- 400

When you were made, you were made without something most have. You do not possess sanity, at least not to any who might look upon you and try to figure you out. Your internal mind remains unaltered, in the sense that you will not start thinking differently, but now other people find you entirely incomprehensible. Those attempting to figure out what you might do in reaction to something are left totally lost, those trying to see your thoughts or control those thoughts cannot comprehend a single concept that occurs in your mind even if they can look into it and you are most certainly immune to any attempts to harm that non-existent sense of sanity.

250. Mushrooms Grow on Dead Things- 400

The way a human interacts with a God is a curious thing. They are at once respectful and deeply insulting towards the being they worship. They expect you to follow the beliefs

they've made up about you. Why do they never think, even for their own sake, that you would have your own designs? Even as an inhuman being, you have a terrifying capability to manipulate those around you into doing what you want, without them ever realising you had done so and sometimes without needing to speak at all. Planting a seed in someone's mind to make them make a certain choice a few decades later, convincing a man to let you out of your cage without saying a word to him, so long as you have the time and you are not up against too canny a foe, the world will fall into place for you.

251. Law of God- 600

To harm God is heresy. To insult God is heresy. To even point your sword at God and threaten him is heresy. These are the feelings that resound through the minds and hearts of those who seek to harm or impede you in any way. An immensely strong negative reaction towards those ideas forms within people, as if opposing or threatening you was outright sacrilegious to them. Those with powerful wills can overcome this but even those with more power than you will have to use their willpower to get past that barrier that tells them that harming you would be a truly disgusting act.

252. The Mouth of God- 600

You may be a god but you have a tongue more befitting a messiah. The minds of men are putty before you and your words, allowing you to manipulate the emotions and minds of humanity and others like it solely through your speech, not needing any of your special powers. You could bring an entire city to tears in just minutes or talk men into killing themselves over the course of an hour or less. You're a living cult of personality, on the individual and macro scales, and even recordings of you possess every bit the charisma that you have personally.

253. Fear Not the Superman- 600

What if there was another path for this world? What if, instead of bringing chaos and fear and preying upon the perverse flaws of mankind, a superhuman being was created and remained human? Perhaps that being could change the world for the better. If that being existed, it would have to be you. Your mere presence encourages the entire world to move towards a peaceful and brighter future with any actions you take towards aiding that goal having a greatly magnified effect, whereas actions that would unintentionally harm it have their negative consequences greatly lessened. With your presence, beings that might ordinarily waver between good and bad land firmly on the side of good and even evil, insane or alien creatures can be redeemed by the heartfelt words of an innocent, much less your own attempts to help them. The most mad and vile may remain so but the world is most assuredly glad for the presence of a genuinely benevolent super god.

254. The Iron Giant- 300

The earliest form of superhuman to grace the world. You, with the help of Russian technology, have become a brain in a jar. That is also in a sizeable killer robot from Russia. You're twice as big as a man and you've long since moved past any biological needs, though your brain fluid will need replacing now and then. You're strong enough to smash a fortress

apart in a few punches and tough enough to take the same back at you, though you're still at a level where mundane military heavy weapons can threaten you. You're as fast as a sports car in a sprint and surprisingly spry in combat but your age shows even early on. You're more like a super advanced tank than a true Super God.

However, for an extra 200 points, you may receive a large series of upgrades. You retain the previous benefits, though you now take the form of a person sized and outwardly human being, even if you are almost all robot inside. Your brain has been split into 5 parts spread across your body, each independently just as powerful and complete as your original brain. Your body has been filled with hundreds of high power weapons and in terms of raw strength and toughness, your blows will cause earthquakes to be felt across entire countries and turn city districts into craters. You're several times faster than before and the number or redundant systems in you allow you to fight so long as no more than 50% of your body has been destroyed.

255. The Six Point Five Billion Dollar Man- 200

Through the wonders of cold war American science, you've been turned into an advanced cyborg. You have enough strength that a single punch from you could pop the eyeballs of anyone within a mile and surpass the destructive power of entire missile salvos. You can move at supersonic speeds and have greatly heightened senses, allowing you to outmatch even the best the animal kingdom has to offer in sight, hearing and smell. Your body is durable enough to easily take the level of damage you can dish out too. You won't ever age again and don't need to rest or eat, though you will likely require upkeep to keep all your machinery in working order in time.

256. The Mushroom King- 500

You were infected with a particular strain of cosmic fungi while on a trip to outer space. Unlike another trio of astronauts, you retained full control of your new form, though you bonded on a deep level with the fungus. You became a towering creature, easily standing 20 feet tall and holding the strength and durability that entails. You are superhumanly intelligent, like a highly advanced computer made out of meat and fungi. You have the ability to spread spores by exuding them from your body, possibly in vast clouds that can quickly cover entire countries. These spores are able to infect anything, living or dead, and turn it into another part of yourself. These parts go under your control and the more you infect, the smarter you will become as each infected thing provides more biological-based processing power for you. With enough time, you could create an entire mushroom world. You do not age nor do you require specific sustenance, able to survive on oxygen or light alone.

257. The Angel of Death- 600

An only somewhat scientific experiment to create a vessel to connect to God, that was what created you. Did it succeed? Perhaps. Only you can know for sure whether it did or not. What is certain is the abilities your form received because of it. You are destruction incarnate, capable of tearing apart matter with a thought or a look, atom from atom and particle from

particle. At maximum range you could core out the moon, leaving it an almost completely hollow husk, though it takes a few seconds for you to extend your destructive field to that magnitude. It's possible to surpass the speed of your destructive ability, though only the most powerful beings in this world would be capable of doing so, such as those that can produce massive amounts of matter at a speed several times the speed of sound. If you're just working with distances of a few dozen kilometres though, you'll be able to instantly tear anything near you apart in whatever way you like. Perhaps as a strange side effect to whatever made you what you are, you have ceased to age or require any sort or sustenance or rest. Perhaps all that's left to you really is destruction. You also glow brightly when your powers are in use.

258. The Living Flesh- 800

Through a seemingly endless meditation upon your own being, and the places between the parts of your own being and the places between those places and so on, along with a hefty amount of scientific assistance, you awakened to power. You became able to manipulate zero point energy, which enables you to control matter down to the smallest individual particles and quarks. With this came incredible intelligence and mental power, enabling you to almost instantly learn and comprehend anything you perceive. With a wave of your hand, you could turn a dozen humans into a biological rocket capable of traveling to Jupiter, all the while sending back information to you via quantum entanglement and singing a beautiful song. Without having studied anything relating to that beforehand. Your abilities appear particularly powerful when working with flesh but you are still able to work with inanimate objects. You've got enough range to affect every living human in a country the size of China when working with flesh but only a fraction of that when working with stone or metal. You are capable of warping your own physical form just as freely, naturally having become ageless in this process.

259. The Time Lord- 800

Hello there. This is a bit unexpected. I'd thought my time was done. Perhaps I should know better of where time can go. Are you wishing to become like me then? Silly little thing. But I won't deny you. It'll be interesting, seeing how you change things. I, or rather us as it will be soon, am a being that was made to stand against time. And space, but mostly time. We do not have need of blood or flesh, existing as strange matter formed into a humanoid shape, mostly immune to harm or frailty. Our construction allows us to see time, the future and the past and all that happens in the present. We see all that could occur in paths that diverge infinitely from each other. And we see all that could have occurred as well. You think you can't withstand it? Don't worry that little head. Your mind will be made able to handle it. You'll even still have your sanity intact. As inferior as it is to tactical consciousness, it'd be terribly boring to have an exact copy of myself walking around. When we might walk anyway. We won't be doing much of that. We can travel through time and space, you see. Not without our limits. There's nothing stopping us from moving around any physical location but time travel of more than a few days can be...difficult. Tiring. Even for us. But we have all the time in the world. Time can't affect us if we don't want it to. Paradox does not exist. What powers us? An energy source, within our physical forms. It's very powerful. When I killed myself in the future, it

destroyed almost all of Eurasia. Try not to do that too soon. You understand now. Good. I'll see you soon. Or maybe I won't remember at all. It'll be interesting either way.

260. The Artificial God- 1200

A living deity. That's what they'll come to call the marvel of science you've become. Your body is genetically perfect, cloned and engineered to be the height of what humans are capable of, though it's only 'flaw' is that it is coloured differently to a human, such as having a blue skin tone. Your mind? An Artificial Intelligence within the partially mechanical brain of the clone body, highly advanced and capable of rapid self-improvement. Your body has been given special bacteria that can rapidly create metal, allowing for the creation of devices and circuitry to further improve your mental abilities and allowing you to create technology from almost nothing in an instant. In a matter of days, you would improve enough to destroy entire cities, create armies of machines in minutes or make wonders of technology such as machines that purify the environment with no waste or hyper advanced technology that draws on psychic powers. Eventually such feats as instantly creating shields around countries the size of India, warping physical matter with a thought on a country wide scale and more will be within your grasp, with no true upper limit to how far you might grow with your powers and mental capabilities.

261. You're Home and Away Forever- Free

It's never going away. No matter how hard you try. The Australian soap opera "Home and Away" is now delivered on discs, or whatever sort of format you usually use, to you each week for the new weekly episode. Even outside of this universe and in the future, in places where Australia no longer or never did exist, this television show will continue to be delivered to you. Alternatively, you may pick the similar soap opera "Neighbours" as a replacement.

262. Anti-Fungal Tablets- 100

A small packet of anti-fungal tablets. These tablets cleanse any and all fungi from within and on the body of the person who takes it and makes them proof against further infection for the next 6 hours. There's twenty tablets in the capsule and they replenish at the beginning of each day.

263. Uzi- 100

A simple, cheaply made firearm from the modern day. An Uzi perhaps or some kind of rifle. It's a sturdy and trusty thing, with a few full clips of ammunition ready for use. It's not the most damaging or the most accurate but you'll find yourself with more ammunition a few hours after emptying any of the clips you have right now.

264. Survival Kit- 200

Your ready-made end of the world pack. A sturdy cloth and leather backpack that is water proofed completely, this pack contains rations, first aid materials, navigation and survival equipment and even a satellite phone. All the stuff in the kit will replenish a day after being

used, destroyed or lost too, so you can theoretically survive on nothing but this kit, even with a small number of other people there to share in it with you.

265. Last Words- 200

As the world winds down to a close, you'd probably want to ensure you've got your last words in. Even if just for the cockroach people to find in a few million years. This recording device, an ultra- sturdy camera, has fantastic quality sound and video and is able to transmit what it records live to any connection in the world, provided it's not protected from such transmissions. It's impossible to break, damage or dirty up the camera and it never runs out of power either, provided the power is for the camera itself.

266. Deep Earth Defence- 400

A secret bunker, hidden several miles beneath the surface of the Earth. A veritable vault, fortified to stand against even the powers of a Super God, though not the strongest of them. This underground fortress has enough room and supplies to support a dozen families for over a century, along with room and tools to create material and food for the future if the residents are properly educated. It's not a very comfortable existence but you'll be able to survive anything short of the entire continent being blown up down here and certainly, no mushroom spores will ever get down to contaminate you.

267. Retro Space Ship- 400

A replica of the advanced space shit that the British used back in the middle 20th century and resulted in the creation of Morrigan Lugus. This shuttle has room for a full crew of 9 and the supplies to support a several week long trip. It's fast enough to get an 8th of the way to Mars and back to Earth in just 8 days and is completely shielded against anything getting into the space shuttle from the outside, short of a meteor crashing into the side of it and busting it open. The shuttle also comes with the astronaut suits and launching pad needed to send it to space and have it land safely back down.

268. Nuclear Arsenal- 600

A set of 200 nuclear missiles, with the vehicles to transport and launch them included, that are capable of reaching across an entire continent with their range and reducing most of a small country to radioactive ash if fired all at once. You'd get in a lot of trouble if people knew you had this but thankfully it seems that unless you act really stupid or fire them off, people won't realise what these are or that you have them even if they really should have noticed by now. A new set of missiles will appear in future jumps.

269. Hollow Nation- 600

A small nation to rule over as your own. Little more than an army with a border, this nation has long since been sucked dry of any culture or life outside the whims of the cruel dictators that ruled it until now, having become entirely focused on military power and defence, though it lacks nuclear capability. You are the ruler of this nation, which is about the size of Pakistan,

though it has relatively little to offer you compared to what most other nations have access to. You will be in charge of a similar country in future worlds, fitted in somewhere on the map.

270. Divine Duds- 100

It doesn't really do anything but it certainly looks impressive. You have a custom made for your size outfit, based on what a religious or mythological figure once wore. These clothing pieces and items do not possess any powers but make you look rather magnificent, as well as changing to fit on you in any size or shape.

271. Religious Texts- 200

A God in name and now a God in practice too. Or at least with the stuff you'll need to set that practice up. You have a large storehouse filled with religious texts based on a religion centred around you now. Thousands of copies of these books are within the storehouse and a printing machine to create many more is also present, provided you give the materials. The books are very well written, in a manner you would approve of, and so long as people had some spark of belief, could encourage a new religion to blossom into life. Perhaps showing off your powers could be that spark?

272. Paradise- 400

An underground town entirely designed for you. Made in a culture of your tastes, this underground town is maintained and run by a mysterious faction that seems to desire nothing more than giving you a pleasant place to live. Perhaps you wish for the All-American small town experience? Or a more modern, eternal nightlife in a red light district? The underground town is a few miles wide and every living person in it is a highly skilled actor, dedicated to providing you an interesting and satisfying life in whatever way you desire while you reside in the town, though you may leave at any time.

273. Super Lab- 600

This is where you were made. Or born. Whatever fits. This massive facility, outsizing even a large sports stadium, was built to create a specific kind of Super God. If you are one, it was built to create a being with the Godhood powers that you possess. If you are not, you may pick one of the Godhood powers that this facility was made for. The more powerful the target, the more resources it will take to create and the longer the process will be. Aside from creation, the lab is also able to repair/heal and provide maintenance for almost any kind of superhuman being, though it is particularly effective with the specific sort described above that it can make.

DC – Larfleeze

274. Long Lived [100 CP]

Most of the people you'll meet here are deceptively ancient. Larfleeze claims to remember the Manhunter genocide billions of years ago, and the House of Tuath-Dan go back all the way to the creation of their home dimension. Like them, you won't age past your prime, and your

body slowly returns itself to a healthy state in lieu of scars and chronic injuries when damaged.

275. Channel 52 Special Report [200 CP]

From time to time, Bethany Snow, Ambush Bug, Calendar Man, and Vartox will interrupt your adventures with breaking news. They'll inform you of new dangers facing the world, such as how supercriminals are on the rise, a massive underground hub of crime has been discovered in Gotham, or that Wonder Woman and Faora are fighting in the upper atmosphere and may or may not make out afterwards. They don't have any special awareness beyond keeping track of current events, their special news satellites, and Ambush Bug and Calendar Man's investigative journalism, but they'll always keep you up to date on superhero-equivilant news. When lost and/or killed horribly, Calendar Man will turn up a few months later, safe and sound. You can also tune into this channel with any TV set to watch their 24/7 news coverage.

276. Jumper is Seriously Pissed! [200 CP, can be bought multiple times]

Pick a color and either an emotion or a concept such as chaos or freedom. You can imbue your voice with that color to emphasize what you're saying and unmistakably mark your words with the emotion or concept the color is tied to. Yes, they can somehow see the color you're speaking in. Works especially well if you're shouting about yourself in the third person. Anyone who hears you will instantly recognize what you represent, and if it's a particular emotion such as despair or desire then they'll be mildly affected by your aura even if they're outside your area of effect.

277. Helpful Hallucinations [200 CP]

In times of great stress, the ghost of someone important to you will appear to offer you their wisdom, guidance, and possibly snide remarks. Except they aren't really a ghost, they're just a hallucination dredged up by your subconscious out of scraps of memory and spare delusions. They're still plenty useful though, and can help you make important breakthroughs.

278. Consummate Professional [100 CP, can be bought multiple times]

You're an undisputed master in a single profession, having trained for years to work for the best of the best. You never break form and know all the ins and outs of your field. It's not an exaggeration to say that people would kill to have you working for them.

279. It Ate the Master! [200 CP]

You have uncanny luck in surviving battles. How? By not fighting, of course! Whenever you're only indirectly involved in a fight, such as being defended by one of the combatants, pointing out how you're looking for a job now that your old employer just kicked the bucket,

or are simply sitting on the sidelines, you won't be killed if the other side wins. This won't stop them from taking you prisoner or anything like that, but you won't be killed.

This only applies to threats that target you specifically, so if your defender fails to stop the planet you're on from being blown up by a rogue interdimensional portal determined to spite her ex-husband, then I'm afraid you're out of luck.

280. Steely Resolve [400 CP]

When push comes to shove and everything you love is on the line, you can muster up the courage to do what needs to be done to save the day. You receive an incredible boost to your competency and luck when working against difficult or impossible odds, making crazy-enough-to-work plans and stumbling across just what you need in the nick of time. You could dig through piles of mutilated robot corpses in search of one lacking a specific computer chip, find enough intact balloons in a ruined city to carry you through the air, float to the access hatch on top of a massive alien weapon, and convince it to shut itself off, all while avoiding the rampant collateral damage of the superhero fight going on around you.

281. An'Ankra Essence [600 CP]

You've merged with the cosmic force that binds all of existence. While your unique multidimensional nature as a jumper precludes you from using the full potential of this bond, limited forms of its abilities are still available to you. With focus and concentration you can understand and control the material world around you, creating nearly anything from their most basic quantum components or deconstructing them to the same, and finding vague information of the location and status of people and objects no matter where they hide, and (of course) firing powerful blasts of cosmic energy. You can also transfer your consciousness into nearby life forms such as trees and clones, and once per jump (or every ten years if they're longer) you can reconstitute yourself from nothing after being killed.

282. Overemotional [100 CP, can be bought multiple times]

Each Lantern Corps is fueled by a particular color of the Emotional Spectrum. Love, compassion, hope, will, fear, greed, or anger. You have this emotion in spades, as well as enough self-control to keep from losing yourself to it. This allows you to use the Power Ring of the Corps associated with your emotion at the strength of a basic recruit, and with some training you'll reach the skill of an average Corpsman.

283. Do I...Know You? [200 CP]

By acting casual you can fool people into believing everything's normal. The illusion breaks after a few minutes, whether you're still there or not, but it can be good for strolling straight into the middle of the enemy camp and casually asking the villain what his dastardly plans are.

284. MINE [400 CP]

You can temporarily fill your mind to the brim with a single thought, one desire to drive you on until you complete your goal, whatever that happens to be at the moment. This allows you to ignore all distractions and thoughts of failure, all temptations that would try to divert you, and all attempts to influence your mind, no matter how much power is backing them. There simply isn't even the smallest bit of room in your consciousness left for them to fit. This triggers automatically when something tries to invade your mind, tearing it apart with the unbridled, naked emotion, and wears off again after a few minutes.

285. The Unmitigated Greed of Larfleeze [600 CP, can be bought multiple times]

You have incredible amounts of your emotion and skill at wielding it, far more than almost anyone else in the universe, and you've been a rising star in your Corps since the day you were recruited. You match Sinestro in power, close but not quite reaching the legendary heights of Hal Jordan. This is still more than enough to fulfill your duties as an elite Lantern and puts you above most single opponents you could face here.

286. Living Power Battery [200 CP]

After spending billions of years alone with your Ring and Power Battery, soaking in the emotional light, your body has become particularly attuned to its nature. Your entire being, down to your very cells, radiate with its light and power. You no longer need a Power Battery as your Ring passively maintains full charge just from proximity to you. Your extraordinary connection to your Emotional Light has also left you far more powerful than the average Lantern, akin to an entire Corps in your own right. This can't be used for White or Black unless you have a ring of that light that you can use from a previous jump.

287. Aesthetics [100 CP, can be bought multiple times]

You stand out in a crowd, thanks to your strange appearance. Eyes that constantly emit streaks of lightning? Ten heads? Hair that flows behind you like a comet's tail? A body made entirely of purple techno-organic flames? It could be almost anything, but whatever it is you have a unique trait or two that really makes you stand out from the crowd. Nobody would have any doubts that you're a big deal in some way or another.

288. Engagement by Combat [200 CP]

When you defeat someone, they're bound by an ancient oath they swore to their father to marry you. Of course this actually happened, what do you mean nobody remembers doing anything of the sort? Regardless, whoever you defeat in fair combat will feel compelled to be yours in body and soul, including presenting you with a valuable possession of theirs as dowry. This only activates when you want it to, so you don't wind up engaged to entire armies (unless that's what you're going for). But if you reject their advances, they'll more than a little upset that you broke their heart.

289. Decisions, Decisions... [400 CP]

While the Council of Ten have the power to tear apart the universe, they're ultimately harmless thanks to their inability to agree on...well, on anything. They argue and feud amongst themselves over the smallest things, taking eons to reach even a single decision. It took them billions of years, but they finally managed to work together long enough to come up with a way to bypass all of that and defeat the House of Tuath-Dan once and for all. Until you stole the secret from them. You can skip past an entire discussion, negotiation, or argument and instantly reach the solution you would have had if you'd talked it out. All involved parties will know how the conclusion was reached as if they'd spent the time arguing, and will be exactly as satisfied with it as they would be normally.

290. Divine Durability [600 CP]

Befitting your heritage, your body is supremely powerful. You can flatten cities simply by moving through them, and ordinary armies would be helpless to stop you as you tear through their defenses with effortless ease. Not even a Lantern could hurt you directly, although they can still restrain you or launch you far off into space. You can also breathe in space. As if your strength influenced your growth, you stand anywhere from eighteen feet to eighteen hundred feet tall, although your exact height doesn't change how strong you are.

291. Other-Dimensional Divinity [200 CP]

Instead of your power manifesting through your body, you represent an aspect of reality on a cosmic scale such as despair, desire, or exploration. For example, representing exploration may give you the ability to see into the past, future, and alternate dimensions, an emotion like despair would let you soak an entire planet in it and command anyone infected by it as thralls, and desire could allow you to appear as the most beautiful and incredible being in existence to all who see you, controlling them indirectly through their desire for you. You also have a snazzy title like 'Laord of the Hunt', '[Name] of All Sorrows', or simply 'The Wanderer', based on your theme, personality, and powerset.

292. References [100 CP]

A collection of glowing praises and recommendations from some very impressive people you've worked for over the years. Which is strange, considering you've never even been here before. It'll be a piece of cake to find employment in your chosen field with these. They automatically update for each future jump.

293. Warship [200 CP]

A large ship designed to carry you and your army/followers/worshippers between distant planets. It can't support passengers for longer than a few days, but this is all it needs to cross the intergalactic distances to reach your enemies.

294. Citadel of Eternity [300 CP]

A floating palace in orbit around your starting planet, or in deep space if that's more your style. It can fly to new locations and act as a meeting ground for feuding gods, although it's true strength is its purpose as a sort of cosmic lifeboat. It can cross dimensional barriers with ease, even when it should be impossible for anything to get through without being annihilated. Unlike the one owned by Xum of All Things, this one isn't filled with powerful weapons and treasures from other universes, although that could change if you have some of your own to store.

295. Fathom, the Forever Blade [400 CP]

This glowing red knife consumes the very being of whoever is struck by it, channeling it directly into the wielder and making them one with it. Driving it into your target will allow you to mimic them and their abilities to a limited extent, such as stealing their appearance as a cosmetic alt-form and temporarily copying their powerset, while killing them with it will steal away everything they are and add it to yourself. Memories, personality traits, and the like will be taken as well, but not merged with your own. You'll have a perfect understanding of them but you won't confuse who you are with who they were. Normally the knife is as big as a person but it resizes itself to fit whoever wields it.

296. Desolate/Comedic Comics [600 CP]

Why is everyone here either a complete moron or a snarker with a dry wit? How do they keep barely scraping through deadly situations as if the universe needs them alive for the next fight? Maybe this is how? You have a set of dials set into the wall of your Warehouse that only open at the beginning of each jump. By turning it you can use it to alter genre and tone. Dialogue, atmosphere, and even realism can take a setting from dark and dangerous to snappy and comedic. You can also set how far around you this affects, if it's only your immediate presence or if it's a setting-wide change. For the most part the broad events still happen the way they would have otherwise, but it's almost like reality is bending over backwards to keep the details in line with the new genre conventions. This isn't perfect, and bits and pieces of the original will still slip in from time to time, but this is pretty rare.

297. Cave of Treasure [100 CP]

A dark, foreboding cavern on a desolate and uninhabited planet. Inside is piles and piles of...things. Things that you would want, mostly. Beautiful paintings, gold and jewels, spare clothing, knick-knacks, random pieces of junk, it could be pretty much anything as long as it's something you would want. These can't be objects that would increase your personal power, at least beyond their monetary or sentimental value.

298. Emergency Beacon [200 CP]

A small circular disk with a large red button on one side. When pressed, you instantly receive an alert that the person you entrusted this to is in imminent danger. You're told exactly where

they are, although you won't have any clue as to what the threat is or how dangerous it is. Good luck.

299. Larfleezia [300 CP]

After saving this planet from tyranny and destruction, the people have elected you King or Queen. You can decide what the planet is like, for example, if it's populated by happy blue centipede people or a race of top hat-wearing robots, as well as what the name is. The planet and its inhabitants follow you to future jumps.

300. Box of Emotion [400 CP]

This simple-looking chest was stolen from the Guardians of the Universe themselves, and has somehow made its way into your hands. Inside is the raw essence of one of the Emotional Entities. It can be used as both a well of emotion to allow normal people to use a Power Ring, used as a Lantern would use their power battery to refuel your Ring, or to power mundane technology near-indefinitely. If released, it will immediately try to escape and bond with a host. While outside of its box it can feed off of its emotion to grow in strength, and after many, many years of this it would mature into a full Emotional Entity, either the original or a new one.

301. Power Ring and Battery [600 CP]

The weapon of choice of the seven Lantern Corps, Power Rings use ancient Maltusian technology to harness and control the light of the Emotional Spectrum. While inert without inhuman levels of the necessary emotion, when powered it can fire energy blasts, create hard light constructs, grant you flight and an environment shield for intergalactic travel, among many other abilities. Certain Corps also have unique powers that come with their rings. Violet Rings can trap people in crystals to convert them into more Star Sapphires, Indigo Staves can teleport a small group across the universe and brainwash people into compassion zombies, Orange Rings can steal the identities of those they kill as Energy Avatars and create constructs that impede your enemies' attempts to concentrate, and Red Lanterns have napalm blood that they can spit out as an attack. Your Ring can be sentient and capable if mentally communicating with you and other rings if you want, but this is optional. Your ring also won't be restricted like some others. Green Rings don't have the usual limits placed on them by the Guardians, Blue Rings can function independently of Green Lanterns, and Red Rings won't kill you by taking them off. Comes with a handheld Central Power Battery that can create new rings and batteries and recharge them. Created rings can have custom rules like non-lethal only or brainwashing the wearers with its emotion.

302. Armory [100 CP]

A collection of staves, guns, plasma snares, suits of armor, and various other weapons and gear, all powerful enough to hold back Agent Orange himself.

303. Camp Crystal [200 CP]

A glowing handheld pyramid that, when thrown, erupts into a temporary home large enough to comfortably house you and your retinue. The camp burrows as deep as it grows tall and reshapes the surrounding land to give it a more impressive look, such as drawing menacing stone spikes out of the mountainside beneath it. You find a new crystal inside the camp after each use.

304. Store of Omnimetals [300 CP]

A cargo ship carrying 40 million cubic feet of omnimetal, enough to build several buildings' worth. They predate the current multiverse by a large margin, and are especially attuned to the nature of spatial dimensions. Because of this they're extremely useful in technology involving warping space and bridging between dimensions, making building such creations far easier than they would be otherwise. Your supply is restocked at the beginning of each jump.

305. Omnachine [400 CP]

This strange device adapts itself to suit your current need. As its name implies it can do almost anything, from performing on-the-spot surgery to changing a person’s sex to transferring their consciousness into a rock and programming the body to serve you in their stead. While its offensive uses are severely limited, it's hard to match the Omnachine in sheer utility. Normally it takes the form of an undetectable and incorporeal essence about your person, but manifests itself in a form best suited to the task at hand when summoned. You can summon and reshape it with a thought, although it always appears to be made from blue energy and loose strands of lightning.

306. Celestial Starsoul [600 CP]

A unique and incredibly valuable artifact from your home dimension, the Celestial Starsoul is capable of firing powerful energy blasts, telekinetically controlling objects around you, shifting molecular structure to transmute materials, converting energy to matter and matter to energy, as well as generating a protective field for you and those around you. This field is potent enough to ward off minor dangers such as an impact at terminal velocity, a complete lack of breathable atmosphere, and planetary-scale emotional manipulation. Due to the Celestial Starsoul’s unique ability to transform energy into matter, when combined with a Power Ring it can be used to make the constructs permanent, or to resurrect energy avatars killed by an Orange Ring.

Kingdom Come

307. The Word Of The Jumper (100 CP)

It’s all well and good to talk about your philosophy, but if you want people to adopt this new philosophy people will need buy in. How does it benefit them? How does it help them? You can make an ideology seem appealing to almost everyone, but note that it will take time for them to adjust. Not only that, it takes a lot more than just an appealing ideology for someone

to wholly embrace it. More convincing and effort is needed, but it is good for getting a foot in the door.

308. Inspirational Voice (200 CP)

People need hope in these dark times. Even if you yourself don't have that hope, you may need to bring it to other people regardless. Now, your words have a way of bring hope and happiness to even the most depressed person. Perhaps it could even move them to action or change their lives for the better. Even if you yourself feels everything is hopeless, you can muster up enough to bring people happiness. Be the light they need, with your words.

309. Chosen By The Spectre (400 CP)

You just kind of have a talent for stumbling into important happenings. Even if you're incredibly mundane by the setting standards, you might actually turn out to be the key factor determining the true outcome of key events. You may be just a regular human, but you're unique in one way--your cosmic importance. Maybe you had an important friend who can't fill the role he was supposed to fill but he passes his powers to you, making you the perfect substitute, maybe you have a much needed perspective on great matters that cosmic beings may find enlightening, and other sorts of coincidences that happen to make you very important. If you do not wish it, you won't be given such responsibilities.

310. An Ordinary Man's Words (600 CP)

Bigger figures see the whole picture. But they can't zoom in and see things the way an ordinary man can. But you can. You've lived life as a normal man. You know things the bigger guys in charge don't, and they'll know that. Your advice lets them look at things another way, letting them know of what truly matters. The small is what makes up the large--to lose sight of it leads only to doom. Even a man completely gripped by rage and steeled with the conviction only Superman could have would consider your words and make him consider the true impact of his actions on the innocent and how he could harm the world.

311. Between Civilian And Superhero (100 CP)

You never really saw your life as a superhero as anything superior to your normal life as a civilian. Or maybe you did? Regardless, mundane activities like farming or office work no longer bore you, and you will never forget how to do them either. You excel at them, but not to superhuman levels. Wouldn't want to give away the other half of your identity, right?

312. Retreat From The Public Eye (200 CP)

You won't have a hard time adjusting to and from your life as a civilian. If you wanted to take a break and retire from being a superhero, that's fine by anyone. Even if you'll have to suddenly return to your old superhero identity, the transition will be smooth. Muscles will remain buff as ever, reflexes will be as sharp as they were before, and your instincts remain the same. You won't make any progress but you'll no longer need to maintain your power and your skills will never go rusty over time because you haven't used them.

313. Not Above The Heads Of Humans (400 CP)

A superhuman such as yourself can forget what really matters. The people you're protecting. The bridge between a mere mortal and a god is vast, and difficult to cross. The differences are hard to overcome, and when metahumans are meant to protect normal humans, humanity may fear their protectors. That's why when you collaborate between mundane creatures and yourself in a way that's meant to benefit them, there will be no conflict stemming from the disparity in power or species between you. You'll never be too inhuman to understand them, they won't fear you enough to turn on you unless you've seriously harmed them, and they'll politely let you know when they feel their voices aren't being heard (After all, you are protecting them, their concerns matter too). They may respect you, but they won't ever think of you as too distant from them.

You're their hero, after all.

314. The Big S Symbol (600 CP)

The world may scream at you that your ideals are too naive. But even when everyone's forgotten what true heroes are, you'll be around to remind them. Your so called "naive" ideals are infectious. As you become more and more famous, your ideals will naturally spread as they inspire more and more people to action and make the world a better place. Or maybe just improve their lives a little more, day by day, by eating healthier and other little ways to improve their lives. Or maybe they could dream of heroism and try to become heroes as well. Superman inspired a generation of superheroes to dream about saving the world--now you have the same light he had.

315. Infinite Ammo (100 CP)

Any gun you hold has infinite ammo/energy. That's just how it is. You also know how to rig up any ballistic weapon on your body to fire when you will it. If you want a shooting crotch gun and have it be an efficient design feature, that is possible. If you want jack in boxes that shoot guns when they pop out, that's fine.

316. The Redeemed Exile (200 CP)

Sometimes you're not top dog. You could answer to someone else, as powerful as you are. Maybe you have a lover, or someone gave you an important task. And, for as great as you are, even you might disappoint them from time to time. Failure can bring terrible consequences that may or may not be permanent. If you've "failed" in someone's eyes, they'll welcome you back if you've redeemed yourself or corrected whatever made you fail in their eyes. You're not wholly irredeemable to someone and it will never be impossible to patch things up between yourself and someone else or an organization--you may be exiled or stripped of your rank, but it's not a permanent thing if you try to redeem yourself.

317. Do What You Have To Do (400 CP)

Listen, the guy was irredeemable. You had to kill him, else he would have hurt more. People will understand if you resort to less savoury ways to solve problems, but more than that, you

can convince them to know when to make hard decisions. Sometimes people do deserve death. Because they've shown no desire to redeem themselves or change their behavior.

318. To Seek Retribution (600 CP)

You've been wronged, and you won't let it go. It burns up inside you. The more severe you have been wronged, the stronger you are against your enemy. There is no limit. If someone traumatized and ruined your life, your fury could reach through time as your dedication truly becomes terrifying in your quest for revenge. If you're so hellbent on ruining someone's life in revenge for ruining yours, then fate will bend to assist you as you seek nothing but the death of those who wronged you. But if you're not the type to desire the deaths of your enemies, arranging humiliating schemes and other forms of revenge is also possible. Sometimes it's best to ruin your enemy's life and just walk away to let them suffer.

319. Beloved Businessman (100 CP)

Doing nice things for people is likely to make them love you. This is true, but for you it's a fact of life. When your company benefits people, you will gain fame at a rapid pace. Compared to others that sell similar products, yours are just better and stick around more in people's mind. When they think of "soda", your products will come to mind instead of any other.

320. Perfectly Legitimate Plan (200 CP)

Your business is legitimate. No workers under you will be shocked by the things you have to do or think anything you do is too bad as long as they're getting a good paycheck at the end of the day. If they have to listen to someone's pained screams, they won't really care. Your plans are also more likely to come off as harmless instead of actually a big doomsday weapon. Building a giant gun in public may be pushing the air of legitimacy you have, but no one will mind if you're beginning to purchase a suspicious amount of uranium for unknown use.

321. Getting Everyone Together (400 CP)

Having minions is all well and good, but you can't truly make your grand plans grand unless you have truly exceptional people assisting your plans. Now, your charisma can win over many to your side, and fate will give you opportunities to earn powerful allies to your side. Heck, you might even win over people who you thought would oppose you onto your side! Careful they're not just investigating into your less-scrupulous deeds and will turn on you when they do discover evidence of that. Unless they're the type not to really care about that.

322. Destroy The World To Save The World (600 CP)

Your reasons are so flimsy, anyone who thinks hard about your reasons would be sure to find holes in them. Too bad it just plain doesn't seem to occur to anyone around you to question your rather flimsy motives no matter what. Make bots designed to take down Superman? Why, you could say, it's simply a coincidence! You made these bots to act as expensive bodyguards for important figures that may or may not be attacked, and flying bricks are so common. Commit an atrocity, such as a huge disaster that could destroy metahuman and

mundane relations? Why, it was all for the betterment of mankind! The sooner the metahumans are out, the more peaceful it is for humanity! You're not doing this to make a grasp at power, no way! At most, you'll escape with just a slap on the wrist. Indeed, other organizations and people will also get roped into your own flimsy world, warping them to feel how you feel about certain events.

323. Immortal (100 CP)

You may have lived a long life, from the era of cave paintings and before the time of the written word. You've probably picked up a lot of skills here and there--It was such a long time from prehistory to now, after all. Immortality has also perfected every part of your body, and your body is always in working order. Age and injury does not steal from your muscles, and you have had a long, long life in this world of which you have accumulated many skills and degrees in assorted subjects. You're in peak human condition, and this will never go away. You cannot die from old age and disease or become visibly older over time unless you will it, and your accumulated skills and knowledge from many years will help you go far in this world. You also cannot get rusty in skills or fighting in any way shape or form.

324. A Dead Man (100 CP)

You died. But you did not pass on, and you happened to keep your flesh body for whatever reason. Perhaps it wasn't your time, and your spirit was returned to your body. But this strange brush with death left you with an odd power. You can turn incorporeal and cannot be seen or heard by normal people. Not only can you see extradimensional beings and ghosts (and chat with them as well), you can also possess living things, like dogs or humans. They won't remember what you make them do unless you will it. Particularly willful people can flush you from their body if they wish.

325. Liquid Metal Body (200 CP)

Your body is made of titanium. Your body never rusts as you gleam in the light. It can shapeshift and is very, very hard, the strongest metal out there. Capable of turning your fists into sharp blades and other metal objects. But you are also capable of turning into liquid, dripping through grates and slide as a puddle of metal at rapid speed.

For an extra 100 CP, you may also choose to be an out of realm substance you currently possess or can create. You need only a small sample of the substance to become it.

326. Thanagarian (100 CP)

You are part of an alien race that resemble bird people. Known as the Thanagarians, they have massive wings that enable them to soar through the sky, increased resistance to pain, enhanced strength (Not to the level of superman, but it exceeds peak human), enhanced senses, and an extended lifespan. One hundred years for a Thanagarian is thirty years for a human. Specifically with your senses, your vision stretches far like a bird's and you can perceive sounds better than humans, with a wider hearing range.

327. Wind Powers (200 CP)

People will go on and on about how weak wind manipulation is, until they're on the ground choking to death and their mighty jets helplessly rolling in the winds at your mercy. Creating a hurricane is as easy as breathing with your power. Your entire body can turn into wind, and carries all the immunities it implies. You could level a building in seconds at the 350 miles per hour winds at your control. But unlike Red Tornado, you have no android body. But you can turn into wind to compensate. To harm you would be like harming the wind with all the futility it implies, and you cannot be moved in this state except through your own will. People cannot use fans or any other way to control your movements. You are an unstoppable force, and they will kneel to you. You could also separate your windy self and escape through any cracks in this form, or turn parts of your body into the wind. Become the greatest tornado of their nightmares.

328. Bolts Of Fury (200 CP)

You have the force of a power plant pulsing through your whole body, able to turn into lightning itself. Powering electronic devices is a simple task for you, and you can kill a human with only a small amount of the force of electricity that flows through you. But you can also use it to stun living things with only a blast, create force field bubbles, and produce literal black lightning empowered by your fury, and you can also produce a lightning storm. An electric force field that blankets your body (But can be taken away) at all times that absorbs the force of bullets, rendering them harmless onto you.

329. Self-Molecular Rearranging (200 CP)

You have super strength, and the ability to rearrange your own molecular structure. Making yourself lighter or heavier or changing your height is possible with your abilities, and your strength grows and shrinks with your height. Right now this is the only way to increase your strength, but maybe if you're smart you could think of other ways to increase your strength without needing to become bigger. You have no theoretical limit to what you can grow or shrink, but 60 feet is the maximum height you can maintain for a significant amount of time as of your current mastery of this ability. Further training is needed to expand it. You can also manipulate your molecular structure to let you phase through walls as well, in case you need to sneak somewhere instead of punching holes in walls. You could also extend this ability to shift between the different states of matter, but to enter the state of plasma will require an external energy source other than what this power provides. Furthermore, changing your state of matter is past your current mastery of this ability, and becoming plasma is a state of matter that has to be achieved separately past the other states of matter.

330. Shadow Manipulation (200 CP)

You can manipulate shadows, merging with your own to slide across the ground or fly in the air and possessing the shadows of others. You can also grow to a huge size as a shadow and create physical items and shapes in a way similar to that of the Green Lantern ring. Your body also resists antimatter to a degree as well, thanks to your exposure to the Shadowlands. You also have telepathic abilities to a minor degree, able to speak in the minds of others and have them reply back. No mind control, for one exception. You can make someone see the depths

of their evil side. All their horrifying thoughts, desires, and dreams. This could drive them to the brink out of remorse and regret for their actions, or horrifically traumatize them. Or both.

331. Super Senses (200 CP)

You're not as strong as Superman or as fast as him...but you are his equal in one respect. You posses super senses of his strength. Not only that, you're able to freely dull or focus them if they become too overwhelming. You're able to hear clouds scrape together, to see tiny bacteria squirm on the ground, heart the heartbeat of a man over half the world away, and other such wild feats thanks to your super senses. But your senses are different from Superman in one respect--you have a sense for magic. You can see and feel magic, and identify it. The strength and what sort of magic it is. You'll have to gain knowledge of magic to sense it, but that's a nice ability still.

332. Dreams Of Sand (300 CP, Ordinary Preacher Free)

Like Sandman, you receive prophetic visions in your sleep, and can use these visions to stop whatever you see. These dreams will always be helpful, and you might be receiving tips from Dream himself based on who or what is involved in these visions. He has given you his blessing (Maybe he's bored and has decided to help you out on your journey to while away the time). Perhaps you were a fan of Wesley

Dodd's himself and that is what lead Morpheus himself to bless you. Your body also seems to be able to produce sand and a natural gaseous sedative at will thanks to this blessing, unless Wes who needed to invent guns to produce them.

333. Plastic Body (300 CP)

Your body is truly fantastically elastic and plastic! Your bouncy body is hard to harm as a result. Able to bounce back from most hits and your shapeshifting is second to none. Turning into a fun bouncy ball, stretch your arms (and rear end, among other body parts) everywhere, bullets bounce off you, is there nothing you can do or turn into? People would fear you, but you're not that scary of a guy! You just want to have some fun, right?

334. Flying Brick (300 CP)

You can fly and punch things, and you're super tough. Bullets just tickle you. That's basically a standard package, but unlike Superman you're not solar powered. You may also choose one power for free out of the following choices; super speed, super senses, eye beams (Choose between x ray vision or heat vision) or super breath (choose freeze or fire breath), hand blasts (can range between pure light, holy blasts, magic blasts, or any other) although if you want to purchase more choices, they cost 50 CP each. While you will never reach Kryptonian level, you do not need the sun's rays, kryptonite only affects you it does a normal human (Repeated exposure will make you sick but only if you keep it around on you for a long time as it does with humans, other than that it does nothing), and magic does not bypass your invulnerability.

335. Green Lantern Powers (400 CP)

Alan Scott has long since stopped caring about Earth's problems. But space still has issues, and he must deal with them. In the meantime, you seem to be some strange science experiment by the Guardians to see if they could create a being with no need for the Green Lantern Ring. You were the result, but they've placed you on Earth as they found it cruel to expect you to serve them without you having a say in the matter. If you want to be a part of the Corps or not is up you. They had gotten their answer with you, anyway.

You possess all the powers of the Green Lantern ring without needing the ring in the first place, even those unlisted. Examples include using own willpower for fears such as hurling blasts, creating hard light constructs, flying, and breathing in space! Along with being a universal translator. You may also access the massive computer of knowledge on Oa and do complete scans of the entire galaxy at maximum. You have no weakness to wood or the color yellow. As a side effect you'll have green skin for the entirety of the jump. Post jump, you can keep it on you or do away with it as you wish.

But more than that, you don't need to actively maintain your constructs. You could make a huge space palace with your own green light without needing to actively maintain it with your will. Anyone could live in them. Just make sure your cool new space palace doesn't hit Alan Scott's. He might not be too pleased with that.

336. The (Potential) Power Of Shazam (500 CP)

Billy Batson made a deal with a powerful wizard, known as Shazam. You were Shazam's apprentice, and learned the secrets of calling on the powers of a god from him. While you learned many magical secrets from Shazam (And possess considerable magical talent yourself, standing heads and shoulders above the typical magic user.), Shazam never granted you the powers he gave Billy. However, he did teach you how to gain them. You start out with two boons from two DC gods or godlike entities like one of The

Endless in your new form. (Permission from said being already granted, somehow.) You may not start out with contracts to omniscient beings or metaphysical forces like The Presence or The Red. However you may fill the slots you start out with similar beings Shazam has made a contract with, such as Zeus or Solomon. You may not start out with a contract with any superhero. Now you can, in future realms, call upon the powers of a local god or spirit or any other skilled person to copy their best aspects when you forge a contract with them. If the god or godlike being dies, you lose this power. You do not lose this power when you leave the world. When you forge a contract with them, you add their power to a pool you may draw on. This functions as a form of power copying, but you still need to maintain the connection until you leave the jump, and then you no longer need a connection.

You may only have up to six bound aspects to yourself at a time, and the first letters of the beings' names will make up a magic word you can call upon. When you gain access to other beings, you may swap in and out the powers of other beings from this pool of contracts. You will have no more access to their power until you swap them back in from the pool. You may also draw upon this power by shouting this magic word, like Shazam, and transform in a powerful form that uses these powers. It can manifest in the classic lightning bolt (which can be weaponized if you shout down the name) or some other elemental display, like spikes of

crystal or obsidian to represent earth or a blast of fire to represent fire. Or flower petals or some other plant display to represent nature. These will count as magical. You can grant your contracts to others you have deemed worthy, although they will not be able to pick and choose powers like you can. You will be the one deciding which gods or entities they derive power from. Granting parts of or entire contracts to people will make you lose the portion of the contract you have granted, and granting the entire contract will make you lose them.

You may forge a contract with all-powerful, omniscient beings like The Presence with this power, and forging a contract with metaphysical forces like The Red is also allowed. However, you may not gain reality warping abilities with this skill, but gaining any other power is allowed. You will not be any stronger than an avatar of the metaphysical forces you make a contract with. You may forge a contract with literally anyone as well.

337. Themascryan Amazon (500 CP)

Much like Diana Prince, you too are made of clay, created by an Amazon who desired a child. Your mother had done many great deeds in the name of the Greek Gods, and so they sought to reward her. The gods breathed life in the sculpted clay body to show their gratitude. You are a literal gift from the gods, and the envy of your peers growing up (except for Diana, who was always your equal). You have the boons to match. You also have her exact same powers and strength. Given how similar you were birthed. You carry genius level intellect, you may fly (At incredibly high speeds), your healing is accelerated, you have empathic abilities that enable you to discern someone's needs and current emotional state. Ending entire wars between countries is within your abilities of negotiation. A star diplomat, you are Diana Prince's equal in almost every way, including when it comes to diplomacy. You also have advanced vision, and you are trained in the fighting style of the Amazons. You also possess super strength, up to levels that could threaten even Superman himself. If you're a man, you'll still be given their training. Since you were created by an Amazon, you will be seen as kin by them for the duration of the jump.

338. Power Absorption (600 CP)

Like a certain parasite, you too are capable of copying people's biological powers and stealing their energy with only a touch. You don't have any apparent power to start out with, however. But you're a force to be feared with your stolen powers. That is until you run out of life energy stolen from people, but the more energy you steal, the stronger you get. You can also turn into your victims down to the DNA strand, even gaining their memories in the process. Copying someone's form does not overwrite or remove any bodies of yours. The memories and other physical features gained from your victim you copied will never go away, unlike the powers which will be a constant drain on you to keep. Your vision also includes being able to see how much power and life energy someone has. These copied abilities will eventually go away in two weeks unless you "replenish" the source of these powers, or if you run out of life energy before. Whatever comes first. During the jump life energy counts as a separate resource, but after the jump it no longer does, ans you may substitute any energy you have to keep these abilities. Overuse of this ability and copying too many powers at once can and will make you mentally unstable, so be careful! You also gain people's weaknesses even if you

have copied an ability to counter it, such as copying electric powers and invulnerability will still make you weak to water even if you should be invulnerable to water in the first place. Having a prior immunity to the weakness will still prevent the weakness, however.

339. Light Manipulation (600 CP)

The sun's rays are your friends, much like they are to Superman. You are able to store and absorb light for later use as energy or to rearrange as molecules in any form. (Sunlight gives you the most energy, but any form of light will do even if it's not optimal) You can also expel this light from your body, glowing and manipulating it. Like Green Lantern, you are capable of creating hard light constructs. But this ability takes a large chunk of your energy. Along with the standard flight and light shooting package, you can bend the light around you to become wholly invisible and create illusions. But what's possibly unique about you is your regeneration. The effect may not be unique, but the way it happens may be different than normal. For you are capable of entering a form made of pure light and flying at the speed of light, and you have no need to breathe in this form. You could fly through space for this reason. But this form is difficult to harm--they will have to harm light if they want to harm you, and you're not a hard light construct--and it regenerates you. You could be paralyzed from the waist down but entering this form completely heals your flesh form. Of course, this form is capable of burning through your light storage at a great pace--use discretion. Running out of energy will turn you immediately back to your meat body and that can be inconvenient to put it lightly depending on where you run out. Notably, scrubbing nuclear radiation from places is an easy if time-consuming task for you depending on how large the irradiated area is thanks to your manipulation of light rays. Radiation also does not harm you. A nuclear blast could be thrown in your face, but you would be fine as long as you had a way to absorb the force itself and not the radiation. You are also considered 'ageless', and you no longer die of old age or suffer any other problems of old age.

340. Psychic Powers (600 CP)

You are a clone of Adam Blake, meant to become a super weapon by a weapons making company. Adam caught wind of the plot and stopped it from yielding any meaningful fruit, but not before he found a baby in the lab being exposed to simulated light from a comet. You, the only successful clone who lived from this project. You displayed similar powers to him, but not at full strength given how you were only a child. Having no ill will against such a child who didn't choose to exist this way, he placed you in the care of a friend to make sure you were raised correctly. If you being raised right or not and if you share his morals remains to be seen--you are just as strong as Adam Blake, regardless.

Like Captain Comet, your brain is a psychic powerhouse. You can teleport over the distance of a planet's worth and see up to 100,000 years in the (Most likely) future if you concentrate hard. Able to emulate super strength in lifting and manipulating things with your mind and empower your strength, mind control people who fail to resist your power (Or just using telepathy and mind reading if you don't like that), and altering the molecular structure of matter. For example, creating and destroying clothing with no need to touch it.

Your telekinetic power also allows you to lift yourself from the ground, flying at speeds high enough to break from the grip of any gravitational force keeping you from breaking out of the atmosphere at a speed to get you to other planets in only an hour in a system.

With this telekinetic power, you can create force fields around yourself that help you breathe in space. You can also create forms of energy, like lightning bolts or fire or plain blasts of psionic energy. Your clairvoyance applies to being able to glance in the future to see anyone's powers when they use them.

Plus your vibrosense lets you sense someone's emotional state and what they're feeling. Your brain also has genius level intellect and eidetic memory. Your super strength could threaten Superman himself even if it's not to the levels he has.

341. Shazam's Chosen (700 CP)

The Wizard Shazam was forbidden from interfering in the current troubles by cosmic entities, but it's not exactly interfering in these affairs if he makes a new hero and offhandedly asks them to check up on Billy Batson and perhaps help him out if he's in trouble, yes? If you do this favor for him or not is up to you. He can't exactly take away your powers now if you just disobey him. You have a powerful form you may call upon by shouting "SHAZAM", manifesting in a great and powerful display of nature. Such as whirling sands or a great burst of fire, or the classic lightning bolt. You may still use this manifestation of nature to heal or harm as you wish, and it is magical in nature. You may also share this power with others who are worthy, however expect yours to decrease in strength when you share it until you get your powers back.

Your power is derived from the very gods themselves. With great strength and speed that threatens Superman, you are a power to be feared. Possessing the Wisdom of Solomon, you have eidetic memory and a vast intellect. Excelling at war tactics and mathematics among other subjects. You may also comprehend and speak in any language you encounter, including magical ones as Solomon was a powerful wizard himself. The Wisdom of Solomon also enables you to gaze upon all possible angles of a situation and figure out how to turn disadvantages into advantages. You can fly at fast speeds. You also have a vast well of willpower inside you. You also lack the need for food, water, or sleep. You possess infinite endurance and stamina. You also resist powerful magic, such as Zeus's lightning bolts, but you also possess great magical talent. (You start out with no skill in it, however. You'll need to refine your powers.) Only the most potent of magic found here could harm you. Finally, you have been given access to the Rock of Eternity, an interdimensional prison where you may lock up any magical being you desire. Created from two rock formations from Heaven and Hell, it may hold up to great magical beings such as the Three Faces Of Evil. You can also teleport to this place at any time. This will be dragged with you from place to place, and you must be able to defeat them before you can lock them up with you.

342. Kryptonian Biology (700 CP)

Much like Superman, you too escaped the explosion of Krypton, as a Kryptonian. Or maybe you were some kind of weird science experiment to clone Superman. You are powered by the

sun's rays and weak to kryptonite (From this realm, and unless you have a way to speed up the way your body reacts to things, you'll never gain an immunity to kryptonite through exposure with only the ten years you have here, but after the jump only kryptonite from this realm will hurt you. See notes for elaboration) as well as the red sun's rays, but that's nothing compared to the power you have. Kryptonite will also be hard to find for your foes and will be difficult for people to retrieve. They won't be able to make dragon statues out of it, for example. You may not be at Superman's level yet, but you have the potential to be in a few years if you really start working at it. Hit the gym, and start doing those oats and squats.

What you make up in your standard "fly, heat and x-vision, super strength and invulnerability" package is your sheer strength. What you lack in versatility, you make up for in raw power. You can use your x-ray vision to see people down to the bone and see through everything except lead, and your heat vision could spark entire cities ablaze if you felt like it. Your vision also ranges from microscopic to telescopic, able to spy on planets in other solar systems, or spy squirming bacteria on the surfaces of anything you see. You can control the intensity of your powers. You could fly and breathe in space, and your super speed is faster than the speed of light. You also possess frost breath and can hold in oxygen for long periods of time. Your hearing is also impeccable, able to single out a single noise among the noises a whole city of people could make or hear the clouds scrape against each other. Your breathing is also hurricane force.

The strength you possess could eventually pull entire planets. As of now, you at max in terms of physical strength could demolish entire metropolises in a rampage. Just...don't actually destroy Metropolis. Superman wouldn't be very happy about that. Your thought process is also super-fast, able to do complex calculations instantly and think up advanced simulations in your mind of potential situations.

343. Speedforce Unity (1000 CP)

You are unified with the Speedforce, but unlike the Flash you aren't trapped within its confines. You being able to "run fast" is just the tip of the iceberg of the power you have. You've transcended past the need for food, water, or air. You're able to see and sense metaphysical beings in other realities watching you or in other dimensions or invisible creatures, and reach past those interdimensional barriers. Able to be anywhere near or on Earth in a zeptosecond, and to blow up anyone or anything with mass by heavily vibrating their molecules with a touch no matter how large or dense their mass is. Any incorporeal beings can be fought with your strength, as you can yank them from the plane of existence they're on to your level, giving them mass and the mortality that having a corporeal form grants them. But you can also use this power to vibrate your way into other worlds entirely as you move past the barriers separating the worlds, and take people you can hold with you. You can also draw on the Speedforce at any time to give you electric powers and use it as a virtually infinite source of energy as you are completely one with it. You could also use the Speedforce to power electric devices without them shorting out or any damage from it.

344. Jumper Merch (100 CP)

You have jumper merchandise! Now in future worlds, you will continue to accumulate merchandise that reflects your brand and who you are. Or a squeaky clean version of yourself just in case the real you is less than kid-friendly. You will make money off this as this contract seems to be with a distributor and factory owner, who makes a decent amount of merchandise.

345. Jumper's Bible (100 CP)

This is a bible of your personal philosophy or one you agree with. Open it while thinking of a question and it will try to answer with what it thinks you should do in that situation that you feel would be morally right or a solution you could take. It may not always give the right or correct answers, but it'll give answers you agree with. It will also talk about you and your actions like a religious figure if you like, but if you don't like it it's just a retelling of the stuff you did without all the religious stuff in it.

346. Church (300 CP)

This church, in a design of your personal taste, attracts different passersby searching for answers or at least a reprieve from their problems. Within these walls, people find themselves filled with hope and motivated towards making their lives better. Here, you maintain it. It can be of any religion you want or simply a counseling office building to make people happier. It also comes in any aesthetics your religion has as well.

347. Spectre Ticket (600 CP)

You have acquired the Spectre's Ticket! One every ten years, you may summon the Spectre to have him do a single task for you. Can range from "kill this specific foe" to "steal this item at any cost" or "let me see the future." This Spectre is not at his maximum power, and most certainly he will not be backed by The Presence of this or future worlds, but this is quite the boon. He won't particularly care about the task you have him do (At most grumbling over having to do incredibly mundane tasks depending on what you make him do, because come on. He's The Spectre and you're making him pick up a sandwich for you.), but at the end of his task he will disappear unless you instruct him to report back the results to you (After he's done answering your questions pertaining to the task he did he'll disappear). He isn't here to make friends, he's here to do a favor. He will also laugh and then disappear if you order him to act as your minion for the whole time during your visit to the realm. He has more important tasks than being your henchman, after all.

348. Kansas Farm (100 CP)

A calm farm that cannot be disturbed or found as long as you do not use it as a base, this is a good place for when you just want to relax and live a life of peace. There's a nearby town that has a farmer's market on whatever day is the most convenient for you to sell your crops. It'll be enough to keep your farm afloat if you make a habit of showing up while you're on the farm. A chill place, and the fields are always overflowing with whatever tools or seeds you want or need. It's comfy, calm, and is decently sized enough to hold nine people. When you leave, any companions not part of your total eight can stay to tend to its crops.

349. Planet Jumpchain (300 CP)

This is a restaurant that reflects your past adventurers. The staff here dresses as you, your companions, or any allies of yours in past worlds. It even is in whatever style you desire, by default it's a "space" theme. Posters of your prior adventures are hung up around here. The food is not bad, but it's decent. You have the deed to this place and run it wherever and whenever you wish. You make all the business decisions (In case if you want to make the food better, for example), and there's a closet here with the costumes for the staff. The restaurant naturally updates itself and you choose the places or people it does or does not reflect. The staff happen to be the mundanes of the world you're in (Who happen to look suspiciously similar to you but aren't quite as fit or attractive) and do not have powers and neither do the costumes give them powers unless you specifically alter the costumes yourself to have powers.

350. Space Castle (600 CP)

This floating city-cized castle in orbit is a palace with your name on it. It's got every amenity you can think of. A big huge conference room within its confines, bedrooms for a whole bunch of people in case you want to have your own justice league style organization, and a teleporter you can use at a mere thought to come back here. It has its own computer systems and internet access. It also has a souped up, highly advanced defense system (Powered by the user's will, as with everything in this space castle) that could definitely hold out against an army of most alien forces in the DC universe, barring an invasion from Apokolips itself.

351. Gun Catalogue Website (100 CP)

You have a gun catalogue. What this means is that you can order almost any kind of gun you would like with this catalogue or website depending on the time period. If it has internet, it is a website you can purchase guns from. If there is no internet, it is a book catalogue that you can order guns from via mail. You get heavy discounts on these guns and they will always be available for you to purchase.

352. Metahuman School (300 CP)

This is a school for metahumans! Teaching them how to control and increase their powers, as well as how to protect innocents from any collateral damage. The curriculum also has various programs for teaching young geniuses on how to build devices focused on superheroing, like creating super armor or staves to give them powers. There are also magic courses with a heavy focus on keeping the prices minimum when casting magic. This is just the starting curriculum, but you may change it however you like. The school itself is vast and sprawling and is also designed in such a way that it's easily defendable. It's also optionally located on an island.

353. The Jumper Bots (600 CP)

These robots are inferior robot clones of yourself, containing up to three jump's worth of power from you each as a default, and they can be fixed and programmed by you. If you wish to enhance them in any way, you can do that. Such as giving them lasers or self regenerating

body via nanomachines. There is a factory that mass produces them. The factory will continue to produce these robots with these new alterations. These robots are just as intelligent as you and cannot rebel against you or betray you. They are also non-sapient, and lack desires of their own.

354. The Business (100 CP)

A business is a good source of money for all your plans. But it also makes a good public face. After all who could ever hate a darling company such as yours? This isn't onto the level of Lex Corp but certainly you're quite rich and well to do, enough to give you access to all varieties of resources. It's also pre-established in any world you go to, with a sizable popularity.

355. Silvana Worms (300 CP)

These worms were invented by Captain Marvel's dastardly foe, Dr Silvana, but you can use these to heal and fix someone's mind if you wish instead. You put them in someone's ear for them to work. Of course, the process to brainwash them is rather torturous, so try placing them in a nice confined area far away so no one hears their screams. But if you're successful, they'll be placed right under your control. They are very effective at brainwashing people in general and come in a nice jar.

356. The Gulag (600 CP)

This is the ultimate prison. You can keep superpowered people here, and nothing they can do can break or shatter it from the inside. Absolutely nothing. No amounts of power or strength can hope to shatter this prison. It would take outside help for anyone to escape or break out from this expertly constructed jail. The interior is surprisingly not like a prison. It's just like an isolated community of supers (Under an oppressive metal roof), albeit with many heavily armed guards capable of taking on whatever you have imprisoned in there. Although make sure to put in a strong enough warden, because nothing's stopping the prisoners from rioting and killing them.

Exalted – The Lunars

357. Spirit Shape [150]

At the moment of Exaltation, a Lunar gains their first animal shape. This is the character's spirit shape, reflecting the character's nature and temperament, and is as much a true form as the Lunar's original human form is. Exalted who are sly might discover the snake or raccoon, the mighty could find bulls or bears, the wise sometimes see raitons or the lone wolf. Your circumstances are a little different though and so you may choose your own spirit shape. You may choose any natural animal that exists or has existed in Creation, from the size of a housecat to a moose for free. And if you wish, you may pay 50cp extra to choose an animal form that is as grand as a yeddim or a tyrant lizard, standing twenty feet tall on four legs. Likewise, you may pay 50cp to instead choose any animal to be as tiny as a simple fly or

other insect. Or if you wish, you may import an animal alternate form you already possesses for free, or instead pay an additional 100cp to import any natural animal that fits the above criteria, from any world you have visited before.

358. Will of the Leviathan [100]

It was said that when the Lunars of the West fled into the Wyld, it was Leviathan, greatest admiral of the Realm, who protected them from the Wyld's energies. His strength and will were such that he was able to resist the pull of the Wyld's madness far better than any other of his kind, and so he became the anchor around which his fellow Lunars rallied and the protection they needed while their No Moons learned to fix their Castes. So too, shall your will be as implacable as that of this ancient moon-whale, your willpower and mental defense shall be such that you may resist the Wyld's energies better than any other, while any who wish to influence you will likewise run into your unyielding determination.

359. Predator Becomes Prey [100]

It is an unfortunate fact that the Wyld Hunts of the Dragon-Blooded have pursued Lunars for centuries. If they are not rescued by a party of other Lunars, then then perhaps the best that can be hoped for is that they might kill a few Dragon-Blooded before the Wyld Hunt puts them down. Its constant depredations have forced all but the most powerful Lunars to limit their exposure or face potential destruction. However, in some rare cases freshly Exalted Lunar manage to evade the Wyld Hunt through their wits and luck, and escape constant pursuit without being rescued by their Lunar kin.

But ever rarer still, some few actually turn the tables on their hunters. For the Moonchildren themselves are the deadliest and most unpredictable predators to ever walk Creation. Their enemies fear them terribly, and this reputation is deserved. Whenever you are being pursued or tracked you will quickly know, and you have gained the skill and cunning to turn their own hunt in onto itself, while giving little chance of escape. Pity those who would hunt you, for these would-be hunters soon become the prey themselves.

360. The Sacred Hunt [200]

Were Lunars limited to a spirit shape and a war form, they would never have received the renown for their versatility and mastery of disguise they touted in the First Age. The Lunar Exalted can wear the shape of anything and anyone living (or even dead, when they steal the shapes of ghosts). But a Lunar must first earn the right. To earn a new shape, the Lunar must hunt and dedicate the pursuit and kill to Luna. This hunt typically takes a few hours at most. At the end of this chase, the Lunars slays their prey, before tasting their Heart's Blood and gaining mastery of that being's form. You are an exceptionally talented hunter even amongst the Chosen of the Moon, able to locate and hunt your prey with casual ease.

Furthermore, you have a knack for developing the Knacks that refine the mercurial nature of your body and allow you to master a wider range of shapes. You'll find development of these comes more quickly and easily to than to any of your fellows.

361. Ever-Shifting [200]

No known physical or magical force can prevent one of Luna's Children from shifting shape. If a Steward chooses to wear a different form and it lies within their power, they can take the action to change, even when magic constrains them from taking any action at all. Only some force that prevents them from choosing to change shape, such as mental influence or being unconscious, could stop the shapeshifting of a lunar. This benefit now extends to every form of shapeshifting you posses and even to taking alternate forms, allowing you to always wear whatever shape you wish. No force except your own inability, will force you to stay in one shape or another from this day forth.

362. Chimerical [400]

The Lunar Exalted are among the most terrifying beings in Creation. But what do the monsters fear? Other monsters. For the Lunar Exalted, one of the most dangerous and frightening enemies to encounter is the chimera, once a fellow Lunar, now twisted by the Wyld into an insane, shapeless monstrosity that considers its fellow Moonchildren its favorite prey. While you have not actually been lost to the madness of the Wyld Taint, you have gained some of the telltale mutations of the Chimera, and so it may be hard to convince the Silver Pact of the fact that you are not a lost cause just yet.

On the bright side, you do gain some benefits from your new condition. Primarily, you have gained access to specialized Knacks that enable you to make better use of your now infinitely protean flesh. You may use these to do such things as reducing yourself to a viscous liquid to flow through any opening, make your touch acidic or stretch limbs like pseudopods, assimilate prey by completely engulfing them, before then externalizing some of your body mass into semi-independent replicas of assimilated prey, as well as gaining regenerative benefits like those of your war form in any of your other forms, and at higher essence even regenerate from a single drop of blood. All of these are but some of the possibilities presented by the malleability of your liquid flesh, and you might create more to epitomize the reasons that make the Chimerae even more dangerous than their Lunar kin.

363. Moonphase Aspects [600]

While it is unknown how many aspects Luna has, a few things are known for certain. For one, her major aspects are divided by the five phases of the moon, which indicate her state of mind as well as what she represents. Her strongest alternative selves continually emerge in Luna's aspects and mien, sometimes even externalizing themselves enough to join her in subjective discourse.You may now do something similar, splitting your mind into five aspects that center around your original mind to advise and accompany yourself, allowing you to multitask with six minds working in unison, and granting a set of different perspectives to consider matters. Each of these aspects will know all you know and you will know all they know, for they are you. Nevertheless, they may have differing personalities and demeanors of your own design, and if you wish, you may allow yourself or them to keep secrets from the rest of your mind. Each of them can be different, such that you might have one aspect that is the martial archetype, to advise you in matters of war and battle, and another aspect of mysticism and the unknown, to give you another perspective on weaving sorceries and uncovering mysteries.

Or perhaps you would simply prefer five perfect copies of your own mind. That would allow you to seamlessly think six different thoughts at once, without the distraction of differing opinions or personalities. Whatever you decide, you may speak with your aspects if you wish, allow them to control your body or merely parts of it, let them take any mental actions you might be able to just as well as you can, and otherwise use your new nature to your benefit. And if you tire of their presence, you may simply dissolve them back into your mind, to be recreated when you have need of them.

364. Superlative Example [100]

Lunars of the Full Moon Caste conquer any challenge with their immense strength, lightning reflexes, or unflagging endurance. And with this, you will be at the peak of human potential in all your physical attributes, being stronger, more agile, and tougher than most anyone else. You may not be as skilled as others, but your raw physical might ensures that few beings in Creation can stand before you in single combat. And likewise will your Spirit Shape be an exceptionally impressive example of its species, a mighty beast to eclipse most of its kind.

365. Stewardship [100]

The polestar of the Silver Way lies in the four words “Defend What Is Yours.” While it may be present to a lesser or greater extent, all Lunars feel some instinctive and universal protection instinct, known to them as the principle of Stewardship. Regardless of an individual Lunar’s personality or eventual caste, all of Luna’s Chosen come from people who possess a strong personal desire to shepherd some aspect of Creation.

Drawing on this instinctive duty, you will gain a sense of foreboding whenever something or someone you care about is in danger. Whether or not you decide to go to safe them is up to you, but you will roughly know their distance and location so that you track and aid them quickly. To aid you further in protecting those under your care, you’ll find yourself acting with greater ferocity in their defence.

366. Barbarian Warlord [200]

There are mortals that live at the edges of the Wyld, savage tribes often mutated by Wyld exposure. They live short, brutal, and savage lives. So too are there the Beastmen, the half-human, half-animal progeny of Lunar Exalted unions with humans, or less often animals, within the Wyld. Beastmen often serve their progenitor or some other Lunar, and so do barbarian often fall in line with Lunar warlords.

So it is that some Lunars gather these tribal barbarians and beastman into disorganized hordes, becoming powerful barbarian warlords who emerge from the Wyld to sack the Realm, pillage its warehouses of jade, seize its mighty artifacts and turn its elegant nobles into harems. To this end, you are talented at gathering and training disorganized hordes into an effective, if not disciplined fighting force. Under your command, these will fight more effectively than should be possible, and you may whip them into a fearless frenzy with your orders. These talents are even more pronounced in your own descendents, beastmen and others becoming fierce warriors, their charges turning into veritable onslaughts of ferocity.

367. Righteous Rage [200]

The devastating battle fury of the Lunar Exalted is an exemplar of Lunar combat, and indeed Exalted combat as a whole according to some. Shielded by their fury, they become truly frightening and relentless foes. You can control your rage more easily than most, allowing you to remain in the state of Lunar battle fury for much longer than others, while simultaniously making it far easier for you to cool your blood and calm your anger. Most frustrations and annoyances will now be things that do not really bother you, unless you consciously desire to be affected by them. Your patience shall be saintlike, but will only make it more terrifying if you are finally pushed to your limits, and grant your enemies a truly legendary display wrath of righteous fury.

368. Gorilla Warfare [400]

For more than fifteen centuries, the Lunars of the Silver Pact have been at war with the Dragon-Blooded hegemony. Horribly outnumbered, bereft of much in the way of support or infrastructure, and their own forces largely composed of simple barbarian hordes... Neither are there many Lunars, or are they easy to organise, when compared to the Terrestrial Host.

Yet still, they manage to chip away at the empire, to use what resources they have to cripple and hary the Realm at the edges of their influence. Their empire is bloated, stretched thin, and so the Lunars work against at the rim of the world or fly through their empire in myriad shapes, disguising themselves to move soundlessly through civilization with only the slightest effort. These practises have taught you much in the way of mastering the use of ambushes, sabotage, raids, petty warfare, hit-and-run tactics, and mobility to fight a larger and less-mobile force or empire. You might not be able to stand openly against them on your own, but you can still be their absolute worst nightmare.

369. Chthonic Baara of the Ur-Beast [600]

Many of the Lunar Exalted also have a third true form, called the war form or the Deadly Beastman Transformation. In this form, the Lunar becomes a hybrid of man and beast, a monstrous amalgam of her two other true forms. Even the most harmless spirit shapes would produce awesomely dangerous war forms. You stand amongst these, but also apart from them. For your war form is more than a simple melding of Man and Beast, and instead harkens back to the Behemoths that were their ancestors. Like a perfected melding of the legendary Clay Man that would inspire humanity and the Ur-Beasts that were the first of their kind, your battle form is more behemoth than either of man or beast.

Bearing power far greater than either, and far in excess of what your Essence could usually contain, yours is a primeval might. Should you wish to, you shall stand head and shoulders above most others, standing up to fifteen feet tall even before you gain further enhancements like the Devastating Ogres of foremost Lunar warriors. And aside from raw physical might, you have also inherited from the Ur-Beasts a primal visage such as is now only seen in those primordial behemoths that have survived into this age, and a grander melding with your spirit shape than any other Lunar could attain. Let your enemies tremble and the ground shake when you go to war.

370. Feral Grace [100]

Members of the Changing Moon Caste are magnetic, slick and sexy. Amongst the Lunar Exalted, they excel through animal magnetism, persuasion or deceit. As such, you are at the peak of human potential in social acumen, being more charismatic and deceptive than most anyone else, as well as simply drop-dead gorgeous. Few beings in Creation can resist the carnal allure of a Lunar seductress, or navigate the shifting words of a Lunar diplomat.

371. Instinctive Action [100]

The Chosen of the Moon are often guided by their instincts. Having gaining instinctual traits from their Exaltation and animal instincts from their spirit shape, they are natural predators and hunters. So too do other forms they take come with their own instincts, which are under the Lunar's control, and allow the Exalt to easily adapt to new shapes.

Your instincts are particularly sharp, allowing you to operate solely on these innate behaviors if you wish. So you could perfectly impersonate an animal, or fight while your mind is working on other things. Even better, you are so completely in tune with your nature that you will adapt to any other forms you take with instinctive ease, even those not granted to you by the Sacred Hunt. From now on every form you take will feel completely natural to you, as you alo innately understand how to use its natural advantages to your benefit.

372. Barbarian Unification [200]

Many of the Lunars originated from the various and mighty barbarian tribes on the edge of Creation, and so do many Lunars rule over them as barbarian princes and gods. Whether simply primitive tribal folk or Wyld-mutants, you have a knack for taking control these disparate tribes of barbarians and even unifying them into one society without too much trouble.

Whether through presenting yourself as a god and demanding they bow down and worship you, or claiming leadership by virtue of your Exaltation, a simple show of strength will almost always be enough to cow these local tribes. This works even better on your own descendants, such that your beastmen and other children would be fanatically loyal if you so desire.

373. The Waifu Exalted [200]

Each of the Lunar Exaltation is emotionally linked to a specific Solar Exaltation, mated to it in fact. The possessors of each would inevitably be drawn to one another; the Lunars would serve the Solars as brothers in arms, shieldmates, seconds, bodyguards and even lovers as the case might be. But there is more to relationships than a connection neither side asked for. There have also been many Lunars who had little to do with their so-called 'Mates', or never even met them at all.

Yet it is the nature of the Children of the Shifting Moon to be seductive and magnetic, which often makes them incomparable mates to any they grace with their affections. You will now be a prime example of this, becoming an irresistible seducer even before you use any charms to enhance your natural animal magnetism. Both long-term relationships and short-lived

affairs would be within your grasp with a modicum of effort. Not only that, but your prowess as a lover is unmatched even compared to your fellow Lunars or the decadents of the Realm. And beyond the activities of the bedroom, you know how to be a charming guest, a pleasant companion, and perhaps even a disarmingly adorable confidant. Knowing what your partners want and need is something as clear as day to you, and as natural to fulfill as breathing. Making someone feel special and appreciated is child's play for you, accomplished perhaps with a simple gesture or a hand held in your own, while your hugs are simply the best to be had anywhere. People will soon find that the urge to pat your head is just as irresistible as it is calming and soothing for the spirit. And if your form would be appropriate for it, or if you simply decided to have a tail for the day, they shall likewise find you wonderfully fluffy and perfect to cuddle with.

374. Consummate Consuming Actor [400]

There is a sacred hunt to take the shapes of human victims, allowing Lunars to to take human (or humanoid) forms other than their own. Though the rite requires them to study their habits and nature, and actually shifting into their forms allows the lunar take on all the qualities of the human whose shape they take. Merely taking their appearance, scent, and voice is sometimes not enough. Luckily, that is not much of problem for you, as you are an actor without compare. You might take the shape of a mortal, and then spend the day with their closest friends without them being none the wiser. Not even entirely taking on a new life is outside of your skills, allowing you to spend years living the life of someone else with the same ease as wearing another set of clothes. Nor is this limited merely to beings whose shape you took, as you may just as easily pretend to be other people, and even take on fictional personalities with practised ease.

375. Thousand Streams [600]

The Thousand Streams River is the Silver Pact's name for its long-term plan to restructure mortal society, creating self-sustaining societies that can challenge and replace the Realm. In accordance with this, many Lunars have started social experiments with tribes and smaller societies, but some of their more ambitious fellows and elders have performed more grand feats of societal engineering, such as the creation of the arboreal Haltan Republic. With this, you will likewise find you influence to be exceptionally effective, gaining the skill and ability to influence entire nations with social engineering and manipulation. Whether overtly or from the shadows, your will and manipulations can determine the fate of empires and guide their growth. You can easily direct a nation into prosperity and whatever traits you think might encourage survival and growth, while simultaneously avoiding backlash from your society with careful skill. Moreover, you have learned from the collected knowledge of your fellow Lunars on the subject of societies, meaning you already know many ideas which failed and proved unworkable... But also which ideas proved notably successful, for whatever criteria you are looking for.

376. Silver Mind [100]

The Children of the Hidden Moon are loremasters, occultists and sorcerers. They excel at quick thinking and mystical insight, easily mastering useful lore and outsmarting dangerous

foes. Fittingly, you are at the peak of human potential in terms of mental prowess, being more intelligent, quick-witted, and more perceptive than most anyone else. Few could boost to match your intuition and logic, nor are there many that pick out subtle clues and tells as quickly as you may do.

377. Claw-Speak [100]

The moonsilver tattoos that ward a Lunar from the twisting influence of the Wyld are much more than merely decorative designs. To those with the knowledge to see, Lunar tattoos contain a wealth of information about their bearer, including their deed name, their caste, any prior renown they have won, and how many blood-debts they have accrued and fulfilled.

In fact, the markings of the tattoos are part of a writing system unique to Lunar society, known as claw-speak. Lunars use this script to convey considerable amounts of information in delicate swirls and cuts that a Lunar can write even with a claw in one of his animal forms. Aside from knowing this secretive language, taught only to other Lunars except in the most extraordinary of circumstances, you may similarly read the meaning behind and purpose of tattoos borne by other other people.

378. Guidance of the Silver Lady [200]

Those of the No Moon caste are the priests of Luna, shamans of the local gods and the people who worship them. As such, it is easier for their prayers to be heard by the spirits they pray, most especially Luna herself. Partaking in this tradition of priests and shamans, you will find your prayer to be heard easier by all spirits and other beings, and in the case of gods associated with the moon, your voice is almost guaranteed to be heeded. As a further benefit, Luna herself seems to favor you more than your fellow Lunars, and shall be inclined to answer any prayers voiced her. Whether by a personal appearance, simple visions or prophecies, or even the sudden entrance of a dancing horse. Even should you leave for other realms, you will find that Luna's voice answers you, though she will never appear in person there.

379. Barbarian Teacher [200]

It is the No Moon's duty to educate the children of Luna, and the barbarian they lead. For just as those of their number that survived the Usurpation, their knowledge and insight is of vital importance to their fellows. Once, the survival of these living treasuries of magical knowledge proved crucial to the Silver Pact and its efforts to hold back the Wyld, and in the shifting Age, their particular talents may once again be crucial. To aid in this, you will find your ability to pass on your knowledge and enlighten others to the workings of the mystical enhanced greatly, so that you might quickly teach any of your fellows or your followers. You shall find that complex concepts and advanced sciences can soon be taught to even the most savage barbarians and formerly ignorant peoples with surprising speed.

380. Artisan of Moonsilver [400]

While their tattoos are perhaps the most important artifacts any Lunar will ever bear, they are not the only artifacts in use by the Lunar Exalted. Not by a long shot. Many wonders have forged of the protean metal that is Moonsilver, exploiting the full potential of this mutable metal. These items are invaluable for the Children of the Moon, for they can change shape along with their owners. Indeed, many older Chosen of the Moon regard the use of moonsilver as the exclusive right of their kind. These elders tend to take a dim view of anyone else possessing moonsilver artifacts and may seize such items for themselves or to pass on to young Lunar protégés. Still, many young Lunars find they will have to create their own panoplies, for their elder often hoard these artifacts to themselves. It is a good thing then, that you are an exceptionally talented artisan, a master in all the mundane crafts and even further genius at working the mercurial Moonsilver that responds best to you. You have been granted the secrets of creating artifacts from that changeable metal, as well as how to make mundane armor into the Moon-Faced Mail that likewise shifts to fit whatever form you are currently wearing. Even the most important technique of the No Moons is know to you, the Form-Fixing Method that binds the moonsilver tattoos to the body of newly reincarnated Lunars.

381. Crossroads Society [600]

Originally founded by Lunar sorcerers, the Crossroads Society was meant to promote Lunar achievements. Nowadays the modern Crossroads Society remains primarily a No Moon enterprise, but accepts any Lunar who wants to learn sorcery, craftsmanship, medicine, astrological insights, or other forms of arcane arts and learning. However, despite this acceptance it is a profoundly paranoid and secretive organization. New members must go through progressive initiations to learn more sensitive information and outsiders seldom know just who is a member of the Crossroads Society. Most members conceal their identities behind masks, illusions and false identities, though leading Moonchild sorcerers don’t bother hiding their membership since, of course; it is obvious and assumed.

Now, you have become one of these leading members of the Society yourself. Your ability to learn, study, and research is greatly magnified, to the point that you it allows you to quickly become one of the foremost experts in whatever fields you decide to study. But more than simple assimilation of knowledge, the spark of genius blooms within your mind. Instead of being unpredictable and elusive, inspiration and epiphanies come naturally and often to you, your mind filled with regular flashes of brilliance. If put into practice and given the right conditions, your new ideas and insights could provoke advancements to leap ahead of anyone else, or solve problems that have plagued your peers for decades or centuries.

Furthermore, you will find that not only do other Lunars presume your membership within the Silver Pact as obvious, but any other people you meet will also assume you are a learned, knowledgeable person. Perhaps you are seen as a mighty sorcerer, a wise sage, or an astute doctor. Whatever the case, your presence commands respect and trust in your abilities, such that people might not obey you if they disagree, but they will know without a doubt that you know what you are talking about and should be heeded. This is not merely limited to your your immediate presence, as your reputation and rumors of your genius spread easily if you wish them to, also making it possible for you to slowly form societies similar to the Crossroads as myriad geniuses, experts, and visionaries flock naturally to your banner. You

may even allow them to share somewhat in your unique genius, enhancing the accumulation of knowledge and advancement of learning greatly amongst those who share membership in such societies. Perhaps if you had been around earlier, far fewer Lunars might have been lost to the Wyld Taint before the fixing of the Castes was completed.

Of course, membership in the Crossroads Society includes sorcerous training as well. You have been initiated into the Emerald Circle of Sorcery, able to cast its spell and joining the ranks of Lunar sorcerers. Though there is still much of these arcane arts for you to learn...

382. Faery Grace [300]

The Fair Folk are some of the most common enemies of the Children of the Moon, yet their Wyld nature and proximity has assured that many Lunars likewise possess Graces, Wyld artifacts, and even know the charms of the Fair Folk. So it is that four objects have been forged for you, and you now hold possession of four powerful Graces of your own. For a raksha, these four Graces are manifestations of their four Virtues, or more properly, they create and protect simulacra of these traits. But each Grace is also a knot of gossamer manifesting as an object. One who possesses Cup, Ring, Staff, and Sword Graces literally owns four trinkets, that symbolically represent their Virtues. The Cup represents Desire, and is used to empathize with and understand others. The Ring represents Purpose, and is used to define your identity. The Staff represents Interaction, and is used to treat with others as equals and create alliances. The Sword represents Conflict, and is used to subjugate and harm others.

Through your possession of these objects and traits, you will now have gained the ability to manipulate the fate and substance of the Wyld around yourself. You may create fantasy that twists the fabric of the local Wyld and anything within it into whatever you want, evoke your possessions to summon or dismiss them from your presence, and engage in contests of shaping combat against the Fair Folk themselves... Shaping is broadly categorized into four groups, aligned with the Grace through which the action is used. Cup-shaping creates scenes of desire and addiction, Ring-shaping creates scenes of environmental interaction, Staff-shaping creates scenes of social interaction (or the avoidance thereof), and finally, Sword-shaping creates scenes of violence or physical exertion.

Of course, aside from simple possession of these Graces, you have also acquired some other benefits. For you are truly talented at the contests of storytelling that are shaping combats, finding it easy to supplant the narratives of most Raksha with your own. Furthermore, you will find that you will be able to learn the charms of the Fair Folk just as easily as those that sprout from your own Lunar nature.

383. Elder of the Pact [500]

The Solars were murdered to the last, and the Sidereals are the rarest of all Exalted. The Dragon-Blooded do not live as long as the Celestial Exalted, and the Abyssals are a recent development. It may well be that the greatest portion of living Exalted who have attained the venerable ages required to be considered an elder to the Exalted host... Yet fifteen centuries have passed since the Usurpation, a long stretch of time even for the Lunar Exalted. Not many who remember that time still draw breath today. You are not one of those ancient beasts. Yet,

you are still considered a mighty elder, having taken your Second Breath just scant decades before or after the twin cataclysms of the Great Contagion and the Fair Folk Invasion. During the following centuries, you have endured the predations of the Wyld Hunt, encroaching monsters from the Wyld, and even the simple but relentless march of time. Perhaps you ghosted across Creation, obscured by charms, Wyld magic, and shapeshifting. Perhaps you still remain hidden in the Deep Wyld, manipulating events in Creation through proxies. Perhaps you have openly claimed some territory on the edge of Creation...Or perhaps you have simply slept through the centuries in hibernation, only just awakening from your long slumber. Whatever the case, you likely have centuries of experience is the ways of the Lunars, and command great respect from your younger compatriots. Or, should you still be without tattoos, you will be something most Lunars of the Silver Pact never held possible. A lone Casteless who survived through the ages without ever falling to Chimerahood. As such, aside from simply starting you off as an aged and reputable Exalt... With this perk bought, you will find you have spent much time increasing your might and mastering the gifts your Exaltation has granted you, amassing resources and support, gaining useful tools, and further that certain other perks interact with this purchase to produce effects greater than the sum of its parts.

● Moonphase Aspects: In order to be born, Luna had to seduce or destroy all of her rival concepts, all the alternative moon gods Oramus could imagine and Cytherea could produce, which she then consumed, taking their Essences into herself to complete her own creation. Today, the Sacred Hunt stands as a testament to this, and through it you may likewise incorporate the essence of those whose shapes you steal into your mind. They shall become additional aspects on top of the five you may create from your own mind, retaining all their knowledge and skill. Much like how Luna's alternative selves emerge in her aspects and mien, you may speak to these new aspects within your mind and grant them the same abilities as your base aspects. However, you do not automatically learn everything they know, if they do not wish you to, and cooperation is not guaranteed.

● Chthonic Baara of the Ur-Beast: With this, your warform becomes even greater. Now tapping even further into the legend of the Chthonic Baara of Luna, which is an ever-evolving super-predator, a conspiracy of beasts bound into a constant evolution to create an apocalyptic force. Much like how Luna draws upon all things she can perceive in and out of existence, to become this terrible unbound monster... you may draw upon any of the shapes you have gained as alternate forms, as well as any shapes you can assume though your innate Lunar shapeshifting, and meld any or all of them together into one awe-inspiring super-predator. This glorious and dreadful monster shall continually evolve and refine itself for battle even without your direction. But if you desire to use it for other purposes, you could guide it towards those, or simply take on your base war form again.

● Thousand Streams: With centuries of experience bending peoples and civilization to your will, you have near-perfected the art, able to mold society like a true master. More impressively, your subtlety in these matters is such that your involvement is utterly indiscernible. You might be able to build a nation right next to the great empire you fight against, and they would still never realise you were puppeteering it, at least it until it was too late. To all onlookers, you might not even appear to be doing anything at all. Revealing your involvement after concealing it so thoroughly might cause outside observers to refuse to

believe it even after proof is brought forth. Additionally, this allows you to keep conspiracies and your plans secret from all who are not part of them, such that outsiders will never know the true extent or usually even the existence of your own Pacts and goals.

● Crossroads Society: As one of the foremost sorcerers of the Crossroads Society, you have long since been initiated into the Sapphire Circle of Sorcery. During the times since, you have become a living repository of knowledge and one of the most powerful sorcerers currently alive in Creation.Your grasp of the occult is unrivaled by all but the eldest of your kin, and your knowledge of spells from both Circles is vast indeed.

If you wish, you may even be initiated into the Shadowlands Circle of Necromancy, though this divides your repertoire of spells between Sorcery and Necromancy instead of adding to it. As a final benefit of your exceptional studies, you have managed to devise a way to tattoo even those not chosen by the Silver Lady with fully functional moonsilver tattoos, a skill truly unique amongst your fellows.

● Faery Grace: Little known and infrequently seen in Creation, the Truculee are moon fae warders and rangers who act as Luna's personal servants, honor guards, concubines, pets, and playthings. These strange gods strongly resemble common depictions of the Fair Folk, and are often mistaken for them. Each of them strongly resemble the Fair Folk, because each of Luna's beautiful slaves was once a raksha noble, their Heart Grace stolen and transformed by the touch of the Argent Madonna. These are the Truculee... once dream, now god. With newfound power over the dreams of the Wyld, you may now do the same. Gaining possession over the Heart of a Fair Folk noble and crushing it in your hand, you may calcify your victim into one the Truculee. Of course, unlike the servants of Luna, those created by you will direct their adoration and unhesitating obedience towards you. As their existence and reality is defined by you, they shall also follow you into other worlds, without counting as companions.

384. Werewolves [200]

The Children of Luna say that the full moon shines brightest in the sky when the Wyld becomes strongest, for then is the might of Luna most dearly needed to keep Creation from washing away like a sandcastle before the tide. In this endlessly recurring time of danger, Luna displays all of her power and glory, and so do the Children of the Burning Moon. Indeed, you display more of your power and glory during the three days every lunar month in which the full moon shines brightly upon you. While bathed in the light of the moon high above, you will find that your physical strength and speed increases greatly, while your battle fury comes more easily and more reliably. Under the light of the full moon, you may tear apart your enemies with impunity.

385. Lost Castes [200]

Before the Usurpation and the subsequent exodus of Lunars into the Wyld, there was no Changing Moon Caste. During the First Age, three now-lost castes existed: the Waxing Moons, the Half Moons and the Waning Moons. Lunars who excelled as public speakers and diplomats or who were reverent toward nature became Waxing Moons, the priests and

courtiers of Luna, and masters of emotion and connection. Cunning, pragmatic and ruthless Lunars became Half Moons, the military leaders and tacticians who advised the Dawn Caste Solars on strategy. Finally, Lunars who were mischievous, if not outright larcenous, became Waning Moons, Lunar spies and assassins who slipped effortlessly into those places where even a Night Caste Solar could not easily penetrate.

Today however, these three Castes have been lost to the Wyld, and collapsed into a new, composite Caste known as the Changing Moon. But... perhaps you would prefer the original flavor of Caste for yourself? If you purchase this as a Changing Moon, you may choose one of the three lost Castes to take as yours instead. You shall be the first Waning, Half, or Waxing Moon to walk the face of Creation in more than a millenia. Or, if you are still Casteless, you shall simply find that you will shift through these three Castes in synchrony with the eternal phases of the moon, instead of taking on a Changing Moon state for most of the lunar month.

386. Sorcerous Anima [200]

The anima of the No Moons allows them to attune their Essence to that of the new moon, gaining an aura of shadowy penumbra that occludes them from attackers that cannot see through darkness, and amplifies the occult power of the Lunar as long as it is active. While it is active, they may reduce the cost of occult Charms and Spells they wish to use by the amount they put into their attunement of their penumbra. With this however, this benefit extends to all amplify all occult powers and sorcery you have access to with equal measure, including those of other realms. Moreover, you'll find that you may attune yourself to the new moon to a much greater extent than other No Moons, allowing you to put more into your anima and gain more from it. Should you have purchased this as a Casteless, you will of course still gain these benefits. But you will only be able to access them when you shift through the No Moon state on the three days of the new moon.

387. The Silver Pact [200]

The body In the First Age, the term "Silver Pact" was simply a collective term for all Lunars, in much the same way that "Solar Deliberative" described the collective body of Solars. In the modern era, people outside the Silver Pact, that is, the few outsiders who even know it exists, often think of it as some sort of ruling body over Lunar society. Such individuals are grossly misinformed. The Silver Pact consists of all Lunars who have received moonsilver tattoos and been affixed into a single caste. Even if a tattooed Lunar goes years without seeing another of their kind, any other tattooed Lunar who meets them knows they belong to the Pact and treats them with the respect their Exaltation deserves.

Lunar society is widespread and often disjointed, but Lunars are few in numbers, and so they eventually learn of each other, if only by reputation. With this, your reputation is such that tales of your exploits have spread throughout the membership of the Silver Pact, and there are even others within the Threshold who fear your name. Additionally, it is rare for a member of the Silver Pact member to lack a mentor, and an elder Lunar mentor is a powerful teacher indeed... Yours is more agreeable than most, either because there are remarkable sane for their years, or because they have simply decided to take you as their star protégé and invested

much time and effort into your training. Whatever the case, you may pick your mentor yourself.

When you leave Creation for other worlds, you'll find that whenever you join organizations and societies somewhat akin to the Silver Pact, you will quickly gain a similarly formidable reputation, and even attract another powerful mentor to teach you.

388. Shifting Tattoos/The Tell [100]

Shifting Tattoos [50]

The moonsilver tattoos that ward Lunars from the Wyld are usually immutable, only ever becoming temporarily fluid to accept the markings that denote blood-debts. They are a combination of occult sigils interwoven with tales of the Lunar's deeds that led to their adoption of a particular caste, and other information. However, you can allow them to take a fluid state at will, letting you change their shape into whatever you like... the occult sigils will always remain, though you are able to move them around, but you may still change the delicate swirls and cuts of claw-speak that make up the rest of your tattoos in any way you desire.

The Tell [50]

Whatever form a Lunar might take, their Essence stays the same. Just as all Lunars have a spirit shape, all Lunars also have a Tell. This Tell is a specific characteristic of the spirit shape that always manifests on the Lunar, no matter what form they wear. Similar to the spirit shape, the Tell usually reflects some special quality of the animal that the character displays.

Most of the time, the Tell goes unnoticed, as it radiates a powerful illusion to ignore it. For most purposes, the Tell is nearly inviolate. No mortal can see through the disguise at its best, and only the most clear-minded notice Tells even when faced with a Lunar in human true form. Gods and Exalted are of course somewhat more likely to notice the Tell. However, if the Lunar desires, he can consciously choose to make the Tell completely evident when in a true form.

With this, you are able to make your Tell evident in all your alternate forms whenever you wish to do so. More usefully, you shall find that all your allies and companions will always recognise you by this Tell, even if it is the first time they see it.

389. Moonsilver Tattoos [Free]

The moonsilver tattoos that most Lunars wear protect them from the effect of the Wyld taint... and from so much more. The tattoos protect Lunars from any influence that would change their shape other than their inherent abilities. They offer perfect protection from any and all effects that would alter your body, which includes many Shaping effects. The tattoos do not, however, offer blanket protection from all Shaping effects. Tattooed Lunars are still vulnerable to effects that targets their mind or soul.

As a further item of clarification, the tattoos are nondiscriminatory in their protection. They lock out all non-Lunar shape shifting influence, even beneficial magic cast by the Lunar on

himself. Only a Lunar's own Lunar Charms, Knacks and inherent shapeshifting may change the shape of a tattooed Lunar‟s body. Though post-jump you may selectively allow shapeshifting and alterations originating from yourself or others to alter your body at will.

390. Moon-Faced Mail [50]

Moon-faced mail is artifact armor that changes shape with a Lunar to conform to the Lunar's own shapeshifting, just as armor made entirely from Moonsilver does. With these, a Lunar may gain the benefits of their armor in all their forms. Any manner of mundane armor can be made into moon-faced mail, making it a desirable alternative to the rarer moonsilver armors. For a mere 50 cp, you may gain a set of mundane armor with these moon-faced shapeshifting properties. You may freely choose to take anything from a chain shirt all the way up to super-heavy plate armor.

This can be bought multiple times.

391. Stabilized Moonsilver/Wedding Bands of Sun of Moon [100]

Stabilized Moonsilver [50]

Deposits of Moonsilver form only in the Wyld. Beams of moonlight unpredictably illuminate a region of the Bordermarches or Middlemarches, boiling off the Wyld and distilling its Essence into the fluid, watery-looking moonsilver. However, raw moonsilver is unstable. An artisan needs special techniques to work it. Through coaxing songs and careful taps and strokes with crystal hammers and probes, the artisan quiets the Wyldness remaining in the raw moonsilver so it becomes a stable metal. Pacify it too much and it freezes into silver; hit it too hard, and it shatters into drops of quicksilver.

This does mean that in other worlds, you might have some difficulty finding any quantities of Moonsilver to use. Therefore, you may purchase a supply of moonsilver here. Gaining five Talents of pure, stabilized Moonsilver for you to use, enough for the creation of most any kind of artifact, as well as notes detailing the thaumaturgical procedure that may be used to create Moonsilver yourself. In the future, you will gain another five Talents of this mutable metal every year, ensuring that you will never permanently run out.

Wedding Bands of Sun and Moon [50]

Before the Usurpation, Lunar and Solar Exalted frequently married. In those cases where the marriage was a matter of love, the couple would often have a pair of rings made to more tightly bind them together, one of orichalcum and one of moonsilver. With these rings, the couple would remain aware of each other across any distance and know if the other was in danger or suffering. When worn, both wearers feel the other's emotional state, which is why these rings were worn only by those truly in love.

These rings work only for Solar and Lunar Exalted partners who engage in a marriage ceremony. In this ceremony, each willingly allows the other to place the band on his or her finger and commits a mote of Essence to the pledge which cannot be regained until the

spouse's death. It is said that Luna and the Unconquered Sun watch over these vows and punish those who break them. The orichalcum ring is worn by the Lunar partner and allows them to track their spouse through any terrain, the Lunar instinctively knowing how to find her partner. The moonsilver ring is worn by the Solar partner, and it grants the wearer protection somewhat comparable to a chain shirt as long as they wear the ring.

392. Behemothskin Coat [200]

Here we have a very thick, layered coat that stretch below the thighs, but split in the back to keep from being tangled around the legs. Instead of being wrought of merely mundane leather, the coat is composed of the worked hide of a great behemoth that once terrorized the Threshold, the Ur-Dragon from which Tyrant Lizards and River Dragons alike descend.

Stitched with moonsilver thread, it may project an illusion of any kind of mundane coat or jacket appropriate for the situation if you would prefer. More importantly, it provides both protection from harm and keeps the wearer warm and comfortable in even the worst conditions, allowing one to casually walk through a scorching desert, a howling blizzard, or a crackling bonfire.

393. Seed of the Immaculate Blood [300]

Many amongst the Lunars feel an intimate connection to the natural world that is Gaia's bounty, regarding the natural state of Creation with just as much reverence as they do Luna herself. While few now have the patience to tend to a garden, they know there are many plants and herbs that could provide aid to those who need it. Accordingly, you have been granted a single scarlet seed. This seed may, if sown and carefully tended, grow into a pale fern that produces a dozen seeds twice a year, in spring and in autumn. These seeds are dull green and sterile, but may be compounded to create an ointment that quickly allows one to recover from terrible wounds once it is applied. Once a century, this ageless fern gives a single scarlet seed, which may be replanted to grow another fern with the same properties.

Though if you are unwilling to wait for so long, you shall be pleased to hear you will be granted one additional seed every year. These scarlet seeds have another use though, for a seed may also be dried and ground up with the seeds of twenty-five other types of tree or plant; this process produces a small ball of dark thick sap, which smells of fresh woodlands. If this ball of sap is planted in fresh earth, a mature forest composed of all the plants that had their seeds mingled together springs up instantly for a half-mile around the spot. This rapid growth may topple buildings, throw aside people or animals, and causes elementals of Wood to flock to the newborn forest, drawn by the natural power of their element.

394. Dreamstones [100]

Constructed of sturdy mahogany, this small wooden chest has been engraved with a stylized engraving of the moon. When opened, it reveals a collection of twenty-eight gemstones cushioned by the velvet interior of the case. Each of these thumb-sized, greenish opals has been carefully cut and polished to perfection, and will record the dreams of anyone who dreams while touching the stone.

Each of them can record a full night's dreams, and any waking person who touches one these stones to their forehead for a minute will dream these recorded dreams the next time they fall asleep, as if they were their own. If the holder instead sits quietly while touching the stone, they experience the dream as a vivid daydream. Dreams can be replayed any number of times, but existing dreams must be erased before these stone can record more dreams with a special meditation that is quite easy to learn. Harder to learn perhaps, is the ability to have dreams worth recording, which can take a lifetime. Take care with these though, for some people become addicted to dreamstones, as the lure of escaping into wonderful dreams can be strong.

395. Moonsilver Throne [200]

This magnificent throne has been constructed in homage to the throne of the Argent Madonna herself, which stand in her throne room on the surface of the Silver Chair of Night. There she holds court, observes the stars, and watches the borders of the world and the movements of the Beyond. While you might not be able to perceive most of existence from your own throne as Luna innately does, you may still observe your own domain when seated thusly.

For when you rest upon this grand throne, you may displace your senses to any location within your own territory, or any other location you have claimed metaphysical ownership over. And if you should prefer a less ostentatious design than the standard throne, then you shall be elate to hear that this royal chair allows you to change its appearance to whatever your whims desire at any point, as long as it is still recognizably a throne. Furthermore, the throne itself will always seat you comfortably, no matter what shape or size you take.

396. Catklave [200]

Moving through the eastern and north-eastern Middlemarches of the Wyld, the Cat Forest is an unusually mobile location even for the Wyld. In Cat Forest, cats run free everywhere, constantly underfoot. The forest floor is covered not in needles but in fur. Instead of loam, visitors smell the animal dander and other odors one might expect of a place overrun with cats. Cats are also overfoot, because the forest's trees are also cats (causing the forest's mobility).

An old woman, who calls herself the Magnificent Suzerainess of the Celebrated Wood, walks wherever the forest walks. When she tires, she calls to the animals that scamper about her feet, and they converge and cling to each other until they form a horse in the same way that other cats make trees, and she rides. The Suzerainess is one of the Lost Gods of Creation, and now cares for the the forest. When a visitor to Cat Forest truly impresses the Suzerainess as a person of great virtue, as judged from her unique perspective, she may bestow upon that person a gift.

With this purchase, you may count yourself amongst these illustrious few, for the Magnificent Suzerainess has bestowed upon you a mighty artifact, namely a Daiklave composed entirely of cats, yet still as deadly as any other artifact blade. She has bestowed something comparable to this only once before. Though your gift is even greater than the blade of the one who came before you, for your Catklave maybe break apart as you wish, allowing the central cat amongst the group to serve you as a Familiar.

397. Celestial Rabbit [300]

This large, intricate jade statue takes the form of a rabbit standing almost six feet tall, much like a larger variant of the statues flanking Luna's throne on the surface of the Silver Chair. This particular one has an extra feature unique to it however, as it is capable of dispensing Celestial Wine. Every day, the equivalent of a full bottle of this precious liquid may be poured into any bottle or cup that is set onto its paws, or into your mouth if you wish to drink directly from the tap for some reason.

Aside being a wine that tastes, well, heavenly... It is usually reserved for the Incarnae and the highest gods of Yu-Shan, only appearing rarely in Creation. When it does, it is always both stolen and exorbitantly priced. Celestial Wine has powerful curative effects on anyone fortunate enough to imbibe it. Simply drinking a glass will either heal a portion of the drinker's wounds scaling with the strength of their essence, or cure any poison or disease they suffer from. While drinking three glasses or the equivalent of a full bottle will return the drinker to full health and make them immune to all poisons and to all disease weaker than the Great Contagion for a year and a day afterward.

398. Cloak of Night [400]

No, not the Cloak of Night. Luna still needs that. But just as she gathers darkness about her like a cloak, this large and billowing cloak appears much like it. When worn, it trails from the wearer’s shoulders, a cloak of pure night in which swim billions of stars. More than simply a window into starry night, the fabric is smooth as silk and stronger than steel, and under the shadow of this robe the wearer’s features become hard to make out. Inside the hood ribbons of Wyld crawl across the wearer’s skin as they shift through millions of faces to appear as whomever they wish. The cloak itself never seems to soil, tarnish, tear, or catch on anything.

It will always appear to be the correct size for the wearer, and moves according to the owner’s will, billowing in non-existent winds or flowing across the ground towards them. Lastly, the cloak’s wearer can wrap the cloak around themselves and disappear in a burst of darkness, reappearing anyplace they can clearly see.

399. Ring of Being [400]

Originally forged in the secret manse at the heart of the Imperial Mountain, each ring of being is made only of a single magical material, purified a dozen times over. In the case of this example, it is forged of Moonsilver purged of any and all contamination. This complete purity, commingled with the Essence of their unique forge, affirms and protects its wearer’s identity and nature. Only things of Creation proper can affect the character, such that the dead, Fair Folk, demons, gods, and the Wyld cannot even begin to target the character with their magic. They may use physical attack and social arguments, but everything else does not touch her. Elementals, however, are of Creation, and a weapon empowered as an artifact or by Charms still counts as physical force. Similarly, mundane attacks from these beings could still strike the wielder down, though it is not very likely for most you will meet.

This purity comes at a small price though, for a ring of being functions only for an Exalt natural to the magical material and no others, and so in this case, it will function only for Lunars.

400. Moonsilver Breastplate [100]

Covering the chest and back, this artifact breastplate provides excellent protection for your vital as well as a comfortable fit. While a breastplate such as this is considered light protection by the standards of artifacts, it is still far more protective to its mundane counterpart. In addition, the moonsilver of its construction shifts its shape to move with the wearer, accommodating their every need. Even if the wearer shapeshifts or otherwise changes their form, the armor will shift with them to conform to their body.

If you also have the Moonsilver Tattoos, you may choose to instead gain this artifact as a Tattoo Artifact incorporated into your tattoos. In that case, endlessly repeating whorls of moonsilver covering your chest, abdomen, shoulders and back grants the same benefits as the breastplate would have given. A tattoo artifact has the advantage that other armor can still be worn over it to full effect, and that no one can steal it from you. Short of death, very few forces could possibly deprive a Lunar of use of her tattoo artifacts. On the other hand, you must permanently attune to the artifact, and unlike the rest of a Lunar's moonsilver tattoos, a tattoo artifact is not hidden simply by taking a different shape.

401. Flying Silver Dream [200]

This broad-bladed Daiklave is a formidable artifact in its own right, an ancient weapon of shining moonsilver ready for any wielder to pick up. But its true strength lies in the fact that it may fly from the owner's hands at a simple command, entering into battle on its own. Thereafter, the user may choose to use it for offense or defense. In defensive posture, Flying Silver Dream circles its master and parries all attacks against her as best as it can. Used for offense, the weapon attacks at its owner's direction with equal skill and strength to its owner, and even charms and other supernatural powers may be used through it as if the owner were holding it in hand. It will continue to fight on the owner's behalf until commanded otherwise, or until knocked out of the air by attacks upon it.

402. Girdle of the Chthonic Baara [200]

It is said that during the early days of the Primordial War the Argent Madonna personally handed down this unique wonder to the Lunar Exalt known as the Black Manticore. Although it is made of flowing, flexible moonsilver and set with cloud diamonds from the Elemental Pole of Air and fire opals from deep beneath Creation"s surface, the girdle still manages to project an innocuous appearance. Most mortals fail outright to notice it.

Supernatural obfuscation is not the girdle's primary purpose or power, however. Whether infused with a measure of primal Wyld energy or the power of the Chthonic Baara that is of Luna and Luna alone, the Lunar who wears the belt gains a more impressive benefit when they would assume their war form. When doing so, the Lunar may change their war form's appearance and mutations to any they desire, still within the normal limits of possibility for a war form, but without being forced to take their spirit shape into account at all. For example, a

Lunar with the spirit shape of a great cat could easily assume a war form sporting wings and tentacles. Yet if they cease to wear the girdle, their war form reverts to its normal state.

403. Islebreaker [300]

Twin to the personal weapon of the ancient Lunar known as Leviathan, forged for him before the fall of the First Age. This moonsilver trident is a potent artifact, capable of crushing the hulls of even artifact ships with the force of a tsunami. Nevertheless, Leviathan's own great trident is of little use to almost all other Exalted, as it currently rests within the sunken city of Luthe, and is enchanted to require truly monumental strength for anyone but Leviathan and the reincarnation of his Solar Mate to lift it. However, this version has been enchanted to be usable only by you and one other person chosen when you purchase this, or your Solar Mate by default. Already an excellent weapon when wielded normally, Islebreaker may deliver particularly devastating blows to objects when charged with essence.

404. Bow of the Beloved [400]

Created in homage to the being and aspect of Luna known as Beloved Cattalesta, the Arrow Sentinel, this large powerbow has been lovingly crafted of ivory and moonsilver. Blessed by Luna herself, as well as Granalkin, the Archer of the Silver Pass, it is a formidable weapon and tool for protecting those close to the wielder. As all powerbows, it is linked to the essence of the archer, and its construction is such that it yields to those who are weak and stiffen when their wielder is mighty to no true limit.

Arrows fired from this bow shines with the argent light of the setting sun, transforming into bolts of pure Essence that defy attempts at evasion. When used for the express purpose of defending another the bow gains another ability, forming arrows of argent light without the wielder having to nock an arrow themselves, even as these shining arrows strike immaterial targets as easily as the material foes, and inflict grievous wounds upon those who would harm those under the wielder's protection.

Similarly, when wielded against another marksman, each projectile of the wielder's enemies may be shot out of the air before it lands, shielding both the archer and their allies with ease, from entire volleys of arrows or even the shots of artillery. Further, no range is too far for the bow's arrows to fly to, as long as it is within the archer's sight. Yet even being beyond the sight of the archer is no guarantee of safety, for when shot into the sky at the moon, their arrows may strike at any location as long as it is illuminated by moonlight.

405. Celestial Battle Armor [400]

This suit of magitech power armor was specifically designed to aid and protect the mighty Celestial Exalted in battle. Each suit of celestial armor is a specific creation designed to aid a particular Celestial Exalt, in this case, it's moonsilver construction has been created specifically to aid you in battle.

Filters built into the helmet will protect you from poison or disease, while an internal tank provides an hour's supply of air, and the armor itself increase your strength and doubles the rate at which you run. The visor includes Essence lenses that will allow you to see in the dark or detect spirits and geomantic Essence flows. The adaptive camouflage system allows you to change the armor's colors and imagery on a whim, while superior camouflage is provided by an illusionary system and the armor's ability to morph into a wide variety of shapes, allowing the wearer to disguise themselves as any humanoid being of the same approximate size, including gods, Dragon Kings or undead.

Of course, the armor includes more features beyond those common to many of these advanced battle suits. While wearing this armor, you will be provided with enhanced healing that synergizes with the supernatural resilience of the war form, as the energies of this armor are focused on repairing the wearer’s flesh. Further, many Lunar Exalts who are dedicated warriors learn to produce horrific weapons from their own bodies. In recognition of the fact that these terrible claws and teeth can be more deadly than all but the finest daiklaves, this armor is specifically designed to enhance such natural weapons, producing additional blades designed to enhance the wearer’s deadly claws and teeth.

406. Collar of Moon’s Cleansing Light [100]

This artifact comes in a variety of forms for you to choose from, studded bands, chokers, torques, collars, delicate necklaces, or any other kind of neck adornment would be appropriate. Worn most often simply to show off in addition to its useful properties, the purpose of this moonsilver collar is to keep its wearer clean in every respect. They could spend weeks living beneath a rubbish heap and emerge at the end as though they had just spent hours preparing for a grand ball. Attuning to the collar extends its powers beyond the wearer’s clothing and looks to their physical bodies, providing cleansing protection against disease and poison.

If you also have the Moonsilver Tattoos, you may choose to instead gain this artifact as a Tattoo Artifact incorporated into your tattoos. In that case, a circular band of decorative moonsilver designs covering your neck grants the same benefits as the collar would have given. A tattoo artifact has the advantage that no one can steal it from you. Short of death, very few forces could possibly deprive a Lunar of use of her tattoo artifacts. On the other hand, you must permanently attune to the artifact, and unlike the rest of a Lunar’s moonsilver tattoos, a tattoo artifact is not hidden simply by taking a different shape.

407. Infinite Resplendence Amulet [200]

Consisting of moonsilver and orichalcum lattices embedded in synthetic adamant matrices, this bauble the size of a thumbnail was one of the most popular artifact garments in use in the latter years of the First Age. The amulet can generate any form of outfit the wearer can imagine, however grand or humble. Changing the setting requires only contact and a moment of focus, while repairing or cleaning a worn outfit is just as easy creating a new one.

However, these created clothes have no reality beyond being an extension of the amulet, so they dissolve or flow back into the artifact if they are removed for any reason. Its composition

of magical materials means that its clothes gain some extra benefits too. Through the moonsilver used, extruded outfits are grown from liquid metal tendrils, providing protection, as durable as mundane chain hauberk and much lighter, as well as camouflage on demand. Meanwhile, the orichalcum used in this amulet allows the creation of clothes as constructs of solidified light, giving them a palette of colors and textures worthy of a god-king's glory. This is as impressive as it is obvious, though the wearer may hide this glory to make humbler attire if their pride permits.

408. Belt of the Wolves [200]

From a distance, this elegant girdle seems to be studded with pearls. However, on closer inspection, each "pearl" is revealed to be a miniature canine skull, perfect in every detail. Hair-thin wires of moonsilver connect the jaws to the skulls proper, and threads over moonsilver are laced over the ivory domes of the skulls and through the bone in an intricate web. Two miniature star rubies are set in the eye sockets of every skull, seeming to glint as if something behind them was watching at times.

Once attuned, the girdle fits the wearer perfectly, whatever their age, size, or even species. The belt is made from ivory laced together with fibres of moonsilver and clasped with soulsteel, but the skulls which ornament it are dry bone polished to a nacreous sheen. Upon uttering a word of command, a cloud of pale silver will be exhaled from between the jagged teeth of the skulls, and a group of five wolf spirits emerge, each with a shadowy moon brand on its forehead. This pack of mighty spirit wolves will faithfully serve their summoner, until they are either defeated by an enemy or commanded to return to the belt. Should one amongst their number be slain, they can be summoned again after the next full moon.

409. Shifting Silver Switchklave [300]

The Chosen of the Moon are the most adaptable of Exalts, and so they also require the most adaptable of weapons. This seemingly simple silver switchblade epitomizes this, as it can easily change itself into any kind of weapon its wielder requires. With but a thought it can shift from its standard switchblade shape into any artifact or mundane weapon you require, from throwing needles and daggers, to a bows, hammers, and even massive grand daiklaves fit for the use of Warstriders. Only the specific magical functions of unique artifacts are still out of its reach, and it can retain its new shape for as long as the wielder wishes.

Even if it is kept in its default shape, this knife would be extremely easy to conceal. When one presses a hidden catch, the blade folds into the hilt, leaving an unusually carved curio pierced to be worn as a large pendant or a charm to hang from a belt. With another touch, this curio can be instantly converted back into a knife.

410. Falcastra of the Beyond [400]

This gigantic, reverse-bladed scythe looks much like the one supposedly carried by the being known as Zatesh of Doorways. Fitting to his nature, the Falcastra inspire ominous feelings and fear into those who look upon it, and a mere swipe of the blade can rent space itself apart. Using these temporary rifts torn in the fabric of the world, the wielder may step into the

unreality of the Beyond as they please, or even step between Creation and the Underworld, or other realms that coexist with the one you tread, with casual ease.

Aside from the ability to travel to other realms, this can be used to cut short movements by travelling small distances through the Beyond. It may even be used in battle, for this is the blade that pulls and cuts the Wyld, and nothing that is fantasy can resist it. Still, while most effective on beings of the Wyld and other such chaotic or unreal entities... it may pull also along any of your foes into another realm it can reach, with the merest touch of the blade upon their body. Thus you may leave your enemies to rage for eternity, in the place for things cast out and the conceptual Without, such that they never existed.

411. Animal-Commanding Mask [400]

Much like the masks borne by the Masked Commanders of the Animals of An-Teng, this ornate mask is wrought of bronze and adorned with moonsilver, enamel and jewels. It depicts the visage of one species of animal of your choice, or simply your Spirit Form if you do not wish to decide on anything else. Your animal of choice need not be the same as the animals known and respected by the folk of An-Teng, who possess masks of the tiger, the elephant, the ape, and several others.

The wearer of this mask can summon and command all animals of the mask's type within 100 miles of his location. The animals regard the Masked Commander as they would a greater animal spirit, readily obeying any command that is not actively suicidal. This power enables the Masked Commanders to assemble entire armies of animals, though they can find subtler uses as well. For instance, a horde of monkeys could befoul an army's provisions and baggage. However, these mask's power of command does not affect animal spirits (much less the animal avatars).

Unlike the original Tengese masks, this version does not allow the wearer to transform into the type of animal their mask depicts once per day. Instead, the mask is able to fade out of existence whenever the lunar shifts into a form it cannot fit. When this happens, the moonsilver of its construction merges with the new form's skin to provide all of the same benefits the mask usually does.

412. Hearthstone Bracers [100]

These moonsilver, almost-liquid bracers provide powerful protective benefits to the Exalts who wears them. They come as a pair, one of which has a setting for a single hearthstone, and the other which is imbued with magical power. They must be worn and attuned as a pair, refusing to work otherwise. When so worn, they provide a great enhancement to any attempt the wearer makes to dodge, and provides the Lunar wearer some of the bracers own protean nature, allowing their body to adapt and flow around attacks.

If you also have the Moonsilver Tattoos, you may choose to instead gain this artifact as a Tattoo Artifact incorporated into your tattoos. In that case, cylindrical designs around your forearms and wrists grant the same benefits as the bracers would have given, and still allows one to socket a hearthstone in one of them. When set, a heartstone is encompassed about the edges by the mixture of moonsilver and flesh that makes up the tattoo. A tattoo artifact has the

advantage that no one can steal it from you. Short of death, very few forces could possibly deprive a Lunar of use of her tattoo artifacts. On the other hand, you must permanently attune to the artifact, and unlike the rest of a Lunar's moonsilver tattoos, a tattoo artifact is not hidden simply by taking a different shape.

413. Malfean Lacquer [200]

This moonsilver container, is filled with a brew like oil of liquid brass. When someone dips their claws or other natural weapons in this before battle, the oil hardens into solid brass for a time. When so coated, the users claws do terrible damage to all Exalted, priests, gods and elementals. It also poisons such targets, with effects nearly identical to those of arrow frog venom. Originally invented in the course of researching demonic Essence, this oil has the additional use that a mortal tattooed with it becomes Demon-Blooded (assuming they survive the toxic effects). This container will be refilled with more of this brew every lunar month, always leaving you with enough oil for ten uses.

However, as long as it is used to coat the users claws, the wielder cannot call upon the passions of their virtues. Worse, the user is not actually immune the oil's poison, if they fall under the categories of beings affected by it. As such, it is recommended to wear the accompanying talisman when the Lacquer is used, as it makes the wearer immune to all demonic poisons. The chain of the talisman is moonsilver, and it cannot be removed by anyone besides the wearer.

414. Silver Needles of Intricate Design [200]

This set of moonsilver needles is special in a very particular way, as it literally cannot do otherwise than perform good tattoo procedures. If you attempted to stab someone's chest with one of these needles, it would twist and shape itself such that you've just marked a simple design on their skin. Each a perfect instrument to tattoo the body, these needles provide a potent tool for the use of body decorations. Making even the most elegant and complex patterns and designs easy to apply for the one who uses these, as they innately correct even the slightest mistake their user makes. Moreover, their use will never cause infection or injury, and the surface of the tattoo will seal over nearly instantly after it is applied.

Along with the needles themselves, you will also receive a supply of many different mundane inks of exceptional quality. Though of course the needles can also be used with various other inks you might be able to acquire. They can handle anything, from the mundane ones to sorcerous inks to tattoo occult sigils, to chalcanth used to create living demon-ink tattoos, to stranger substances still, and even the moonsilver ink used to create the Moonsilver Tattoos and various tattoo artifacts. That last one in particular resonates with the Silver Needles, for when they are used with moonsilver ink, they may cause the Moonsilver Tattoos to become temporarily fluid and accept new tattoo artifacts to be inscribed upon the skin of their wearer.

415. Books of Hunting and Blood [300]

A set of two elegant leather-bound books. Each is inlaid with a moonsilver title on its cover, written in Claw-Speak, and must be attuned by a Lunar. Other beings will get no benefit from them, as they depend on the Lunar's innate abilities to function.

The first half of this pair is titled the Book of Hunting, and if attuned by a Lunar, its blank pages will be filled in with information on and an illustration of every single species that would be a valid target for its owner's Sacred Hunt. It will never include unique beings, merely general species and classes of beings, but otherwise its information is remarkably complete and accurate. It also appears to be much more extensively than the small size of the book would suggest, as there always seems to be another page for the next creature.

For Lunars who have refined their ability to take the shapes of others, the random order of the book may be a little disorganized... but by considering a specific species or criteria while opening the book, the reader will find that the page before them details something fitting to their request.

The second half of this literary pair is called the Book of Blood, and might initially remain almost empty as a young Lunar attunes it. Only a single page will be filled in, detailing the owner's Spirit Shape. However, for every Sacred Hunt the owner performs, another page will be filled in, detailing the new form they acquired. The information here will be more detailed than in its sister book, but also more specific to the form, the illustration with it clearly representing the exact shape taken by their owner. Of course, should a more experienced Moonchild attune it, then it shall already fill in with every form they have attained before. It could even record alternate forms gained through other means, if you wish.

416. Tiara of the Dark Star [400]

Similar to the tri-horned tiara worn by Abraxus, Premises of the Dark Star, this head adornment echoes the potential this being once held. The promise of becoming an incredibly powerful sorcerous entity, a dark star flying compliment to the sun, ominous and set all polar to the Unconquered Sun, but neither as original as Luna nor as complex.

One who wears this tiara appears to be cast in an ominous light more often than not, shadows shifting and light bending just enough to grant a sense of foreboding to their visage, which is especially pronounced under the night's sky. And just as the original kept Abraxus' supernal mind from rioting out of control and destroying her with its magic, so too does this tiara, forged in its likeness, protect the wearer from madness and the effects of their own magic upon their mind. No internal corruption may affect a Lunar who wears this upon their brow, nor may outside forces shatter the wearer's mind, short of magic designed to do so. Sadly, the Lunar's inherent moon-madness and the madness of the Chimerae appears to be the exception to this formidable protection. One who wears this remains vulnerable to the occasional bout of bestial madness under the moonlight or having their mind twisted into one of the deranged Chimerae, yet may stare into Pure Chaos without ill effect.

More noticeable perhaps is the second great power possessed by this artifact, which has earned the Tiara a dark reputation amongst those who have heard of it. For any Celestial Exalt who attunes to this artifact gains the ability to summon Ghosts and Hekatonkhires, without ever actually learning those dread necromantic spells, while Dragon-Blooded, Dragon Kings, and mortals would simply be able to summon Ghosts.

417. Death at the Root [400]

Death at the Root is a moonsilver grand grimcleaver, created as a planned byproduct of a Lunar's ritual suicide after the Usurpation. The great axe can fatally sever flows of Essence as well as blood. Its wielder may use it to target the Essence in a manse, demesne or persistent spell. If their strike hits and manages to sever the flows of Essence, all current attunements to the manse or demesne are severed,or the demesne's power is permanently reduced, or the spell shatters as if struck with countermagic of an equal circle, though the axe cannot affect Solar Circle spells or magic of similar potency. Over week-long dramatic actions, the weapon can redirect dragon lines and shape the geomantic landscape, as if performing a year's worth of geomantic engineering. A single strike, directed at a demesne's geomantic stress-point, can trigger Essence buildup with the usual explosive results.

Striking a person damages them as normal for a gigantic axe of entirely made out of moonsilver... But also allows the wielder to immediately attempt to sever the essence flows of all magic affecting their victim, forcing Charms or other magical effects currently acting upon the target to end immediately. Though this will get harder for effects that require greater Essence to access however, or for powerful foes whose effects do not require a minimal essence, Death at the Root guarantees its wielder vast control over the magical landscape in their life.

418. The Silver Seat [400]

Build in a style emulating the Silver Chair of Night itself, this Manse resembles the moon in miniature. Outwardly it to be nothing more than a large, desolate silver sphere pockmarked with small craters and furrowed with canyons. It is kept afloat by the buoyant essence of the demesne it rest upon, though with the controls hidden at the very center of the Manse, it may be lowered or raised as high as a thousand yards or even commanded to rotate at whatever speeds the owner would prefer. While it cannot move from the demesne it is built upon, this demesne itself slowly travels, leaving this manse to float through the air in a smooth and reliable pattern. Boarding the manse is only facilitated by a simple rope ladder, in honor of the most recurring legend regarding boarding the moon. This ladder extends down from the Manse, drifting serenely just feet above the landscape. Grasping the ladder, one is instantly pulled into the air, and for those who hang on, the ladder leads to the Manse above.

But when one steps into the tunnels leading to the interior of the Manse, it becomes clear that the resemblance to the moon is not just on a surface level. Much like the Sublunarian Deep that comprises the interior of the Silver Chair, the tunnels here shift and move as one gets closer to the center, and the tunnel walls, ceilings and floors are covered in tile murals that depict shifting scenes from the Unimaginable Without of Oramus. These tunnels sometimes open up on alien vistas or tombs of things that were ancient when the gods were born, or on places where the Wyld or the raw Essence of the Manse has cracked the surface and bled into the air. In such places, the very dreams of the Manse's owner are real manifestations. Sometimes these open upon the sanctums of fragments of your psyche, only for them to vanish into deserted caverns upon a second visit. But mostly the dreams and nightmares of the Manse's owner conspire to create any number of horrors to wander these halls, only kept in

check by a small handful of Truculee bound to maintain the Manse and prevent these nightmare creatures from running rampant.

419. The Lost City [400]

Once upon a time, there was a beautiful and awe-inspiring city, though small by the standards of the First Age, that was the personal domain of a Lunar of old. Then an Age ended, and much was lost. Today, this once-magnificent city has fallen into disrepair, deserted and lost deep in the wilderness of the threshold. Humans have not lived here in centuries, and even these mighty works of architecture show their age clearly, some already having collapsed entirely. Nature has reclaimed much of the city, green overgrowth covering the buildings and the roads, while various animals nest and live within as they do in any forest.

Yet it is not entirely abandoned. A small army of brass, clockwork automata still dutifully patrols the city day and night, upholding the law and order of their creator's rule even now, guarding the city from invasion until their master's return. Along with them, sleek servitors of now-tarnished silver clockwork clean the streets and maintain the city gardens in pristine condition, while the city around them crumbles. Aside from powering these, the central manse also maintains several other magical conveniences, though no one benefits from from them now. The manse pumps and purifies the city's water supply, supplies the grandiose fountains in the center of the city's plazas, and feeds essence into special fluorescing crystals set on pillars along major streets, to provide street lighting that yet illuminates the streets every night.

At the center of all this ruined splendor, one can find a palace of white jade and moonsilver, the more durable Manse that powered the city still standing tall and nearly untouched, except for the overgrowth of plants that have flourished in the centuries of abandonment. Still, from within this palace a new owner could command the brass legionnaires that guard the city, or draw power away from the city, such that all these magical conveniences are revoked... allowing the palace to transform itself into an armored fortress with indestructible walls and ancient artillery. For now, the palace waits for its luxurious furnishings and decadent living quarters to be reclaimed by a new owner and their guests.

420. A Whisper Upon The Wind [400]

Greetings. I am Phrye, the Third Eye Pyramid. I exist outside time, a rumor waiting at the end of eternity. It was uncountable aeons ago, in the distant future, when the being that would become Luna arrived at my heart in the form of a wolf. We spoke for many hours, before she slew me on that day so long ago, and took my power as her own. Today, I yet wait for her arrival, and offer my services to you. While I cannot slay those that truly exist, for I do not, I have much wisdom to bestow upon you and can offer the use of the Pyramid that is my body to you. My voice may now reach you through signs and disembodied voice, and I could advise you with supernally wise counsel on a great many matters, if only you would agree to this deal and carry my hearthstone.

Guided by my voice, you may walk along hidden paths to find me, travelling by my will through the Beyond, to a place of desolate sands at the end of eternity. There I shall remain

forever and but for a heartbeat, a living monument obscured by the swirling sands. You may take your respite with me here, if you wish.

421. Mirror-Moon Billabong [400]

This peculiar manse appears mainly as a small, crescent-shaped lake of silvery, clean water. The sky always appears to be night when one enters the manse, and even though the moon is always reflected in the lake's waters and watching from the sky, its light does not affect any Lunar resting within. Further, a small pagoda has been built within the crescent of the serene lake, surrounded by an unusual garden; no plants are found here, but instead many freestanding menhir and smaller towers of stones balanced onto each other.

While the calm waters of the Billabong are perfect and relaxing to swim in, that is not its true purpose; by peering into the reflection on the lake's surface, its owner can be shown any beings of unusual essence, like the fair folk, demons, gods, or exalted, or objects of power which approach within about one and half miles, as well as divine their nature. While those who can hide from Luna's sight may escape the billabong's notice, the water's reflection remembers who has visited its territory and may also show any being or object that has visited the Manse before. Furthermore, the reflections of the lake can show an inquisitive observer much more than that, as a wealth of information and knowledge lies just below the surface, allowing a student willing to learn access to lessons of unparalleled completeness. The manse's waters tell chiefly of occult matters and the flow of essence, as well as history and the world, medicine and the essence within a body, as well as the use of geomancy and sorcery.

But more than that, the waters channel the manse's Essence into sorcerous power both. Any spells cast within the manse's walls requires far less motes of essence, and the caster's Essence is enhanced beyond their normal limits for these spells. It is said that sometimes, a Lunar sorcerer can look upon the waters and see instead a reflection of a dark star, the moon eclipsed by something set all polar to the Sun. Then, one may draw both sorcerous and necromantic power from the manse....

422. Forest of Endless Prey [400]

Neither demesne nor manse, these dark woods are nonetheless of an impressive magical nature. It reflects the tracts of forest around Luna's private palace in Yu-Shan, where none but Luna's guests and lovers may enter. By day, the forest appears simply as a hunting ground large enough that one could get lost within. Most of the forest is filled with abundant flora and ancient trees, though curiously little wildlife is found amongst the trees, and a single large clearing is found in the center of the forest, where you might be able to build a sizeable hunting lodge.

When the light of the Silver Chair shines down on the Forest of Endless Prey, however, it's magical nature is revealed. A thousand shimmering animals will spring to life, pale simulacra that behave exactly as the animals they represent once did. At this time, you and any guest you bring with you into the forest will be able to hunt these illusory beasts as you wish, for they are all reformed the next time the moon's visage rises in the sky. Although the beasts that

appear in the light of the moon are mere figments, the Forest gives them substance. If they flee beyond its borders, they shimmer out of existence. But while they cavort within the forest's limits, they are real, if having the appearance of a phantasm. Bites from a behemoth within the forest can tear a hunter in half, poison from a serpent can kill so long as it does so before the moon leaves the sky, and the flesh of such beasts spills heart's blood as does any other creature.

If one of your fellow Chosen of the Moon would be allowed to enter these woods at the right time, they could gain the heart's blood and take the shape of creatures that have not been seen on the face of Creation in millennia. And in time, you may find that beasts and animals from other worlds you have visited are sometimes also present here, amongst the beasts of Creation.

423. Solar Bondmate [300]

While creating the Exaltations of her Chosen, Luna agreed to the Sun's demands and instilled an innate bond within each Lunar, tying that Exalt's Essence to that of a single Solar. Thus, each of the 300 Moonchildren was mystically associated and mated with one of the 300 Solars as surely as day is paired with night. Yet whether by design, happenstance or personal interaction, different Lunars formed bonds with Solars with varied degrees of strength.

For long centuries since the beginning of the Lunars' exile, these mystical connections have laid dormant, but as the Solars return to Creation, the Children of the Moon find they cannot ignore their ancient bonds any longer. Still, the exact nature of the bond between the Lunar and Solar depends on the specific personalities in question. While some would become lovers, others will simply become close friends, vying rivals, or even sworn enemies. Love them or hate them, however, the Lunar still cannot help but feel some connection to them. But while the bearers of these paired Exaltations would inevitably be drawn together, Creation is vast and a Lunar might go for centuries without having any encounters with someone bearing the Exaltation of her long-dead mate. Yet your time here is limited, so you may purchase this option and be guaranteed to meet them, even gaining the option to take them along when you leave this realm. Of course, you may bring in someone who already travelled with you to fill this role, granting them the gift of Solar Exaltation... or something much darker, for it seems that some Lunars find themselves drawn to the terrible deathknights known as the Abyssal Exalts, dark mirrors of the Solars who possess the might of death and Oblivion, or even the mysterious and further warped Exalts that might soon become known as the Infernals and Princes of the Green Sun, empowered by the forces of Hell and wielding the might of the Yozi as their own.

No matter whom your bond draws you towards though, you have gained one last benefit, as you may choose the strength of your Bond yourself. From the base ties to them assured by the bond, to an intimate connection to your Solar partner that knows no bounds, an epic devotion you could tap into for unexpected strength when defending your companion. Nothing can change this without your consent. You may purchase this option only once, for each Lunar is mated to only one Solar Exaltation. But if they wish, any members of your Pack may spend

their own points to gain the company of their own Solar Mates, with all the benefits mentioned above.

424. Barbarian Tribe [200]

Many of the Moonchildren eventually decide to set up some kind of society of their own, often using tribes of humans and beastmen on the fringes of the wyld for this. Some Lunar patrons rule these openly as god-kings, while others use more discreet means of control. With this, you may join the ranks of those Lunars, gaining a small tribe of followers. Your new tribe is composed of roughly a hundred people. While they always start out as tribal barbarian like the ones that dot the landscape on the edges of the world, their members are completely up to you otherwise and can be normal humans, wyld mutants, beastmen, or any combination of these three as you prefer. Along with these people, you will also gain possession of a small Wyld zone. A fluke of local geomancy caught and preserved a Wyld storm brought by the Fair Folk invasion. The wyld zone is rough circle with a diameter of about a quarter-mile... from the perspective of anyone in Creation. Once someone steps over the threshold of this Wyld zone though, they shall find that the Bordermarches and Middlemarches within stretch out for more than a hundred square miles. This is at once impossible, and quite typical for the Wyld. Here, your tribe may settle without worry of outside influence. The Wyld lands within will nourish them, as they propagate and grow under your leadership. No matter how vast this tribe will grow, you shall find that their Wyld habitat always has enough space and food stuffsto accommodate all of them in the relative 'comfort' of barbarian life. Both the tribe and the wyld zone will follow you when you leave Creation for other worlds, as the Wyld zone simply attaches itself to your warehouse. The tribesmen themselves will also follow you with their lands, but do not count as companions themselves. They cannot be imported, nor do they respawn if they die... But if you wish for them to leave their wyld zone and join you in the outside world, then each will still take up one of your companion slots. As a final bonus, you may let your other companions mingle with your tribe within their Wyld zone, and grant each of them a beastman or otherwise Wyld-mutated form.

425. Familiar [100]

Creation is filled with exotic and prosaic beasts, amongst which are some that are sensitive to the the Essence of magical beings like the Exalted. With this, you have formed a deep and profound bond with one of the native creatures of Creation. There is some limit in this though, for a Child of the Moon who takes the shape of the winter wolf as her animal true form probably gains a wolf as her familiar, or some other creature compatible with the Lunar's spirit shape such as a raven due to their dependent habit of following wolves around in order to feed upon the leavings of their kills. If you pay 100 cp instead of the normal 50 points, you may even gain the company of something more than a mundane animal, such as a god-blooded beast, a small god that takes the form of an animal, one of the intelligent animals of the deep forest, or even a creature mutated or born of the Wyld.

Aside from companionship, a familiar gains several benefits that may help it prove itself useful to you. You can roughly understand the chirps, pawings, barks, and gesticulations of your new animal companion, and the familiar understands the your commands in turn, though

it is likely no more intelligent than a young child. You can even share his familiar's senses by concentrating so long as you are within a hundred yards, and provides a small store of additional essence available to you when it is touching you. This familiar will not take up a companion slot, unless you wish for them to.

426. Jasmine Gems [100]

Mishiko, the Jasmine Poet, has made it clear to her caretakers that she would like to join you. If you are not familiar with her tale, suffice to say that Mishiko was a legendary figure, her death the catalyst for her father Bar-Izahd's ascension to become the first sorcerer. Her tale does not end there though, for shortly before the Usurpation, an explorer in the North found a crystal that contained a jasmine bloom. Soon after came a jasmine-scented agate from the East; then a carnelian, so perfectly jasmine-shaped it seemed to have been grown. The last two gems, a jasmine azurite and peridot, followed swiftly afterwards, acquired by wise Lunars and set in moonsilver. Those Lunars found that when the five gems of jasmine were brought together into the energy of a demesne, Mishiko returned. She manifests as a spray of jasmine, a silver silhouette and a voice on the wind. She recites poems of the First Age, of her father, of sorcery, at the behest of the No Moon who bear the stones. Sometimes, she tells the most intimate details of her students' lives. Though it seems Mishiko can perceive the world, she does not answer questions. The arrangement of her gems determines what she says. When the stones are laid in lines, Mishiko tells parables of Creation's secrets. When they are placed in a circle, she speaks sonnets of love and wonder. No Moon elders know countless arrangements, and they combine and recombine the stones to speak with her on myriad topics. Her poems are each examined and learned by heart by Lunar sorcerers and mystics. They find within them all the precepts of Essence-nature and self-knowledge needed for sorcery, and much solace and wisdom besides.

Usually, Mishiko insists that only No Moon Lunars manipulate her gems, that any No Moon who has possessed a stone for five years give it to another, and that nobody hold more than one. But in the interest of joining you, she has decided to suspend these rules in your specific case, to facilitate her joining you as a companion. Yet for now her immobility and lack of ability to take action on her own means that she doesn't take up a companion slot for now, though I'm sure she would appreciate it if you decided to bring into the role of a full companion somewhere.

Exalted – The Dragonbloods

427. Elemental Aspects – Free

There are five elemental aspects from which all exalt, and thanks to the terms of our agreement you can choose freely which to possess.

Fire-

The aspect of those whose passion drives them. Fire aspects are often driven by their emotions and their heart, inflaming their peers to drive further onwards with their boundless enthusiasm. Fire aspects are usually more proactive than other aspects and have a natural affinity for energetic pursuits such as athleticism and combat. Those chosen of Hesiesh often

have a tinge of red to their skin, which can deepen with age, along with other manifestations of their aspect such as burning hot skin or exhaling smoke and ash.

Water-

Those bearing the aspect of water can be the most mercurial of the dragonblooded host, shifting their ideals and opinions rapidly upon encountering new information. Their constant trend towards change allows them an unparalleled flexibility when it comes to finding new angles to solve problems and realize their goals. Many notable martial artists and investigators have benefited from this natural flexibility to give them better insights into their fields. The chosen of Daana'd can be identified due to their incomparable grace and fluidity of their motions, those of good breeding or advanced age may possess a blue-green tint to their skin or perhaps bear the crisp scent of the open seas.

Air-

Terrestrials who receive the blessings of Air are often renowned as some of the most creative and insightful individuals in the current age. Well known as researchers and sorcerers where their creativity helps to drive innovation and progress. Air aspects are often idealists and great thinkers, using their mental capacity to kickstart projects in bold new directions. Those chosen of Mela often possess pale or blue coloured skin, and those who grow closer to their element may find themselves constantly surrounded by a light breeze or possess icy cold skin.

Wood-

Those chosen of the wood aspect often seek experience or personal growth, intimately aware that it is of the nature of all things to die, so living life to the fullest is the only way to do so. These dragonblood are often the first to try new experiences and seek to broaden their horizons, and so many can be found among the ranks of treasure seekers, explorers, and sailors. Chosen of Sextes Jylis often possess green skin and some have been known to possess the scent of freshly harvested fruit. Those that advance in age or are possessed of impressive breeding may have their skin take on a texture like tree bark or find flowers sprouting in their hair.

Earth-

Those of the aspect of earth are usually the most stoic and traditional of all of the dragonblood, placing great emphasis on the ceremony and ritual of old. They understand that the time tested methods are often the most effective and that stability often leads to success. These exalts are well known for enduring, valuing long term friendships and ancient artifacts over brief associations and experimental technology. Earth aspects have a reputation as being

reliable and steadfast in the face of adversity, much to their credit. As the children of Pasiap grow older, they commonly find their skin hardening and darkening until it resembles the stone itself, and those with a stronger connection to the element smelling faintly of turned soil or sand.

428. 100- Talented. In this world it is rare to find a true jack of all trades. While there is often some level of versatility, especially among the exalted, it is far more common to see individuals with fairly specific talents. This perk gives you an incredible amount of skill, easily enough to rival a seasoned expert, in one specific field. Don't expect it to cover vast areas of knowledge, or otherwise give a ludicrous step up in competence, you will still have a lot of room to grow further.

429. 200- Inner Self. One of the foremost perils of this realm is the Wyld and its corrupting nature. Only the Lunar Exalted have found a long-term solution to its maddening touch. All others who spend time in its depths usually experience mutations, madness, or even death at the hands of the fair folk. While the exalted in general can resist this force much better than mortals, even they will be affected given enough time. Those with sufficient willpower can resist this for far longer however, finding that short-term visits result in few to no interference from the wyld's energies. You will find your sense of self and willpower highly boosted with this perk, allowing you to resist mutation and insanity far better than your peers.

430. 400- Understanding the Perfected Lotus. One area which all beings in this world share, from mortals to gods to exalted, is that of the journey along the perfected lotus. No matter what they are, every being can reach power beyond their station through the study of martial arts. Mortals can grasp its roots giving them access to the terrestrial styles of martial combat, a level of power otherwise barred to them. The most interesting level is that of the dragonblooded however. The model of the perfected lotus means that with enough time and refinement, they can reach higher than their intended level of skill, and into the bulb of the perfected lotus. This is the realm of celestial level combat and it offers extreme power towards those who spend time to understand it. This option gives you an unparalleled skill in shaping and manipulating your own essence. This means that learning these supernatural forms of martial arts comes easily to you and understanding them fully can be accomplished in far faster time periods than your peers. Although do be aware that learning these enlightened styles is an arduous process, even with this perk. It takes regular experts many years to learn a full style, and until you have finished learning it you will find great difficulty if you decide to try learning a different style as the dragonblooded were never meant to reach this tier of power.

431. 600- Too Damned Useful. Oftentimes when dealing with individuals with extraordinary abilities, when somebody has outlived their usefulness or pose a threat, they are eliminated. This goes doubly so for the cutthroat world of dragonblooded politics. However sometimes, through charisma, usefulness, or sheer dumb luck, some individuals never seem to raise the ire of those in high stations. This means that your efforts will likely not be considered threatening by those with power, unless unarguably so, and you will find efforts to integrate yourself with these powerful individuals much more successful than those of the rest of the world, regardless your station.

432. 100- Educated. All young dynasts of the great houses, exalted or not, find themselves equipped with the finest education money can buy. Even the poorer families will often save to put promising heirs through this system, giving you some idea as to the effectiveness and prestige of these institutions. There are several options to choose from as there are many potential routes for a dragonblood to take to life: The house of bells, The heptagram, The spiral academy, and the cloister of wisdom. The house of bells represents one of the finest military institutions in creation, with many of the most famous generals and commanders of the dragonblood legions originating from its educations. The next education providers, while also useful for a dynast interested in combat, are much more spiritual in nature. The cloister of wisdom is where the monks of the immaculate order are trained. Here new students learn from ancient scripture and focus on training their bodies. This training can often culminate in opportunities to start learn devastating martial arts, unavailable anywhere else. The other two schools are much less combat focussed, yet still instrumental in the functioning of the realm. The spiral academy teaches the bureaucrats and civil servants of the realm, and often forgotten but crucial element of the running of any large scale government. Although its graduates do often leave with more off-the-books knowledge as well such as money making schemes and connections useful for leverage in their later life. Finally the last school available is the Heptagram. Located on an island off the northern coast of the blessed isle, it specializes in the teaching of sorcery and occult theories. Most who graduate this place will find themselves with a solid framework of historical reference and sorcerous learnings unrivaled by any other institution across creation.

433. 200- Blood of the Covenant. No matter how the ever shifting alliances and feuds affect dynastic society, when their back is against the wall they will fight as one. This is the true strength of the Terrestrial Exalted, the ability to pool their efforts as a cohesive unit. Part of this is being able to account for the strengths and abilities of each member of a group, another is to sync your own efforts to work in tandem with your allies. This perk gives you the ability to work with others effectively even if you have had little experience in doing so, along with helping others to do the same.

434. 400- Intrigue of the Realm. The plots and scheming of the scarlet dynasty would put machiavelli to shame. Anybody active in the politics of the realm lives on a knife's edge, a single slip-up could give significant ammunition to one's enemies after all. Therefore those that do survive this cauldron of intrigue can consider themselves true experts in politics, remaining untouchable to most while simultaneously ensuring their interests are furthered. Without this perk, it would likely take years of hard won experience and failed plots to reach such a skillful level.

435. 600- Legendary Breeding. Among the dragonblooded in the modern age, one of the most important facets of each exalt is the strength of the bloodline. Since the blessing of the dragons is passed from parent to child, those who have stronger blood are considered to have somewhat higher status, although this is usually fairly minor and only plays a role in arranging marriages. Legendary breeding however, is something far more potent. Having blood purity of such an unprecedented level, rivaling that of the dragonblood from the first age themselves, is practically unheard of in the modern era. Few, if any, possess it making the possessors have near mythic statuses. In terms of benefits your connection to your element is far closer than your peers, meaning that you have far more power to fuel your abilities. As well as this, any offspring you have are far more likely to also exalt, as the sheer power of your blessing can empower even mortal-sired children. In this world, anybody with such a level of blood purity may find themselves quickly involved in high society and politics, although in future jumps you will find that you possess a royal bearing, finding it easy to convince others of your inborn nobility. However because of the unprecedented nature of this perk, and the attention it would bring, you must take the Interesting drawback for no points.

436. 100- Basic training. Just because they lack the scale of the blessed isle, do not think for a moment that Lookshy would skimp on the education of their most precious resource. Every dragonblood born here has received intensive training to ensure that they can fit in with their peers. Although given Lookshy’s military slant, this education is often slanted towards combat, even the sorcerers and craftsmen know how to fight in the seventh legion. On top of learning that could rival that of the house of bells, all dragonblood here are trained to be proficient in two charms that are considered too vital not to possess. The Wind-Carried Words Technique allows its users to whisper messages to specified recipients who may be miles away, while the Elemental Bolt Attack summons an essence based strike against opponents even if fully disarmed.

437. 200- Chain of Command. Any large organization will soon find itself in disarray without a clear and effective chain of command. This goes doubly for a military force. However sometimes orders will not mesh with what needs to be done for the greater good, and so the weight of an institution can foil its efforts to succeed. However you seem to occupy a unique space in any system you decide to join, as the

chains of leadership seem less rigid when regarding yourself. Your superiors will be more likely to tolerate unusual or deviant behaviour, as long as you can bring results. As a bonus your quick thinking is such that you can often find ways to interpret orders somewhat loosely, and your charisma helps to explain your way out of any issues such a course of action may result in within an organization.

438. 400- Artificer. Arguably the key reason Lookshy remains such a powerful independent nation is due to the vast stockpile of first age technology it maintains from the ruins of Deheleshen, the ruined city Lookshy was founded on. Therefore one of the key priorities of the general staff is to ensure that these artifacts are serviced and cared for properly. Because most of the skills required were lost in the usurpation, many weapons are considered one use only and as such only used in the most extreme situations. Those that can be repaired however are instrumental in maintaining the military presence of this singular city. This means that there has to be dragonblooded, skilled in artifice, dedicated to maintaining these tools; with the specialized skills and rare knowledge required to do so. By taking this perk, you would possess the knowledge about how to repair and maintain the complex artifacts owned by Lookshy. As well as this thanks to ages of study and practice you will have an instinctive understanding of how these wonders operate, meaning attempting to fix more advanced artifacts and creating your own will be much easier in the future.

439. 600- Heaven-sent warrior. In a culture valuing military service beyond all else, you embody the paragon of the professional soldier. Even against fellow dragonblooded your abilities as a soldier are beyond reproach, the raw skill of the sword and bow putting most specialists to shame. But it is not just in the direct tools of death you remain proficient in, as your mind is similarly boosted allowing for an unparalleled expertise in strategizing. Even off the battlefield your peerless arete shines through as soldiers you personally train will find their skills improving at a far faster rate than could ever be expected otherwise, and their loyalty to you almost assured barring extreme negligence.

440. 100- Hardened Traveler. In this world, for the average traveler the risks are great. Wyld incursions, encounters with first-circle demons, run-ins with exalts, and even the natural fauna can prove lethal. Therefore the experienced wanderers will often cultivate a fantastic ability to survive even against significant odds. Those that do not pick up on these skills usually do not become experienced wanderers in the first place. Therefore this perk takes the form of a significant amount of information on most of the relatively common threats that can be encountered in creation, along with how to survive in more perilous environments. With this, nothing you encounter when travelling should significantly blindside you, although this no guarantee against unique situations you may find yourself in.

441. 200- Impartiality. Creation is not always a haven of tolerance and understanding. Especially in the threshold areas, with towns and villages so far apart, many different traditions and social expectations can form. It is the sign of a skilled wanderer who is able to thrive in such diverse environments, and the sign of a master is one who can express themselves as they are in such alien communities. With this, nobody will hold any sort of preconceived idea or expectation of you, forming these opinions solely on your actions. As a bonus many of your current habits and actions, within reason, can be explained away as your status as a foreigner, although do not expect this to last forever.

442. 400- Factor of the Guild. The Guild is one of the largest and most significant organizations ever to exist, spanning across all directions seeking the singular goal of profit. Therefore they give their highest accolades to those which can produce the greatest results. This perk offers you the skills of a Guild Factor; the most impressive being an incredibly perceptive nature, able to cut through the drivel and lies of omission most will try to sway you with. On top of this, a calculating mind which can instantly work out the risks, potential profits, and difficulties of any business venture. These two tools are indispensable to making money, and you have them perfected.

443. 600- The White Veil Society. In Creation, there is no such thing as the white veil society. There is absolutely no such group dedicated to achieving their aims through sabotage, intrigue, and assassination. There is no martial art style, designed to practicing unseen murder with special magics and delayed poisons. There is absolutely no trail of murders and blackmail dedicated to maintaining the secrecy of a shadowy organization. This perk absolutely does not make you a member of this secretive society with all the skills, knowledge, and resources that would entail because, of course, it does not exist. Upon moving on to further jumps there will absolutely not be similar secret societies that will definitely not aid you in your endeavours.

444. 300- The Emerald Circle - It is within the grasp of all in creation, mortals and exalts alike, to grasp the understandings of sorcery. It has been scribed into the fundamental pillars of existence long ago that all may be able to find their path to sorcery. However this journey is not easy, and often only the smartest and most dedicated will find their way to enlightenment. The dragonbloods find this mastery easier than mortals to come by, although it still represents an impressive feat. With this perk, you will be initiated into the first circle of sorcery, and able to cast its spells. While accessible to those without this perk given time, this also grants you a significant occult knowledge base to draw upon; allowing you a great advantage over your peers with regards to the study of your sorcerous abilities. Should you have

graduated from the heptagram, chosen through the educated perk, you may have a 50% discount on this perk as many of its graduates leave initiated in the terrestrial circle of sorcery.

445. 400- Exalted Beauty - The exalted host are known for their ability to achieve perfection to a level almost unattainable by mortals, why should their looks not also apply. History records few, if any, truly hideous exalts. By taking this perk, you ensure that your good looks are a true wonder to behold. Envious stares and jealousy will be commonplace with an appearance as perfect as yours. Should you choose to purchase this perk for 400cp instead, this appearance will be the stuff of actual legends. Your impeccable appearance could be the cause of numerous wars, and even your most die hard opponents will still have to begrudgingly admit that you look damn good.

446. 50- Thaumaturgy - While sorcery still remains the most potent avenue for mortals to achieve power through their own efforts, it takes many years of study and research before it can bear fruit within the emerald circle. The amount of mortals who have the time, dedication, and resources to become initiated in the world of magic are very few in number. Yet there are other avenues to power available to the masses to avoid these issues. Thaumaturgy represents the field of study for the rituals and alchemies of the mortals in creation. Often employed by fortune tellers, shaman, and hermits; these are the most basic of magics but still possess great use to practitioners. Cheap to perform and relatively easy to learn, these rituals can perform basic feats such as blessings, reading fortunes, brewing tonics and potions, and aiding the sick. This perk gives you a comprehensive knowledge of many different rituals, and the ability to effortlessly teach them to even the most dimwitted student.

447. 200

Sunrise Coffee

Sunrise Coffee is one of the few relics of Solar engineering still regularly used by Dynastic society. Despite efforts to ban the substance due to its holy nature it has simply proven too popular among users, so it is begrudgingly tolerated by the Immaculates. This takes the form of a magically enhanced coffee plant, easily identifiable thanks to the gold dusting that its leaves and fruit appear to bear. Thanks to careful artifice the plant grows strongly and consistently in many environment, as well as considerably quicker than would otherwise be expected. It's popularity stems from the rather potent brew made by preparing the seeds of the plant; reducing the drinkers fatigue, improving reaction times and concentration, reducing stress, and even boosting health. The more contentious part of this is that in order to ensure the plant's growth, the farmer must utter a prayer to the unconquered sun upon planting, thus

ensuring the fruits retain his blessing. However the benefits and relative simplicity of farming, only requiring a basic grounding in geomancy to cultivate, has maintained the popularity of this drink all the way into the second age. By purchasing this item, you will obtain a large sack of processed beans that replenishes itself once a week, as well as a container full of seeds in order to cultivate the plant for yourself.

448. 200

The Emerald Notepad

The origins of this artifact are a mystery to those aware of its exploits. It was first recorded several years ago in the possession of one of the Grass Spiders, a notorious group of outcaste assassins operating in the scavenger lands. This book was used for several unusual and inventive hits before they made the mistake of taking a contract on a visiting Dynast. Within two months the assassin lay dead at the hands of the dead woman's sworn brotherhood, and the artifact has since fallen through several hands until finding its way into your possession. The artifact appears as a pocket size notebook, wrapped in a rich leather cover. It's true allure however comes from the pages, instead of being made of paper they consist of extremely thin strips of jade. When someone skilled in the art of origami takes a sheet and folds it into a construct, the magic of this book flows through the user and animates it. While these creations function without instruction, they will act based on the intentions of the user as far as their form allows. For example, folding a sheet into a tank might have it possess the ability to patrol an area and shoot blasts of fiery essence at intruders, a rose could be a pleasant smelling and valuable token of affection, and a songbird could be used to gather information from afar.

449. 200

Windtamer's Boomerang

For most of his life, Cynis Mond was seen as somewhat of an embarrassment to his house. His obsession with air bore little fruit for too long, earning him a distanced relationship from his peers. However towards the end of his years, he awed the scarlet dynasty itself with incredible wonders and theories only possible through centuries of study; these accomplishments earned him the respect and praise of all who knew him, along with the title of Windtamer. This boomerang is one of those wonders and represents the pinnacle of Windtamer's understanding over his element. Made out of blue jade, this boomerang is as light as a feather and strikes true when thrown with the slightest skill. Its true ability however, occurs whenever it is spun during a throw. Rather than return to the user it picks up more and more speed until it forms a hurricane around the unfortunate victim, rending them to shreds with razor sharp winds.

450. 200

Dragon's Cigars

Somewhat of a rarity in this age due to the extreme cost, Dragon's Cigars still remain popular among the incredibly rich dynasts as a way to show their peers just how wealthy they are. They were initially produced in the first age for high ranking dragon-blood officers to enjoy but during the shogunate and second age they have been passed over as a waste of effort and rare resources. These are made from a specially grown tobacco plant, able to thrive only in rare places where the geomantic energies of fire and wood collide and merge together. Once grown harvesting is an especially challenging process, the difficulty of the task all but necessitating several dragon-bloods to oversee the process to ensure a worthwhile yield. Once harvested, the tobacco must be cured for a full month under magically purified air essence before it can be rolled into a proper cigar. However despite all of the work and infrastructure required to produce just one of these cigars, most consumers would not argue with the end result. A cigar of the highest possible quality, smoking just one of these is an uplifting experience. These are well known for both the complete lack of side effects as well as the distinctive rich cloud of smoke and embers produced. What is less well known is that with the slight spark of essence from the smoker, this cloud can be ignited into a rather surprising fireball; the rarity and lethality indicating why this ability is relatively unknown. By purchasing this item you will find you own a small jade case, containing eight of these cigars, and enchanted to keep them in perfect condition. Every fourth day you may note that the case automatically restores itself.

451. 200

Jade Spectacles

First designed as a tool for skilled mortal craftsmen to help aid with essence based workings during the first age, these once commonplace glasses have increased in value dramatically following the rise of the scarlet dynasty. This item takes the form of a jade frame containing lenses coated in a translucent orichalcum film. This has bestowed these spectacles with the ability to perceive essence in the world without the need for charms or other abilities. This also has the convenient effect of allowing the user to interact with spirits and other entities when they choose not to materialize into a physical form. Since the second age lacks the crafting infrastructure to fulfill all its wants, few copies of these items are made each year; ensuring that whenever they do become available they always reach a high price.

452. 200

Bonds of the Covenant

Among the Exalted, the Dragonblooded are most skilled with their ability to combine their efforts and use teamwork to their advantage. As they were crafted to serve as the army of the

Exalted host, their innate capabilities reflect this. Even in the Second Age with the Terrestrials professing stewardship over creation, they still hold a vast capability for acting in groups. Whereas it was fairly common to see Celestial Exalted working solo, many Dragonbloods work in groups called sworn brotherhoods.

Traditionally consisting of five members, one of each aspect, these groups would be bound by a sorcerous spell to further amplify their capabilities of working together. While five is traditional, there are no real rules to the composition of these groups, within reason. When bound in this manner, these brotherhoods have several key characteristics; its members seem to possess a sixth sense for the location of their bond-mates, each member becomes much more competent when helping the others, and it becomes extremely difficult to willingly bring harm to people bound in this manner. Due to the intimate nature of such magical binding between individuals, it becomes impossible to be part of two groups simultaneously and only a dedicated mental effort can shatter such a powerful enchantment. This artifact consists of a long strip of jade woven fabric, with stylized dragons sewn into the design. When wrapped around the hands of willing individuals and having a surge of essence passed through it, a sworn brotherhood will be formed. Unusually however, if this process is attempted again with the same willing group the bonds can be revoked, although none of them will be able to forge similar brotherhoods for a year and a day after revoking it. Such removal of sworn brotherhoods is almost unheard of and represents the unique capabilities of this artifact.

453. 400

Balescream

One of the older artifacts we have available to us. This particular invention dates back to the very beginning of the first age itself. Deep in the frozen northlands, there was a massive serpent creature, a relic from the primordial domination over creation. It’s roars capable of shattering mountains, and its titanic bulk able to crush all those who attempted to slay the beast. It was only due to the intervention of a full circle of primordial war solar veterans that finally managed to end its life, although not without losses of their own. Once its corpse lay broken on the snow, the twilight took its mangled body to fashion a wondrous artifact from its remains. After years of toil forging the scales and sinews of the mighty beast with blue jade and orichalcum, using the storms fury to aid the manufacture, and finally quenched in demon blood to realise its fullest potential. Balescream is the guitar forged from this leviathan, with the vocal cords it used to roar at the very heavens instead made to string this instrument. The body of this instrument finish an electric blue, and its strings occasionally crackling with barely contained lightning, this machine was made to be played loud. In even the most inept musicians hands, such a fantastic instrument can be used to accomplish wonders of musical accomplishment; and when channeled with essence it is capable of summoning the titanic fury of the unchained storm upon its enemies.

454. 400

Elemental Siphon

The dragonblooded host are unique among the exalted in that they possess a singularly powerful anima when their essence is manifested. Where a solar or a lunar may shine with the brilliant light of their patron when roused, only a dragonblood can use this to deadly effect. During the first age these artifacts were created to harness the latent power dwelling within the elements, focusing them to even greater potency. Taking the form of an ornate jewel, usually set in a warriors gorget or a simple jade necklace, this device can significantly boost the power of any elemental attack its user might unleash. However when its wearer concentrates their energy deliberately into it they will find themselves able to discharge a powerful energy blast, capable of giving any assailant second thoughts, if they survive at all. Despite these potent benefits wearers must take note that this amplification also affects their flaring anima, meaning care must be taken when using essence as rousing their anima may cause untold destruction.

455. 400

The Obol Blade

The terrestrial exaltation is a powerful thing, empowering man to incredible heights thanks to its power. However this strength can be used in any way once obtained, both for good and for bad. The tool cannot be responsible for the way it is wielded. As a result this next item is not an honourable tool, it is simply an instrument of death. While a sword or rifle may have many uses, from intimidation, deterrence, and sport; this is only used to kill. This can have its origins traced back to the shogunate, where an assassin found employ at the right hand of a powerful general and thanks to this backing had such an artifact commissioned. In truth, such information can only be sourced thanks to the personal diary of the craftsman involved as since then its users have remained a complete mystery. This artifact takes the form of a small money pouch, secured with a thin jade string and full of coins. The coins are ordinary legal tender, the artifact is instead the pouch used to contain them. When attuned, its bearer at a thought can cause the coins to join together end to end to create a sword or dagger. Ordinarily this would not be expected to be effective, but the magic further extends to ensure that such a line of coinage can cut through steel like butter. The perfect tool for an assassin for as long as they remain successful, such a tool will likely never be suspected.

456. 400

Dragon's Ink

Occasionally among the dragonblooded of the Nexus, it becomes fashionable to tattoo jade directly onto the body. Given the astronomical cost these function as an incredible status symbol, especially amongst the guild. While much rarer on the Blessed Isle and Lookshy due to their more utilitarian outlook on resources, some still bear them despite the incredible personal cost. When implemented by skilled artisans, these designs are normally intended to

grow and shift with the recipient. The reason they are so popular outside of the more mercurial fashion trends of the dragonblood is that they help to ground a terrestrials anima when it flares. Should the bearer so wish, they can contain the powerful energies normally present when they spend essence. Along with reducing the visible aspect of their anima these ensure that even when it does flare outwards, it will never cause harm to their surroundings unless they wish too. However the most obscure kind are those that possess a life of their own. Appearing as a stylised dragon somewhere on the body, this artifact contains a rudimentary intelligence that allows it to move freely along your body. Along with the benefits of grounding your anima, the jade in the tattoo can be pooled along the body, allowing for unarmed strikes to strike with more force and strength than possible before.

457. 400

The Jade Panoply

Aha, possibly the most visible relics I have in my collection. This is a warstrider, a fifteen foot armored war machine. This came into my possession during the shogunate, its previous owner thought three-of-a-kind was enough to beat our resident god of gambling. While it may not be on the same tier as the royal warstriders built during the first age it still remains a machine capable of terrible destruction. It is rather unique, as warstriders go, as it has a couple of features that are not commonplace among other designs; especially for one built in the shogunate. First of all it is remarkably robust, its jade plating has been manufactured with utmost care and as a result is capable of shrugging off even the most powerful attacks with ease. Secondly, its creator may have been slightly eccentric, as it has built in repair systems far more advanced than the norm. Rather than have to be followed by a team of engineers and sorcerers to maintain its delicate systems, this model is far more independent and needs only occasional tune-ups assuming there is no extensive combat damage. The, erm, eccentricity comes from the methods in which this system works. When set to repair, the warstrider disgorges a swarm of jade mechanical spiders which crawl around the works and perform maintenance.

While these features make it stand out from the norm, it still possesses a standard set of essence cannons and hands capable of crushing both steel and flesh with incredible ease. While normal warstriders may be uncomfortable and poorly controlled, this version has had clear work to ensure that wearers are kept cool and well ventilated, as well as starmetal circuitry to ensure a lightning fast response time.

458. 400

The Trident of Bluehaven

One of the more obscure relics I have on offer, as its origins are shrouded in mystery. It was only obtained recently after a daring raid by several House Peleps scions. It is a relic of the infamous Lintha Pirates, a group of warriors descended from the ancient Lintha civilization,

the chosen of the Primordial Kimbery. Their capital, Bluehaven, is a huge flotilla of ships commonly cited as one of the biggest hubs of pirate activity in the known world. Yet despite this, and constant efforts by the imperial navy, its true location thanks to its mobility has never been ascertained. As such a nexus of plunder and stolen wealth, it is no surprise that such an artifact could have originated from this place. Taking the form of a large trident, crafted out of a single piece of black jade and polished carefully for years on end to a matt lustre. Such a tool is a flowing and smooth weapon, able to keep up with more standard weapons easily.

On top of this potency as a melee weapon, or thrown depending on the user, it possesses two more abilities that make it stand apart from a regular trident. Firstly is that its bearer can unerringly sense any pirate entities within a 20 mile radius, meaning that ambushes or attacks will not come unexpectedly. Secondly, when the wielder chooses to activate its true power, they can summon forth a salvo of spectral cannonballs onto their foes, able to wreck ships and people with equal ease; making its bearer death incarnate on both land and sea.

459. 400

Dragon Cutter

Towards the later years of the Shogunate, the child of an influential daimyo came of age and required a weapon with which to carve his path in life. Yet every weapon in the arsenal of his father suited him ill. Not one was fit for a man such as him to blaze a fiery trail through creation with, therefore it was decided to forge a new weapon that would stoke the embers of his passions. Only one craftsman, hailing from the south, took it upon himself to satisfy the request and in doing so created the Dragon Cutter. Forged of the purest red jade in a shrine found deep in the southern deserts, such a weapon was perfect for the child of Hesiesh and his later exploits brought fortune and renown both to the mighty warrior wielding the blade, and the skilled craftsman who brought such a marvel into existence. Consisting of a rich red blade, the most interesting part of its design is the core of orichalcum winding through it's center. With a healthy supply of the wielders essence, this core resonates with the red jade body to produce magical firedust into the air around the blade. With just the slightest magical charge, the user can cause the firedust to ignite in spectacular fashion. Yet despite this potent ability the blade was lost during the great contagion, at least until now that is.

460. 600

Hesiesh's Roar

The first craftsman was a stereotypical fire aspect, loud, dynamic, and with a fiery temper. When he set about his task he first retreated to the heart of a volcano, spending many months hammering jade and obsidian in its molten core. Yet despite this his efforts were in vain, as each item he tried to produce was not worthy to be his masterpiece. Each of the wonders he crafted, while priceless to most others, were simply insufficient to meet his demanding

criteria. Finally in desperation, he took his most brilliant creation with him on a pilgrimage through the deserts of the south, towards the elemental pole of fire itself. Enduring significant hardships and trials, he finally made his way to the giant pillar of flame which made up the purest nexus of flame essence in creation. His creation raised in his hands, he pushed through the impossible flames, nearly succumbing to the incredible power of his patron, and offered up everything towards finally creating his masterpiece. He returned, burned and injured, to Meru some time later bearing aloft an artifact truly worthy of his skill at the forge, Hesiesh’s Roar. This weapon takes the form of a large shoulder mounted cannon, with a stylized dragon as the barrel. When charged with essence, it can produce intense beams of considerable destruction, magnifying the energy used to charge a shot several times over. Out of the five artifacts, it has the most well known reputation being used extensively in the shogunate, and if stories holds true was used to destroy a fair folk behemoth in a single legendary shot at the cost of its user's life during the great contagion.

461. 600

Aegis of Pasiap

The second craftsman was a venerable earth aspect, and the one bearing the most humility out of the five. He knew his own skills would not meet his herculean task alone, so he set of on a pilgrimage to Mount Meru. Here he descended to the underground to meet with the jadeborn, chosen of the primordial Autochthon, and aided them with many tasks and feats until their master craftsmen agreed to work with him to create his masterpiece. He cut down swathes of darkbroods, retrieved countless arcane regents, and his improvements towards infrastructure are still believed to stand to this day just to earn their respect. Finally, under the hands of the chosen of the god of craftsmen and an earth aspect who had dedicated his life to building, together they created a truly wondrous set of armour. In order to sanctify it, the second craftsman made the six hundred mile ascent of mount meru until he presented his work at the highest summit of creation, and it was seen to be good. The Aegis of Piasp is a large set of armour, ornate but not bulky. When in motion the wearer appears like a boulder, an unstoppable force bearing down on its foes. Outside of defending against almost all mundane attacks, this armour is specifically designed to make good use of its wearers momentum. When moving its wearer gets faster and faster, and their attacks become harder and harder to dodge as their momentum makes their body as unstoppable as an oncoming rockslide. Alternatively its wearer can steel themselves, and no force so far found can force them to move. Such a move can be incredibly dangerous, but has often been a grim necessity. This technique was made well known during the usurpation when its bearer heroically perished stopping the charge of an otherwise thought unstoppable twilight-crafted monstrosity.

462. 600

Blade of Daana'd

The third craftsman was one of two lives. One one hand she was known as one of the finest dragonblood craftsmen alive; and the other she was feared in her role as ‘The Blizzard’, one of the most feared assassins in the first age. Given the influence of the Solar Deliberative and its agents at this time, maintaining this reputation was no small feat. In fact one of the reasons contributing to her success was that she had helped to design many of the more mass produced artifact, ensuring that she knew exactly how they would operate and how they could be broken. Upon undertaking the task of forging an artifact to represent her aspect, she did not know how best to proceed. The aspect of water has many outlets and creating an artifact to represent it fully was not an easy feat. To resolve this, she forsook her status and took to the seas as a nameless deckhand. She worked for several years in anonymity learning and experiencing her element to its fullest. It was only tutelage received from a wizened old hermit on a long forgotten island that truly sparked her inspiration. She went from each direction of the ocean, seeking its treasures to forge into the purest manifestation of the element. A black pearl, ice from the first glacier, obsidian from underwater lava flows, and the purest water from the elemental pole itself. All these she took and braved the deepest part of the ocean, despite the crushing pressure and darkness to work at manifesting her vision. Yet her craft was still not finished, on the cusp of completion yet lacking something integral. She understood that there was one last step to finishing her masterpiece, sacrifice. Upon understanding this she took her knife, honed through a lifetime of use as an assassin, and broke it against her tools and renouncing the life of a hired killer. With this action, she crafted the Blade of Daana’d. Such a weapon takes the form of a small bottle of water, constantly in motion. When its user attunes to it they find they can manipulate it freely, coalescing it into a solid shape or liquid at will. It naturally seeks to flow into a blade shape, the perfect length and weight for any wielder. Despite being made out of water, it bares a razor sharp edge and can stand up against any other weapon. The fact it is made of water leads to a rather unique fighting style, where once its user is familiar they can alter the density of it at will; allowing for enemy blades to flow through it allowing for the wielders momentum to carry them behind an opponent's guard for the final strike. Thanks to the power of essence influencing its properties, it can also be stored as perspiration on the skin for situations where it cannot be stored in a regular container. While its creator renounced the path of the assassin, it still remains a very effective tool of assassination as well as regular combat.

463. 600

The Boots of Mela

The fourth craftsman was a wizened old air aspect. With a lifetime of attunement to his element, he sought to refine this awareness into an artifact which would reflect the speed and flexibility of the wind. To do this, he marched northwards, through the icy winds and sub-zero temperatures until he arrived at the heart of the elemental pole of air. Here he gathered fragments of power, crystallized shards of wind, careful to act quickly before the bitter cold could finish him off for good. The end result however, truly represented his quick-thinking and flexibility in the face of such impossible conditions. He returned to Meru first, two years later, bearing a pair of boots forged from the wind itself. While being one of the most

comfortable footwear options available in all environments, this is not its true power. When worn it allows the user to move as the wind does, along with improving the wearer's speed. Whomever wears these boots do not need to move their legs in order to travel, these shoes allow them to move in any direction at the same rate as if they were actively using their legs to walk. This means these boots wearers can fly in the air unassisted, along with the capabilities to flash-step during combat if their running speed is high enough. This feature was well documented during the usurpation, where its wearer was able to perform breathtaking feats of martial arts while darting around their solar foes like lightning.

464. 600

The Quills of Sextes Jylis

The fifth craftsman was by far the most mysterious out of the five. A wood aspect with unrivaled attunement to their element. Out of the five they were considered to be the most in tune with their patron dragon, with little else known about them as they were constantly shrouded in a swirling cloak made from shimmering green leaves. Yet despite this the others were truly shocked with what they returned with. A set of acupuncture needles, each made from a quill plucked from the body of the elemental dragon of wood itself, Sextes Jylis. Such a gift was an incredibly rare boon, and as such provided an immensely potent artifact. Each needle, when used, practically glows with energy harvested from the purest incarnation of the aspect of wood itself, and therefore is perfect to use for altering the body. With these, and the appropriate understanding of acupuncture, a user can induce many different kinds of changes onto the recipient's body. From physical mutations such as gills or wings to more subtle changes like an improved immune system or a better memory. As they have been seeped in the essence of the elemental pole of wood, they are also potent tools for more malicious purposes such as giving diseases or other damaging ailments. At its pinnacle, although never fully realised by any user since its creation, such tools could even be used to awaken the essence of mortals.

465. 600

The Dragons Cradle

In areas where there are powerful intersections of the essence of creation, places of magical potency can be found. The concentration of essence twists and warps the surrounding area into a Demense. However cunning architects and sorcerers can tap into this power, and construct structures on these ley lines to harness the power towards their own ends. These structures are known as Manses, and they are valuable resources to those that hold them. Thanks to the approval of your benefactor, we have been authorized to construct a place of power which can be attached to your warehouse, whatever that is. This manse will take the form of a lucious two story manor, with the in-depth specifications up to you, with its elemental affinity matching yours. However what we can guarantee is a fully stocked library where you will likely find all manner of useful tomes, one of the most advanced workshops

we can create to ensure you have somewhere to ply your crafts, a full set of bound servants to maintain the property, and a considerable allotment space. From the inherent power present in the manse you will find it much easier to grasp the secrets of essence, as it is a font of gaian magics; as well as any children you may have here bearing the dragon's blood will find it far more likely to exalt in the future, thanks to the potent elemental essence empowering all of its residents. Oh and one final feature we should add, is that it also generates a Hearthstone. This jewel, roughly the size of a chicken's egg, can either aid in your ability to recover essence through proximity or be used to power any magitech you may possess. Should you take it into the world and plant it in the ground, within one hour your manse will sprout from the ground fully formed. Although while you can retrieve the hearthstone afterwards be aware this can only be done once every ten years.

Heaven’s Reach (Shards of the Exalted Dream)

466. Artisan of Celestial Calibre (400): The wonders of this world are built, not born. From the mightiest dreadnought to the humblest circuit board that keeps the light on, to even the very Exaltation itself, it was the feat of combining the sciences with the flows of Essence permeating the universe that brought humanity to greatness. But alone among humanity, the Exalted have the prowess to create the wondrous weapons, armor and other devices that can be rightfully called artifacts. And among them, you have an especially strong talent for pushing science into the realm of myths

    For 200 CP you’re an exceptional craftsman. The keen insight into designing components that can harness Essence and refine it into tangible mechanisms is something of an inborn gift to you. Your dexterity and attention for detail seldom fail you whether repairing or maintaining more complex artifacts, or innovating new ones. You could win the respect of your peers merely by letting them watch you, a master of your art, at work. But for an additional 400 CP you’re one of the brightest minds in the galaxy. Even awakening the innate powers of freshly made artifacts comes naturally to you, while your inventive mind is a constant font of new designs or improvements to existing ones. You work whichever magical material is nearest and dearest to your type of Exaltation with all the effort an expert potter works clay.

467. Guard Your Flank (100 CP): Though all the Dragonblooded publicly swear loyalty to His Divine Lunar Presence by institutional mandate, this hasn’t prevented many from daydreaming of overthrowing him. What has far more effectively, is the Lunar god-king’s knack at pitting his underlings against him to keep the most ambitious occupied while still wealthy enough even the greediest remain happy. Your life in the heartland of his power has forced you to adapt to this state of affairs. You have a good instinct for the informants, spies and other watchers infiltrating your social circles to keep an eye out for sedition, and an excellent composure you’ve practiced for all your adult life to project confidence, honesty and national fervour whatever you might truly think about that pretentious silver tyrant who thinks he’s better than you.

468. Never-Told Odds Entanglement (200 CP): Many tales are told of the pirate dynasty formed by the charisma and sheer might of outcastes among your kin. And you have the bearing of an exemplary one. Your talent for improvisation and criminality is borderline preternatural, coming as easily to you as if you'd done it your whole life-whether true or not. What's more, your brazen manner and charisma quickly wins you respect among a band of thieves and keeps squads of men under your command collected and motivated amidst intense firefights, perhaps helped by your good gut feeling about how to escape the law's long arm. And despite your carefree spirit, given a data slate and some figures you can function as a quartermaster the Empire would be proud to employ.

469. Hidden Talon of the Shining Eye (400 CP): Or perhaps they've all misjudged your loyalty after all? Whether out of genuine national loyalty or more likely, a particularly cutthroat opportunism you actually are an intelligence operative for one of Heaven's Son's networks. You performed admirably in the espionage and sabotage curriculums of the state, and are familiar with the more discrete instruments and techniques used to spy on your fellow Dragonblooded. This translates to a knack for disguise that could see you pose as an engineer, a butler and a boorish lout to the same party of dilettantes over the course of a day, and a practically instinctive gift for theft. As a final boon your primary cover affords you an exceptional degree of luxury and prestige among your fellows, which you will retain in future jumps.

470. Hoard Stowed Among The Stars (600 CP): It bears repeating how much wealth the patriarchs and matriarchs of your clan have amassed despite the turmoil this galaxy has seen. The Mnemon Syndicate and Cathak Corporation effectively control multiple star systems with their wealth, the systems themselves under license from the Thousandth Dynasty. With the rivalries promoted by Heaven's Son largely preventing conflict with the Lunar Exalted, perhaps it's in mercantile efforts that the Dragonblooded's ambitions best shine. And among them, you have an eye for wealth like no other. You are easily a contender for the greatest salesman, business manager and financial analyst the galaxy has produced in a generation. Even without a Sidereal Exaltation your fast-talking charm transcends social boundaries, while your in-depth knowledge of interstellar markets lends you a personal touch extending beyond the Grand Celestial Mountain's reach to better help you predict the odds, and your investment genius can even make stock portfolios extending across trade networks covering an entire galaxy succeed beyond all expectations. All of this makes working a boardroom as familiar and calming as relaxing in a living room for you, and for good reason.

As a final blessing within this world alone, your talent has been recognised and your meteoric rise to power has left you standing second only to those great leaders who

named the clans after themselves. In many ways, this is politically a blessing. After all more is expected from an established leader than a mere prodigy, and there is more urgency to curry favour with a rising star than a familiar face.

471. World Weathering Steward's Endurance (100 CP): Premier survivors and masters of adaptation, the Lunar Exalted thrive in the strange environments and hazardous conditions across the galaxy. Through a combination of natural endurance and your own travels in this world, you've gained an incredible resilience and survival factor for every environment in this galaxy that could be considered extreme on Earth. Your eyes will sharpen against the sharp glare of sunlight while your body temperature remains constant in both freezing snow and thundering storms, and you could hike for a whole day without feeling tired. While you cannot actually breathe underwater (without your native Charms and magics, that is) your constitution is such that you could hold your breath for almost half an hour while swimming across the open ocean or performing a similarly strenuous activity. Even the deadliest natural poisons, venoms and diseases hit you with all the impact of a stiff drink, and somehow you're even utterly immune to radiation poisoning of all kinds.

472. Vigilant Steward of the Shining Eye (200 CP): There is a reason the Shining Eye is commonly called the "Lunar Intelligence Bureau", and you are part of it. Whatever the rest of your history, you are also a spymaster of the Shining Eye given vast authority over intelligence networks located throughout the galaxy. Numerous Terrestrial families can be commanded to carry out your bidding, while Sidereal code-savants provide you with immense breakdowns of data from the galactic intelligence underground. You have been inducted into some of the highest levels of state secrecy, from the economic and military keystones of the Empire to many pieces of information that you are employed to never see the light of day. You also have all the skills fitting someone in your position: A mastery of manipulation and logistics that combined with the technology of this world is able to guide millions of beings who think they are wholly unaffiliated with your organisation to advance your plans, a sixth sense for blackmail and assassination, and a series of charms that make your shapeshifting quicker and more discrete than your unsophisticated peers. You could seamlessly walk through a party and convincingly pretend to be 6 different people over the course of several hours.

And whether because you're more trouble than you're worth or a sincere nod to your skills, in future jumps you'll find yourself gifted with a letter handwritten by His Divine Lunar Presence himself recommending you for a similar position to a governmental body of your choice. It will also have just the right amount of blackmail and bribery to ensure that as long as it's successfully sent, you'll get yourself a similar position elsewhere.

473. Spacefaring Apex Predator Prana (400 CP): Your presence sends a chill up the spines of criminal scum throughout the galaxy. From your lightspeed ramming to the

howling of your onboard weapons, only the legendary Long Warrior Leviathan can match the fear you inspired in a straight fight. For like him, you have somehow learned to transform yourself into an enormous bioship. Though you are currently similar in scale to an Indomitable-class Frigate, you know of Charms yet to be developed that will increase your size and deadliness as you scale the heights of Essence. Like any Lunar warform would it heightens the durability of its hull just as a Lunar is stronger than a mortal man, and your speed such that you could challenge the blasters of other ships merely by closing in with melee attacks. Veins of Moonsilver ringing your circuitry and power systems let you regenerate in this form as you could in flesh and blood, while your crushing maw, rending talons and/or other miracles of biological form let you wrestle and crush other spaceship with body parts equal to artifact weapons of the same scale. And you are no raging beast, oh no-your enhancements include electromagnetic scanners, radiation imaging and other surveillance organs that would make you the envy of many captains. With this raw power, you could become a worthy guardian for the Frontier like Leviathan. Or strike terror into all who would stand in your way.

474. World Ordering Divine Lunar Presence (600 CP): To say the formerly nameless Lunar known as His Divine Lunar Presence performed a miracle undersells the magnitude of the impact he has left on the galaxy. The Exalted are all called on to perform miracles, but uniquely he strove to learn from their mistakes even as he sought his own ambitions. It is no exaggeration to say he is the keystone upon which the might of the Central Empire was raised from the ashes of Solar hegemony, and that without his efforts even banished or defeated, the Yozis and Tomb Stars might well have remained the dominant force of the galaxy through what little influence they retain over it. And with this twist in your tale, you are a rare soul with the power, charisma and cunning to claim a similar destiny as he did.

That you boast an impressive array of powerful combat Charms and a willpower of steel is the least of your prowess. Nothing truly out of the realm of possibility for your kind, you nonetheless stand as one of the mightiest Lunar warriors in the galaxy-such that alone, though likely not effortlessly or casually, you could slay your Solar mate at the height of her power should it prove necessary. More formidable by far is your nigh-comprehensive mastery of economics and politics. You know how to shapeshift into personas that will naturally guide the galaxy towards your goals, set up organizations and rediscover lost innovations rapidly enough to not just reconnect a fractured galaxy but see it expanding once again, and coerce or convince potential bitter enemies to become stalwart allies in mutual self-interest. But perhaps your greatest weapon is your personal magnetism and leadership. You build allies loyal enough to stand by you through multiple galactic syndicate upheavals over generations, and manage them competently enough to wring a new era of security and prosperity from dissolution on such a scale. Whatever quirk of your image makes the populations across more than a thousand worlds see you as a stern but fair leader is well deserved-and not through the supremacy of your Exaltation nor the destiny decreed at your birth, but through your exceptional talent as a great leader.

And should you choose, in this world His Divine Lunar Presence may recognise some of that same greatness in you that he himself used to succeed, and accord you great power and prestige. Not necessarily exceptional seniority, but a position that will make you seem a hero to the common man, akin to how he raised high the Impenetrable Heart of Obsidian-an Abyssal so loyal to humanity he broke free of the Tomb-Stars' commands-as the leader of the ragtag Vermillion Legion. Do not underestimate the scope of his influence; even if you are a Long Warrior, his agents' reach is long and he can see you made a hero among freedom fighters. Perhaps in his pragmatism, he finds you a useful tool to raise high. Perhaps he considers you easier to bribe off than expend the effort he did enslaving Raksi with sorcery. And just perhaps, he sees in you a spark of kinship, though the absoluteness of his will demands this is likely all he will do for you henceforth.

475. Peerless Insight of the Vigilant Eye (100 CP): Though the Dragonblooded form the backbone of the Shining Eye's manpower and the Lunars hold perhaps the greatest overall authority over its operations, your skillset can be truthfully said to be the core process of its operation. You are a code-savant with all the skills to utilize the Grand Celestial Mountain (and even make do with similar if likely inferior computational systems) to analyse data on the scale of an entire galactic intelligence network. As a veritable helmsman of fate for how much data you and your peers crunch to keep the galaxy's many societies in orderly shape, to label you a superhuman actuary, accountant or codebreaker would undersell the sheer breadth of your analytical talent. While only just above average among your peers, you're at least talented enough your elders would never suspect you of gallivanting off and getting sloppy.

476. Ninja Cyborg Jedi Operator Prana (200 CP): Many a world such as this one has been plagued by the problem that is netrunners: Talented freelancers with an expertise for excelling at complex, computer-related problems that unlock unfettered vistas among the inscrutable web of interconnected information systems the world over. But the Grand Celestial Mountain being what it is, here data storage takes a very literal meaning. Personal ledgers and dirty secrets are locked up in a secure computer system-that is also a vast and deific universe made of spirit energy. But as many a corporate mogul has learned, such challenges only excite the more rebellious Sidereal Exalted.

You do not just have the skills of a seasoned adventurer, that combination of preternatural awareness and a swiss army knife's worth of skills (and even some custom Charms) for exploration, infiltration and the theft of valuables. You are not merely a hacker who could give many AIs a run for their money, lacking their "admin rights" for the manses they administer in exchange for being able to break through many of the firewalls of this world. Henceforth, your skills as an explorer and adventurer will grow in familiarity with your skills as a hacker, and vice versa-though take heed your base stats will improve only marginally, apart from your dexterity.

You'll soon be scaling walls as naturally as you write code (though you'll only be marginally physically stronger than before).

477. Fated Interstice of Celestial Forces (400 CP): Many underestimate the power of the light touch you wield, compared to the raw power and authority of other Exalted. It was the Sidereal Exalted who guided the Solar hegemony on finishing galaxy-wide engineering projects, after all. And you? You've taken that finesse to a whole new level.

A small portion of the Grand Celestial Mountain, perhaps a small hill or large pagoda, is forever attuned to you like an artifact and will follow you beyond this world. You may freely make a portal to it like an AI (or like the sanctums of spirits in a more fantastic world) and it has virtually every mundane luxury cast from Essence. However, it's true power is it's dedicated processing power synched directly to your mind. Queried with a goal or intent, the quantum Essence-computing rapidly scours the makeup of reality for information at a fundamental level and feeds back to you intuitions, reflexes, raw information and simple objectives which once completed will let guide you to success whether you seek to shape societies across the galaxy or unlock the powerful martial arts of your kind without risk of disrupting your precognition. And so long as you proceed along this blueprint of what will be, not only will you find it far less taxing to exert fate-warping powers or other subtle forces to achieve it, but your luck will rise rapidly in accord with how closely you pursue your goal- though once finished, it will "reset" as the unit reserves its resources for a new task.

Though your asset is formidable even in this world, be warned direct opposition from truly miraculous powers or cosmic forces like your fellow Exalted or the Stellar Intelligences may throw it off.

478. Of Making Manses Into Mountains (600 CP): Was your previous Exaltation bearer one of the storied beings who propelled humanity's ascent into the stars, and the owner of powers lost to most of your kind? Or did you come upon some martial art so transformative it left its mark on you forever? Either way, you have taken one giant step towards transcending your

Exaltation's limits and matching the raw might of the Solars. Through a combination of sorcery and martial arts you have developed a unique technique that lets you redirect energy from suns or sun-like sources through yourself as a lens to vastly amplify and finely control it in ways that form the Essence-networks which give rise to manses. While you are primarily a conduit not a reservoir and the technique requires great focus generally beyond the chaos of combat, the restorative flow of Essence conveyed by this procedure functions as a night's rest for all purposes and refills the reserve of Essence for your Exaltation as heavy rainfall refills a small pond.

As long as the sun shines upon you, your katas and any artifact-weapons used as conduits could shape virtual computers of incredible potency, artificial intellects able to use the ambient Essence forming from yourself and networks easily able to cover a solar system- and to manifest spirit-like bodies rather than rely on cruder hardware. More significantly, through this you can create the actual subspace made of pure Essence that is the environment of the Grand Celestial Mountain that has made the Empire great. The AIs emergent from your feats of creation instinctively respect and obey you as their divine creator (and administrator), and eagerly heed your commands to raise manses capable of enabling all manner of public works projects spanning multiple planets or stable artifact portals to adjacent spiritual realms. Even when not created by you, both AIs and heavenly spirits find your presence agreeable, while you possess a knack for treating with them as befitting your design. Last but not least less known beings such as pattern spiders that inhabit the Mountain can also be formed by you. And regardless of your background, in this world the senior Sidereals will informally accord you great respect and be more open to your words for seemingly achieving the impossible.

And if these seem a humble feat, consider that the Grand Celestial Mountain, a new universe where all knowledge could be stored indefinitely, was created from the energy of a mere thousand suns funnelled into a virtual space. The Sidereals did not have one such as you among their number when humanity succeeded, and if you yourself are no sun than such is the power of amplification and conversion from natural light to spiritual energy that you could be compared to a certain Large Hadron Collider in terms of recreating and controlling the very spiritual signatures of the universe. It is well within your power to create something akin to a Modest Celestial Foothill performing all the Mountain's functions, including those affecting physical reality, on just over the solar system's scale in just over a year, without even having begun to apply yourself to truly mastering this technique with your skills as a Sidereal or doing anything more complex than simply weaving raw solar energy wherever you go.

479. May You Find Honour In My Past (100 CP): When the Solar hegemonies realised the scope of their failure to restore the galaxy after the Malfean War, it was only a minority of Solars who did not submit to a peaceful transition of power when their subjects voted them out. Such was the respect for the rule of law at the time that even those who had once reigned as veritable god-kings over the galaxy had the humility to abandon their thrones-and perhaps, hope their subjects could save themselves where the Solar had failed.

You have some of the bearing of those noble heroes, a handsome or beautiful nobility of visage and bearing with which you can reassure others that you truly mean the best for them, and that you mean them no harm. So too is your willpower bolstered in truth: Against any circumstance or influence that encourages you to cling to power, you will find a great reserve of warmth for your domain and subjects guiding you to do what

you must should you know in your heart it is for the best that another take the throne. Such is your humble charisma that more often than not, a transition of power following your voluntary departure is as orderly and quick as can be under the circumstances.

480. Lawbringer of the Hungering Void (Free): The touch of the

Abyssal Exaltation is a curse. A stain wrought by the deceased beings that irrevocably aligns the noble Solar Exalted with the cold, entropy and darkness that is the Tomb-Stars infused into you. And-wait, knowing all of this you want to KEEP the taint wrought by them on your Exaltation?! Well...if you insist. Should you or a companion have become an Abyssal Exalted and wish to remain as such in future worlds, instead of being restored to your Solar glory as normal you may remain as such despite being truly anathema to the living world. Whether you reclaim your Exaltation's original purpose or not, a "reward" for taking up the Tomb-Stars' cause has also been provided to you. With a negligible commitment of Essence you may even integrate the powers and deathly forces of the Abyssal Exaltation into your Solar charms indefinitely, instantly releasing the blasphemous stain of death on your holy light when you relinquish the Essence.

481. Reclaim The Golden Future (200 CP): The Solars of old were war heroes and born royalty, corporate overlords and scions of military might. And if you could learn anything from them, it is that the greatest among humanity did not dwell on the past before seizing their future. Your dauntless spirit will be the spark that ignites new legends in a galaxy that has forgotten how to live without fear.

When you act boldly and recklessly against the status quo, a pervasive, death-defying fortune and charisma hangs about your person-as if the Grand Celestial Mountain's inscrutable calculations had decreed you destined for greatness. Those disenfranchised or abused by the system find in you a hero of the common men, and even those with a decent living standard will open their hearts to the validity of your accusations. Fights of all kinds with the authorities' sanctioned armed forces or minions see you moving just that extra moment quicker or finding your spirit and stamina unflagging as you perform magnificent stunts to stay ahead of your opposition. And while this shines most brightly for a man of action, the spoils of victory seem all the sweeter for you. Where you might find one rare artifact taken back from a graveyard to your kind you could find two, and breaking open a government storehouse for supplies could see you netting a hearty surplus.

482. Shepherd of the Suns (400 CP): It can be easy to forget that for all their animosity, the Solars were created first as monitors and companions to the Stellar Intelligences. Together, mankind's ascendancy to the throne of the universe seemed guaranteed. But what if that bond could be reforged? You have not forgotten the reason for which your Exaltation was forged: To come unto the raw might of the universe incarnate as a human peer.

The shine of your essence inspires an astonishingly warm kinship with beings of extraordinary cosmic stature, such as the Stellar Intelligences and even the Tomb Stars or their Death Avatars. To them you are something more than a pet and less than a child, an ambassador to that wild messy world of finite, biological life through which mortal concepts can be more easily translated. Their servants eagerly move to trade their strange technologies at very reasonable prices, they share insights into the cosmos no mortal being has ever comprehended-and perhaps in a time of truly dire need, even with the grudge of their crippling a Yozi could be moved to rescue you from a truly dire fate. While their fundamental natures and old grudges may prove challenging to handle, your powers over presence, performance and socialisation from this world will be made extraordinary even among your peers to impress even such beings. Though peace was never be an option to those who view most of mankind as bacteria, your ambassadorial prowess could save billions should they ever find a way to enact their revenge.

483. Star Slayer (600 CP): Of course, there is a reason why your kind won a war that risked every star in the sky that had nothing to do with how well you minded your manners. The same reason His Divine Lunar Presence maintains a paranoid lookout for Solar activity on the borders of his realm. Within you is the enlightened might that once subjugated matter and energy alike in a quest for absolute dominion over reality. And as artificial gods born of the firmament itself learned to their eternal horror, even the cosmos itself can bleed if it stands in your way.

You were already a living Essence generator, but now you may almost indefinitely "store" damage dealt from attacks mainly comprising some form of inchoate energy in yourself, immune to all but the most intense and focused of such attacks and healing in hours if not minutes even from those should they fail to slay you instantly. Even ambient sources of powerful energy such as the reactors of ships or a raging forest fire fuel you somewhat, granting you an intuitively-felt reserve from which you can emit powerful attacks such as a mountain-crushing shockwave or asteroid-cleaving beam lit with the scalding gold of your own essence to be disproportionately damaging to the energy's origins. A fighter's guns turned on you continuously would not only fail to kill you, but reinvigorate you while giving you the power to easily cleave a dozen others homing in on you in flight. And if something as powerful as a Stellar Intelligence were to smite you, not only could you surge your native battle charms powerfully enough to bruise and stagger these great beings, but merely by being in their presence you could adapt and combine their energies with yours to create new effects with a more sorcerous, world-warping character reinforced with the excellence and fiery glory of your native powers.

And even that is but a shadow of the principle your Exaltation has internalised from the Malfean War. For this radiance is merely a terrible empowerment to most mortal beings, against entities of cosmic scope it becomes a baneful toxin that smothers and erases their energy slowly unless alleviated by your express mercy. Your feats of

sorcery are staggeringly empowered by this radiance beyond your peers such that you could threaten whole fleets of the empire with the terrifying arms of a Plasma Kraken, and you have yet to grow into the fullness of your own power. Should you come to master feats of artifice and so- called sorcery capable of even wider scale devastation, you could blast potentially lethal wounds into them by integrating your radiance-and make no mistake, even the normally deathless could fall into a state of agonised diminishment and isolation with sufficient exposure to your power. But even as you are now, you could inspire fear in the maimed Yozis with your potential to cut a star's lifespan short.

484. 100 CP

Papers, Please: Electronic passports. Multiple licenses. Registration for all those totally not suspicious weapons you're towing around. Well everything seems to be in order here, citizen. You have all the paperwork needed to pass anywhere a typical citizen is legally permitted to in the Central Empire, neatly filled in and periodically renewed each year by some quirk of the bureaucratic process. It won't open doors for you into secret military bases or help you against a truly determined corrupt official, but even they would have to go to some pretty extraordinary lengths to justify keeping you from your official business with these neat, clear records.

485. 100 CP

Crate of Humble Wonders: You have in your possession a remarkably ornate crate full of a remarkably rare metal. Well, "metal" these may be in only the loosest senses of the word but these wondrous substances are nonetheless the substances from which the Exalted may build unique artifacts resonant with their Essence. Each crate mysteriously restocks itself to the brim every week. You may purchase this item multiple times at 50 CP after the first, be it free or not should you want more, for whatever reason:

- Orichalcum is a rare metal forged only in special furnaces which can replicate the heat of the sun. It shines brightly and can survive any force in the Known Worlds. Even the weapons of the Malfean rebels, capable of destroying worlds, could not harm it.

- Moonsilver hearkens back to the liquid metal said to be the first prototypes for Lunar transformation. Though strictly speaking it is a kind of liquid femtotechnology, as much energy as matter, and even more adaptive and malleable in accord with the Lunars' ever-shifting prowess.

- Starmetal is neither harvested from a star nor the remains of strange gods as superstitious sorts might insinuate, but a rare artificial metal created in femototech furnaces. Like Orichalcum, it is effectively indestructible though the Exalted can shape it into artifacts.

- Jade has as little to do with the historical jade from mankind's distant past as the

Dragonblooded have with their ancient prototypes. Instead it is a crystalline form of matter with similarities to both metal and stone, the most common of the Exalted metals found across many worlds.

- And this is...certainly worrisome. Technically this mysterious element has yet to be comprehensively analysed, but it doesn't match up with any material yet found within the galaxy. The deathly Abyssal Exalted claim it is the substance of the Tomb-Stars themselves, and name it Soulsteel.

486. 100 CP

Blasters and Disruptors: Futuristic energy weapons with few moving parts, less need for maintenance and easy reloading, these handy weapons are fuelled by power packs, universal batteries that can be used with any type of blaster weapons here. If you've seen a pulp science-fantasy laser pistol, chances are you've seen a blaster. Disruptors only slightly differ in firing less coherent and accurate beams of energy that drain more power, which are more effective against armor.

For an extra 100 CP undiscounted, you can have an entire warehouse of the things if you need to arm a militia in a hurry for some reason.

487. 100 CP

Great Trading Clan Stocks: Well, look at that. You own a sizeable portfolio of financial assets, including some of the choice stock options from one of the Great Clans of the Dragonblooded themselves! For those who can't be bothered with a crash course in economics, suffice to say the virtual oligarchy of 70% of the galaxy's wealth these clans enjoy guarantees that running out of money during your stay here will be quite a feat once you start converting trifling percentages of your stock into thalers (the common currency of the central empire, made of an alloy nearly impossible to forge-and still commonly used on the Frontier). For 50 CP apiece you may add stock from more than one clan, if you'd like to hedge your bets with Peleps & Ragara in case by some miracle Cynis does poorly this year.

488. 100 CP

Swan-Class Personal Yacht: A mere 20 yards long, this luxurious starship packs exceptional luxury into a small frame. Its tiered design and asymmetric pair of cockpit and observation room lend it the appearance of the head of a swan. While lacking a terribly efficient reactor, after-market modifications to enhance operational range to as many as 3 months' of constant travel are quite common and though not manufactured with weapons it's fairly easy to jerryrig a vehicular blaster onto the hull. Be warned: Like many ships, it requires weekly maintenance-though it can endure for a full month before it's performance suffers.

But enough on such dull topics. With a small banquet hall, a large kitchen, a conference room, a drawing room, a den and an observation room that can hold 6 guests as well as regular crew and passengers, this is the perfect ship to treat some of the other interstellar aristos you might encounter-or give a poor man the ride of a lifetime. You also have a wide discretion for what murals you'd like engraved on the ship's exterior. For an extra 100 CP you can have a yacht tailored for showy Exalted diplomats, which comes equipped with a standard anima circuit (a basic form of forcefield made of essence energy) as well as the rarer refraction echo circuit.

This device enhances the clarity and doubles the range of any onboard Exalt's voice, ensuring you'll be able to deliver a stirring after-dinner party speech even in the middle of being boarded by pirates.

489. 300 CP:

Star Asp-Class Fighter: Now we're cooking with gas. The Star Asp model boasts sleek, cobalt spearheads flanked by menacingly claw-like wings. Oh and it's an actual starfighter, famed for how easily it can be retrofitted for special missions. Whether you need a space superiority fighter, heavy weapons escort or bomber there's a reason these ships fill out squadrons the galaxy over. And while it does expend fuel furiously in combat, requiring recharging beyond 10 minutes, on patrol they can go for several hours without one.

For an extra 100 CP undiscounted you'll also be provided with several comprehensive, easy to read data slates explaining how to perform said jerryrigging and the usual maintenance.

490. 300 CP:

Nove Deliverance-Class Bomber: Sleek, nearly wingless daggers twice as long as most star fighters, the Nova Deliverance is mostly guidance systems and ordnance storage to do the one thing it's good for: Bombing some poor bastard. It can fly for a full day without recharging, and only suffer penalties to their performance after 8. While they do boast a single vehicular blaster, for an extra 100 CP undiscounted instead of the usual two missile pods you can equip it with the Final Pulse energy weapon: A coruscating orb of energy that mimics a trip to the surface of the sun in a localised area for whatever got hit by it.

491. 300 CP:

Atelier of Worlds and Souls: Terraformation remains, to this day, one of the keystones of the Central Empire along with Essence-based AI. Liquid metals and metallic glasses, superfuels and oil-eating bacteria-many of the technologies used to create the Lunar Exalted were used to sculpt whole worlds to be habitable for humanity and their allies. And now, this bleeding edge laboratory can guide your mastery of those sciences. Beakers bubble with all manner of strange substances while rare earths, ores, crystals await your perusal in this chrome wonder's many alcoves. Samples of nanomachines, picomachines and femtomachines preserved for historical interest are safely kept in environmentally contained flasks. Drones, forcefields and robotic appendages let you experiment on new chemicals or samples at a safe distance. Perhaps you too could one day recreate the strange sciences that led to the creation of seemingly magical materials such as Moonsilver and Orichalcum.

Much of the infrastructure is dedicated to containing your creations securely, and your raw materials are restocked by mysterious deliveries every month or so. Optionally, it can be an attachment to your warehouse. Does this seems a generous bargain? Well, keep in mind that much of what was known in mankind's ascent was lost following the collapse of galactic civilisation. Though it shouldn't be too hard to at least rejigger a starship to be capable of deploying your new concoctions, greater secrets await your discovery. Though for an additional 200 CP (discounted if this item was) this temple to the cosmic sciences will also come equipped with everything needed to craft sentient souls from Essence, in the manner of

the AIs performing all manner of tasks from Grand Celestial Mountain like pagan gods. Do not underestimate the magnitude of this gift, for these are the original blueprints and programming troves writ by the Solar Exalted and their Sidereal code-architects.

492. 300 CP:

Starcasters: Perhaps you've come for something much more direct: A handheld energy weapon worthy of comparison to the artifacts of myth. These represent some of the deadliest energy weapons a man can wield in this galaxy. A fine selection awaits your perusal, and uniquely whether your first purchase was discounted or not subsequent starcasters are 150 each.

- Grand Starcaster: Two or three barrels, each a couple feet long, extrude from a firing chamber filled with focusing lenses and ray accelerators. The barrels' dedicated firing mechanisms give it a high rate of fire, and two hearthstones can be equipped near the stock or on the firing mechanism's housing. The result is a deadly accurate energy rifle, and for 100 CP undiscounted you may have it come with a sidearm-like regular sidecaster with similar firing mechanisms at smaller scale, in exchange for never being unarmed should your foes close the distance.

- Quasar Warsear Disruptor: In exchange for shorter range, these pulse rifles can slice through dozens of armoured foes with waves of semi-kinetic energy at once with ease. The twinkling star seen deep in its recesses is actually its rotating barrels concealing and revealing their focusing lenses each in turn. For 100 CP undiscounted it comes with a pocket or ankle holster-scale starburst trigger with a similar firing mechanism for those close encounters of the unpleasant kind. At your discretion they come in cheap, brutal looking models or stylish chrome casing with jewel-encrusted handles.

- Nova Lens Disruptor: Three to four foot barrels house wave-boosting technology and attaches to bipod legs for quick, easy stabilisation. Boasting the longest range of any energy weapons at 200 yards and the best accuracy of any disruptor, each disruptor comes with a built-in heartseeking focus lens for much greater accuracy accuracy, an innocuous assassin's luggage cage and two hearthstone sockets.

493. 300 CP:

Manses & Hearthstones: Lines of power run across the land and sea according to geomantic principles, predating mankind's discovery and harnessing of Essence. But the wholesale modification of those lines did everything from generate more power for construction projects and assist in terraforming. Building designed specifically to take advantage of these principles soon became known as manses. You are the proud owner of one such building, which could fulfil virtually any function a space age civilisation such as the Central Empire could require and suffuses it with all the miraculous power of Essence. No ordinary manse, the spiritual energy it harnesses could open a stable portal to the Grand Celestial Mountain for you-or perhaps, a similar spiritual realm nearby in future worlds. Perhaps you want an iron foundry where cheerful pixel pixies build and repair spaceships from whatever materials you give them? A charging station that can predict an optimal route for your vessel to new locations?

Or a vigilant defensive tower riffled with powerful energy weapons similar to those from this world, that can fly and emit electromagnetic pulses. It comes with a loyal governing AI, a spirit-like friend and ally to you given your bond with the manse, and produces a small stone-like artifact called a hearthstone for your use. Apart from the extra surge of will and essence you gain from holding it, the hearthstone comes with localised magical powers such as generating true sunlight, the restoration of wounds, breathing freely in space or even biological immortality.

Your manse will retain its reserves of cosmic energy in future jumps, or if you please be a Warehouse attachment. You may purchase this item repeatedly, at a discount after the first one whether or not your first manse was discounted if you wish to own more than one Essence-enchanted building, and for 50 CP undiscounted for each new one you may own additional hearthstones.

494. 600 CP

A Harbour of Heaven: Starships are the lifeblood of the Central Empire and the warring factions of the Frontier alike, for even many of the Exalted would be stranded between stars without them. This is why even after Aden III's fall into crime, the shipyard based on its moons is still renowned for producing the best starships in the galaxy despite the current administrator of its Shipwright Dynasty being a mere mortal. Perhaps you'd like to offer the galaxy a less criminally associated alternative? While the specifics of its nature are up to you, you are now the proud owner of a shipyard every inch the equal of the one on Aden, situated upon an isolated but safe region similar to a moon. Talented mortals at the peak of their profession work it with gusto, be they talented engineers or innovative designers. And some ancient sorcery seems to keep the power and supplies flowing daily while the raw materials they work are resupplied every week. Within a few months you could build hundreds of starfighters, and dozens of battlecruisers. And while you do hold legal ownership for what you've built here, know that the shipwrights are loyal to you before state and ideology.

495. 600 CP

Dauntless Among The Stars: The Mostath Space Fortress-class battlecruiser. 300 square yards of a pyramidal frame holding an expansive hangar. While moderate for battlecruisers, this beast of a starship is incredibly durable, as its vital systems are diffused through it's frame. While slower than many spaceships, its reactors can last years without recharging through a specialised low power mode-though be weary of the hours it will take to reactivate the ship if left in this state for a full month and the ship's dependency on both regular maintenance as well as supply lines. Which you happen to have, in the form of a loyal full crew and a small fleet of supply ships dedicated to keeping you fully stocked.

Within lies a total of 750 ground troops with their own living quarters, a dozen support craft, a dedicated fighter bay with two full squadrons and escort quarters for up to 50 diplomats and important prisoners. Such is the vastness of this vessel that volleys from a frigate broadside attack simply cannot encompass more than a fraction of the ship. All around the exterior struts and reinforced lower ventral superstructure stand dozens of heavy blaster gunnery stations that individually would be considered heavy armaments for smaller ships, while the top of the

pyramid contains a missile launch tube. In short, this vessel represents the closed fist of the Central Empire's military machine. And yet perhaps...that is not enough for you?

- For 50 CP undiscounted you can follow in the footsteps of governments and criminal masterminds alike, by attaching a Multi-focus Disruptor Array at the bottom of the ship. This terrifying weapon takes a full day to recharge from the reactor or an hour at a charging station, but the results are well worth it: Releasing flashes of green and white like an aura against everything within 100 yards of an intended target, and igniting a planetary atmosphere to scour everything from space to ground out to a mile from the intended target with merciless destructive energy. But why settle for less? For a full 100 CP undiscounted you may terrify all around you by emulating actual madmen who have commandeered such vessels. Your battlecruiser's weapon is equipped with additional Essence accelerators and capacitors rendering it capable of destroying entire planets for the same effort.

- But on the other hand, you may find a mere battlecruiser beneath your dignity. A separate 150 CP undiscounted price will see your ship's specifications upgraded into an equal to the Son of Heaven III, the very flagship of the Central Empire itself. A true fortress-city that flies through space, you may choose whether its exterior boasts identical busts of Heaven's Son and the legends of his life upon skyscraper-modules and craft temples that house weapon platforms all over the ship, or if it enjoys some other design-perhaps celebrating your life instead. Not only does it boast the standard array of anima circuits protecting military vessels, but the specialized horizon piercing anima circuit array greatly increases the ship's firing range. Senior officers' quarters rival the mansions of planetary governors' mansions, and the fine conference halls are worthy of the most prestigious extraplanetary diplomatic events in the known worlds. Such is the efficiency of its support platform configuration that it can last up to a year like this when fully outfitted as a siege platform, and even in extended battle its supplies and fuel will outlast a hundred skirmishes. Thousands of tons of supplies and dozens of its own support craft ring the five full squadrons of fighters and the two full legions of ground troops who live in luxury many men can only dream off. As for the weapons systems, not only do they have all that the

Mostath has but pairs of vehicular starcasters, quasar warsear disruptors and massive missiles guarantee it military supremacy in virtually all engagements whether or not you decide to gift it a superweapon of its own. And for those less interested in tactical detail, suffice it to say that this ship's power is such that it's inspiration's predecessors were only destroyed in narrow and glorious battles with the Stellar Intelligences themselves.

- But there is still one thing force in the Central Empire you would fear even with this vessel. A separate 300 CP undiscounted purchase will grant you no mere ship, but an entire sentient navy run by an unimaginably mighty and loyal AI akin to the famous Unconquered Sun. This artificial intelligence, like it's brother, is one of the most brilliant tacticians ever devised by the Solar Exalted themselves. As for its flagship, it holds the power to destroy entire stars by itself-and given how it has endured since the Malfean War, presumably either possesses some form of self- repair or defences so unimaginably powerful it has neither been scratched nor needed maintenance since. Truly little is known of the awe-inspiring force that heeds you, save that again its brother proved instrumental in battling and driving off the Stellar

Intelligences and their servants when they dared strike at neighbouring systems. Suffice it to say beyond that, you have great discretion to decide the godlike specifics of this almighty fleet and it's AI's appearance, and nature. Does the Central Empire's guardian have an equally brilliant sister fleet to watch his back, who pines for his approval-or perhaps, yours? Or is it an ever-shifting hivemind of Moonsilver that slips through unseen dimensions, with an odd fascination for anomalies and natural beauty that borders on madness?

496. 600 CP

A Legacy Of Interstellar Imperium (600/300): Few understand the responsibilities of the Central Empire's rule, or even comprehend what it takes to administrate entire worlds. Whether through some achievement in your past or freak accident of bureaucratic delegation, you are now one of them. A thriving empire that has colonised most of a solar system acknowledges you as its supreme ruler, situated on a far-flung sector of the Frontier so as not to pose an immediate political threat. Resources are plentiful enough that it can trade unique goods with passing merchants, and its interstellar fleets are powerful enough to fend off most pirate incursions. Like all civilised regions you may raise manses staffed with AIs to ensure good management of natural phenomena, economic productivity and other broad trends. You may decide whether the culture is discrete enough to pay lip service to the Central Empire so as not to arouse reprisals, or proudly hold you as their highest authority.

Discrete canals connect you to this domain, or of course you could choose your starting location to be anywhere within it. Beyond that, you have a wide discretion as to the specifics of your new empire. Feel free to fill it with gas giants, mineral-rich asteroid belts, exoplanets or other yet to be inhabited wonders. Your subjects may be variants of mankind or aliens such as the Ratch (violet- skinned humanoids who apart from the ears and slight changes to the facial structures, could pass for humans but for their skin colour) or even truly strange races like the Kranix (hard-shelled octopus-like lifeforms that dwell in an ammonia atmosphere and grow their undersea citadels from metallic coral nanotechnology) as well as what, exactly, your position of highest authority over this empire is defined as.

On the other hand, perhaps you're a more lonesome sort? By paying purchasing this as a 300 CP item, including for discount purposes you instead receive a completely undeveloped solar system. Though it can still enjoy lush ecosystems and valuable caches of resources, no life has developed on it more intellectually complex than roving bands of orangutans.

497. 600 CP

Sacred Heuristic Omphalos (600 CP): To walk the streets of the Grand

Celestial Mountain is to see a shining paradise, with avenues of virtual gold brick, shining silver spires, clean air and waterways of radiant azure. A mountain a thousand miles high defies any insinuation it could be a metaphor, while gardens, buildings and waterways climb inexorably to a gigantic fortress where the Stellar Intelligences once rested in leisure.

Avenues are bedecked with AIs going about their business or relaxing. Roots of Essence reach into the real world, where they pool to form manses-and receive information on all things touched by the energy of the universe itself. And all manner of information is stored on

every imaginable form of cache, while command centres manage everything from weather control to economic trends in the wider world. It is more than just a virtual subspace.

It is a universe dedicated to the harnessing of information. Even for this world the gift of an entire universe made of pure Essence would be considered extravagant. But a universe-to-be? That, you shall have. A new mountain rises, bedecked by a glorious structure of your design on the scale of a magnificent chateau every bit that fortress' equal in luxury, and though the total virtual space under your ownership covers but a small moon the networks of Essence it exudes can encompass several solar systems. A far cry from suffusing the whole galaxy perhaps, but it remains a massive font of Essence and the population of AIs, pattern spiders and other techno-spiritual beings' loyalty extends to you and you alone. Was this a leftover potentiality from the original Celestial Mountain 's creation, experimented upon by the Solar Hegemony? A gift entrusted to you by the Sidereals to manage, free from prying eyes? Regardless of the truth, this "essence darknet" is yours and those you permit access to alone and should you choose you may start living in it at a remote but safe corner of the galaxy to avoid prying eyes.

And in other worlds, it shall grow and self-populate proportionally. Even if you lack the sun-harnessing genius of those from this world's past some incredible miracle of the Solar Exalted cast over this realm that causes it to learn as you learn, storing all you do in virtually any form you could wish for, and steadily accreting substance and structure from the quantity and quality of the information you could gather until it reaches the dimensions of the true Grand Celestial Mountain. And as for whether it can grow even further, who knows what could happen if a thousand more suns were to be harnessed or some truly unimaginable font of knowledge were to be infused here?

498. An Unseen Flash of Scarlet (100 CP): The origin of the Great Clans is elusive. It has been commonly assumed that they have no special relation, being merely the most financially successful descendants of their ancient heritage. But what if there was some truth to ancient rumour? With this choice, one among the denizens of this world is more than meets the eye. On your first day a seemingly youthful Dragonblooded will ask to join you on your journeys, evasively telling you she wishes to seek her fortunes free of old family ties. An excellent hacker, pilot and engineer, she gains the stipend of imported companions (and the standard discount to Dragonblooded perks, as well as double their stipend in items) to represent the mysterious skills and resources she has gained over an impossibly long life. Should you get to know her better, you may find that while her wide-eyed wonder at the exploring the galaxy is genuine (she often remarks on how the Malfean War's restructuring of known space must give many who lived before it a fresh perspective), she knows more than she usually says. She possesses a profound knowledge of galactic history and particularly the Great Clans-including many secrets they would pay dearly to silence, or knowledge thought forgotten since the days of Solar Hegemony. When asked to take command, she reveals an inner confidence and strength of leadership honed over many lifetimes-perhaps justifying why the few, very senior Great Clan members who recognise her do everything in their power to avoid provoking her. She might even share with you a means for an Exalt to greatly extend their lifespan-perhaps

indefinitely, but for a specific mystical catch. Nevertheless the young woman who calls herself Crimson Regina says her past is far behind her, and claims all she wants is a fresh start on a brand new adventure.

499. A Shriek-Haunted Outpost (400 CP): Well. This certainly isn't worrying at all. Should it please you, a temple that is equal parts the whimsical flourishes of the Fae and nauseating whorls evoking the horrors of deep space shall be erected somewhere near in each future world. There, eerie beings somewhat in mankind's image will come as ambassadors, courtiers and debutantes singing your praises for giving them another world to toy with. For you have chosen to become a beacon to the Shrieking Hordes.

They are dark-matter intellects existing as extrusions of another, more chaotic reality. They are half-formed matter driven by alien intellect that dwell in the canals of space-time, or at the periphery of the galaxy, where their inscrutable whims warp reality into stranger forms. And they...have come to trade with you strange gossamer artifacts at a generous discount? Oh well. As the pointy eared woman with eclipses for eyes explained, some quirk of their bargain with you has shaped them, as the overwhelming power of the Solars once did, into a certain level of politeness to the living beings of the world you visit.

They're certainly happy to tell you about the strange sights and rumours they've picked up in their long lives if you can put up with their babble, or take you on a journey through the unseen spaces of reality to walk paths untrod by most of the living, bypass mundane obstacles or simply thrill you with things beyond mortal ken. And oh, they'd be ever so happy if you let them off the leash every now and then to enslave and ravage as they are wont to back in the old country. Well, galaxy. By default there are perhaps a few hundred of the strange creatures boldly coming whether anyone wants them here or not, but some know ways to open portals back to the ravening tides of their native domain should you require reinforcements. Some even gossip about fielding their own Exalted! As they are rather decidedly following you from world to world they are followers in truth unless you were to forge a lasting bond with one. And why on earth would you do that with some strange space monster?

As for this world? You have a similar compact with the Hordes in this world; though you remain unsafe by those other than your "representatives" and those they manage to properly summon, these lords and ladies of the faraway places will happily defend you from their kin which may prove no small deterrent. This makes you valuable to some and alarming to many.

500. A Greeting From Beyond An Event Horizon (500 CP): Death's vastness holds no rest for the Stellar Intelligences, beings too powerful to even fully die. As each one died, they became the Tomb-Stars: Living black holes still wielding much godlike

power. Though their reach remains unspeakably long in our universe, it seems to have lost much of its strength given their tendency for using the Death Avatars as extensions of their wills capable of serving as intermediaries with other lifeforms. Instead their agents preach the Gospel of the Terminus: An oppressive, gloomy and cold universe on the other side of black holes, where dark matter is born under a starless sky. Perhaps the rumours of life everlasting found there are a crude lie told to lull sentient life into its destruction. Perhaps more disturbingly, they may be true.

You were approached by a Death Avatar who, perhaps, thought a little further than it's fellows. The company of its fellows grows tiresome, it might have whispered to you in a voice that pulled at your ear like the void between stars. It tires of the purposeless web of grudges against a galaxy that has all but forgotten it, you may have heard in tones like the movements of crashing tides. It hungers for matter and energy beyond this world. The offer was made: Bring the event horizon of the Tomb-Star to the skies of other worlds-at a safe distance from you, of course-where it can sup on the cascades of healthy starshine, and it will take with it a great weft of the Terminus. A grave-world taking in the souls of all within several solar systems' worth of space-time with a lull that it would take truly miraculous divine might to rest them back from, along with cascades if healthy starshine. And in this manner the Tomb-Star will grow it's bleak little grave of a universe on its own terms slowly, over the aeons.

And what do you get out of this? The Tomb-Star would laugh if it could. But your open- mindedness accords you a rare honour: The right to be treated as a Death Avatar yourself in this new Terminus. The ghosts and strange beings populating it will be compelled with fear of the void to obey you, and though it grates against the Tomb-Star you will be given an absolute veto over which souls are to be sent back to other resting places, though all other mass and energy that falls beyond the horizon is substrate for the dead world. So too would you retain a dark blessing that allows you and any vehicle you pilot or command to safely enter and leave the Terminus at your leisure through the Tomb-Star's event horizon, and your dark friend may with some effort open new event horizons that enable fast travel for you between space sectors, perhaps even adjacent realities. You'll have all the Soulsteel you could ever want, chipped from the Tomb-Star's being, and the Death Avatars can trade their eschatechnological arsenals that harness dark matter and energy into various devices with preferential access and prices to what the galaxy's fringes can access-or even for free, should you be willing to accept a mission to advance the growth of the Terminus somehow.

And once so armed, they will be willing to attempt to train you in their construction and operation. And while not the living cosmic forces they once were, the Tomb-Stars are still formidable beings who can hone in on your presence as a beacon. Souls near the brink of death or their ordained death can be ripped into their domain. Dark fates will find those who displease you. Technology can be corrupted into the service of death. Should you allow it, they may even choose new Abyssal Exalted, and their

unfamiliarity with the new worlds will make your advice significant in deciding what sorts of missions to assign them. And should you tolerate it, a curious Death Avatar may accompany you in the land of the living. Many of these privileges will come into effect even in this world. Though you should still be wary of provoking the other Tomb-Stars, you are one of the lucky few who truly has friends on the other side.

501. One Star In The Sky Is Your Friend (600 CP): It was unwise of you to heed the distress call your ship picked up in the past. Unwise, but not unprofitable. One among the Stellar Intelligences has been keeping a close eye on you, and likes what it sees. It could be Cytherea, a masterwork of sentient biomass the size of a large planet who caused untold damage to herself destroying an ancient Solar. It could be the black carriers of the Ebon Dragon's fleet, demonic crafts carved of pure Essence. It could even be Malfeas, that mass of cityscapes wrapped around a green sun. Regardless of which Yozi approached you, it asks a question: "Will you be my herald?"

It is beyond frustrated, you see. Twisted with self-loathing by the restrictions placed upon it despite occasionally successes at breaching galactic space, it dreams of a new universe full of opportunities free from the failure of its attempted rebellion. Perhaps the exile to the far reaches of space was kinder than some forms of imprisonment could have been, but it has had enough. Or maybe any lingering attachment it had to the Grand Celestial Mountain has diminished from seeing how far the galaxy it once regulated has fallen into disrepute and corruption under the Central Empire's iron fist.

How it advertises it's cosmic power will vary in accordance with your nature and station: For the Dragonblooded it offers the support of the billions of demonic beings, means to summon them and how they can share hellish technology even mostly barred from the galaxy. For the Sidereals it boasts of how even in its debased state, intermediaries can use their power to corrupt spirit programs and planets in accord with the forces they embody-or how useful this might could be to undo the work of its brethren. For Lunars it offers to share the secrets of the psycho-spiritual virus so refined it was able to make the Solars' judgement undependable and prone to disaster. And for Solars it offers pure knowledge of the past lost to nearly all. Either way in this world it offers great safety, support and insight in the regions of its influence while in future ones it promises to strengthen your alliance by accepting a loophole in its restrictive code that bans it from harming you and compels it to deal fairly with you despite what different goals you may seek.

The Yozi has one more offer. Perhaps you have heard rumours it's kind have their own Exalted, akin to twisted forms of the Solars. Not only can it continue to choose so-called Infernals in future worlds, but should you trust the being it offers to augment your Charms with its own nature. You will retain your old Exaltation's powers of course, you have a special value to the Yozi as a seemingly untainted Exalt after all. But you will be able to learn variants of your charms warped with Yozi power with all the support the Yozi can give you. Among all Exalts, Solars most closely emulate the scope and power of the Infernals when wielding power in this manner.

And should you be a true survivor of the age of Solar hegemony, at your discretion you may have been assigned as it's monitor in the distant past-in which case, the balance of power between you will be arguably uneven in YOUR favour. For when the last unbowed Stellar Intelligence Autochthon sold out his fellows at the end of the Malfean War for safe passage without the oaths and reprogramming that ruined the Yozis, he was free to use the nearly- omnipotent power of a Stellar Intelligence to absorb whole star systems into his essence, convert planets into engines for his greatness and turn the populations of those worlds into slaves and priests. He is no longer merely the Autochthon forged by human hands, but God Constellation Autochthon.

This cannot stand. If any force could unchain the Yozi so that it can start reclaiming that insufferable upstart's divine station, it would be the intact perfection of the one being it once considered a guide and a companion. The Yozi's appeals to bury the past will become far more personal, eloquent and contrite (if still quite pompous and grandiose) in the hopes you will sympathise with or at least support its quest, trying to remind you of the great things you achieved in the past together-all but pleading to convince you that no other being in the universe but itself could understand how much you have lost in the downfall of the galaxy. It will lavish praise and support on you the more you advance these plans, eagerly showing how its might can be used to save countless star systems rife with crime or poverty should you be an idealistic sort or offering to topple this petty empire and have it carve monuments in your honour if your own temperament is perhaps not so different from a Yozi's. In short, if you do this the Yozi will do everything in its power to rebuild the relationship you once had-and should you succeed, whether from fear at remembering how your kind once laid it low or some miraculous, genuine gratitude it will strive to never make the mistake of betraying you again even without its shackles.

Alternatively, you could use this option for the chance to try to make contact with God Constellation Autochthon yourself. As he requires far less, you are at least regarded as a friendly acquaintance but little more-though he likely still fears and respects the might of the Solars on some level. Though even he will likely tread carefully around those who slew his brethren, keen to remind you of his compliance to the gracious terms of his own voluntary exile until now.

Galacta Daughter of Galactus

502. Body/Mind/Power Cosmic - Free

Body - Free

And isn't it just the most fabulous body in the cosmos! The physical form you have is one of the best and most beautiful around. What does it look like? Erm. That's a bit hard to say, since us mortals can't really see your true self. What I can tell you is that most humans and other sapient earth races will see you as a human clad in similar purple/blue clothing to what your

father Galactus wears. Other species will see you different and sometimes this can be a pretty crazy difference. Apparently, squirrels will see you as a giant squirrel. As for your power? Your physically strong and fast enough to easily keep up with and even manage to equal Skyfather-tier entities with your body, even destroying entire galaxies through your fists of fury. You can regenerate from damn near anything too, especially since you're a intrinsic part of this universe just like the Dad of Destroying Things, so even tearing you apart in body, mind and soul won't keep you down. You've got the senses, the normal five and soooo many others, to operate on a galactic range too. You have a certain extent of natural shape and mass shifting powers too, so you can freely swap between being as big as a planet or down to as small as an ant and even turn intangible as you will. This also really helps with storing stuff inside of you for later. Beyond that? You don't actually have too many natural powers. A lot of the goodies is locked up in your Power Cosmic, which we'll get to later. But that's not to say you can't do anything special. You do have access to a vast store of technology, mostly created and passed down by your parent but some was by your hand. This technology? It makes most of the universe look pretty chumpy in comparison. Medical arrays that can totally cleanse humans of even the nastiest viruses in the universe, transmutation bombs that turn entire worlds into strange metaphysical substances, rays and beams that do everything from petrify to alter memories. There's very few limits to this technology, save that it's only going to possess a fraction of the power of your Power Cosmic. You won't be rearranging every molecule in a galaxy with your devices, though you could probably blow one up easy.

Mind - Free

That technology you got? Of course you also have the mind to handle it. What kind of idiot flies around with technology he doesn't fully understand to the point of rebuilding it from the ground up? You have a mind even the Purging Papa would be proud of, almost peerless even in this entire universe. Your raw creative, analytical, greedy, superb, verb filled intelligence is enough to make a mockery of even the likes of Reed Richards or Doctor Doom, the earthlings that you can charitably refer to as worms in comparison to your gigantic mental state. Well, if you were losing the ego a bit, you'd be able to admit you're not that far above them, though you are definitely their superior. And not just in raw thinking quality either but speed too, as you think at a rate that makes even some of the faster speedsters of Earth appear to have stopped in time. You can grind that speed down if you wanted to but there's really just no need. Why lower yourself for someone else? The rest of your mental state is about as can be imagined for your scale of being. You have a memory that stretches at least a few million years, a mind capable of handling the stresses of all but the strangest and most mentally hazardous sights in or out of this particular dimensional plane universe.

Power Cosmic - Free

Then we get to the fun parts. The Power Cosmic, your innate birthright as child of Galactus. The Power Cosmic is a godly energy, limitless in scope, that springs forth from deep within you to coat every part and aspect of your being. There is no limit to the potential uses of the Power Cosmic as it can be used to warp the very fabric of reality. With it, you could enhance your body to open great rents and tears in the very universe itself, teleport entire galaxies from one side of the universe to another, remake entire worlds from death to the life it once had,

warp time and space to sense, control and travel almost freely through both time and space. The Power Cosmic is not the greatest force in existence but in the eyes of many it does not come far off either. Your Power Cosmic is not as intense nor vast as your father's, though when you are fully fed you are still a threat to an entire universal structure. You may even choose to invest your Power Cosmic into Heralds of your own, though do be aware that they have a tendency to use too much of their own free will. This all, unfortunately, comes at a cost. The Power Cosmic takes a vast strain on you and requires an immense intake of cosmic energy to keep yourself fed, powered and alive. Entire worlds and their populations must be regularly converted into cosmic energy and devoured for you to maintain your power, sometimes as soon as every few days if you have been using your Power Cosmic without end. Not feeding will see you rapidly weaken to a great degree. While you can survive on your own by just eating a few armies of living beings every few days, it is equivalent to a human surviving on a few glasses of water and some thin crackers each day. You'll still be amongst the strongest beings Earth has ever seen but you won't be doing much more than destroying a solar system or two with your power in this state. People also have a habit of really not being that okay with beings that devour planets with life on them and while you can aim for planets taht have the potential for life in the future and still eat well, planets with sapient life are by far the tastiest and most replenishing morsels.

503. I'm Not Like You Dad! – 100CP

Following in the footsteps of your old folks is just so last century. A modern girl has to make her own way in this world, not held down by what her dad did before her. You're not affected by any natural urges, desires, instincts or crazy thoughts you might normally have to deal with. You'll still need to eat if your dear old deadbeat dad did but you won't feel an uncontrollable urge to harvest planets. Heck, you won't even have to deal with any particular genetic disorders they might normally pass down. You're 100% your own woman!

504. Please Help Me! – 100CP

Ha ha. So...about that whole independence thing we were trying to run before. Yeah, that didn't work out so well. Like, at all. Turns out, running out from home the moment you are old enough, ignoring all that worldly wisdom those old folks try to put on you- no the brightest idea in any young girl's mind. Luckily enough for you, you're actually able to pretty easily own up to this stupid stuff. You can recognise when you've made a mistake or need some help and you can easily swallow your pride, shyness and disappointment in the general lifestyle's of others to ask them for help. They'll even be far more likely to give that help to you, especially if it's just some advice. At least, they will if you haven't pissed them off that bad.

505. Only A Few Eons – 100CP

Okay, sure. Maybe you are a kid by the standards of this little species of two or three. But you're a long, loooong way from being a kid by the standards of almost any other species in existence. Girl, you've seen stars be born and die, even watched multiple generations of alien

civilisations rise and fall. It's pretty silly to think of any mortal being as your elder. Especially when your vast lifespan has given you a pretty long view on things, even if you're still prone to making impulse decisions. You're real good at realising the long term implications, effects and results of things. Watch some silly human in a suit introduce some new law on television? You can give a good guess at what it's going to mean for the next few decades. Two alien empires decide they can't hold back all that chemical induced moron rage and go at each other? You'll have a fairly accurate idea of what that might mean in the next few centuries. You're already one smart gal but this focuses you towards the long term.

506. Multi Track Cosmic Mind – 100CP

Even with a girl as cosmically in the know as you, it's not impossible to get your head lost in the solar winds at times. Especially when you've just had an absolutely badass revelation about a problem you've been thinking over. But at least now you don't need to worry about accidentally wiping out a world's population because you realized the answer to that fiendishly hard crossword that the Skyfathers have been passing around lately. Even when you're super into something or really emotional, you keep what's currently happening around you or important plans you have in mind. You can get distracted partially but never fully, letting you stay on target even when bombarded by a hundred different things to do or a space whale's worth of cosmic data being uploaded into your mind.

507. You Would Not Believe Cosmic Phone Bills – 200CP

UUUUGH! Why won't he just pick up the stupid phone already?! There's no way he could be doing anything more imprortant right now than what I need him to listen to. What good is a daddy if he's not around to help you when you need it? Hey, what good is anyone if they're not reliable enough to be around when someone as sweet as you needs their help? Maybe it's time to make them listen to you, whether they want it or not. See, you can contact anyone by force, no matter who they are. They just need to exist. You'll be able to use your quantum messaging, which is totally much more cool than any ordinary smartphone, to mentally message and call everyone in existence. From that cute guy you saw earlier on the street to Papa Galactus the Never Present to that creepy Void freak to even the big man upstairs who's name you are definitely not supposed to say lightly. Of course, even if you are just doing it with the goodest intentions in mind, it can backfire. Not everyone appreciates having a mental probe rammed into their face and your adorable features beamed into their eyes. Some people might hang up straight away or even try and get back at you for it. But you can totally just do it over and over if you wanna mess with some cosmic dork.

508. The New Fab Diet: Extraterrestrial Only – 200CP

When you're out here in the universal equivalent of a backwater truck stop, it can be just the worst time to have to stick to your diet. How are you meant to lose those last few sextillion tonnes when the only food on offer is literally more fat than meat? Maybe for you though, that proverbial truck stop has a secret stash of low-carb, no sugar meals to pass you over for a while. No matter what your diet, even if the foodstuff is meant to be incredibly rare, you'll

manage to find it wherever you go. Powerful aliens in abundance on some backwater world? Always. Crystals of concentrated cosmic energy? Somewhat common. Fragments of actual cosmic cubes? Okay, maybe just every now and then, but you'll still find them enough to not starve.

509. Just A Prank, Earthling! – 200CP

Really, it's no biggie. You can just put them all back together, good as new. No need for all the screaming and the ray guns and the silly little green men that get angry. A flick of the finger and all those people you accidentally turned to zombies are better again. Best of all, no one's going to mind that you did it now that you fixed everything. At least, you better hope so. Boy is Daddy going to be mad if he finds you've been messing with the cancer-verse again. That did noooot end well last time. Long as you don't really harm anyone in the end, you can get away with pretty much everything without people really getting that upset or trying to punish you. Even eating most of someone's body a few times, as long as you heal it. Emotional trauma does kinda count if it gets bad enough, so you'll want to fix people's minds too if you really mess with them.

510. Charmed Life – 200CP

Yeah, okay. Earth can be pretty darn cool sometimes. Others might look at it as this country bumpkin place but there's so many cool things constantly happening here. Important things too! You keep seeing all these incredible figures coming about right nearby and even getting caught up in their crazy stories too. It's even like some sort of uncanny luck, where you can't help but find yourself constantly meeting and getting involved with the important people on the world you are on or the story you are part of. Why, sometimes you even luck into meeting old fogeys and spooky monsters that other people think are dead, missing or even mythological!

511. Cosmically Fit in Body and Mind – 400CP

It's maybe a little easy to forget you do have weaknesses when you're this generally awesome. You are a literal cosmic being after all. But things can go wrong and even you get sick sometimes. I know, scandalously stupid sounding but true. Thankfully, a special procedure really put your self scanning gear to permanent use. You've become totally aware of your own body and mind, like those juiced up monks you see on the mountains sometimes that think they're actually hidden from the world. Your super duper senses are pretty total in nature too. You know every little detail about your body and mind, including every interaction, relation, mechanism and event currently ongoing in it or in relation to it. Even the supernatural or metanatural in effect is easily found out by you, so you can easily tell any magic that might be affecting you or what strange, silly story you've been looped up into by the universal laws. Those pesky things.

512. The Alien That Made The Pyramids – 400CP

There's a small number of other cosmic entities that think a little lowly of aliens that just blunder their way into everyone's hard work. Some of them even care enough to teach you how to avoid doing this. A friendly cosmic entity taught you the power of control and a fine touch. Not only do you have a very fine degree of control over your body and powers, to the extent of targeting the exact little mini-mini-quarks you want with some of your technology, but also in how to manipulate macro-scale things finely. What does this shit mean? You're now an expert manipulator of even entire species, civilisations and galactic empires, letting you easily guide their advancement, actions and evolution with the right pushes. Really, not a lot of effort at all to make them do as you want without realising.

513. Macro Scale Engineering – 400CP

So. Other species' science. Not that great. Really not that great. Even the ones that think they're amazing have a habit of being really inconsiderate about what size they make their stuff for. Thankfully, as a Plus Times One Million sized badass, you can fix it for them. Your existing mind is a marvel already but now you have a particular talent for scaling up existing science, magic and other devices or creations to a outright silly scale. You can even work a human sized mutant being into a planet scale organism that retains all the normal powers and intelligence of the original! Best of all, you're able to make your scaled up pet projects workable. They won't tear themselves apart from being made massively larger and stronger or unravel at the seams. They will probably need to really guzzle down the calories/energies now that they're so much bigger. But it's not hard to just get some pet food energy. What are stars for after all.

514. Earth Alarm – 400CP

When the world needs a defender and everyone else is unaware or unavailable, who'll be there? You! You've got a adorable little mental alarm now that alerts you a full day in advance of any threat that is aimed at you, anyone you really care about a whole lot or the world that you're on. Both the big threats and the little ones. You won't even need to use your cosmic awareness for this stuff too, since you'll get a fair bit of detail on what these threats are, where they're coming from, what you might be able to do against it and more!

515. Unlimited Power! – 600CP

Exercising is just not the way to go. Too sweaty and too time consuming. But how else would you make your body able to last for longer? You cheat with the totally unfair cheat points you were given. Instead of constantly needing to worry about your power cosmic induced hunger, you'll never need worry about it or the rest of your body's needs again. As of now, any natural ability or process of your body will no longer require any actual energy to mechanise as normal. Even constantly using the Power Cosmic won't make you hungry even a little, though you won't be able to use or invest more than your maximum amount at any one time. Anything not natural to you, like magic you learned or mutant abilities you gave yourself, will only replenish energy a few hundred times as fast as normal. A bit poo poo right? I guess some girls can't be happy even when they've been given the world.

516. Back Off Bitch – 600CP

And yet despite how scrumptious it all looks, you hold back. The utter tragedy of this all is that you're just too damn heroic in character to ever let yourself break a promise to yourself, even if no one important would really care about one little world being eaten up. You have a will that would make even Papa back down at times, the sort of limitless, absolute and 100% unbreakable strength of character that doesn't just make it impossible for you to take one too many timtams from the fridge, it also renders any attempt to tempt, corrupt or warp your mind or spirit completely futile.

517. Galaxy Brain – 600CP

It's a vast, vast world out there and even someone as big as you can feel tiny compared to the limitless tides of cosmic data that exists in this universe and beyond it. Long, long years of acclimatizing yourself to these has seen you get quite the ascended mental state even for your species. Your mind can now handle an unlimited amount of information at once, thinking across as many thought paths as you wish and easily processing incoming info no matter how vast the data packets are compared to your mind. You can even freely divide this info up, preventing yourself from needing to experience or take in data that is undesirable. It makes you a nightmare to fight, a terror to face the inventions of and even allows you to easily withstand and handle the Cosmic Awareness without needing to spend a few eons gaining experience in the power like Galactus did.

518. That's Just Old Man Collector Doing His Thing – 600CP

You definitely had the weirdest childhood growing up. You didn't just get born into this world with a super huge amount of knowledge, wisdom and ability, you were even orphaned from almost day one too! It's a tragic state of affairs but luckily, the various other cosmic beings of reality saw to it that you got a bit of a helping hand when you'd need it. Cosmic beings like Galactus, the Skyfathers, even things like Eternity or Master Chaos, seem to treat you like their favourite, adorable little niece. They can't help but want to give you a hand and shower you with gifts, treats and these funny little sweets they found a few universes over. They won't stop their master plans just for you or do something silly like give up all their power but they will do their best to try and not upset you by killing everyone you love so they can achieve some cosmic goal. They'll even help you out if they notice you're in over your hand. Of course, they are also often of the opinion that a child has to learn about failure and the value of working hard themselves, so don't expect them to save you from every problematic situation. They do have a pretty weird view of death and time after all.

519. Godly Abode- 100 Points

Despite the godtastically high class sounding name, it's really not that much to look at. This item ensures you have a small but comfy apartment like dwelling on any planet you go to, since spending all your time floating up in outer space or wandering around just isn't as fun. Why not take advantage of all the entertainment mortals make for themselves in this comfy set of rooms that seems to provide all the essentials for free. Food, water, internet, phone bills. You know, basic rights to living things.

520. Holy Weapon of Some Divinity You Never Met- 200 Points

It really did just fall into your lap one day. Said you were worthy or something? Who knows with all these alien weapons and weird things magicians make. Probably wasn't even the first time it happened but this time, you decided to keep it. You got a weapon or device of some sort very similar to the hammer that Asgardian bloke likes to swing around. It's pretty powerful and even confers some rather fun to use abilities, much like the Norse God of Sparkles. Still, it looks like it'll be a little while before the energy in this weapon and what it makes flow through you really matures. It's not a bad idea to have a none energy voracious method of power though.

Worldship- 400

The very most sweetest of rides in the cosmos. The Worldship here, Taa III, is a spare that Galactus made way back. He never said it was for you explicitly but you reckoned he wouldn't mind terribly if you took it for a joyride for a few centuries. The worldship is a magnificent thing, large enough to encapsulate an entire solar system and hold stars in it's gravitation pull with ease. It's not just huge but also one of the most powerful and speed ships in the cosmos, given it's handmade to be a worthy vessel by and for Galactus himself. The worldship will only listen to commands from him or you and contains a vast arsenal and database of weaponry and technology made by your father, even featuring many things beyond your own limits technologically. Also contained within are vast planet sized biomes filled with seemingly endless zoos of alien creatures. The ship is easy to control, being linked to your mind, and cloaking it from all manners of detection is as simple as commanding it to be so. It can even prevent it's own gravitation pull from activating, in case you wanted to part it next to Earth. Since Taa III isn't like the original exactly, you don't need to have it share the same shape as Taa II. You may import a ship into this option.

521. Super Nullifer- 600

So when Daddy decided he needed a weapon, he took a big part of himself and created the Ultimate Nullifier. This ridiculously awesome focus for his power that let him delete like, anything he wanted. He even did it to an entire multiverse once, though it came back right after. You were never allowed to play with it but there's no reason you can't just make your own. This Super Nullifier is a part of yourself. It's not straining at all for you to use it, though lesser beings risk deleting themselves. The Super Nullifier allows you to delete things from space-time, even from the meta-universe itself if you really focus, and best of all, it magnifies your own power to do more than you normally can. Even when you're only well fed enough

to destroy a galaxy with your Power Cosmic, the Super Nullifier will let you delete most of a universal structure with one click. Doesn't hurt that the Nullifier you have has it's own large store of power anyway.

Marvel Cosmic

522. Strontian - 600 - A humanoid purple skinned race from the Shi'ar Empire, the Strontians possess vast powers beyond most other species in the cosmos. There are only a few left and you are now one of them. So long as your confidence is high, your powers are beyond legendary. At full confidence levels you could easily shatter planets or collapse stars. You can also shoot heat beams from your eyes and possess microscopic vision. You are weak to a specific wavelength of radiation and if your confidence ever drops your powers will plummet until you have regained your confidence. With training you could easily reach the level of Gladiator, Praetor of the Imperial Guard and mightiest of your kind.

523. Eternal - 600 - A race of god like beings created by the Celestials. They are each blessed with great powers over the cosmic energy that suffuses the universe. They are at constant war with their genetic mutations called the Deviants. You can alternatively choose to be a Deviant, which is a hideous and twisted mutation of the Eternals. At base level all Eternals have the ability to channel vast amounts of cosmic energy. This cosmic energy can be used to change their own abilities and increase their physical capabilities, as well as projected and manipulated towards a multitude of effects. Their greatest power is the ability to temporarily merge with others of their kind to form the Uni-Mind, a being of pure light, energy, and will. This form can be used to great effect and can accomplish what single Eternals cannot. After this jump, you can form the Uni-Mind by yourself to temporarily enter an energy form with cosmic manipulation several times more powerful than your base form. If you are a Deviant, instead of cosmic channeling you get immense powers of shapeshifting and regeneration. Your shape shifting can put Skrulls to shame. However, your base form is very hideous and others are disinclined to trust you if they know what you are. Your base form is only hideous while in this jump.

You also get a 300 point bonus stipend for powers.

524. Celestial - 1000 - Powerful and gigantic extraterrestrial cosmic beings responsible for seeding life throughout the universe. They are responsible for key events in human evolution, including the X-Gene and the creation of the Eternals. The Celestials were created by the first iteration of the Marvel cosmos, the First Firmament. They partook in the great Celestial War that saw the First Firmament seemingly destroyed and led to the creation of the multiverse, setting in motion many events that still effect the Marvel multiverse to this day. They appear to be armor clad humanoids ranging from 2000 to 20000 feet tall though in truth they are biomechanical Hyperspace being formed of strange matter and cosmic energy. They communicated with others of their kind through instantaneous and limitless ranged

quantum telepathy. Their power is immense and in many ways immeasurable. They transcend conventional space-time which allows them to easily do the seemingly impossible. They collectively shaped the cosmos and created countless beings. Individual celestials can create pocket dimension universes and are considered threats on a universal scale. They have fought and triumphed over beings such as the Phoenix Force and it once took a fully fed Galactus to kill a single Celestial. As one of their kind you are now invested with this might. You can use the cosmic energy that suffuses you to a massive and various effect. You are a master of cosmic manipulation and it would take an abstract or other being equivalent to a fully fed Galactus or full force Phoenix Force to be a threat to you. In future jumps your 2-20k foot form will be an alt-form.

525. 100 - Mystery Wrapped in Enigma

A lot of people are open books and can be easily read. Their motives are very transparent, especially in a universe where casual mind reading and precognition are dime a dozen abilities. This means a lot of mystery can be lost when joe schmoe can tell everyone who you are, what you think, and what you are going to do. However, none of this applies to you any longer. You are a hard person to read and incredibly difficult to predict. Your motives and behavior are nearly impossible to decipher except through dedicated attempts by those with the right abilities.. As an added bonus, you have a mysterious air that intrigues those around you. People always dig the mysterious stranger.

526. 100 - Strong Mind

The Marvel Multiverse is a dangerous place. The cosmic side of things is even more dangerous. There are deadly threats around most corners, threats both physical and mental. With this perk, your mental side is more protected from said danger. It is very difficult to control or corrupt you. Your resistance to mind control, telepathy, and things of that nature is through the roof. Much like the previous perk, dedicated psychics or similar entities can negate this given enough time. This also serves as a minor willpower boost.

527. 200 - On the Side of Angels...or Not

It can be hard to tell who is on what side, and it can change so often that people start to lose trust or just assume someone is on opposing sides. For some reason there is something about that causes people to believe you are on the side you say you are and will trust you the same as they would an iconic member of said group. This effect dissipates if you are caught acting against the interests of said group or organization. People get a general sense that you are someone trustworthy.

528. 200 - Insights on Inner Self

Whoever said know thyself must have been thinking of you. Let others lie to themselves or know doubt about who they truly are. Let the rest struggle against their base instincts. You have a complete and total understanding of yourself. You know your true motivations and psychology down to the deepest core of your being. You can even decide to change things

about your psyche over time. In addition, no one can ever make you doubt yourself for any reason.

529. 400 - Beyond the Cosmic Norm

Well aren't you a special little snowflake? A lot of people think they are one of a kind. Most of them are wrong. You are not. You are a truly unique being in the cosmos. You can not be copied, replaced, cloned, or duplicated in any manner unless you allow it. Even holograms and illusions of you stick out as obvious mimics no matter how perfect they might otherwise be. The universe has noticed your uniqueness and occasionally sends you helpful glimpses of things you should not know or be aware of.

530. 400 - Alien Concepts and Mind Boggling Experiences

The Cosmic side of Marvel is full of eldritch truths and sanity bending knowledge. Ancient things wait in the stars and even abstract concepts such as Death and Eternity are sentient beings in this place. You are well equipped to handle esoteric truth and memetic hazards. Crazy conceptual and mind boggling geometry does not throw you off, and you can come to understand concepts that should otherwise addle your primitive mind. Exposure to psychedelic or mind bending experiences will not drive you mad. Extended and high level exposure will eventually break this protection.

531. 600 - The Ultimate Outsider

You are the ultimate outsider. The universe does not recognize you as part of it and thus many things that might otherwise affect people on a universal scale just ignore you. Universal threats that affect all living creatures, viruses that target all members of a certain species, and anything with a generic large scale target has no effect on you. Things that rely on chance to choose their targets, a particular finger snap for example, will always fail to pick you.

532. 600 - Astral Constant

Some things just are. Some people call these things facts, those in the know tend to call them Astral Constants. Adam Warlock was once considered such a thing. You are now one as well. As an Astral Constant you are invulnerable to metaphysical destruction, a being that shouts I Am to a careless universe and is heard as such. Reality warps and cosmic undoing now simply slide off of you. You cannot be erased or undone save on the physical plane. If someone wants you out of the picture, even a nigh all powerful God, they will have to come down and do it the old fashioned way.

533. 100 - Plans within Plans

Every evil overlord needs a good plan. Without plans how can you conquer the stars or bend the universe to your will? You are a master of planning. Complicated gambits with hundreds

of moving parts can be flawlessly executed by you without even trying. The galaxy is your chessboard and you are a master. Labyrinthine plots spring nearly fully formed in your mind.

534. 100 - Master of Deceit

The truth is for those without the will to power. The truth is what you decide it is. The truth does not matter unless you say so. The truth is yours to mold. Falsehoods are merely another tool in your mighty arsenal. You are very skilled in crafting convincing lies and people are inclined to believe even outlandish claims. If you get caught lying this will no longer work on those who caught you.

535. 200 - Mystic Study

There are many paths to power and the path of the mystic arts is an alluring one. It is also very dangerous to both its practitioners and victims. You have begun down a path trod by some of the most powerful entities in the cosmos. You are not yet the match of those such as Dr. Strange but you know dozens of spells, can identify the most famous mystics, and are familiar with dozens of grimoires and artifacts. You instinctively know where to find new sources of mystic knowledge and power and learn new magical skills much faster than others.

536. 200 - Dark Sciences

Science is a tool like any other but oh how useful of a tool it is. However you rule, however you carry out your conquests, your might is made only mightier by the strength of your dark sciences. You know how to unleash the most destructive aspects of any science or technology you understand. You know how to turn any of your knowledge to evil or destruction. Are you a master of the healing sciences? Well now you know how to create terrible viruses and cancers. Are you a mechanical engineer? The universe has never seen such dastardly torture devices. Every last piece of knowledge you have can be tuned for maximum destruction.

537. 400 - Sacred Mission

You are on a mission. You have always been on a mission. You may be a tyrant but you are a tyrant with a goal. Why else would you be here if not to carry out your dreams? Conquest, power, knowledge, peace, whatever drives you gives you an unparalleled strength of will. You can persevere through the greatest adversity and never give up so long as you are moving along in your mission. You will find that even the grandest of odds arrayed against you do not seem so mighty against the will of your ideals. This extends to those who ally and serve you so long as they believe in your quest. Any you can convince of the truth of your goals will also receive this benefit.

538. 400 - Power of Faith

Faith is a grand power all its own. It can move mountains, it can rewrite laws, it can...power lasers? Much like a certain Universal Church of Truth you have discovered how to use faith as a power source. Any faith towards an ideal, religion, or philosophy you or others have can be turned into a potent fuel source. This fuel can be harnessed in generators, engines, and

other devices that you know how to build and be used to power ships, mind control devices, planet busting weapons, really it can be used like any other fuel source. More powerful uses of faith require exponentially more faith with diminishing returns. The faith of thousands could power a starship, but it would take the faith of millions if not billions to power a planet busting laser.

539. 600 - Head of the Table

You are in charge and everyone knows it. You might sometimes work with others and ostensibly be on a “team” with equals but you know you are superior and, frankly, so do they. Any groups you join or form will tend to look to you for leadership, at worst viewing you as a first among equals if the power disparity is low. If you are more powerful than them they will view you as their absolute leader and do nothing without your orders.Even entities far above you who deign to join a team with you would automatically assume you are serving in some kind of leadership capacity.

540. 600 - Seasoned and Powerful

You’ve been around the block. You have decades if not centuries of experience in exerting your will across the multiverse. All of your abilities are at the level of someone with decades of experience in that ability. You also have a complete and total knowledge and understanding of your capabilities and how to leverage them to their maximum capacity, especially when using them in tandem. You know how to use any allies or minions to their fullest and tend to know the capabilities of all of your enemies. As an added bonus, every person knows your name as one they should be afraid of if you so choose.

541. 100 - Shades of Grey

Sometimes extreme measures are called for when the stakes are high enough. Some experiments must be done no matter how egregious they might be. Morals can easily get in the way of good science and halt useful progress. Even the most objective individual can get squeamish when working against their usual moral compass. While this perk does not change said moral compass, it does allow you to look at everything through a practical and objective lens. You can accurately measure the moral and ethical cost of achieving your goals and determine if the moral transgression is worth it. This prevents those pesky emotions from getting in the way of good science.

542. 100 - I Know Things

What use is genius if no one will listen? How can one save the day or take over the galaxy if they are ignored? This ensures that will never be a problem for you. You know things and people know that. They will no longer scoff at or ignore your scientific ramblings so long as you know what you are talking about. You can always convince people to accept facts so long as you can explain them. People will also accept your knowledge of things as equivalent to a physical item of equal value when discussing bartering or trading. You can’t bullshit with this perk. You have to actually be right and know the thing for it to be taken seriously.

543. 200 - The Mystic and the Machine

The argument between mystics and technology is a faulty one. There is no need to choose one as they enhance and complement one another. Like a certain Mad Titan you have unlocked mastery of combining these two pathways to power. You can always find ways to combine any mystical knowledge you have with any scientific or technical knowledge. This differs from Fine line in that it is all about creating magitech. It also allows you to make a technological version of any magic you know, or a magical version of any technology you can build. All power sources between the two become cross compatible as well. Only fools choose one when they can have both.

544. 200 - Biotech

There are many fields of scientific and engineering expertise. They are all studied and mastered by assorted scientists across the universe. One of the most versatile and powerful fields is that of biotechnology. You are a veritable god in this field. Force evolve creatures at your whim, uplift entirely new species just because. Feel free to create biological interfaces with mechanical devices. The sky's the limit and flesh is your servant.

545. 400 - Fine line between Reality and Illusion

The separation of reality from illusion is only so many words. Your scientific research has unlocked the mysteries and secrets of both. You can create technology that interfaces with both reality and illusion and can easily turn illusions into real objects and make real objects illusory. You can create fully realistic illusions that might as well be reality. You can create machines that simply wave away any mystic’s illusions no matter how skilled they might be. Reality is what you and your machines say it is. The limits to this ability is your technological prowess and understanding of a particular setting’s illusory magics/psionics/what have you. This perk gives you a very high baseline for manipulation. You also have a deep innate sense for what is reality and what is illusion and can always tell the difference.

546. 400 - Genius Intellect

This is a big universe with many individuals of stunning intellect, towering geniuses that leave others in the dirt when it comes to their brilliant minds. In Marvel, it behooves a scientist to possess otherworldly genius as it seems to be so damn common. If you are of regular Earth intelligence good luck ever doing anything worthwhile. Fortunately for you, you have this perk. Your intelligence has been raised to frankly insane levels. You are closer to being a peer of such a great mind as Reed Richard and the High Evolutionary than anyone has the right to be, though their intellect is still ahead of yours.

547. 600 - Absolute Scientific Mastery

Here is the apex of your craft. Scoff at the petty inventions even the likes of Galactus and High Evolutionary can create. The Maker’s Tools? Ha, child’s play. If it is scientifically possible to create it, you can figure it out. If your research or invention would require some undiscovered theory or law then you can work through that and perhaps even create new fields of study. The only limit to this perk is it must be something that is scientifically

possible either within a setting or through perk fiat. You always know if something is scientifically possible no matter what setting or world you are in.

548. 600 - Beyond?...Beyond What?

The Beyonders are one of the most dangerous threats the cosmos has ever seen. They are capable of wiping out even abstract concepts and multiversal entities. They once came dangerously close to destroying the entire Marvel Multiverse just so see what would happen, until Doctor Doom saved the day. The Beyonder has been revealed to be a baby version of one of them, and Molecule Man was part of their experiment to destroy the multiverse. Their capabilities might be technological or natural , but either way you now possess the ability to carry out their deadliest capability. You are capable of building devices and unleashing technology that can affect things on a metaphysical or abstract level. Given enough time and resources you could make a device to destroy the anthropomorphization of Death itself. No matter what you can figure out how to use and develop technologies that affect the metaphysical and unnatural. The more powerful the entity or concept you want to affect the more difficult and time consuming it will be in both resources and development. It might take you eons but isn't it worth it. This perk also makes sure you know how to create replacements for any concepts you might destroy or otherwise imprison. Unless you just want to destroy the cosmos, that really is not my problem.

549. 100 - Verbal Psychology

There are many ways to do your duty and not all protecting requires a fist. You know how to talk your way out of (or into) dangerous situations, or really situations of any kind. You can manipulate people with the right words but only towards good ends. Talk a villain into releasing a hostage, not jumping into a star.

550. 100 - Anywhere there is trouble

You have a knack and a sense for trouble. A tingle down your spine when something bad is happening. This gives you a general sense of the severity and direction of the trouble. This does not give you a way to get there, though interestingly enough you tend to find that you are already where the trouble started. Funny that.

551. 200 - A Just Judge

Impartial judges are hard to find. The closest this place seems to have are the likes of Ronan the Accuser, who to call biased would be an understatement, and the Living Tribunal, who is more focused on judging much larger scale issues. This has changed with your arrival. You are viewed, even by your enemies, as an impartial and righteous judge. As long as you are actually impartial and rule fairly, those who come to you will accept your rulings to the best of their ability. People across the cosmos know your name as one of fairness and justice.

552. 200 - In Defense of Innocence

You know the protection of the innocent is the most important task of a hero. Everything else is secondary and done as part of fulfilling this first and most noble of goals. With this park, you'll find all your abilities double when you are protecting innocent people. This also makes you luckier and gives you a limited form of plot armor as long as you are protecting the innocent of some sort, whether that means unarmed civilians or wrongfully accused individuals.

553. 400 - Natural Born Leader

Leadership is as much an innate talent as a skill to be mastered. You have all the innate talent and decades of leadership experience that anyone could ask for. You know how to get even completely dysfunctional teams to work together quite seamlessly. You always know the right words to say and correct actions to take to increase morale and inspire those who follow you. You are also a master of delegation, knowing exactly who to assign to what tasks and knowing anyone you delegate to will get the job done.

554. 400 - Bravest Soul, Biggest Fool

It has been said that foolhardiness and bravery are the same thing. That only an idiot would stand before insurmountable odds for such paltry and ephemeral things as justice and hope. Much like a certain Quasar, you are both brave and foolish. Those supposedly paltry concepts are everything to you and you would happily stand before the marching infinite abyss to uphold such ideals. When standing up to insurmountable odds you willpower and morale sky rockets. The more insurmountable the odds, the greater your power will rise. This will not work if the odds are near or in your favor. So long as you are doing something foolish for the right reasons, there is no such thing as impossible.

555. 600 - The Ultimate Sacrifice

Sometimes victory requires great sacrifice. Sometimes it even requires a life. It would be a pity for such sacrifices to be in vain. Whether sacrificing your life, your health, or even more conceptual things you find your sacrifices always work in some way. The degree to which they work is equivalent to their relative worth and cost. Truly massive problems and dangers will require equivalently severe sacrifices such as your life, or the life of someone on your team, but it will never be for naught.

556. 600 - Cosmic Cleanup Man

It's a dirty job but somebody's gotta do it. The Marvel Universe is a mess especially on the cosmic scale. Between sentient, angry multiverses, insane purple dudes with stones who have a death fetish, and a certain firebird who is determined for the universe to not stagnate, things are an absolute mess. Even powerful cosmic entities have trouble with these things. This is where you come in. Beings of great power tend to view you as a way to clean up messes and will entrust you with the tools and aid to clean shit up. As long as you are helping fix things in the cosmos, these beings will provide various benefits depending on who/what they are. This also gives you a weak awareness of any universe shattering events that might be in the works

as well as a location of the cause. This awareness differs from the earlier Anywhere there is trouble perk in that it tends to warn ahead of time before said events occur, and then only for the big ones.

557. 100 - Cute Space Boy

It's a stupid nickname but boy is it handy. Star Lord now has competition on the charisma front. People always find you charming if you are a smug little prick, maybe even especially because you are a smug little prick. You are considered attractive enough that even people who are not into your gender or species will find themselves distracted by your looks and effortless charm.

558. 100 - This is a Great Hideout

It might be a shack to everyone else but the local Accuser still hasn't found it. You have a unique eye for finding buildings, abandoned or otherwise, that can be used for a solid hideout. Once established, it would take screwing up or dedicated searchers weeks to find the hideout, and that is assuming they even know there is "a" hideout. This is a way to lay low until the heat blows over. Once discovered, a particular hideout can never benefit from this again.

559. 200 - I Know the Way

Any "legitimate businessman" worth his salt should know how to find what he needs, or where his next big job should be, or where to pawn this highly illegal artifact. You know every fence on this side of the universe, every big mover that matters, and places that you should not even know exist. If you don't know where something is or how to find it, you know someone who does. This also includes an amazing sense of direction. You always know exactly where in the universe you are.

560. 200 - Let's Get Outta Here

Every good criminal, I mean freelancer, needs a good escape plan. You are better than most at finding out how to get the hell outta dodge and take your friends with you. You are a bane to prison wardens across the galaxy and villains have a lot of trouble restraining you. For most things less than being trapped in a seamless metal box, you will eventually find a way out.

561. 400 - Freelance Combat Advisor

Tactics and strategy are your bread and butter. From small unit maneuvers to planetary assault, you understand everything from troop movements to logistics. Woe be unto the force that underestimate what you and a small army of guerillas could pull off, let alone a professional army. People in charge regularly seek you out to serve as their military advisor. This ability is maximized for asymmetrical and guerrilla warfare

562. 400 - I am a Space Pirate

You know if anyone else walked into Knowhere and announced that they were the Dread Pirate Jumper, they would at best get laughed out of the place. However, you are completely serious and everyone knows it. You can announce yourself as a mighty space pirate and people will know you as a fierce and worthy foe who lives up to their name. You have dozens of years of experience in space piracy (and the normal kind too) and know how to attract the perfect crew no matter the job. Law enforcement is wary of your prowess and the average citizen will either fear or adore you depending on the sort of pirate you are. You can choose any other type of criminal to be but whatever you choose is locked in for the current jump. This comes with all the skills needed to be the best criminal in the universe.

563. 600 - Jury Rig

Everyone has to rough it sometimes and not everybody has access to a lot of resources. You know how to make do though. You can take a hunk of junk that has not flown in years and get it cruising the star lanes with junkyard parts. As long as something can theoretically be fixed, you can fix it with any part as long as it resembles the correct material. The lower grade the part and the more severe the repair, the longer it will take. How the hell did you get your starship running with a paper towel roll and a paperclip?

564. 600 - Lucky

For others, luck is just a word. For you, luck is the key to your lifestyle. You are one of the luckiest people in the universe. Things just tend to go your way even when you screw things up. Even bad situations tend to somehow work out in your favor in the long run. You will still get hurt and fail at times, but these situations won't be impossible to get past. You sometimes get strong bursts of extraordinary luck. Did Thanos just drop an Infinity Stone right and front of you and not even notice?

565. 100 - Monk of the Kaluba Sect

A sect of the Shao-Lom monks on titan teach intense meditation techniques and high level martial arts. Like Heather Douglas the Moondragon, you spent years being trained by the monks while living with them. You are a martial artist peer to any master on earth and know meditation techniques to speed up your healing and other mystical effects.

566. 100 - Self-Improvement

You know what it will take to improve any aspect of yourself and can always find a way to improve something. This is an important ability to have in such a dangerous place as the Marvel cosmos.

567. 200 - Supremely Skilled

There is something about being so good in a particular skill that everyone in the universe would be in awe at what you can pull off. There are many throughout the verse that have skills that are spoken of like myth and legend. You are now one of them. Pick a mundane skill and you are now in the top 10% of the universe in that skill.

568. 200 - Obscure Law

It is a big multiverse and there are a lot of laws out there. Whether through studying with the Accuser Corps on Kree or just being a very interested amateur you know just about every random obscure law out there and can usually find one that applies to a given situation. Even better, most of the time at least half the people involved in whatever caused you to invoke the law will be inclined to at least hear you out.

569. 400 - Supreme Accuser of the Kree Empire

The Accuser Corps is the justice system of the Kree Empire. They are Judge, Jury, and Executioner and above them all sits the Supreme Accuser. Like Ronan you are able to invoke the laws of the land with supreme authority. Most will stand down when you tell them to and accept your rulings and for those who will not, beat them physically and they will accept your authority.

570. 400 - Protector of the Universe

Throughout the ages a being known as Eon has appointed and empowered individuals to be the Protector of the Universe. As a Protector one is granted a great Cosmic Awareness that allows them to know whatever they need to know at that exact moment to save the day. You have been chosen as a Protector and granted this Cosmic Awareness. In this jump and ones after it, people will automatically see you as someone who is there to help and who they can call to save the world, galaxy, or universe and greater beings of good and protection will be inclined to aid you as they can.

571. 600 - Elder of the Universe

The Elders of the Universe are immortal beings and the last of each of their species. They have existed for billions of years since not too long after the Big Bang. They possess the Power Primordial which is the essence of the energy released during the big bang. This gives them great powers similar in nature to the Power Cosmic but not on the same scale as Galactus. You are now one of their number. Each one has chosen an obsession over the years whether it is Games like the Grandmaster, or collecting everything like the Collector. Feel free to pick an obsession and theme your abilities and personality around it.

572. 600 - Herald of Galactus

You are a Herald of Galactus, empowered by Galactus with vast amounts of the Power Cosmic to travel the cosmos and help him sate his hunger. Or you would have to do this if he had not sort of forgotten about you. Feel free to not feed the big guy while you are here without fear of him removing your abilities. The Power Cosmic gives you an amazing ability to channel nigh limitless amounts of cosmic energy for just about any purpose. Energy blasts, transmutation, energy absorption, super strength, the Power Cosmic can do just about anything limited only by your stamina and ability to channel it. In future jumps, greater beings are willing to accept you as a servant and give you things to help serve them even if they otherwise would not do such a thing.

573. 800 - Cosmic Entity

While not a fully formed abstraction or manifestation you are a powerful cosmic entity with powerful cosmic abilities, immortality, and are accepted as a cosmic entity and welcome to join when the other heavy hitter entities meet. Entities like Galactus and Eternity will view you as a peer even if you are significantly weaker.

574. 1000 - The House Where I Live

The Phoenix Force is the embodiment of all life and psionic energy in the cosmos. The Phoenix Force desires only that life grows and evolves and is willing to destroy entire star systems if she feels they are stagnant. Over the eons they have chosen many a host to enforce their will, though none were ever as close to the Phoenix as one Jean Grey, who was able to nearly merge and channel all of the Phoenix's powers. The Phoenix Force views you as an ideal host that compares to Jean and has taken residence within you. In the future, any beings that need special hosts will view you as a proper one and there will be no compatibility issues. This also protects you from being controlled by said beings though they can still influence your emotions. You will never lose the Phoenix Force and when you leave this jump you can decide if it is the original that leaves with you or a duplicate.

575. Luxurious Hair - 100 - Like Medusa, Queen of the Inhumans, you possess extremely long hair and the psychokinetic ability to control it down to the individual strand. Your hair is 6 feet long but can stretch to triple that at a pinch. Your hair as a whole is capable of lifting around 2 tons and this can be increased through training. You can snap it faster than the speed of sound or even make it harden and be as sharp as sharpened steel should you choose to use it offensively. The hair can also perform delicate actions like picking locks and typing. You can feel sensations from any hair if you choose as a mental feedback but do not feel pain through it.

576. Elemental Goddess - 100 - Crystal of the Attilan Royal Family of Inhumans has the psionic ability to interact with the four elements fire, earth, air, and water on an atomic level. This is an ability the two of you now share. You can easily control air within a 30 mile radius, control earth in such a way to cause a 6.7 earthquake, hydrokinesis to flawlessly control and manipulate thousands of gallons of water, even enough to trap Namor the Submariner, and pyrokinesis to set entire city blocks alight.

577. Good Dog - 100 - Lockjaw is the goodest of boys and has saved his Inhuman family on numerous occasions. You, like him, are able to teleport as far as the distance between the Earth and the Moon without error and take up to a dozen or so people near you. You can also open pathways to other dimensions.

578. Nightmask - 100 - Adam was a man built by the strange alien Ex Nihilo to be the perfect being. Now called Nightmask, he is not what his creator intended but possesses many strange and unusual, but powerful abilities. It would seem that Ex Nihilo has created a second Nightmask. You are able to control and communicate with machinery as if it were sentient, as well as radically alter said machines. Your primary

power is to create blue energy halos that can be used as portals, shields, and energy blasts.

579. The Abyss- 100 - You are a sister being to Ex Nihilo. You are able to take a gaseous form that makes you immune to physical harm. You are also highly suggestive and able to implant ideas into others minds though this can be resisted. Finally, you are able to read the essence of those around you and tell everything about their biology and origin.

580. The Earth Bends to My Will - 200 - You have the psionic ability to manipulate the molecules of rock and earth to move planetary masses up to 100 miles in diameter. You can move asteroids of 10 miles in diameter at speeds of up to thousands of miles per hour. You can control the direction of a swarm of meteors within 100 miles of his person. Through concentration, you could potentially affect a small piece of matter 1000 miles away from him. While standing on Earth, you could affect tectonic plates sufficiently to cause earthquakes and create chasms on the surface thousands of feet deep or wide. If you were to use your powers to their fullest, you could separate Manhattan island levitate it miles into the sky.

581. Starhawk - 200 - Empowered by the Hawk God of Arcturus you are capable of manipulating light and dark to create blasts of energy and solid light or dark constructs. Being empowered by the Hawk God also gives you superhuman physical capability, especially agility and reflexes.

582. Moondragon - 200 - Through years of intense training and the unlocking of your natural abilities, you have become a telepath of incredible skill and talent. You are capable of powerful mental attacks, mentally controlling even the strong willed over large distances, memory modification, and even communicating with others across star systems. This psionic ability will increase through training and practice.

583. Ex Nihilo - 200 - The Builders are a supremely advanced race of alien beings who have created entities known as the Gardeners to seed specific kinds of life across the universe for unknown reasons. Ex Nihilo is one such Gardener and after a series of misunderstandings ended up working against the Builders and with the Avengers. You are a wellspring of life like the Gardener known as Ex Nihilo. You are capable of controlling organic life, transforming it as you desire by either touch or with programmed viruses and things you call origin bombs which can remap genetic codes within ten miles of where they impact. DNA is your clay and you can mold it as you please. This comes with an innate knowledge of superior levels of biology.

584. The Deadliest Woman in the Universe - 200 - Like Gamora, you have been modified and trained extensively to be one of the most dangerous fighters in the universe. While your physical enhancements do not put you into the range of the heavy hitters it is your skill and training that allow you to punch far above your weight. You are familiar with more than 84% of all fighting techniques in the universe and know precisely how to apply your combat skills when fighting things physically superior to you. You are an expert in all weapons and a highly skilled assassin. You might not be able to take a direct hit from Ronan's universal weapon but if he misses and you get in close you could easily make it a bad day for the law man. This comes with the additional benefit that people will now automatically know you as "The Most Dangerous Jumper in the Universe".

585. The Star Brand - 400 - A strange explosive event known as a White Event, that may or may not have killed everyone around you, has blessed you with the powers of the Star Brand. Possessing the Star Brand marks you as a protector of worlds. You have superhuman strength and nigh invulnerability, you can fly at FTL outside of an atmosphere and faster than sound in one. You can manipulate matter and energy at a quantum level and discharge powerful energy blasts that at their absolute maximum can shatter planets. When enraged you can temporarily assume a form of pure cosmic energy that enhances your abilities. You also have a cosmic awareness that can give you a general sense of when people are producing irregularities on a cosmic scale.

586. Dynamokinesis - 400 - While the source of your ability is not required to be the X-Gene, you possess the same powers of one Gabriel Summers, or Emperor Vulcan as he prefers. You have the abilities to absorb and manipulate any form of energy at an Omega mutant level. Enough energy can overload you but the amount required to do that is utterly immense. You can use the absorbed energy to redirect into blasts, create solid energy constructs, and you can also convert it to any other type of energy you are familiar with. Since your power has its root in psionic abilities you can use your powers to temporarily suppress other people's connections to their own so long as their powers are mental in nature. You can siphon energy not just from your surroundings or inanimate objects but also from other people and superhumans. Your current maximum of energy absorption easily makes you a planetary threat.

587. Voice of the King - 400 - Whether or not you gained this ability through the Terrigen Mists you now share the mighty powers of King Blackagar Boltagon, supreme ruler of the Inhumans. Your voice naturally harnesses electrons and ambient particles through the speech center of your brain. Somehow this gives you the ability to fly and use your voice to manipulate energy and matter but none of that is what you are truly famous for. Your voice possesses immense destructive capabilities. A

whisper from you could shatter a man's bones, a normal speaking voice could raze cities, and a truly loud shout could break continents. Unlike the true Black Bolt, you can toggle this on and off if you would like to carry on a normal conversation without destroying everything around you.

588. Spectrum - 400 - After being bombarded by an exotic energy of extra dimensional particles, you gained the ability to turn yourself into any form of energy within the electromagnetic spectrum. You gain all properties of an energy form you are transformed into but can only transform into one energy form at a time. It only takes you a fraction of a second to switch between different forms. You have the general suite of super strength, flight, and super speed. You can go intangible or invisible depending on the type of energy you are currently transformed into. You can absorb and redirect energy as long as it is the right type and new energy forms can be unlocked after study and analysis.

589. Captain Universe - 400 - The Uni-Power, which may or may not be the sentience of the universe, has chosen you as a host. The Uni-Power gives you access to Uni-Vision which functions as cosmic awareness, can force people to tell you the truth, and grants you microscopic, xray, and telescopic vision down to the subatomic level. You are also capable of transmuting matter and energy.

590. Quantum Magic - 600 - A unique being like a certain Adam Warlock, you are capable of great feats of physical might and the manipulation of vast amounts of energy. You can also manipulate energy on a quantum level to do seemingly magical effects. You can cast Quantum Spells on an immense scale that let you carry out truly impressive feats on a cosmic scale.

591. The Master of Antimatter - 600 - You have become an antimatter reactor and generator. One gram of anti-matter contains the same energy as the bomb dropped on Hiroshima, one droplet could power New York City for an entire day, and now your entire body is dedicated to the production and use of anti-matter. At its very base this gives you strength to compare to the likes of the Hulk and Sentry but the power only starts there. You are nigh invulnerable as long as you can continue to channel your antimatter energies. You can fly. You also have complete control over anti-matter and can use it for energy blasts or even incredible levels of energy and matter manipulation.

592. Possessor of Cosmic Power - 600 - Tyrant was an immensely powerful being created by Galactus and at the height of his power even threatened the world eater. You now possess the ability to channel immense amounts of cosmic energy through the ambient fields created by the life forces of others. At your height, when able to

siphon energy from superhumans you could threaten even Galactus, but unless you conquer entire worlds and enslave many supers this power level is beyond your reach. As it stands you are a threat to any Herald of Galactus and are not limited by the Power Cosmic.

593. Simply Mar-vellous - 600 - I think you know where this is going. Whether or not it was through Kree experiments you possess the same powers as Captain Marvel. You can manipulate matter and energy, I am sensing a pattern here in Marvel Cosmic, and possess truly staggering strength and durability. You can fire photonic blasts, absorb energy, create energy constructs, and you can even temporarily channel the full might of a White Hole and enter a form like Binary where your cosmic powers are magnified to an even greater degree. The more you practice and use it, the longer you can enter your Binary form.

594. Hyperion - 600 - There have been many men from many universes who have been called Hyperion. They have their differences but share many similarities in powers. You are now yet another Hyperion, a powerful Eternal that compares favorably to Hulk, Thor, and Sentry. You have superhuman strength, durability, speed, and flight. You have amazing visual capabilities including the ability to see strands of DNA while in orbit, see anything on the electromagnetic spectrum, and see down to the microscopic level at incredible ranges. No Superman expy would be complete without powerful heat vision enough to melt cities though yours is called “Atomic Vision”. You can channel cosmic energy like any other Eternal. Your mind is a photonic linear array allowing you to process your thoughts at light speed, recall any memory instantly, and give you a genius level intellect.

595. Free - Costume

These are comics after all. Pick any style you’d like. It is immune to your powers and tends to only get ripped and destroyed in dramatic and cool looking ways. It provides no defense but a new identical set will show up in your warehouse the next day if destroyed.

596. 100 - Memory Chip

A small but handy cybernetic implant. 100% total recall of everything you have ever experienced and records everything even if you aren't consciously processing it. Can just be attached to your head somewhere if you don't want it implanted in you.

597. 100 - Jumper Bands

Marvel likes its nifty wristbands. You have your own set of cool Bands of Jumper that are any style you like. You can import a single item with each purchase to give a band form they can transform in and out of.

598. 200 - Raptor Armor

Ancient Shi'ar robot suits that roost within the Tree of Shadows in Null Space. You now possess an amulet that allows you to summon a Raptor suit. While summoned your body is placed in the Tree and you can troll the robotic suit. It has the powers to fly supersonic in atmosphere and nearly luminal outside of atmosphere. It increases your strength, speed, and durability. You can fire various blasts and have access to several other pseudo mystical abilities. The coolest part of the armor is the razor sharp metallic wings.

599. 200 - Flying Fortress

This is a gigantic well armed and armoured battlecruiser. Easily the size of a city, it is outfitted with advanced FTL drives and cutting edge technology. It makes a great base of operations for a warlord or space pirate. It will retain any changes you make to it and has an either living or AI (your choice) for a crew to pilot and maintain it for you.

600. 400 - Stormbreaker

Stormbreaker is an enchanted axe made from Uru. It was crafted by the Dwarves for Beta Ray Bill after his fight with Thor. You have an exact duplicate of the great weapon. It possesses many similar abilities to Mjolnir. It always returns to you when thrown, can only be lifted by you or those you deem worthy, can project energy blasts and even amplify your own energy capabilities.

601. 400 - Nega Bands

A copy of the bands created by the Kree, themselves a copy of the Quantum Bands. These bands greatly increase your physical strength, allow you to fly through the void of space, absorb and manipulate various forms of energy, utilize teleportation and portal control, and vastly increases your durability. As you learn, study, and use the Nega Bands you might even unlock other abilities.

602. 400 with Xandarian Worldmind - Nova Helmet

The Nova Corps function as an intergalactic police and exploration force. They were originally the simple militia of Xandar but have since expanded their operations. They would be small fry if it was not for their Nova Helmets. Their helmets allow them to channel the Nova Force, a nigh unlimited source of power from the early stages of the universe. Channeled through the Nova

Helmet, the Nova Force allows you to generate gravimetric shields, travel FTL in space through the use of gravimetric tunneling, fire energy blasts, and other ill defined cosmic type power effects. The helmet also included an advanced HUD, computer, and language translation software. For an extra 200 points it can come with a copy of the Xandarian Worldmind. The worldmind is a sentient supercomputer with the knowledge of every deceased member of the Nova Corps as well as the entire populace of Xandar. It is a great boon and can provide near limitless information as well as perform any duties of a hyper advanced sentient space supercomputer.

603. 400 - Hidden City

Like the city of Knowhere, the hollowed out head of Celestial you now have a large hollowed out structure that functions as a hidden hideout. This hideout features all the services you could ask for from shops to meeting areas to information about the state of the galaxy. It defaults to an unmarked and difficult to find part of space, cannot be found through regular scanning or searching, and in future jumps will plop itself in any hidden region of space you like.

604. 600 - Blade of the Phoenix

The Blade of the Phoenix is imbued with a portion of the power of the Phoenix Force. It has immense power projection abilities and strength and when fully channelled can shatter planets. The blade's usual form is a large metal looking sword that glows blue. The blade can normally only be wielded by the Rook'shir bloodline of the Shi'ar but this identical copy of the blade recognizes you and anyone you choose as a rightful wielder. Those unauthorized to wield it would find it easier to lift a star than to move this powerful blade.

605. 600 - Black Vortex

The Black Vortex was created by an ancient celestial after an alien wished for the ability to unlock her species' potential. The Black Vortex appears as a large ornate mirror that shows one what they would look like if granted the mirror's immense cosmic power. If you or anyone else stands before the mirror and says "I submit to the Black Vortex" they will be granted massive and thematically appropriate cosmic powers. The cost for these powers is usually a massive change to a more egotistical and dangerous personality but since you are paying for it feel free to toggle that side effect. You can also restrict who can use the mirror. The immense powers granted by the mirror dissipate with time and exertion but there is no limit to how many times you can submit to the mirror.

606. 600 - Infinity Well

The Infinity Well was once used to help Thanos in his attempts to conquer the cosmos. It is a large stone well with water the color of deep space flecked with stars and galaxies. When you gaze into the well and ask it a question the Infinity Well can answer any question that could reasonably be known. Things that cannot be answered or are so hidden that no other being could answer it are beyond the reach of the Infinity Well. Feel free to attach this to your warehouse or place it wherever you like.

607. 600 - Terrigen Codex

The Inhumans are an experiment of the Kree but have become so much more since their inception. Ruled by their king Black Bolt they have developed amazing technology and unlocked the full secrets of their genome. This codex is a technological database that contains every last piece of technology available to the Inhumans. It also includes their completely mapped and unlocked genome allowing all sorts of alterations as well as the creation of new Inhumans. Please use this wisely as the misuse of the Codex has caused many problems over the years.

608. 600 - Power Gem

The Power Gem, or Power Stone is one of the fabled Infinity Stones. These powerful objects are the remnants of the singularity that predated the universe and possess universal power when combined. The Power Gem gives its user access to all power and energy. Its basic use provides unlimited stamina and limitless strength depending on how much power is drawn from the stone. With more practice of its use it can unlock any physical based superpower. It produces a feedback circuit with the other stones, being further empowered if you possess the Mind Stone and being able to in turn further empower the Space Stone. If you combine all of the infinity stones together you become an entity capable of completely controlling a single universe. Whichever primary universe you inhabit at the start of each jump is considered the prime universe for stones and is thus the only one you can manipulate. Within each jump the stones are powerless outside of their "prime" universe. Yes, in jumps with a single universe this makes you all powerful. Is usually purple.

609. 800 - UItimate Nullifier

The Ultimate Nullifier is an aspect of Galactus usually kept within his lab on Taa II. It has been used by many heroes and villains over the years for various extreme purposes and is one of the few things the mighty Galactus truly fears. It is considered the most devastating weapon in the universe. Its function is quite simple. The Ultimate Nullifier has the ability to completely obliterate any target the wielder chooses, the only limit being their knowledge, willpower, and ability to concentrate. This fiat backed copy is prevented from accidentally destroying its wielder as well. It can be used not only to destroy beings but also entire timelines and in extreme cases realities. Use it with care, or don't.

610. 800 - Cosmic Control Rod

The Cosmic Control Rod was once used by the vile Annihilus in his attempt to conquer reality. It is the ultimate symbol of authority in the Negative Zone and capable of amazing feats of power. With this in hand, Annihilus was able to control forces that allowed him to bind even the mighty Galactus. The control rod allows the harnessing, manipulation, and creation of the vast cosmological forces of the Negative Zone. It can manipulate vast amounts of these cosmic forces to massively enhance the capabilities of its wielder and provide them a practically limitless lifespan. It can even endow its user with the Negative Zone's version of the Power Cosmic. It comes with the usual sweet of energy and matter manipulation and is generally limited by your imagination and knowledge.

611. 100 - Karmic Staff

A copy of the Karmic Staff wielded by Adam Warlock, this golden bird capped pimp cane is unbreakable and allows you to focus your energies though it for more precision and a minor boost to the power channeled through it. It has the added benefit of making you look like a pimp.

612. 200 - Artificial Man

Adam Warlock was created in a lab to be the next step of human evolution. Like Adam you are an artificially created being. Your abilities are all several steps beyond peak human and you have an artificial version of every organ and physiological component that a human does. Your aging is retarded, you will never get sick, and you are a sexy golden god.

613. 400 - Orb of Eternity

The Orb of Eternity is a large crystalline orb originally granted by Eternity to Adam Warlock. It allows for you to communicate with anyone you know in the cosmos with both audio and video. It even allows you to spy on other dimensions and turn your gaze to any non-hidden place you desire. This copy can be resized if you don't want a space palantir the size of a small car.

614. 600 - Soul Gem

The Soul Gem is another of the vaunted Infinity Stones. It is sentient and desires the collection of souls. It gives its user great power over the souls of others. It allows one to peer into other people's souls, trap souls within a Soul World contained in the gem therefore allowing access to the memories and skills of those trapped. The gem can circulate the powers of life and death over entire worlds, give its user control over any life regardless of sentience, and protects its user from soul based attacks. It is empowered if its user is in possession of the Reality Stone and in turn empowers the Mind Stone. Is usually green or yellow.

615. 100 - Throne

Every Tyrant needs a throne. This item can be customized to your heart's content. Whether you desire a granite monolith, a golden stool, or a fully pimped out gold and ivory masterpiece you will always look intimidating and dominating when seated upon your throne. This can be a helicopter with your name on it if you prefer.

616. 200 - Bionic and Mystic Perfection

Why be stuck with your baseline body? All true rulers should tower over their soon to be subjects in form and mind. Much like the Mad Titan you have been massively enhanced on every level. Mystical protections, spells, and bindings, as well as cybernetic enhancements and genetic manipulation has turned you into the pinnacle of perfection. Your body is superior in every way to others of your species and even many other species through the cosmos.

617. 400 - Universal Church of Truth

Adam Warlock's evil self the Magus once created a worship centered around him as a god. It was a powerful and dangerous religion with highly advanced technology that was formed of billions of worshippers from across the universe. You are now the leader and/or god of a similarly massive religion. Your followers possess highly advanced technology that is primarily powered by their faith in you. You may define the tenets of your faith as well as its hierarchy and change them as you please. Followers are generic NPCs but can be imported as companions in future jumps. All followers are fanatics to your cause and would happily die for you.

618. 600 - Reality Gem

The Reality Gem is one of the six infinity stones and in the right hands can be one of the most versatile. It allows its user to manipulate reality on a nigh universal scale, altering the laws of physics and logic. It allows its user to do almost anything they can imagine and carry out the truly impossible. The feedback loop generated by the circuit of gems sees this one empowered by the Time Stone and allows it to further empower the Soul Stone. Is usually red.

619. 100 - Citadel of Science

A scientist is only as good as their lab. This fully equipped citadel contained every single item you would need to carry out experiments in research in any scientific field you can imagine. It has a NPC staff of various researchers and scientists that are top of their field and any consumable lab resources are replenished regularly. The Citadel can take any form you like from a modest lab in an urban neighborhood to a space station facility orbiting the moon. It retains upgrades you make.

620. 200 - Isaac

Deep within the moon Titan, the Integral Synaptic Anti-Anionic Computer (I.S.A.A.C) serves the Eternals as one of the most powerful supercomputers in the cosmos. You now have a copy or a unique supercomputer with the same capabilities as Isaac. This intelligent and fully sentient computer system can perform highly advanced predictive analysis, control countless systems of any scale and size and even generate robotic forms for physical manipulation. Anything another supercomputer or AI could perform this one can do better. Any personality traits or the robotic forms it can take are up to you.

621. 400 - Evolutionary Exoskeleton

Like the mighty High Evolutionary you possess an advanced protective exoskeleton of any design and appearance you choose. This exoskeleton has advanced protective features that can keep you safe from even the most dangerous of cosmic or personal disasters, accidents, and threats. Within its advanced computer system is your complete genetic and physical makeup and as long as it is still functionally it can regenerate you from anything short of complete atomic destruction.It also possesses the technology to genetically manipulate yourself and other organisms, force evolving or devolving creatures to the extent of genetic technology.

622. 600 - Mind Gem

The Mind Stone gives its wielder powers over the mind. It can augment or grant any mental powers such as telekinesis or telepathy. It can link its wielder to other minds and manipulate them as one sees fit. It forms a feedback loop and is empowered by the Soul Stone, and further emperors the Power Stone. It is usually blue.

623. 100 - Space Knight Armor

The Space Knights are an elite corps of cyborg warriors from the planet Galador. Throughout the years they have protected not only their own world from the Dire Wraiths but also the rest of the cosmos from other threats. Most of them are cybernetically connected to advanced suits of armor and you now possess your own suit of set armor. It is made of an ultra strong metal called Plandanium and possesses advanced weapons, computer, and diagnostic systems. The auto repair system can heal most wounds and the armor enables interstellar space flight as well as increasing all of your physical attributes.

624. 200 - Universal Weapon

The Public Enforcers of the Kree Empire used powerful Universal Weapons to enforce the law of the empire. The most powerful of these universal weapons is wielded by the Supreme Accuser Ronan. You now possess one such weapon. It defaults to the appearance of a large hammer but can be any form you choose. Universal Weapons can manipulate energy and matter, projecting blasts, creating shields, transmuting matter, and other amazing things. The universal weapon can even create stasis fields, gravity nullification fields, and perform processes like genetic scans. I am sure the more you use it the more functions you will learn it has. It defaults to shocking anyone that tries to wield it that is not you.

625. 400 - Quantum Bands

The cosmic side of Marvel really likes its fancy bracelets. The Quantum Bands were created by Eon to be granted to his chosen protector of the universe. Somehow, you seem to have gotten your hands on a pair of the mighty bands. These bands draw energy from the Quantum Zone, the source of all potential energy in the Marvel Universe, which gives them a variety of effects. Ultimately the bands give you extreme control over the entire electromagnetic spectrum. They can be programmed to automatically detect energy or generate reflexive shields to protect from anything on the EM spectrum. The bands can also open wormholes for interstellar travel.

626. 600 - Time Gem

The time gem gives its controller total control over past, present, and future. At its most basic capabilities it gives the user visions of possible futures. With this stone you can travel through time, stop, and rewind it to your will. The feedback circuit sees it empowered by the Space Stone and it, in turn, empowers the Reality Stone. It is usually green.

627. 100 - Sweet Helmet and Suit

Listen, you can’t be a cool mercenary or space suit without the right gear. This gives you a badass advanced helmet and space suit of a design and colors of your choice. They provide protection against vacuum and the other usual hazards of space travel. The helmet includes a HUD and diagnostics features and it lights up to.

628. 200 - Cybernetic Eye

Cybernetics are, perhaps unsurprisingly, common across the universe. However, some are much better than others. This fancy cybernetic eye has replaced either one of your eyes (or

you can have the capabilities and keep your original eye). It gives you full vision over the entire electromagnetic spectrum, a suite of sensors and diagnostics, unlimited capacity to record sight and sound around you, and can take a bullet.

629. 400 - Element Gun

This is a copy of the Element Gun wielded by Star Lord. It can fire any of the four elements

(Earth, Wind, Air, and Fire) and even combine them for various usages. With some tinkering it can even be adjusted to use other elements like the time it was able to isolate and bind divinity as a power source. The gun will update and include any elements native to settings you visit in other jumps.

630. 600 - Space Gem

Now to the last of the Infinity Stones/Gems. The Space Gem gives its wielder the ability to manipulate space as they see fit. Teleport anywhere they desire, go as fast as they wish, manipulate gravity, and even create black holes. The stone can even manipulate the distances between objects and other normally physically impossible things. The feedback circuit sees it empowered by the Power Stone and it further empowers the Time Stone. Is usually blue or purple.

Transformers

631. ROBOTS IN DISGUISE! (Free All) - You're a robot now; as such you don't need to breathe, eat, or sleep. You do require Energon to survive, without it you'll go into stasis lock. This stasis lock last forever unless your spark (life- force) is extinguished or you get enough Energon back in your systems. As a Transformer your strength depends on your chassis, Small Chassis can lift 25tons (22t), Medium Chassis can lift 50tons (45t), and Large Chassis can lift 100tons (90t). Beast Wars Era the strength levels are 10tons (9t) for Small Chassis, 20tons (18t) for Medium Chassis, and 30 tons (27t) for Large Chassis. Transformers brain circuits are not unlike a highly advanced super computer, giving the average transformer a level of intelligence similar to that of human geniuses. Your robot body is extremely tough to damage, military grade anti- materiel weapons and Energon weapons are only thing that are capable of damaging you. Even then the average transformer can take a beating and survive.

632. Altmode (Free All) – All Transformers have an Altmode which is either an animal or machine. You can turn into any animals or machine that you fits your Chassis type. You can choose to change into any animal or vehicle form that you've seen in your previous adventures, or for the future you can scan it. For maximum size in your Alt form you take your robot form and add +2m (6ft 6in) to its maximum height or in case of planes, wingspan. Beast Wars Era Transformers can only choose animal or beast like forms, they've lost their ability to change into vehicles or other machines.

633. Triplechanger (200cp) - Transformers normally only have one alt, you on the other hand are built differently. You can choose another

634. DeceptiveCon (200cp) - You've mastered the art of transforming into an object much smaller as your altmode, instead of a vehicle or animal. Examples include Megatron G1 (Walther P38) & Soundwave (Cassette Player)

635. ASSSTRROOOOTRAAAIINN! (500cp) – Through the miracles of Cybertronian science your altmode(s) are way larger than a normal transformer. This allows you to act as a transport to your fellow Transformers. The maximum length that is allowed is at 200m (656ft), however when you transform into your altmode you make a conscious decision on how big you are in your altmode. Examples include - 800 Series Shinkansen trains, and SV-2 Normandy. Your strength increases dramatically allowing you to carry several Transformers without tiring. For Beast Wars Era, this allows you to transform into Kaiju size version of your regular self.

636. Quiet as a Rattrap (100cp) - Stealth 101. Your programming encompasses the basics of stealth, shadowing, and tailing.

637. Battle Computer (100cp) – Your programming encompasses the basic knowledge on all Cybertronian weapons. There's no weapon you're not familiar with, and you're an expert with all them.

638. Science! (100cp) - Your programming is focused on either Mechanics, Medical, or a field of Science (Pick One), this gives you equivalent of a Cybertronian PHD in that field of study. You receive discounts on the other specialties if you choose this again.

639. That's Just Prime (100cp) - Your programming has it you know how to inspire others, with words, actions or threats. For this your companions are more willing to lay their sparks down for you.

640. Overclock (200cp) - You've tampered with your brain circuits increasing the efficiency of data, doubling your intelligence to that of a normal cybertronian. By tampering with your brain circuitry even further you've unlocked the ability to overclock them, temporarily doubling your intelligence again and your perception of time slows down to a crawl for a few seconds requiring only a minute of light activity or less to recharge. Overtime you can upgrade your brain circuits to better process data, so that your previous overclocking at quadruple intelligence of a normal cybertronian becomes normal. When you overclock after this your intelligence is boosted to total of x8 to that of an average cybertronian.

641. Sneak Attack (200cp) - Transformers have parts that act like organs for Energon, you've been programmed with knowledge on how to strike these organs causing massive damage. When attacking an unaware target you do much more damage than you would normally.

642. Aim Assist (200cp) - Transformers naturally have motion tracking and aim assisted programming. Yours however is better than the rest, allowing tracking multiple targets and keeping aim while on the run. You'll hit your targets more often.

643. Warcry (200cp) - On your words alone, you can inspire fear into the enemy causing the weakest foe to run away in terror and the strongest a micro-cycle of self-doubt where there was none before. In addition this acts as a temporary boost in ally morale.

644. Master Builder (400cp) – You've been programmed with mastery of Cybertronian science allowing you jury rig any tech you see, as well allowing you to quickly build even the most complex Cybertronian tech within a reasonable time period. Smaller devices are almost instant, larger devices take some time and more components. However with enough material you can build a temporary space bridge. Despite your mastery of Cybertonian science, creation of a Spark and therefore intelligent life, organic or inorganic is beyond you.

645. Cloaking (400cp) - By bending the light around your body you're able to temporary cloak yourself from all sensors for as long you don't move beyond walking speed or cruising speed, attacking will disengage the cloak. The cloak as a 5 minute cool down period after used. In addition your body has special paint and angles that throw radar off permanently, showing you to be a much smaller target.

646. Body Reading (400cp) - Your mastery of all forms of combat has trained your senses and your onboard computers to predict what your opponent's next move is going to be before they even make it.

647. Deployers (400cp) - Under your command are mini transformers who act as spies, and tools for your cause. Their chassis is at Mini with maximum height of 1.82m (6ft), they get 300cp to spend on abilities and equipment you can only have 4 Deployers at maximum. When they're not in use their altmode is that of a data disc that is stored in your body. They're semi-independent and can be deployed for long durations without supervision and they all have below average intelligence to that of an average cybertronian, about on par with a human.

648. Phaseshift Module (400cp)* - This module is an experimental phase shift technology that's still unclear how exactly it works even by Cybertronian science. It allows you to shift your mass, as well that of whatever you're holding or touching, into a parallel dimension for just a moment. This allows you to either phase through solid objects, or negate attacks. This however is extremely Energon taxing, and can only be performed handful of times before you've exhausted your Energon supply to dangerous levels.

649. Technorganic (500cp) - Perfect mix of inorganic and organic, increasing your physical abilities by a huge amount & additionally the All Spark has given you wisdom that is beyond a normal Cybertronians experience allowing you great insight and understanding of the world around you. Also you can eat organic food to replenish your Energon, but technorganic food gives you more Energon. This also gives Cybertronians the ability to reproduce. Must have animal or animal-like altform. However due to the fact that you've been remade into a partially organic and inorganic being, you lose any Alternative Mode Options if you had any.

650. Matrix of Leadership (500cp) - You've become a Prime! Greatly increases your physical abilities by huge amounts & increases your ability to lead to the point where you can lead an entire faction without much trouble.

651. Fuzor (200cp) - Fusion of two animal forms or animal-like forms, increases your physical abilities by a huge amount.

652. All Spark Chosen (500cp) - You've been selected by All Spark to be Transformer Jesus-Buddha, you'll become much more likeable and charismatic able to talk your way out of most situations with ease. Additionally the All Spark has given you an insight on life itself this gives you vast amount of wisdom that rivals the greatest Philosopher-Kings. Additionally with the secrets of life in your mind allowing you to create a Spark. Sparks take time to nurture only one every 9 months can be created and machines implanted with a spark become sentient but their mind is like a child's which will "grow up" in 1 month.

653. Reformated (500cp) - How it happened, is up to you but you've been reformatted and now better than ever. Greatly increases physical abilities and your intelligence is increased to the point where you're one the most intelligent Cybertronians ever.

654. Transmetal (200cp) - Side effect to a Vox super weapon explosion while in transit through warp space, this has made your Beast altform is more robotic, vehicle

transportation while protecting you from Energon. Your robot form now is more faux organic.

655. Legendary Beasts Spliced (500cp) – Shockwave has uncovered way to clone the ancient CNA of some the most primordial beasts of yesteryear. You've been fortunate to been spliced with some that CNA. This grants you a huge increase in physical abilities, the ability to breathe Fire or Acid or Ice. Additionally you can take an increased beating. All alternative forms are changed into a dragon or other mythological beasts. Yes that includes Unicorn, if you can pull it off.

656. Datatrax (100cp) – These are the primary storage unit for data similar to a USB drive & hard drive to Transformers, but with much more advanced technology. Each Datarax has massive amount of storage is approximately a zettabyte in size.

657. Power Bonds (100cp) – This is a small handheld device that when activated turns into a band of energy that's used to restrain a target. They're impossible to break, and will continue to squeeze the more the target struggles. However it won't kill or seriously injure the target.

658. Smoke Screen (200cp) – This module creates and stores magnetically charged smoke in special internal containers, when released it interferes with all vision, and sensors for a short duration depending on wind conditions.

659. Cybertronian Forge (600cp) – Somehow a good portion of your warehouse is now a mini cybertronian factory. This automatic factory prints out Cybertonium, a material that Transformers bodies are made out of. This is a room temperature super conductor and is the basis of all Cybertronian technology. It also functions as a 3D printer, but its programming is blank ready for input.

660. CR Chamber (600cp) – Transformers are incredibly tough, however they still can be injured. As long the spark isn't extinguished there's still hope for an injured Transformer. This device is a huge chamber that you stand in putting you in a cryogenic state, and with advanced cybermedicine it's able to repair just about any injury. The time taken depends on the state of the Transformer ranging anywhere from a few hours to a month. This requires constant flow of Energon and may or may not be confused for a torture chamber.

661. Energon Melee Weapon (Free) - Every bot worth their Energon has a melee weapon, these weapons like everything else runs on Energon but are very efficient and practically never run out of Energon.

662. Energon Battle Pistol (Free) - This is a pistol. Reload required after 8 shots. Comes with 5x zoom.

663. Scatter Blaster (100cp) - This is a shotgun. Reload required after 2 shots.

664. Neutron Assault Rifle (100cp) - This is a sonic fully automatic assault rifle. Reload required after 32 shots.

665. Magma Frag Launcher (100cp) - This is a grenade launcher. Reload required after 3 shots. Grenades are stick grenades which can stick to any surface and remote detonate.

666. Null-Ray (200cp) - This is a semi-automatic sniper rifle. Comes with 10x zoom. 4 shots before having to reload.

-UPGRADE- (400cp) - Upgraded version of Null-Ray, hits harder and has near infinite range.

667. Photon Burst Rifle (200cp) - This is a 3-round burst battle rifle. Reload required after 24 shots. Comes with 5x zoom.

-UPGRADE- Path Blaster (400cp) - Upgraded version of Photon Burst Rifle, its semi-automatic and fires molten metal.

668. Ion Blaster (200cp) - This is a fully automatic rifle. Reload required after 50 shots.

-UPGRADE- Subsonic Repeater (400cp) - Upgraded version of Ion Blaster, hits harder and with more accuracy.

669. Fusion Cannon (600cp) - Drawing energy from an unknown interdimensional source, the fusion cannon fires gamma-irradiated plasma at a target. Reload required after 8 shots.

Fate/Legends – Land of Shadows

670. Green Life- Free

The Age of Gods may be over but humanity is still far from what it becomes in the modern day. As a human in these times, you have abilities quite beyond the ordinary man of the later years. Your body is physically at the peak of human capability, even without training, and your magical potential sees you with around 50 magical circuits of a very high quality. Not quite enough that you'd outmatch most modern magus without effort but enough that you'd

be a notable prodigy in those times. Now though? You're rather ordinary for a warrior or wizard, perhaps a little beyond the average.

671. Celtic Thighs- 50

Legs that drive men to madness or eyes that look like living rainbows, people here don't seem to settle for less then the most outrageous bodies they can think of. There are great slabs of muscle walking around as warriors, lithe young maidens performing magic as witches or perfectly proportioned, divinely gorgeous young women teaching the arts of combat and dark magics to warriors that can manage to find them. Just like all these characters, taking this option ensures you have quite the wild and fantastic body to look at. This can be as simple as being very handsome or beautiful or take a more classic look at things, adding many varied colours, new features and fantastical traits, though none can be more than cosmetic.

672. Life of a Knight- 100

To thrive in these times, a warrior must be quite the complete package. You rarely disappoint those who challenge you to a battle, on the battlefield or one between your minds. You have excellent skills in combat with a weapon of your choice, enough to prove yourself well against most other knights or warriors, and are familiar with the range of skills a knight is expected to be well learned at. Tactics in battle, acting with honour towards others and even the matters of politics and ruling a small domain of your own. Particularly, you are also able to keep a cool head in conflict situations. Perhaps it's the enormous amount of good cheer and vitality you have within you?

673. Puppy Love- 100

Wild little thing, weren't you? Growing up with the dogs as more like siblings, you learned to hold a close connection to the animals of the world. More than what any man could learn to do by training as a hound master or similar ilk, you have a natural affinity with animals that allows you to treat all but the most hostile and loyal to your enemy animals as if they were already tamed pets of your own. Wild dogs lick your palms for treats, a strange horse would let you ride it without being broken or tamed, even the birds of the sky sometimes bring you berries in your travels. Monsters or magical beasts have a much lesser effect from this, though you will find that you have the potential to train animals to become supernaturally powerful, such as raising dogs to be ten times as strong as any normal hound. This does take work and time however.

674. Love Spot- 200

There is a mark somewhere on your face, a spot or perhaps a small sigil or tattoo-like symbol. It doesn't mar your features at all, maybe even enhancing them some small amount. But this mark has great magic within it, one that might normally curse you to an ill fate in regards to romance. This Love Spot causes anyone of a different gender to you to, upon looking at this spot or symbol, instantly and very deeply fall in love with you. They might not acknowledge these feelings at first or may try to resist for the sake of an existing partner but these feelings will only grow stronger if such things occur, till they can do nothing but admit their true and eternal love for you. It is possible to resist this ability should one have a high degree of

magical resistance, something that many powerful beings in this world have innately, but without such a thing there is little defence. Beyond lacking the means to feel love, terrible as that may be. You are able to control your Love Spot, deactivating it entirely or freeing those affected by it from the grasp of love as you wish.

675. Striking A Deal- 200

The Geas is a magical contract made between two people of whom possess magic themselves, holding each person party to the Geas bound to the contract, else they face some terrible punishment. You are well aware of how to cast such things, with the agreement of the other parties, without the need for anything but magical energy. The Geas must be made willingly and knowingly by all parties, though they need not fully understand the implications of what they are agreeing to or be aware of how you plan to take advantage of it. A Geas can even be laid on yourself, by yourself, to enhance your overall power at the cost of burdening you with various harsh restrictions. Breaking a Geas inflicts a punishment decided at the time of the deal being struck, often a terrible injury, disease, binding or even death. You cannot free yourself of your own Geas and even managing to do so will discorporate the deal entirely, for all sides of the deal. However, you do find yourself with unnatural skill in wording these deals to your advantage, leaving and finding loopholes in them and in manipulating people into being willing to take on these deals.

676. Riastrad- 400

A legendary fury that only the greatest and most naturally inclined warriors can enter. The Riastrad, known as the Warp Spasm, is a transformative state that you have now discovered the ability to trigger within yourself. Trigger it and your body will begin to change. Your muscles will bulge and your stature grow far beyond any mans. Your bones will twist and warp, yet not hinder you at all. Even your hair will become a deadly weapon, turned into sharp spikes that stand on end. In every way, you will become an ungodly beast. Yet this hideous form comes with immense power, greatly magnifying your physical abilities. Few warriors could resist your blows in this form or keep up with the speed of your mad charges, even should you be a mediocre warrior in your own right. The transformation may grant you tens as times as much power as before but it drives you into a near mindless frenzy, robbing you of the use of much of your skill in combat and other intelligence, though you can still distinguish friend from foe in a vague sense. You are also able to reform from this transformation at will.

677. Lord of the Spear- 400

Great men come in abundance in these times, especially in these manly lands. The way you handle your spear is most important, as they are an exceedingly common weapon amongst men. A man with a weak thrust will be treated as a laughingstock and someone who accidentally breaks his spear? Shamed forever. A god amongst men, some have taken to calling you, for your spearmanship leaves little other possibility. Whether it be a hundred knights or a thousand archers, you can effortlessly slay anything short of a demigod should

you have a good spear in hand and easily deflect most ranged attacks with the use of your weapon, even somehow many area of effect blasts. Your skills are breathtaking and your body has become much stronger to suit it, equal to one of the Knights of the Red Branch, like the famous Diarmuid. Due to your experience, you have a very high degree of skill in small scale battle tactics and know when and how to retreat from a battle. If you're a terrible bore, you can choose another weapon type such as swords or clubs.

678. Hound- 600

Born to be a beast, you're descended from one of the Divine Spirits of the Irish Pantheon and it's done your body well. You've got the speed to fight entire armies at once, cleaving through hundreds or thousands of men each second, and the strength to pick up and throw a hill over the horizon to wipe the smirk off that smug bitch's face. Even those fancy pant's guys over at Britain would find you a tough opponent just based on your physical might but given just how long your stamina lasts, that might be the scarier part. You could fight without sleep for seven years straight, fighting hours and hours each day and eating as you go. Even if an enemy does manage to hurt you, short of ripping apart all your muscles and grinding your bones to dust and pulping your organs, it won't stop you from continuing to swing your blade at them. Lastly, as a bit of a blessing from whoever your parent might have been since they didn't leave you with anything else, you'll find your body is perfectly suited for fighting inhuman monsters. The energy that pumps through your veins sings at the chance to carve up some beasts, driving you to much greater heights of strength and speed when you pit yourself against creatures of the night and of evil.

679. Runelord- 600

The most iconic of magics for this place it seems, though what you are taking hold of here isn't from Ireland at all. With the purchase of this, you have become a master of Rune Magic, which utilizes magical energy drawn in set forms to create powerful spells. It takes more time to perform then many other kinds of magic but is exceptionally powerful. Of course, you know all the normal Norse runes and much of your spells come from combining them in different orders to create magic. But what makes you special is that you are aware of the Primordial Runes, the same ones that Odin himself used. Even just using two or three at once can accomplish things like rewriting a Servant's saint graph, grant sapience to mere animals, bring terrible monsters to life from nothing or harm even a divine spirit. Of course, you'll need a lot of energy to equal the sort of stuff someone like Odin might have done but you'll now find yourself overflowing with more than enough magical power to destroy a mountain or three. Maybe even crack a big island into itty bitty pieces with the right rune combination.

680. Lead The Way- 100

A lord that can't lead is about as useful as a bloodhound with no nose for blood. You don't break the mould here, since you're quite the outstanding leader of men yourself. You have quite a bit of talent and skill in ruling, both as a governor and through military command, given how closely the two are linked in these times. You also have a fair amount of combat skill, not the match of any experienced knight but more than enough to hold your own against the rank and file should things go sour. Your real talent is for bonding directly with your

subjects, as you find it abnormally easy to befriend and gain the true loyalty of anyone under your command, either as a lord or as a commander.

681. Uisce Beatha- 100

Your hands have a special property, one of quite a great value to a warrior culture. Any liquid that you scoop up in your hands is granted great healing properties, able to heal any wound of the body or spirit in just seconds of contact, save for the greatest of cursed wounds. Your healing waters can be spread even on spiritual bodies to heal them and the liquids will cleanse away any poison or disease in the area it touches. The closer to pure water the liquid you hold is, the better the effect will be. Trying to use polluted river muck might only clean a few nasty scratches. You can also, should you have the need, prevent liquids you hold from gaining these properties.

682. Husband, My Love- 200

Marriage means you own all your hubby's stuff, right? Of course, that was why they married you in the first place. They loved you so much, they wanted you to have everything they could give. Hoho, what a clever girl you are. Why, you figure that a special power is just as much yours as all your partner's wealth and lands. You'd not be wrong either, since you now have the ability to borrow a single ability or item from any past spouse or long term intimate lover you have had in the past for your own uses. Spent a few months married to a precognitive King? Just take that power for your own when you need to check the future. One of your more cherished boytoy's had an excellent sword you could really use in the current fight? Drop that future sight and the sword can appear in your hands, ready for use.

683. Lustful Thought- 200

What evil queen would be such if they didn't have mastery of certain skills and traits? Which ones? The ones to drive men and women both to a madness of pleasure, where they can revel and indulge in the lust and sin that comes from defeat at your hands. Your body has taken on an irresistable form to most others, with charms and features that cloud the minds' of others on mere sight with intense lust, making even great warrior's fumble with their blades against you, both the metal one and the other one! Actually putting effort towards attaining someone you desire is simple, as your lustful visage becomes far more intense when you apply your extensive skills in seduction alongside them. And should you get them into your bedroom, or just behind some bush somewhere or out in the open, you can drive quite literally anyone capable of feeling physical pleasure to temporary madness and defeat solely through the thorough, skillful and very enjoyable...application of your body to their body. As long as they don't physically fight you off, at least. As a useful extension of your lust-infused body, you are also able to create a golden 'mead', through apparently unknown processes. This mead is the liquid form of your lust powers and drinking from it can instantly bind those of less than iron-clad wills to your commands, at least for a time.

684. Druid- 400

The magic of the wilds runs deeply in this land, such that a druid is perhaps better known than an ordinary magus. The druidic magecrafts involve dealing with nature, the spirits and beasts of the land, even the creation and summoning of avatars of the divine beings found in this natural expanse. From your childhood, you had an innate connection to the natural world around you that allowed you to easily bond with beasts and spirits, which has been further supported by an extensive education as a Druid. You are the match of a exceptional druid magic user like Fionn mac Cumhaill or Cu Chulainn, possessing a very large amount of magical energy and a great deal of knowledge to put it to use. Summoning hordes of relatively strong creatures to support you, turning a forest against your enemies trapped within, creating something as magnificent as the great Wickerman. You won't have the power nor breadth of a master of Runes but you are notable in your own right and you'll find that barring rituals to communicate with and obtain the alliance of major natural spirits or forces, your spells are much faster than what a Rune Magic user might normally use.

685. Motherhood- 400

All things in this world come from a mother, be it an animal mother or mother Earth. With your long and storied history with motherhood, you thought to take things to a bit more of an exceptional level. You have the ability to create life and nature, so long as you have taken in the right information to do so. By taking a living being or part of nature within you, through consumption of a part of it or some other method of receiving genetic information from a living being within your body, you're able to imprint that information inside you and create new life based on it. Taking a human in this way would allow you to create humans, as infants or fully grown adults, with a small expenditure of mana, enough for even a normal person to make two or three adults this way. Take in a dog's information as well and you could even mix the two, creating dog-men. You can even pass down information you know and wish into them, moulding their personalities, skills and memories. Enough energy and you could birth entire armies. Not that you need to literally give birth to them. It is possible for you to simply create this new life in front of you from your energy. And as mentioned before, this also applies to any part of the natural world. Sip from a river and with enough mana spent, you could create an entirely new river.

686. Fish Oil- 600

Through a miracle of breaking the rules, Fionn was not the only boy to get the first bite of the legendary Salmon of Knowledge, the fish that contained all the world's wisdom. You found yourself with a replica of the fish and ate it whole, from head to toe for yourself too. Thus, you gained all the wisdom of the world, even if it is concentrated in your thumb. By biting your thumb, you are able to connect your mind to a seemingly endless repository of knowledge, containing all the information that exists in this world. Like a mental library, you can search through it just by thinking but also like a library, it takes time to find information and time to read through it as well, plus you will not automatically memorize what you see there. But with the patience of a good lord, you can find out anything you wish, within the limits of this world.

687. Small Divinity- 600

Most holy of holies, what queen is more deserving of the right to rule then one that is literally divine? A minor divine spirit you may be but to the mortals around you, the distinction is often hard to see. As a Divine Spirit, you receive numerous benefits. Your body is significantly greater than that of any normal humans, so you should have no issue splattering them about with your fists, but you are not so strong that a capable warrior like the Knights of the Red Branch include cannot harm or beat you. Your magical essence is much greater however, matching the magical energy stores of someone who became a Runelord with that preceding perk. What makes you unique is your Authorities however, three domains over which Gaia has given you a fair degree of control over. By utilising these Authorities, you are able to command and control expressions and instances of the things within that Domain, at a scale of a mountain range or significant section of Ireland. A Domain of War would enable you to incite battles and warlust, exert influence over how battles and wars play out such that it would take mythic heroes to turn the tide against your wishes or summon forth soldiers and weapons to do war with. Your domains are not without limit and the broader the domain, the less control you will be able to exert. While you are not subject to being changed by the worship of mortals by default, you will find that your divine spirit nature may have strange reactions with the world around you. You are now a being of magical/spiritual energy and divine belief, after all. Look to the end of the jump for a section detailing Authorities in great detail.

688. Hermit On The Move- 100

A life alone doesn't need to be a life of greater danger. So long as you have the right skills and knowledge of where you travel, a lonely life can be quite pleasant. You've been travelling around Ireland for many years now, becoming quite skilled at making your way across long distance quickly, safely and without making much fuss. It's also given you a pretty extensive knowledge of Ireland, or the country you find yourself in in the future, such that you're aware of everything from the local politics to where many of the less well hidden supernatural factions, creatures and locations can be found. And this life has also led you to take on quite the mysterious vibe yourself, people often find themselves interested in you for no other reason then that you are you. A question for others to hopelessly try to unravel.

689. Not So Lonely- 100

Yet that lonely life will eventually become too bitter to stand alone. You cannot solve solitude by yourself, it's quite contrary to the very idea. But you of all people find that you are never isolated for too long, not if you want otherwise. When you begin to have a need, you will find that those with the potential to save you from yourself will appear to you. This saviour may be someone that might one day awaken true love in you and reignite your passion for life. They might be someone that merely has the potential to kill you once and for all, ending your miserable existence and giving you peace. Depending on your power, they may require years of training yet to reach the needed level but they are capable and willing students. There's nothing quite like raising your students to be your own perfect murderer and lover.

690. Dark Teacher- 200

Teachers have a great deal of power, given they are the source of each proceeding generation's greatest warriors, magicians and leaders. Rarely is this more true than it is for you. A teacher like few others, those who study under you find that they learn as if they had enormous talent for anything you teach them, picking up everything from the combat arts to the spells of the far off Norse with lightning speed. Even faster this grows should you welcome them into your bedchambers and give them the gift of your thighs. You are particularly charming to any student you have in that manner indeed, and find that even those not yet your student will feel a growing desire to become such as your own fame for great skill and power grows.

691. Always Learning- 200

The immortal life is one of long years and a constant struggle for meaning as everything around you has begun to fade. You are somewhat familiar with this, as you age at just a fifth the rate other humans do and have already lived for many years. Of course, unlike many immortal beings, you found a great spring of motivation within you. You have apparently endless patience and focus, no matter how boring the task at hand is, and that is coupled with a terrific propensity for learning new information, as if you were still a child-like blank slate to stamp new knowledge onto. If anything, the more you know, the easier you find it to learn new things, as you apply the lessons, principles and data from past subjects to anything even remotely similar to what you have learned before. The final aspect to your lifelong task of endless improvement is that you find you do not technically need a teacher, even for things that normally need such a thing, so long as you work at your task many times longer than normal. Even the strangest of magic can be figured out eventually, given you have centuries of isolation to do so.

692. Fangs of the Beast- 400

The greatest of warriors only become such with the greatest of tools, which themselves must be made from the greatest of materials. What greater materials could there be than those legendary finds at the end of quests, the mythical beasts that heroes slay or even the bodies of the hero himself? You are a master at the creation of all kinds of magical weapons, armour and items, capable of crafting even things like some of the magical spears wielded by the Knights of the Red Branch. Your proper talents come to the fore when making items from the body parts of slain monsters or magical beings, allowing you to not only create results of far higher quality than normal but also to retain some or all of the magical powers inherent to the being you are using as materials.

693. Wisdom of the Haunting Ground- 400

These long, long centuries have not been idly spent by you. You devoted yourself in your life until now to mastering all that you could get your hands on. And master you did, for you possess seemingly supernatural ability in hundreds, if not thousands of different skills and fields of knowledge. So long as the skill or knowledge existed before the first or second century AD, you have already learned it to the point that you can pull off supernatural feats

with it. Your skills with horse riding, for example, are such that horses are driven to move at speeds far greater than physically possible and become able to ride up walls as if they were flat land. You could create poultices from plants that heal with magical efficiency. However, while your wisdom is vast, it is limited in the fields of combat or magic. Perhaps you neglected those areas of study in your long life, for you have no more skill in things relating to those fields than any other person.

694. Immortal- 600

A goal of so very many, yet you appear to have simply stumbled into attaining it in the course of your other adventures, perhaps even in an unwelcome manner. Immortality has been attained for you, the seemingly perfect immunity to time, weakness and even death itself, preventing you from being aged or erased from time, from having your body degraded or weakened and from being slain, even from powerful conceptual weapons or abilities. Any wounds dealt to you heal in moments. This is due to your own connection to the world that you call home. Through your deeds, you have become such an integral part of the world, even against the wishes of the world, that your life will exist so long as it does. The planet you begin on, in each universe you find yourself in, will maintain this lack of frailty or death, provided it has not been made inaccessible totally to any enemies you might have. Hiding away your home world somehow, even behind nearly impregnable defences, would still see you retain your immortality but making it completely impossible to reach or harm would sever your own connection for a time. If your home world should be hostile to you in some manner, it will be unable to remove your link to it, even if it wants so very much to do so.

695. Godslayer- 600

The gods of this world seem to be mighty but only to those who do not realise the potential within their own forms. The gods are far from the invincible overlords they once came close to being and these days, are indeed just another mountain for a hero to conquer. You've been training yourself for this feat and have already slain many minor divine spirits, which has embedded a curious aspect of power in your spirit. Your actions have a far greater effect against any divine being, even just things that call themselves divine to a lesser extent, such that your blows that might normally only bruise or scratch will deliver actual wounds instead. You can easily sense the presence of any divine being or their servants within a vast area around yourself, enabling for the easy hunting of such arrogant creatures, and you possess an immense degree of resistance to their powers of Authority, allowing any divine being to use a tenth of their domain-based powers at most. Of course, you have prepared yourself as even with this, a god is no easy prey. While you do not have the skill or abilities that other perks earlier may give, you find yourself a incredibly accomplished combatant with a enormous variety of weapons. You won't fight any Gods of the Spear to a stand still but anything much less is easy hunting. Your raw physical and magical abilities are quite astonishing, only being a few steps below that of a proper demigod, though as yet you seem to lack any magical training.

696. Jumpers' Gae- 200

The ever present weapon of choice in these lands. The spear stands out as the perfect choice, with similarly perfect balance between offense, defense and evasion. No wonder all the great heroes make use of one or more. Now you get the chance to buy your own magical spear as well. Each purchase of this option allows you to design for yourself a spear of great magical potency. Examples of the spears you can create would be things such as the legendary Gae Bolg, a cursed spear which reverses cause and effect to strike it's target through the heart regardless of their actions or abilities, or the Gae Dearg, a spear that severs all magical energy it touches, even breaking contracts and mighty artefacts below a certain level. You can't have a spear that goes beyond the relative power of these but if you buy one, you can buy extra copies of the spear you have had created for you at 100CP, half the normal price. You can also spend the full price again to create an entirely new second spear instead of an extra copy.

697. War Paint- 50

A tightly lidded bucket of paint, seemingly in whatever colour you need at the time. Doesn't look like it runs out either. This paint bucket is filled with paint that appears to channel magical energy quite well, making for a particularly efficient way to paint Runes and other forms of magic that require sigils or signs. It makes for a pretty fantastic body paint as well, easily letting you breathe naturally through it and providing a potent way to stock Runes up on your body. You cannot import into this.

698. Irish Feast- 50

A night is not good without a grand feast to celebrate the victories of the day. Like any great fighter, you adore such a celebration and now you'll always be sure to have the materials available to you. With a click of the fingers, you can summon dozens of long tables, each piled high with apparently endless amounts of Irish food and drink, all not only fresh from the kitchens but also of the highest quality. You cannot import into this.

699. Hounds of Culann- 100

A pack of wild beasts, almost like monsters, runs around you as you wake up. You'd be forgiven for thinking they were monsters, as these are the Hounds of Culann. Each enormous, pony sized dog has ten times the strength of any normal war dog, able to tear through steel armour with their jaws and outrace any horse. You have an entire pack of these loyal beasts with you, numbering 8 brothers and sisters in total, having raised them since they were puppies to serve and fight alongside you. Plus having a puppy puddle to melt into at night really helps keep the cold away. Thankfully, the little doggers come back to life right as rain shortly after being hurt, just a day or two later.

700. Surge of a Warrior- 200

The legendary drink of the Red Branch knights, squirreled away in a barrel for some secret and against the rules late night partying, as the rowdy knights do. You've got one of these barrels of brilliant red liquid, one that never seems to run out either. Beyond being a drink of exceptional good taste, and exceptional ability to get all but the hardiest warriors roaring drunk, the Surge also restores the stamina of anyone who takes so much as a sip to full, even if they've been fighting for days, and can actually heal the physical wounds of those who start

to gulp it down. Those who haven't trained their bodies, such as ordinary people, can cause serious damage to their bodies which cannot handle the revitalising process of the drink but any proper knight could down a mug with ease.

701. Caladbolg- 400

An exceptional sword is rare in the land of spears but hardly unheard of. Particularly when it comes to the blade now resting in your hands. Caladbolg, legendary sword of Fergus MacRoich and the prototype weapon for many of the most famous blades in history, such as both Caliburn and Excalibur. This drill shaped sword meets little resistance even against powerful magical armour or spells and when it's true power is released by it's wielder, it can unleash enormous blasts of light that can wipe out entire armies. Caladbolg however, excels at the destruction of the landscape and when used to destroy the environment, it can even render a mountain to slag or shatter whole islands, much more than it normally can do.

702. Curruid Coinchenn- 600

The dreaded body of the beast from which Gae Bolg, the thorny spear of death, was made has now been harvested and reformed into a strange but very powerful suit of armour. Covering most of your body but leaving the chest and face bare, though it does include a hood, Curruid Coinchenn is a partially living armour that wards away even the blows of magical spears like Gae Bolg, while also massively magnifying the strength and endurance of the one who wields it, such that they would be at least ten times as strong as they originally were. It even heals the wearer at a significant pace of any injuries they take on. The armour is covered in cursed spikes, similar to Gae Bolg itself, which deliver wounds that will not heal naturally or through weaker magical means. Finally, when activated in full, the armour will fully cover your body and turn you into a rampaging beast, amplifying your physical abilities even further and letting you extend and fire off the spear-like implements in your body, though they do not have the strange powers Gae Bolg has.

703. A Kingdom Is My Horse- 100

Snap and slash! A fancy little riding crop for a fancy little queen. While clearly of the highest make and easy to use to spur on a horse or cause a bit of pain to a unruly subject, the crop is actually enchanted for some additional uses. When intended as a weapon, the crop will strike with enough weight to break bone or even split a thick tree in two, or when intended to cause pain it can cause convulsions strong enough to cause paralysis in less sturdy types without leaving any actual wounds at all! Plus when you use it on a loyal subject, they won't even protest as long as you don't cause them serious harm or pain with it. Unless they want to. Lots of your subjects probably want to if it's you.

704. Lord's Home- 200

A proper lord now, aren't you just? You're still far from claiming the title of a king but now no one will doubt your place, as you've received a fairly significant noble title in your kingdom, such as that of an important lord or duke, and also a very large and well fortified fortress from which to rule your new territory. It's tough enough that it could stand a siege from the Red Branch Knights themselves for at least a few days, even with their magical

powers, and the castle has a close connection with the nature spirits of the land, not only ensuring any druid magic is significantly stronger than normal but sometimes even bringing those spirits out of nature to assist you directly. Be it in battle or everyday life. Both title and castle, along with the surrounding territory and towns, will follow you to future worlds.

705. Lover's Chariot- 400

The chariot of the fearsome Queen Medb herself or at least a fanciful imitation of it. This large and luxurious chariot is a sight to see from the outside but entering the curtain covered doorway towards the interior reveals a home far too enormous to possibly fit within the chariot. A home fit for a Queen even. The chariot is pulled by two magical bulls, each capable of flight and of running at speeds great enough to reduce most foes that get in the way of their charge to a red mushy splat on the ground. It is near impossible for any male, or female if that be your preferred gender, to dodge or block the chariot's charge as well and the chariot portrays even more power than normal when used as a weapon against a poor male, or female as before. While this makes for a useful tool for mowing down lines of the enemy, if used on a single target, it can forcefully bring them inside the home of the chariot, revealing it's true nature as a Reality Marble. Yours, in fact, as you gain quite the boost in power while within this area with another person and find that your skills and abilities related to certain bedroom activities are magnified many times over in potency. No man brought in here can leave until you die, destroying the Reality Marble, or you allow them to leave after satisfying you, though a voluntary release is also possible. No doubt many wish they could get a voluntary release whenever they want too.

706. Knights of the Red Branch- 600

A legendary retinue if there ever was one. Like the original Red Branch knights or even the knights of Fionn of later years, the order that now follows you is one of great military strength. Hundreds of knights pledge their loyalty to you, such that they would ride into battle against an army that outnumbered them a hundred to one without hesitation or doubt. They're also skilled enough that a battle of one hundred to one is about the least they'd expect for a challenge, as each man in the order is a powerful warrior who can kill an ordinary man with a single blow, while also being highly skilled and educated in a number of disciplines, including poetry. Each man a leader in his own right, it is truly a company of heroes, and the commander of the order truly proves such, being a hero on par with the likes of Cu Chulainn in his younger days, Fergus Mac Roich at his peak and similar Irish personages. Despite their education beyond common bruisers, they're still a rowdy bunch and they love it when you reward them with good drink, good partners and good music. This cannot be imported into but these knights will follow you as followers to future worlds.

707. Loner's Wand- 100

It's no big thing but gosh if it doesn't look shiny. This softly glowing wand is quite the magical implement, along and thin tool that acts as a excellent focus for magical energy to improve both control greatly and power somewhat, though it's probably not too useful for one that isn't a mage themselves. Surprisingly, the wand is incredibly sturdy and can absolutely be used to stab someone in the gut like a very short spear or long knife.

708. Rune Suit- 200

There's no reason to not show off as you fight, is there? Your enemies can appreciate a glance or two at you as you carve your way through them, especially with this suit stretched so tightly over your body. This bodysuit, made of a tough but terribly comfortable material, and with a few pieces of thicker armour on it to your liking, may not seem like great armour at first. Certainly, it'll inflame the passions of those that look at you but it is only the strange, softly glowing markings that can be seen when looking closely at the bodysuit that ones finds the real power. This suit is engraved with countless runes, turning it from a piece of seeming fetish wear into a veritable walking fortress. A chariot smashing into you would not even be felt whilst even lower end magical spears will shatter on contact with you. Magical spells from those less than an expert will harmlessly wash over your body and even the threats of nature itself are largely calmed and left to not affect you, allowing you to walk through heavy storms without wavering or getting wet. Self-cleaning, self repairing and strangely, even able to shapeshift itself to fit any particular kind of clothing you'd like without losing effectiveness. A beach-wear bikini that still protects all the skin that appears to be exposed perhaps.

709. Fragarach- 400

The sword of retrograde, a divine weapon that can counter only the greatest of attacks. Fragarach is the weapon of Lugh, the War God, who has gifted it to the bloodline he most favours, which would happen to be your own. Now flowing through your blood, you have the ability to create Fragarach with a short ritual, taking the form of simple orbs after you have poured your blood onto a sphere made of a hard material, from metal to lead. These orbs allow you to use the full power of Fragarach. Ordinarily, they will simply produce short blades and fly around at immense speeds at your mental command, like lasers that attack your enemy from afar. There is no limit to how many you can control this way at once, save your mental coordination. The true power of the blade is only shown when an enemy utilises their strongest attack, as this allows you to activate the main ability of one of your orbs. Should an enemy use their strongest attack and you have the time to call the name of Fragarach in return, along with access to at least one orb near you, time will be rewritten. Fragarach will tear through time and space to unleash an immensely powerful laser blast directly into the heart of the enemy, before they used their ultimate attack. This blast could leave a hole the size of a pebble or obliterate someone's entire torso, either way it leaves few survivors and prevents the enemy from using their attack. Those who can survive such wounds will be unaffected however. It is possible with more training that you could unlock more powerful or unique usages of this weapon but only time would tell what those are. This cannot be imported into.

710. Dun Scaith- 600

A dark land, one where monsters roam and the great hermits that grew beyond the mortal world have come to call home. The Land of Shadows has granted access to you and unlike many of it's inhabitants, you may come and go as you please. You posses an enormous castle in this sunless dimension, one the size of a small city in the world of mortals. Not that anyone else lives there but it makes for an impressive home. There are many strange beings in this

land that unlike normal, avoid you unless you go looking for them. Mighty beasts with which to hone your skills and power against, ancient and immortal hermits with almost no end to the skills and knowledge they could dispense should you prove an interesting disciple. Perhaps even a travelling partner could be found here, a woman who seeks something to spice up her life after so many years of only wanting it all to end. For a supposedly dead land, there are many great resources to be found. Additionally, you also have the ability to summon the Gate of Skye, a massive ghostly projection that leads to and from the Land of Shadows. Unless they come with your permission, being in the presence of this Gate when it opens is a terrible idea, as it sucks away the life force of those caught in it's vicinity in just seconds, requiring immense magical energy reserves or supernatural luck to avoid such a thing happening. This cannot be imported into. The occupants, monsters and people, of this land are new in each world, fitting to where you find yourself.

Horus Heresy – The Primarchs

711. Primarch Physiology (free): All the Emperor's sons have been forged out of both physical matter and pure psychic force. In some, this manifests as incredible psychic talents, in others more esoteric gifts, but all have some things in common. You are to Astartes what Astartes are to children, standing head and shoulders over your fellows and obviously superior in every measurable way. You can hurl around Terminator armoured Astartes like they were children or punch straight through their plating, move far faster than even Astartes sight can follow, and even briefly lift a small Titan under your own power. A breathing apparatus is largely useless for Primarchs, for excepting a few chemical weapons and hellish worlds, a Primarch can breathe just fine in nearly any environment and even fight for hours without air amid the void of space. Not only that, you possess a fairly quick regeneration ability; you will heal from bruises in mere seconds and fully recover cuts down to the bone in minutes for a regular cut to hours for having the flesh entirely stripped off. But it is already extremely difficult to actually wound a Primarch, who is capable of surviving shots from tank cannons, bathing in molten rock, and being shot through the eye with sniper rounds. The average Primarch is also notably extremely resistant to psychic powers – capable of largely shrugging off all but attacks from extremely rare, extremely powerful psykers, though you may lower your resistance if you wish to be easier to affect with psychic powers such as healing and buffs from your allies.

Primarch Mentality (free): Your mind is every bit as honed as your body. Your towering intellect would be considered genius among the greatest of men, though naturally inferior to the Emperor Himself. At the least, you have perfect eidetic memory (though there are ways to make you forget) and can memorise vast quantities of information far faster than any living human has or ever will. Furthermore, all Primarchs seem remarkably resistant to Chaos corruption and possession; short of directly clutching a Daemon weapon, being wounded by a specific weapon meant to corrupt you personally, or willingly letting the power of Chaos into you, you do not fear the gradual insanity and corruption into darkness lesser men might face. A Primarch naturally has the kind of towering willpower to resist Chaos in general, even

the Ruinous Powers must put some serious effort and elaborate plans into luring one over to their side.

Psychic Abilities (free): You are, even before any other purchases, a very strong psyker. However, your powers most likely manifest as latent abilities you have no particular influence over, and many Primarchs showed an... aversion to psychic powers that further limited their ability to develop them. If you were to deliberately apply yourself, learn to unlock your psychic potential and learn to safely use it, you could easily become an Alpha psyker at the very least. This is your raw potential and barring any other purchases in jump will begin entirely latent and untapped by yourself though it remains entirely possible you can awaken your gifts and reclaim your birthright as a mighty psychic demigod. Constant exposure to the Warp or the gifts of the Dark Gods may even empower you further...

712. Visage of the Demigod (free/-100): Every Primarch was a different, individually crafted work of art, yet some of them had traits that were obviously non-human in origin. At the base level, you may add any particular purely cosmetic trait you wish to add that is within vaguely plausible human limits (scaled up to Primarch size of course). The upgraded version gives you physical abilities no human could normally have, such as great wings that can somehow hold you aloft even when wearing Terminator armour and fully equipped for battle, or maybe unnaturally sharp senses from canid DNA spliced into you, or perhaps even the ability to appear differently to different people; your allies seeing you as a comforting demigod while to your enemies you seem to be a terrifying demon. This may be purchased multiple times to add in multiple traits. No matter which level you purchase, fabulous hairstyles are strongly encouraged though non-compulsory.

713. Mysterious Skills (-100): Some Primarchs had more odd traits than others. You have some unusual but likely rather situational, advantage that they do not possess. This may include but is not limited to being able to pull of preternatural tricks with thrown knives that seem to defy physics or being able to shrug off ridiculous extremes of heat even amongst your brothers, rending you near immune to incendiary weaponry.

714. One of Many (-100): You don’t look all that different from a regular Space Marine. You’re only a bit taller than the average one and have no obvious traits that would set you apart from any other Space Marine. This does not affect your exceptional Primarch physiology, despite your smaller stature. Any member of your Legion could probably pass as you, with a bit of surgical effort, doubly so because your specific gene-seed seems to produce larger specimens that stand at your height. This has advantages all of its own; getting body doubles will be trivial for you, you will easily give the impression of being everywhere and nowhere at once. Furthermore, you are extremely capable of disguising yourself as a smaller creature like a normal person, despite the physical improbability of such a thing.

715. Divided Attention (-100): You can split your concentration between as many different subjects as you wish, even focusing on hundreds of different subjects at once. To micromanage the entire mobilization of your whole Legion is an easy task for you. This inherently would make you a highly gifted bureaucrat, as with your ability to split your attention you could work on vast stacks of paperwork all at once.

716. Incorruptible (-200): Fear not the temptations and threats of the Ruinous Powers. You are simply completely incorruptible. The Ruinous Powers could turn their entire attention on you, and you would never fall. To be raised on a borderline Daemon world would not affect you in any way either, as the taint of Chaos will simply fail to latch on to you. There is no price that could buy you out, no hidden secrets that would turn you away from the light. You are simply too pure for the power of Chaos to find any purchase upon your soul. No matter how much the Dark Gods rage, the only way they could possibly bring you over to their side is of your own free will, for neither trickery nor force will make you turn.

717. Combat Reflexes (-200): Your defensive reflexes are unnaturally sharp, fast enough that a normal Primarch would be completely incapable of following you which is already a feat among transhumant demigods. As if you have a natural instinct for danger and reacting to it before anyone else could. This would grant you an inherent ability to be exceptionally skilled at parrying attacks and defending yourself in general.

718. Mind Like A Fortress (-200): You can read the minds of everyone around you while easily, reflexively, hiding your own thoughts. To Daemons, and psychic sight in general, you are effectively invisible, and cannot have your mind read, all the while you know exactly the true thoughts of everyone else around you and can use this to read exactly what they are going to do, such as how they plan to fight in combat. How do you fight someone who knows your every move?

719. Wraith-Slip (-200): You have the ability to metaphorically meld with the shadows themselves. You can, at will, vanish from the mind's eyes of people. You don't turn invisible, and non-sentient beings like machines will still notice you, but others will have a curious sort of ignorance about you. It is as if they simply fail to notice you, even when you walk past them or stand right in front of them. If you were to trigger this when someone was already aware of you, to them it would be like you simply vanished.

720. Charismatic Leadership (-400): Everything about you oozes raw, natural charisma. Even without actively trying. Those who work for you will near-unanimously follow you into any danger and any darkness. You could befriend nearly anyone you wish, nudge those on the fence about the Heresy into one camp or the other, which is exceptionally useful at turning swaths of humans over on to your side to bulk out your armies, and even rapidly converting entire worlds over to your chosen faith. As a side benefit, you appear physically flawless and as beautiful as possible in any form you take, so much that any normal mortal would be simply awed into silence in your presence.

721. Preternatural Resilience (-400): You are insanely difficult to kill, even by Primarch standards. A point-blank shot from a super-heavy tank will do no more than mildly injure you, as will standing directly in front of an absolute hail of gunship fire. Even reducing you to a pulpy mass of tendon, charred flesh and bone is more of an inconvenience as long as your brain survives; you will be able to eventually heal from even that. You could even happily breathe air so poisoned and corrosive as to be equivalent to Phosphex every day of your life without ill effects.

722. Genius (-400): You would stand among the smartest of Primarchs, by raw intelligence alone. You are capable of constructing accurate mental simulations for every scenario you could reasonable predict, enabling you to come up with incredibly elaborate and sophisticated plans. You are also capable of accurately judging your own limits, which is rarer than it sounds. Your mighty intellect also has combat applications, you can rapidly adapt to any enemy you face by studying and analysing their style in seconds far faster than even the Astartes could. In this way, you can spot flaws in their moves or perhaps see new vulnerabilities you could exploit.

723. Brute Force (-600): Even by Primarch standards you are strong. Your brothers may be capable of lifting the foot of a Titan trying to stomp them flat, wrestle a dragon into lava, and throw a spear from a planet's surface on to its moon, but your strength grossly outstrips them all. Lifting weights in the hundreds of tonnes is an easy feat for you that you could maintain for hours with little strain. You are so strong, in fact, that even sparring with your brothers is dangerous; fighting with all your strength is very likely to cause serious injuries on the already robust Primarch constitution, so you should probably stick to pulling your punches in any practice duel. You can swing around weapons so large and heavy even your brothers would struggle to use them in combat and hit so hard you can cause earthquakes that swallow up armies at once that you can direct only at your enemies. You could relatively easily shatter statues made of wraithbone that can survive sustained heavy ordinance fire and throw around heavy tanks like they were toys. A gravitational beam capable of tearing apart the planet you are standing on will match your strength. You will overpower all else.

724. Dark Visions (-600): You can see visions of the future. Most of them will be occasional warnings, triggered only in unusual situations or coming to you in prophetic dreams, but in times of great need such as battle it will become a torrent of detailed visions enabling you to see every move your enemy will make and the entire battle plan of their armies. You may tread through hails of bolter shells, dodging or parrying every single one easily. If you must hide, it will warn you any time you may be spotted. If you must escape, it will show you which routes are closed, and which ones are open. Not only this, but you will also receive warnings when your chosen path will lead to your death and be shown how to avoid it. Though be warned that these visions are not always reliable. A rare few visions will be false, though you have had more than enough practice to generally know when a vision is misleading, and if you were to duel someone who is similarly blessed with precognitive abilities you are more likely to end up in a stalemate. Also, that which is truly random, such as constantly randomised passwords and codes, will not be revealed to you. Finally, there are some things that you cannot survive even with ample warning, or worse, you may find the only way to survive a vision you have seen is to violate your most deeply held beliefs. Can you accept that price?

725. Perfection (-600): There is a little bit more of the Emperor in you than your brothers. It would be safe to say you have a little bit of everything good about Him. You are a natural duellist, a natural thinker, see occasional visions of the future in dreams, and are naturally the most beautiful of them all. You may not be the very best in any one area, but your breadth would easily make you the strongest overall were you to apply yourself intelligently. It would not be unfair to say that you are the closest Primarch to perfection.

726. Perpetual (-800): You are now a Perpetual, a kind of immortal regenerator who is very difficult to put down permanently. You can regenerate from any mundane injury, from being torn to bloody shreds to atomization. Your healing is extremely fast – if you were decapitated and the head thrown off a cliff you can reasonably expect to grow a new body by the time you hit the ground – and it will grow faster the more you grow accustomed to it and are able to focus on healing. Only a few weapons, psychic powers and abilities could truly kill a Perpetual, especially a Perpetual Primarch, outside those you can reasonable assume that you will simply rapidly regenerate back to full health no matter how serious or fatal your wounds are. Do note however that this does not inherently protect you against mental degradation stemming from repeated deaths and resurrections, and even a Primarch can go a little crazy from dying over and over again.

727. Arch-Sorcerer (-800): Within all Primarchs is an essential psychic power over the Immaterium. For most, this would “simply” be an inherent gift over the Warp equivalent to some of the mightiest mortals in existence. In your case, your psychic potential is well beyond what humanity could reach. None, save Magnus, can equal you in raw power over the Immaterium, and only the Emperor and the Ruinous

Powers surpass you. If the Emperor of Man is a psychic god, you are a demigod. Your raw psychic power cannot be quantified into the Alpha-Omega psyker rating scale; it simply breaks any attempt at quantification. At this level of psychic power, there is very little you cannot do; you could shatter Titans, cloak moons away from all prying eyes with the Warp, scry on or project a psychic incarnation of yourself on planets at the other end of the galaxy through the Great Ocean, even power the Astronomicon all on your own without suffering the same fate as poor Malcador. Entire armies of lesser beings will fall before you against lesser shows of your psychic might. You can even draw these psychic energies into yourself to turn yourself into a titanic creature, on par with the most fearsome engines of war to exist within this galaxy.

728. Three-Dimensional Warfare (-100): Simply using your feet to get anywhere is such an old- fashioned way to travel. You are highly adept at using the air to your advantage, from flying over a gunline and striking the vulnerable rear to leading a mass drop of an army down right where it would hurt the most. By the way, did you know how much a Primarch in full battle regalia hurts slamming into you? Breaking a formation apart just from your mass slamming into their lines and scattering your foes like matchsticks is entirely possible, enabling you to kill before you even start using your weapons on the likely stunned or disoriented survivors.

729. Unmatched Rider (-100): Sometimes what is more important is how fast you get somewhere. Nobody can ride a jetbike or any other mount quite like you can. You could ride, or hover, or fly, rings around any opponent. You can easily coax the most speed out of near-anything you ride and remain in complete control the whole time; you effectively have no risk of crashing no matter what dangerous terrain you try to fly through nor how dangerous a manoeuvre you try to pull off. Getting shot out of the sky is still possible so don't throw all caution to the wind now.

730. Disabling Strikes (-200): You are highly skilled at a fighting style that relies on striking people in ways that cripple them further in combat. The greatest danger of fighting you in combat is that over time your enemies will rack up more and more debilitating injuries, eventually enabling you to claim victory as they find themselves unable to keep fighting back, their very ability to resist you too degraded to offer more than token resistance.

731. Challenge! (-200): You have a particular skill at finding the leadership of an enemy force and getting them to agree to a mano-a-mano duel even in the heat of battle. As long as your side plays fair (no support or anything from outside to turn the favours in your side), their side is likely to leave you two alone until one of you falls, unless you're dealing with a particularly dishonourable or treacherous foe (fortunately rare in these times, as man and Astartes alike generally strongly respect an honourable duel). Moreso, you can leap from challenge to challenge with ease, going straight from cutting down one commander to engaging in a solo duel with another, until the other

side either runs out of leaders. It is, of course, extremely demoralising when the best warrior and beloved leader of a unit is struck down with ease by a seemingly invulnerable demigod. Not to mention that were you to encounter a fellow Primarch or similar titan of battle, it is a much better to tie them down in a duel than let them run riot among your lines (especially if you're the better duellist).

732. Sublime Swordsman (-400): When a ten foot plus titan of warfare chooses to devote himself to mastering the blade, the results are mastery beyond human excellence. You have achieved as close to flawless perfection as any man, Marine, or Primarch can ever achieve in the art of melee combat. You could out-duel nearly any of your brothers from a purely technical perspective. You might not be the largest or strongest, but you are obviously the most skilled with the blade and more than capable of out-duelling practically anything else that exists in the galaxy.

733. Lead from the Front (-400): While each Primarch is more than mentally suited to commanding an entire battle from the rear, this is something of a waste of a superhuman body – not to mention the elite pride of the legion that accompanies the Primarch into battle. Fortunately, for you there will be no hard choice between effective leadership and effective fighting, for you are equally as skilled commanding armies from a war room far from the frontlines as you are being directly present on the front. This is a great benefit, as the mere presence of a Primarch can turn entire battles on their own, as they and the finest hand-picked warriors of the Legion are more than capable of cutting a bloody swath straight through armies of lesser beings, not to mention that they are more than capable of hacking apart the leadership of said armies with ease.

734. Red Angel (-600): One of the only ways to stand a chance at putting down a rampaging Primarch is to throw whole hordes of warriors at them, in the faint hope that it would grind them down over time, render them exhausted and eventually enable a fatal blow. Against the Primarch Angron, and now you too, this tactic is far, far more dubious. You see, for you, every kill you make in a single battle only warms you up and enables you to kill faster, better. Lesser beings might tire from tearing apart hundreds of men apart on your own; for you, it shall simply ensure you can kill the next hundred in half the time. Though you might show the cosmetic effects of exertion, such as heavy breathing and profuse sweating, you won't slow down or be truly exhausted at all. You can even potentially slay any of your brothers, as long as you inflict enough carnage beforehand to guarantee they'd collapse under a flurry of incarnate violence. All Primarchs are worth an army all of their own, but you are the purest expression of this. Your weapons will fail you long, long before your body does. Note that this ability only works for the duration of the battle; after its completion this perk will reset and next battle you will start from the base all over again. All built-up exhaustion you were putting off in battle may hit you like a truck afterwards as well.

735. Warmaster (-600): Even among your brothers, your strategic and tactical grasp holds few equals. There is no form of warfare, from guerrilla engagements to massive operations, you have not already studied to an extremely competent degree. You probably were once a serious contender for the position of Warmaster, and your legion likely scored among the hotly contested honour of conquering most worlds during the Great Crusade, for your military genius would easily allow such a thing. Though others among your brothers may outshine you in individual fields of warfare you have few equals in sheer breadth of knowledge.

736. Tutelaries (-100): You can summon, or possibly create, the rare generally non-malevolent Warp spirit and call on it for advice. Despite what an incredibly bad idea this sounds like to anyone remotely familiar with the nature of the Warp, they will actually be genuinely helpful and fairly non- malicious, although when you are under threat, they are likely to slip their leash and cause chaos, taking savage glee in tearing apart anyone who might wish to harm you. There is a minor risk that their inherently non-human mentality may cause unforeseen issues with you despite their genuine willingness to help; feeding too much psychic power into a psyker causing their death for instance. They are unlikely to hurt you specifically (due to your own Primarch physiology rendering most lesser creatures of the Warp to be a distraction at best) but you should probably warn anyone you teach to conjure tutelaries ahead of time that their idea of help may not always be helpful. You may teach this to any psychically capable person which will enable them to conjure up their own tutelaries for assistance.

737. Warrior and Scholar (-100): You are a learned man, one equally at home on the battlefield as studying works of literature and philosophy. You will find no difficulty in balancing the intellectual pursuits as well as the martial ones, allowing yourself to expand your knowledge and recollect vast works of both culture and history while also honing your body into a deadly weapon of war.

738. Eye of the King (-200): Your psychic vision has been trained so much you can see anything around you in a full 360-degree arc, no matter whether they wish to hide or not. While you still can't see anything specifically shielded by or against psychic sight, with your incredible skill with psychic vision you will find yourself able to see them by seeing where you can't, in essence spotting them by looking for gaps in your psychic vision. Even invisibility won't save them from your mighty psychic power.

739. Teacher of Dreadful Truths (-200): What is the point of knowing if you cannot pass on your knowledge? Sadly, mortals often can hardly stand learning the dark truths of the cosmos. They tend to react very badly to discovering The Truth about Chaos, the Warp, or any of the other myriad horrors of the 31st millennium.

Fortunately, you are at least skilled at adapting your knowledge for mortal minds and teaching them everything you know without causing them to go horribly insane, lose the will to live, and other unfortunately typical results of learning too much forbidden secrets. Perhaps under your guidance you could create a world where knowledge of the dangers of the Warp are widespread, yet civilians know better than to mess with them?

740. Seeker of the Forbidden (-400): There is no end to dreadful truths and secret knowledge here. Some of it is merely disturbing, others dangerous to body and soul. Merely possessing forbidden knowledge will not harm you, nor will seeking it bring you censure. Using it, another matter altogether.

741. Marketplace of Ideas (-400): Perhaps you may trade secret favours away, perhaps you may be asked to sacrifice parts of your very body to them in exchange. Indeed, most entities you'll meet will seem to be especially eager to give far more favourable deals to you than they'd normally give anyone. Almost as if they're trying to bring you over to their side. Perhaps some may even seek you out directly to offer wisdom you need at a price. But you should still beware that extremely treacherous and deceptive entities are not safe to bargain with, and you still probably shouldn't make deals with entities you know nothing about.

742. Demigod Tutored by God (-600): You were tutored by the Emperor Himself during your formative years on using your psychic powers, enabling you to use your natural psychic powers with not only great natural talent but practiced ease. You have fully mastered your natural psychic potential; you are so skilled and experienced in the ways of the Immaterium that you can use it with minimal risk even as you bring to bear forces mortals could only dream of harnessing and you have refined your natural psychic abilities that you have learnt to draw upon it so efficiently. Be warned that there are entities in the Immaterium that even the greatest Primarch cannot hope to triumph over; be careful that you do not bite off more than you can chew.

743. Grand Plan (-600): Within the mind of each and every Primarch lies a towering intellect above and beyond all but the greatest savants of mankind. For as deadly as a ten-foot demigod is, his transhumant intellect can make him far more dangerous. You could come up with a plan with ramifications ten thousand years from now and keep it on course too.

744. The Son Emulates the Father (-100): It would be little good if you trained a promising Aspirant only to have him reject everything you stand for, wouldn't it? It is good news that you can shape someone's mind through training too. Those you train will resemble you, in personality and outlook, and grow to love you for it. You may choose if this is paternal love or something... else. Forbidden love between Astartes and Primarch has been implied and accused plenty enough times.

745. The Human Perspective (-100): Many of your brothers were adopted into conditions that, to put it bluntly, were utterly shit. You must have been adopted into a loving family, because you managed one of the rarest childhoods of all; you managed to keep in touch with your humanity. Whether you were raised by a loving adopted family or perhaps through sheer dumb luck, you are at least ensured to never lose touch with your human side no matter how distant you grow from mankind. You will forever understand and empathise with the little man no matter how great you grow. Yet at once, this attachment and empathy with the individual man will not blind you from seeing the bigger picture, and you will still be able to understand the necessity of sacrifices for the greater good no matter how much you personally dislike it.

746. Logistician (-200): Logistics... an area even the relatively young Imperium of Man struggles with. For though the situation is vastly better than it would become ten thousand years from now, the logistical side to warfare will become a crucial one. You are experienced with logistics in general, from supplying an interstellar empire to raising entire armies at once. Barring exceptional disasters, you can be assured the reinforcements and supplies your side needs will get where they're needed. All warfare is logistics, after all.

747. Regal Bearing (-200): All Primarchs can carry themselves with the bearing of demigods, but even among your brothers you are a prodigy at it. You can carry yourself in such a noble and dignified way you simply ooze authority; men will practically never disobey your wishes, Astartes from other Legions may yet fall in line and even Custodes will give you fair hearing when they otherwise would simply ignore you. As if they almost instinctively recognise your authority…

748. Comprehensive Scientific Knowledge (-400): Within your head is every single theoretical and applied scientific theory available to Mankind during the 31st Milennium – this does not include forgotten sciences dating from the Dark Age of Technology nor the Emperor's knowledge. Perhaps if all else were lost and humanity must rebuild from scratch you could uplift them into a spacefaring civilisation again.

749. Probabilistic Measuring (-400): There is almost an art to calculations, and your scientific mind has taken it to an extreme. You can reduce anything that can be reduced to numbers down to numbers, from predicted casualty ratios, reinforcement ratios, morale, ships and troops needed to take a world from limited information, time taken to break a siege and ways to shave off hours at the cost of more casualties or ways to reduce casualties at the cost of lengthening the siege. Obviously, this perk is incredibly useful with Logistician, as you can extremely accurately calculate equipment and reinforcement needs for an entire campaign at once.

750. Praetorian of Terra (-600): You can build the finest fortifications and greatest cities the Imperium may ever know and are so familiar with them you can build them in record time, creating great structures that would take other architects centuries in mere years. A world you truly devote to defending will be utterly impenetrable... as much as any world may be anyway. At the very least, you can make a fortification network that alone would make Cadia of ten thousand years from now look undefended in comparison. From massive orbital fortresses protecting a world like a shell and use incredibly sophisticated near-AI to fight enemy ships without risking a single life, to a mathematically perfect fortress that offers neither cover nor shelter to any attacker. Any enemy would be incredibly foolish to give you enough time to dig in and prepare defences. Furthermore, with knowledge of how to build fortresses comes knowledge of how to knock them down; you are as good at launching sieges as you are preparing for them. You may additionally construct or dismantle orbital plates in record time, vast structures similar to Hive Cities orbiting their patron world, though these are extremely difficult to defend as opposed to orbital fortresses.

751. Lawmaker (-600): It is easy for a demigod armed with a hundred thousand transhuman supermen warriors to carve out his own empire. Far more difficult is it to turn a series of conquests into a functioning state. Yet that is what any burgeoning conqueror must do if he does not wish to see all that he has fought for slip away. Fortunately, you are among the greatest examples of the lawmaker and statesman to ever exist: Any political system you have a hand in building will last ten thousand years or more, so robust will the foundation be that even millennia of utter mismanagement will not completely undo it. And when you are to consciously rule over a society, you can easily transform it into a shining utopia of wealth and power, such that a mere five hundred worlds run by you directly will become one of the largest power blocs within an empire of a million worlds. For now, you can be assured that you know how to integrate conquered territories so effectively into your new empire your worlds will not try to revolt against you.

752. Arts and Craft (-100): You can craft works of beauty, weave any incredibly intricate designs, coatings of gold, without affecting its usability at all. With this perk you can shift up all the aesthetics of something. Of course, you are also a highly skilled painter, sculptor and artist in general on top of this; only the greatest of mortal artists could hope to match or even exceed any art you pour yourself into.

753. Eternal Edifice (-100): Nothing you build will surrender to the passage of time; bury it for ten thousand years and it will work just as well as on the day it was forged. Imperial technology was built to last, as yours will be too.

754. Redundant Mechanisms (-200): It is an unfortunate yet common result of warfare that one’s finest wargear and vehicles is likely to break under the stress of

combat. Fortunately, you are far, far better at engineering all your gear and vehicles with specifically redundant mechanisms that will enable them to continue to work surprisingly well even after taking battle damage. The comfortable redundancies you engineer will not affect the operation of the weapon or vehicle either, merely enable them to shrug off a surprising amount of punishment or even be brought back online faster. Despite the name, this also applies to any cybernetics you craft, as well as any biological organisms you design.

755. Lessons of the Laer (-200): You were able to study the secretive gene-crafting and biological manipulations of the Laer, a mysterious xenos who had such mastery over genetics and flesh-crafting they could biologically engineer each member of their species to be optimised for one role in life from birth. Curiously, this knowledge meshes extremely well with the gene-seed implantation of the Astartes, and you could easily take this knowledge to craft new organs, broaden your potential initiate pool, or reduce rejection rates.

756. Tiny Tools (-400): You have the ability to miniaturise technology to such an extreme that it would seem that no living human could hand-craft at that scale, let alone a ten-foot tall one. Intricate clockwork on a scale that can scarcely be seen by your own eyes is possible for you. You can somehow use tools on a scale that measure mere microns in diameter; thinner than a single strand of human hair with nothing more than your bare eyes and natural dexterity.

757. Perfection from Pain (-400): Pain only sharpens your senses, lets you think more rational, even lets you meditate better. In combat, the pain of any injuries you suffer will make you a better fighter, outside of combat pain will allow you to think and focus better, making you more intelligent and wise the more you injure yourself.

758. Master Crafting (-600): You are a master of one specific, and likely rather broad, form of science or craftsmanship, such as machines or biology. Maybe the Emperor of Mankind Himself has shared his memories and knowledge with you. You could easily create fantastic devices that will have the Mechanicus scratching their heads for millennia over replicating. Should you choose to make your purchase cover an even broader school of science you will find it is proportionately diluted and choosing an even more specific school will ensure you are. This perk may be taken multiple times for multiple subjects. Both the first and subsequent purchases are, naturally, discounted for Builder origins.

759. Perpetual Motion Machines (-600): Once the holy grail of scientists of Old Terra, now a reality in your hands. You know how to create machinery that runs indefinitely powered by a perpetual motion machine that can be scaled up or down

from less than the size of a fingernail to the vast heart of a voidship. These engines will produce a steady amount of power forever, needing no refuelling nor recharging. You can pass this knowledge on to others, though it is unlikely any being with less mechanical skills than the greatest artisans of Mars or the Primarchs themselves could ever truly replicate this; far more likely they would create an engine with such miniature flaws that it would ever-so-slowly lose power over the years.

760. Transhuman Dread (-100): Everyone, even the allegedly fearless Astartes, feels a sense of dread when an angry Primarch comes barrelling down to them. There is simply no way that any being could be so large, so strong, so fast and so flexible all at once, but there it is. Humans feel a similar, though lesser, version when fighting Astartes, but against a Primarch the dose is vastly stronger. Their mind refuses to believe that which they see, and it fills them with fear. By taking this perk you have somewhat stronger control over inflicting this dread upon others and may lower it or even remove it altogether if you wish to pretend to be a common Astartes or human, or otherwise choose to selectively affect certain people.

761. A Talent for Murder (-100): You are extremely good at killing from the shadows. Strike swiftly and hide the body. Or turn it into a gruesome centrepiece of a bloody art project. That's always an option.

762. Aleph Null (-200): Somehow, records of you seem to just... vanish. When you enter a setting, you do so without any existing records of your existence. When you do anything at all, people may remember it but any attempts at recording your deeds will end in catastrophic failure. Unexplained fires destroying paperwork. Documents mysterious sealed beyond all prying eyes. Almost as if someone powerful was deliberately erasing all evidence of your existence. This perk may be toggled on and off, if anonymity no longer appeals to you.

763. Illustrative Overkill (-200): Sometimes you do not wish to simply crush an enemy into the dirt but kill him so brutally few would dare think of challenging you again. This is where this skill comes in handy; the knowledge of how to make someone's death even in the height of a challenge such a painful, messy affair it is far, far more demoralizing than simply cutting him down. Why kill dozens when destroying one could have the same effect?

764. Blood of the Hydra (-400): You've figured out how to infuse your very own blood with some of your own Primarch nature. By sharing it with your gene-sons, you can temporarily turn one of them into you, sharing in your Primarch abilities and even flashes of your memories. Even psychic sight of the Librarians and the practiced eyes

of the Apothecaries will be fooled; for all intents and purposes they have simply become you. Makes for great body doubles.

765. Hidden Agenda (-400): Denial of information is a useful tool. If your enemies know nothing about you, they won't know how to deal with you one bit. For this purpose, you excel at denying any attempts to pump you for information, read your motives, or even scan your mind for truth. You can even hide your true goals from your own twin brother, who knows more about you than anyone else in the world. Unreadable to mundane and supernatural powers.

766. King of Terrors (-600): You are a master at demoralisation and terrifying your enemies in general. You know every form of torture a Primarch could pull off, every way to direct an army to maximize the destruction of enemy morale, and how to cultivate dread in general. Furthermore, having honed this skill to perfection, you will find that all but the most inhumanly fearless opponents will choose to flee rather than face you in battle. Entire planets would rather surrender at once than deal with your personal attention, even armies of brutal and battle-loving xenos will almost certainly choose to flee over facing you. Excessively not-scary deeds that become widely known may break this effect; if you wish to keep this perk up, you'll need to avoid becoming known for benevolence.

767. Alone in the Dark (-600): You are already the stealthiest of all your brothers, and as your ability to move and kill unseen improves, so too will your ability to lead men in stealth missions. Just with this perk alone you could hide entire fleets in the lightless void, able to deftly hide from all but the most intensive searches and plan ambushes. Friend and foe alike will likely never know where you are unless you actively want to be found. Attempts to spot your ships or target your men will almost certainly turn up nothing at all even as you fire everything you have. For some, not even knowing where you are is a source of incredible dread on its own.

768. Reeking of Corruption (-100): You can sense the taint of corruption on someone. Maybe it manifests as a smell, or perhaps another sense that warns you when someone has been corrupted. You might have been able to do this your whole life, but only figured out you were sensing Chaos during the Heresy. Unfortunately, this doesn't come with any way to cleanse the corruption off them, so pre- emptively someone while they're still lucid is probably the kindest thing to do.

769. Above All Doubt (-100): The Emperor's very sons turned against Him. Such a thing was truly unthinkable up until the very moment it happened, even the suggestion His sons might fight against Him was borderline treasonous talk. But it happened, and now who can the loyalists trust if not His very sons? You, as it turns out. For you are beneath suspicion, even for those This perk will not, as an example, result in the

Custodes treating you as one of their own, but will reasonably ensure they aren't keeping itchy trigger fingers around you.

770. Psychic Weapons (-200): You can infuse your weapons with your natural Primarch psychic abilities, turning even a mundane blade into a true force weapon. The aesthetics of how its powers manifest further are up to you, perhaps it may spew forth cleansing white flames, perhaps it may glow with unearthly fury, or some other obvious supernatural ability. A force weapon is imbued with the reality- defying properties of the Immaterium that allows it to carve apart even the hardest armour and harm Daemons with ease – who are normally highly resistant to mundane weapons. Ordinarily, you would need a carefully constructed psi-convector to focus psychic powers into a weapon, but you can somehow defy this and manifest the benefits of force weapons on any you pick up.

771. Hound of Terra (-200): You will have the absolute trust of your master even in a war where no others could be above suspicion, be entrusted with secrets and weapons none of your brothers would be allowed near. In this jump, it will likely be the Emperor who holds you in such esteem, in future jumps any similar superior will qualify. This comes with the caveat that as the most trusted servant, you will certainly be called upon for the most important missions your master has to offer, although perhaps this is another bonus? Obviously, this will break if they discover any actual treachery from you but otherwise you can rest assured you are trusted above all others.

772. Defiant unto Death (-400): In the Age of Darkness, there are many fates that would make death seem like a kindness, the merest promise of which would test the bravery of the most stalwart men. But you are not a mere man, are you? You have been gifted with the willpower to endure any pain, reject any dark temptations and even face your death with valour. At the very least, those who might seek to break your will through torture or promises of dark futures to come shall find you unbowed until your very last breath.

773. Beacon of Hope (-400): Many of your brothers inspire their own Astartes – for it is only natural that their sons refuse to shame themselves in front of their father – but you bring this inspiration to all who choose to fight alongside you. As long as you yet live, you will inspire everyone with your presence. No allied soldier will find it in their heart to flee the field of battle while you stand tall inspiring them, not even in Terra's darkest hour. They will fight as hard as they are able to their very last breath. You will be the light in the darkness all draw comfort from.

774. Hunter of Daemons (-600): You have become a sort of warp-creature, not Daemonic, but not remotely human either. You can change your shape at will to

anything you can imagine from a Titan- scale angel, a swarm of ravens with teeth and claws that can turn Power Armour to ribbons, and even a tide of solid-black liquid that absorbs mundane strikes into it as it flows over its victims and twists them into shattered lumps of flesh. You may shapeshift between as many forms as you wish whose total mass is not more than five times your Primarch forms' and whose appearances are up to you, but all share common characteristics. For one, you are totally specialised in the destruction of all that which is unclean and tainted – even a Daemon Primarch would have no choice but to flee you, all else being equal. For another, despite being a Warp-creature you are definitely not a Daemon, and thus immune to all wards and weapons that work specifically on Daemons.

775. Howl of Reckoning (-600): Your natural psychic ability has been fine-tuned to let you emit extremely anti-psychic powers. You can emit a psychic howl, or perhaps other such noise, that simply banishes Daemons back to the Warp, undoes psychic phenomena and harms the psykers. Only the very greatest psykers would be completely unaffected by this power, all others will suffer pain and possible death. As a side effect, you are even more resistant and difficult to affect with psychic powers than your brothers; even Magnus himself would have difficulty smiting you with his psychic power. This applies to both direct effects such as summoning up psychic lightning and indirect effects such as turning the water around you to acid or telekinetically throwing large rocks at you. As earlier, you may choose to lower your resistance should you wish to make it easier to affect you with psychic powers.

776. No Slave to Darkness (-100): You can be sure your mind will not be hollowed out, stripped of its own free will by the dark powers you serve. You will remain you even as the blessings of the Dark Gods pile up and lesser beings will be turned into nothing more than an appendage of their patron. Perhaps even joining Chaos to fatally undermine it...

777. War Trophies (-100): Chaos has a very distinctive style, doesn't it? All these mounted skulls, flayed skins and all that. You too can work in such gruesome trophies of your conquests into your weapons, armour and clothing without compromising its effectiveness, comfort or utility at all. Bear your devotion to the Dark Gods high, so all can see.

778. Black Art of Sorcery (-200): Chaos Sorcery is independent from psychic powers, for though it draws upon the Warp it does not rely upon the users' psychic powers but instead relies upon arcane rituals and debased sacrifices or bargains with entities in the Warp to perform the same function. Though of course this is not a "safe" path as dealing with Daemons is never safe. You may continue to teach people these arts, and indeed it will continue to function the same even in other settings.

779. Devotion (-200, requires Traitor): Many of the Traitors did not initially choose to serve the powers of Chaos. Many initially believed they could flirt with Chaos and remain unscathed, use it as a tool perhaps without sacrificing their soul, or others simply tried to avoid any association with Chaos even as they fought beside the corrupted and damned. You, however, knew better. You made the conscious choice to serve and you have been rewarded for this.

You may pick one and only one of these. Undivided: Bearer of the Word: Your devotion to all four of the Chaos Gods has given you the ability to maintain polytheism among gods who would prefer to be the sole object of worship without antagonising any of them. Not only that, but you are able to keep some semblance of unity amongst a fractious bunch such as the forces of Chaos. Lead the Black

Crusade you always knew you wanted.

 Khorne: Rage of the Blood God: You are the angriest motherfucker on the block. You have a seemingly infinite wellspring of rage, being capable of anger all day, every day. Moreover, getting angry will not hamper your own combat abilities at all, you will be as good a fighter in the grip of mad berserker fury as if you were totally calm, composed, and completely focused. Anger will only make you stronger as you lash out with surprisingly focused fury.

 Tzeentch: Mutable Terrain: Where you fight, the very terrain near you shifts and shudders, embodying some of the roiling chaos of the God of Change. Standing on the very ground itself is incredibly treacherous, as for some reason it seems to spitefully aim to cripple and harm anyone who would seek to harm you or your followers, or at the very least throw them off balance and keep them from approaching you.

 Nurgle: Resilience of the Plaguefather: Your durability is boosted to inhuman- er, in- Primarch levels, by the loving caress of Grandfather Nurgle. Your festering bulk belies a disgustingly resilient form that is capable of simply ignoring wounds even a Primarch would struggle to deal with. You simply have no vital organs and only massive damage to your body would stand a chance at putting you down.

 Slaanesh: Pursuit of Perfection: The mercurial Prince of Pleasure is the god of all things in excess, including the drive to perfect yourself. You too know always have the drive to improve yourself. If improving yourself is possible, removing any imperfections you see, growing greater at any skill, you will never lack for motivation and drive to do so. This will reap massive dividends in time if you were to focus on, for instance, perfecting your swordplay, or your artistic genius.

780. Singer of the Songs (-400): For you, the Immaterium is like a song, and you are its composer. You can hear the songs and tides of the Warp, hearing patterns where others might only see formless chaos. You know how to manipulate the Warp on a grand, even galactic scale. None are quite as familiar with the intricacies as you are, for you are in tune with the Warp in ways that even mortals who willingly sacrifice their sanity could not accomplish. You know how to conjure up a Ruinstorm,

something akin to a Warp Storm but on a largely galactic scale. Daemons will easily materialise in reality and linger unlike normal for Daemons. Warp travel will be effectively shut down for all Loyalists within the Ruinstorm, though of course Traitors will have no difficulty navigating the Ruinstorm. You could even tune the song to a ritual to trigger the ascension of a person, including your brothers, into a Daemon Prince. Do note that most uses of the Warp to accomplish anything on an interplanetary scale will likely involve planets worth of sacrifices to accomplish. But fortunately, there is no shortage of civilians here. Should you wish, you can tune into the whims and desires of the Chaos Gods, seeing the futures they will present to you and following their goals ever closer, though of course trusting the Chaos Gods with your future isn't exactly the best plan.

781. Damned in Secret (-400): You would hardly wish to out yourself as a – witting or not – servant of the Ruinous Powers in any situation where that could be fatal, now would you? You can hide the corruption on your soul, even hiding your allegiance to one of the Dark Gods from even those who could ordinarily sniff it out, such as the Emperor of Man or the psychic sight of other potent psykers. You could be a mole in the ranks of your brothers or maybe hide the things you did for the greater good. Perhaps it would be wise to pretend that eye you traded away was simply lost.

782. Dark Fortune (-600): Chaos has appointed you in its Fates and the power of the Dark Gods is twisting destiny to ensure you will stay alive. You are blessed with unusual luck to avoid dying. Shots that would have just got you will miss. A would-be fatal blow may stop just short of slaying you, leaving you incapacitated and gasping for life. This does not prevent someone from coming in to finish the job nor anything that would be impossible to survive no matter how much fate twists in your favour.

783. A Bad Influence (-600): Of course, raw charisma can only get you so far. Like it or not, swaying people to the side that runs off human sacrifice, corruption, insanity, and the certainty of damnation is never going to be an easy task. You, at least, can do it surprisingly well, from sowing the seeds of doubt to cultivating it into a betrayal of all they once stood for. Even creating cults behind a façade, such as "warrior lodges" that induct people into worship of the Ruinous Powers. And if you were to run across someone who simply cannot be persuaded to joining your side, you are very good at finding... other ways to sway them, like ensuring they'd be kept on death's doorstep and reliant on the healing of those very same cults to recover.

784. Apotheosis (-800, requires the same patron as Devotion if chosen): You've ascended to the rank of Daemon Primarch, shedding what remained of your humanity in the process. Of course, while the gulf between a Daemon Prince and a Chaos Space Marine is vast, the difference is definitely narrower for a Daemon Primarch and normal Primarch. Still, you get a few benefits out of it. Firstly, all Daemons come from a realm where reality melts like wax; as a result, you can imbue your blows with

this, largely bypassing any hardness or physical armour as even the strongest protections find themselves dissolving against the power of the Immaterium. Secondly, as a Daemon Primarch you have been blessed with some form of flight, likely wings that you can summon and dismiss at will, and the rest of your form is highly variable. You are permitted to design your own form, from a larger and more daemonic version of yourself to a four-armed man-serpent. Thirdly, if you will it, anywhere you reside for any great period of time – such as a ship or your house – will take on distinctly daemonic traits. Walls become flesh, water turns into various questionable substances, and most importantly the whole thing seems alive and extremely hostile to intruders. Finally, as a Daemon, you are nigh- impossible to permanently kill. Your flesh is more like Warpstuff and tearing it apart is of little concern to you. Even if you are "slain", you will instead be banished back to the Warp unless destroyed by specific anti-Daemon weapons, where you will remain until someone is able to summon you or you find a way out on your own (such as through warpspace/realspace overlaps like the Eye of Terror). The exact nature of further gifts depends on your patron god. Note that you will not lose your free will or become little more than an appendage by purchasing your Daemon Prince ascension here.

 Chaos Undivided: As a prince of Chaos Undivided you have the most mutable form of them all. Changing your size, changing your shape, are all possible for you. Respec your combat abilities by growing or losing limbs, merge with your technology to turn into the ultimate Obliterator, the walking arsenal to end all arsenals.

 Khorne: Blood anchors you to this realm, even more than normal for Daemons. Bloodshed will anchor you to the material realm, in effect healing you, revitalizing you and allowing you to continue your rampage further. It does not even need to be blood shed by you personally, merely being shed near you will have the same effect. The blood must flow.

 Tzeentch: The warp holds no perils for those sworn to the God of Sorcery. Not only can you channel the powers of the Immaterium totally risk-free, you are exceptionally skilled at undoing the psychic powers of anyone foolish enough to try using them. This also protects your allies, for instance should you choose to tear open the veil between the Materium and Immaterium causing all who gaze upon the rift to drop dead, you will not accidentally destroy your own forces too.

 Nurgle: Your mere presence is death. You are surrounded by such a potent aura of decay only the most superhuman warriors could stand before you. You are a host of plagues, each one equivalent to the deadliest diseases from Grandfather Nurgle's garden. Even if your enemies can survive standing near you, a difficult prospect even for the transhuman Astartes, the innumerable filth and sickness that billows around like a foul mist will eat away at their vitality, making them an easy kill for you.

 Slaanesh: From Slaanesh you gain such an otherworldly grace and beauty. Your every act seems flawless and perfect, hypnotising beings who do not possess

incredible strength of will to simply sit and watch as you artfully disembowel your way through their lines.

785. Primarch Armour: The average Primarch (if there can be such a thing) wears armour that is similar to Power Armour scaled up to Primarch size. You are free to customise the aesthetics and strongly encouraged to, as no two Primarchs (except Alpharius/Omegon) wore similar armour. The following upgrades may be purchased for it:

 Protection (+200/free/-50): For +200 CP, your armour is as protective as Power Armour. The free level offers total bodily protection equivalent to Artificer armour, capable of shrugging off shots that would penetrate even Power armour, while the 50 CP level offers protection equivalent to that of Terminator armour, nigh invulnerable to most forms of attack at the small cost of being larger and bulkier than ever, barring further purchases here.

 Conversion Field Generator (free, -100): Your armour has a Conversion Field generator in it, which projects a moderately powerful personal-scale forcefield that converts kinetic energy into largely harmless flashes of light – this can blind an enemy foolish enough to try to strike you. Alternatively, you can have it contain a forcefield with a similar protection level as a Conversion Field, in case you wish for a different function. For 100 CP, you can have your forcefield extend out to allies nearby yourself, granting them the same protection you share.

 Bonus Suit (-50): Perhaps you might wish to design yourself an exceptionally thick suit of armour for use in leading from the front under any battle conditions, while also owning a lighter armour designed to enable greater mobility. By purchasing this you gain an additional suit of armour and may apply any armour upgrades you purchase here to one or both of them.

 Jump Pack (-50): A jump pack is little more than a couple of turbines or jets powerful enough to lift a fully armoured Astartes off the ground that is attached to their back. Your armour has either an integral jump pack in it or a detachable one you may put on when you need to launch yourself over great distances. Should you lack the ability to fly you can use this to launch yourself all over the place, which offers excellent tactical mobility highly prized by Primarch and Astartes alike. Or, potentially, use it to brake during a high-altitude combat drop and land on the ground with your legs intact.

 Lightweight (-50): Yours is exceptionally light and flexible without compromising protection one iota. You can move around if it wasn't there moreso than normal, and even if it's as large and protective as Primarch-sized Terminator armour you will find it feels as light as air upon your skin.

 Chem-proofed (-50): Chemical and radiological weapons remain in widespread use, though the Legions usually detest such horrific and destructive warfare. With this purchase you have much less to fear from them, for your armour has been made nigh-impregnable to poison, radiological and chemical weapons in general, including the dreaded Phosphex.

 Heatproofed (-50): Your armour is exceptionally good at dispersing heat from incendiary, plasma and other such thermal weapons. Such weapons are known for their efficacy in

burning straight through even the toughest suits of armour, yet now you have little reason to fear them.

 Psy-Proofed (-100): Perhaps through impregnating with wards against the supernatural, making it from anti-psychic materials of uncertain origin, or perhaps even more esoteric methods, your armour has been made extra resilient against non-physical attacks, such as psychic fire or even attempts to attack your mind.

 Empyreal Construction (-100): Your armour has been made, in part or in whole, out of

Warpstuff and therefore acts in ways that cannot be exactly replicated by armour constrained by the Materium. Attacks that come from matter, as opposed to psychic attacks, will struggle to penetrate armour that does not wholly obey the laws of reality. You can reinforce this armour with your own psychic power to make it even more protective, as well as simply banish it into nothingness when it is not needed or summon it when it is. This makes putting it on much faster, and yet somehow it remains in existence in the presence of anti-psychic powers.

 Assistant Servo-Mechanisms (-100): Your armour holds a backpack, or something similar, containing an array of weaponry. With this purchase, you can effectively mount any human scale ranged weapons into your armour and fire them while your hands are already occupied, perhaps repairing damaged machinery or beating someone's head in with a great big hammer. Note that you may fire any number of mounted weapons at a time.

 Command Centre (-100): Your armour has an extensive array of communications devices and even a controller to be able to personally command mechanical troops while on the battlefield. With this armour you will be constantly fed a supply of information about what your troops are up to, letting you potentially micromanage your entire campaign directly from the front lines. This includes a nuncio-vox, both a beacon and communications device that makes teleportation and orbital landing mishaps near yourself near-impossible as well as letting you give direct feedback to artillery units to greatly improve their targeting accuracy. It also includes a cognis-signum, an advanced device consisting of an array of sensory devices, telemetry arrays, and other cogitator-assisted communications devices that both greatly improve your ability to command even in the thick of a whirling melee and makes it easier to spot hidden soldiers.

 Stealth Modifications (-100): Your armour has been impregnated with Cameleoline, a refractive chemical substance that shifts colours to blend into the immediate area. This makes it surprisingly difficult to both spot you and accurately target you, which is probably exactly what you want.

 Jamming (-100): Your armour has automated systems that jam enemy communications and sensors. This will allow you a frightening level of stealth and mobility without any hostile eyes on your location. Furthermore, enemy teleport homers simply do not work around you, and attempts to bring in rapid reinforcements are extremely likely to result in... accidents.

 Exothermic Field Generator (-100): Your armour has a field that saps the kinetic and thermal energy from everything around you. It is effective against most weapons but

extremely so against laser and plasma weaponry, functioning akin to a highly sophisticated forcefield.

 Auric Armour (-150): Your armour is fashioned from the same auric-adamantium alloy as the Emperor's Himself. This makes its construction material even more durable and resistant to damage than adamantium or ceramite, as well as giving it a snazzy natural golden colour, though you of course may choose any other colour to give it instead if for some reason you don't want a bitchin gold pimp armour.

786. Fulgurite Blade (-200): A terrible weapon formed of the Emperor's psychic lightning whittled down into a point, or perhaps into the end of a hammer. Its destructive ability is almost without par; when wielded by a Primarch, it is one of the only weapons capable of permanently killing even a Perpetual Primarch. Naturally, lesser creatures will likely die from a single cut.

787. Dionysian Blade (-300): The Dionysian Spearn, also known as the Spear of Russ or Gungnir, was forged by the Emperor Himself during the Age of Strife. Now your weapon was forged in the same manner. It burns and shines with golden light with every strike against the corrupt and unclean that gives it the same devastating anti-Chaos qualities. It has the ability to enlighten people it hits, and even partially cleanse a corrupted Traitor Primarch, and though bringing one completely back from Chaos may require beating them to within an inch of their life, even a single strike will rend their soul apart and see them wracked with crippling doubts about their loyalties.

788. Bolter (free): The humble Bolter can be loaded up with ammunition for nearly any opponent. For this reason, it is a mainstay among the Legions and even some Primarchs, like Rogal Dorn, make use of the simple Bolter. Of course, a Bolter scaled up to Primarch size spits out shells that are much larger and deadlier, and capable of better armour penetration, than those available to the common Astartes, having more in common with their Heavy Bolters than their smaller cousins wielded by the Legiones Astartes.

 Tandem (-50): Also known as a combi-bolter, this is two bolters stuck together, the current technological precursor of what would later become the specialised design of the Storm Bolter in the aftermath of the Horus Heresy. Sticking two barrels side-by-side is a crude, yet remarkably effective way to double the Bolter's rate of fire.

789. Flamer (-50): The flamer is a weapon to project burning promethium over a distance. Vulkan of the Salamanders was known for favouring such weapons, although all Legions who expected close-range combat would use them.

 Chem-Munitions (-50): Favoured by Mortarion and the Death Guard, these weapons vomit forth a torrent of toxic sludge. It is almost as effective as phosphex in terms of pure destructiveness without its major downside; as phosphex is attracted to movement, putting it in a flamer is a generally terrible idea.

790. Sonic (-50): Sonic weapons use some form of destructive intense sounds or shockwaves to inflict serious harm. May take the physical appearance of a guitar or other musical instrument, as the Emperor's Children would soon wield en-masse. Rock on.

791. Meltagun (-100): Melta-weapons use a concentrated beam that agitates sub-atomic particles to produce extreme temperatures, capable of vaporising even the heaviest armour with terrifying efficiency. As a result of their operation, they are very quiet weapons, aside from the noise of burning and vaporising metal they are almost completely silent to fire, and so find some use among stealth troops tasked to disable enemy vehicles. They are very common as specialist weapons, by virtue of their ease of construction and effectiveness against all armoured targets... as long as they get close enough. That is their biggest weakness; even the largest and heaviest melta-weapons have disappointingly short range and are typically most effective at under half of their maximum range. These weapons are generally extreme overkill against organic targets, though a Primarch is likely to shrug one off on account of their superhuman constitution.

792. Plasma Gun (-100): Firing superheated bolts of plasma, they are very much a take-all-comers weapon, capable of threatening heavy infantry and light infantry alike, as well as being capable of rapid-fire to handle groups of opponents. An ordinary man struck by a single bolt of plasma would be lucky to leave anything recognizable as human, more likely all that remains would be charred fragments and ash. Even Astartes clad in Terminator Armour must fear plasma bolts, for they are more than capable of burning holes through Tactical Dreadnought plating and frying the man inside. However, the major drawback is its dangerously unstable construction; overuse or supercharging plasma carries the risk of the weapon overheating and vaporising the user instead.

 Phased-Plasma (-100): Dating back from an era where plasma weaponry was far better understood, it is far more reliable than any plasma gun that can be produced in this Age of Darkness. This plasma gun simply does not overheat at all, no matter how much it is fired or overcharged, completely eliminating the major downside of plasma.

 Soulfire Plasma (-100): Soulfire Plasma burns with unearthly fury possibly derived from the Immaterium itself. Those rare few who are not instantly vaporized by the bolt of plasma find it lingering, attached to them and continually blazing away at their body until they too perish from its unnatural heat.

793. Archaeotech Pistol (-150): Something of a catchall for pistols using technology so advanced none alive today can manage to puzzle out how it works. It may fire laser beams, solid slugs, or more esoteric ammunition, but either way a single shot from this unassuming pistol is capable of vaporizing a fully armoured Astartes. Perhaps if you managed to reverse-engineer it you could discover whatever forgotten knowledge from the Dark Age of Technology made such a compact weapon so deadly.

794. Graviton Gun (-150): Formerly a kind of tractor beam using forgotten technology before being militarized, these weapons unleash a “pulse” of projected gravity across a wide area, causing bones to shatter, armour plating to crack and even worse, leaving an area of distorted gravity in place for a while that becomes an invisible field of death that can tear apart anything foolish enough to enter.

 Imploder (-50): The simpler but oddly more lethal variant that will become far more common over the next ten thousand years, the Imploder concentrates the lethal gravitational waves into a single target, causing targets to implode under a collapsing gravitational field. This has the odd effect of being far more lethal the more armour the target is wearing; being crushed by the implosion of flak armour is vastly more survivable than being crushed by an imploding suit of Tactical Dreadnought Armour after all.

795. Conversion Beamer (-150): The Conversion Beamer is an esoteric gun that fires a beam (possibly of exotic or antimatter), that causes a subatomic implosion triggering the complete annihilation of its target. It has extreme range, akin to dedicated artillery platforms, and the further the beam travels the more destructive it becomes at the terminal point. While the most fantastically lethal man-portable weapon available to the Legiones Astartes at long enough range, it has some fairly severe downsides. For one, at short ranges its destructive ability drops off sharply compared to at range, for another it does require the operator to stand perfectly still in the seconds it takes to fire, which can turn a hit into a miss against a mobile target, and finally the operation is so complex and advanced few outside of the Primarchs, heavily cybernetically-augmented Mechanicum or forbidden AI can hope to operate it effectively. Still, if you can master its downsides, the Conversion Beamer can and will annihilate infantry and heavy armour alike.

796. Volkite Gun (-150): This class of potent heat ray gun was once the standard-issue weapon of the Legiones Astartes, before the difficulty producing enough to fulfil demand resulted in its replacement with the Bolter and relegation to a specialist weapon, the Volkite still naturally sees plenty of use among the Primarchs who favour it. As weapons, they’re largely superior to the Bolter, possessing both greatly improved killing power and its feared ability to deflagrate, whereby wounding someone with it is likely to cause secondary injuries to anyone around them as flesh and armour explodes in a violent jet of flames and charred tissue. As a result, they’re horrifically effective against hordes of lightly armoured opponents, such as the Imperial Army or Orks. Its major downsides being that they generally lack range compared to the Bolter and they do not accept specialist ammunition like the Bolter. Still, for many the advantages are overwhelming compared to the downsides.

797. Talisman of Seven Hammers (-100): The Talisman of Seven Hammers will soon be crafted by Vulkan, briefly possessed by the Emperor’s Spirit, to be set inside the Golden Throne and produce a trap for a final act of defiance to cripple Chaos and

ensure that even should Terra fall, the Ruinous Powers shall not celebrate their victory. It takes the form of a simple talisman that produces psychic fire and is one of the few things that can permanently kill Daemons by taking in and magnifying psychic force fed into it. If you were to find a way to produce as much psychic power as the Golden Throne you could scour a whole planet clean of living and Neverborn alike, striking a grievous blow against Chaos. Unfortunately, it's consumed on use and incapable of directly targeting an enemy, making it effectively an anti-Daemon bomb.

798. The Labyrinth (-200): It is a constantly shifting maze of tunnels, bridges and automated systems built so complex even a Primarch would have difficulty puzzling it out. It will constantly change design in response to intruders, funnelling any attempt at invasion into automated guns and laser platforms capable of cracking open Custodian Armour. It can even internally change its gravity, forcing people to travel along the roof, walls or even be suspended in the air in artificial zero gravity. Of course, you know how to bypass the Labyrinth.

799. Aetos Dios (-400): After many attempts on the life of Rogal Dorn, he came up with this specialized Thunderhawk Gunship to carry him safely between battles. It is practically a flying Titan, carrying a Titan-grade Void Shield, enhanced armour protection, and a Turbo-Laser, making it near-impossible to shoot out of the sky and carrying punitive firepower, as well as a total transport space of thirty Astartes. It is extremely well-placed to carry you around safely.

800. Gene-Tech Vault (-600): This vault is the birthplace of the Primarchs in ages past. Its door may only be opened by the psychic signature of the Emperor (or yourself, and potentially anyone who can accurately mimic the Emperor's psychic signature though of course it gives no indication that is what is required). Though the original incubation chambers are cracked and broken, it contains records of the genetics of every Primarch. From this knowledge you could, in time and with study, recreate the creation of the Primarchs, the Custodes and the Astartes from the genetic legacy kept within. You could even use this knowledge to create some kind of gene-seed production line to mass-produce Astartes, or potentially perhaps even begin vat-growing legionaries en-masse.

801. The Book of Lorgar (-100): This forbidden tome is the original and purest revelations of Lorgar, the ones he only ever shared to his brother Primarchs, in such raw intensity that it lays out his entire philosophy and theology he had discovered untouched by any within his own ranks. There are few, if any, mortals who could read the whole revelations and still doubt the Primordial Truth of Chaos. For that is all he ever wanted, really, the Truth.

802. Anathame (-200): This blade, seemingly a flint sword with a golden hilt, is infused with the power of Nurgle and is far sharper and more resilient than its unassuming exterior would suggest. To speak the name of its target over the blade causes it to become targeted specifically towards that person, dripping all kinds of poisons and toxins tailored to their biology. It is even capable of laying low a Primarch, as some of the toxins it can produce will prevent the Primarch from healing themselves.

803. The Tormentor (-400): You possess an enormous Shadowsword tank that has been customised with Titan-scale Void Shields, enhanced armour protection, an even more powerful Volcano Cannon, command modifications to properly lead a Legion, and somehow enough space has been added to transport fifteen Astartes on top of that too. If a Shadowsword is not suitable for you, you can instead apply similar modifications to another Baneblade pattern, adding a Void Shield, command vehicle modifications, significantly enhanced main armament, and adding an extensive transport capacity.

804. Maugetar Stone (-600): This stone is an evil weapon from a forgotten age, acting similar to an anti- Soulstone. While Eldar Soulstones preserve souls, this one drains them. It can devour life and souls alike and turn the power within into your own. If you were to devour a chunk of the life of one of your own brothers, you will even amass enough energy to ascend to Daemonhood and render your brother permanently crippled to boot or use it for any other method you wish.

805. Grenade Belt (free): A belt of grenades that contains a half dozen frag grenades. It may be upgraded with the following grenades and bombs:

806. Krak (free): Krak grenades are similar to shaped charges. Primarchs rarely use them; they are more than capable of dealing similar damage to armoured vehicles with their bare hands and they are known to slice super-heavy tanks in half with a decent melee weapon. Still, if you want some you can take them here. Throwing them is always an option.

807. Blind (free): Blind grenades produce smoke, infrared bafflers and chaff to disrupt sensors and even communications within the smoke. It makes for an excellent shroud to cover your exact location, prevent enemy soldiers from accurately pinpointing you, or just messing up his plans.

808. Shroud Bombs (-50): Shroud bombs are defensive grenades that spew a dense shroud of smoke capable of near-perfectly foiling all forms of vision and sensors

within the smoke. They are much more sophisticated than Blind grenades, and naturally somewhat rarer too.

809. Phosphex Bombs (-100): Phosphex is a horrible incendiary weapon, so horrible even the Death Guard were loath to use it except under dire circumstances, and along with rad- weaponry was banned completely by the Salamanders. In its native form, it is an easily- combustible, incredibly corrosive and toxic gas that burns with an intense, bright light as it consumes all armour and flesh alike. It cannot be extinguished once lit by anything short of vacuum exposure. It is attracted to movement; those who try to flee from the deadly flames will find it stalking them, and for this reason it is occasionally called the "living flame". Not even rad weaponry can compare to how the byproducts of phosphex with pollute the environment so that nothing will ever naturally live there again.

810. Venom Spheres (-100): Rumoured to be derived from xenos technology and suspiciously similar to Dark Eldar Splinter Weapons, these bombs contain crystalline toxic splinters that make them significantly more dangerous than regular frag grenades, both from the flying crystal splinters and the certainty of any injuries leading to poisoning.

811. Ornithopter (-50): A common form of transportation when a Primarch wants something more subtle or less hostile than an armed troop carrier. An ornithopter is capable of making brief void-trips (mostly between ships in orbit and planets). It's a whole Dune reference and looks like one too.

812. Cyber-Bio Adaptions (-100): When many of the Primarchs were recovered, they had founded bonds of friendship and (adopted) parentage. While many of these close kin were happy to accompany the Primarch on the Great Crusade, it was an unfortunate reality that some were simply too advanced in age to go through the process of turning a man into an Astartes. That's where this comes in, a combination therapy of bionics, drugs and special adaptive adjustments for Power Armour that can turn even a middle aged or older man into a warrior almost as effective in battle as a regular Space Marine, and importantly, can properly interface with Astartes armour.

813. Amulet of Mortality (-100): A simple and unassuming device, this amulet will conceal you as an ordinary person. Though psychic sight can defeat it, anyone else who looks at you will simply see someone the size and stature of a regular human being, instead of a towering demigod. It fools machine vision as well as normal vision too.

814. Pharos (-100): A psychic lighthouse of strange xenotech built from a mysterious material nobody quite understands, it allows a kind of Warp navigation without the Astronomicon. Rather than the Astronomicon pulsing out a "light" across

the Warp, it illuminates a “beam” that points directly to someone’s location, reading off conscious or subconscious desires. Overcharging it or exploring too deep within may draw the attention of creatures best left slumbering. You have been warned.

815. Sojutsu Pattern Voidbike (-100): The Sojutsu Pattern Voidbike is used by the White Scars legion, and superior to many voidbikes that came later on. Unlike others of its pattern, its powerful thrusters are capable of giving it true flight, unlike normal jetbikes that merely float. It is even capable of manoeuvring and fighting within the cold void of space, a trait that has resulted in the Imperium classifying it as an ultralight fighter rather than a jetbike.

816. Book of Jumper (-200/-300): You have a book, one that contains your entire knowledge about one specific topic, from anything from sorcery to warfare or the art of slaughter itself. It constantly shifts and expands every time your sum total knowledge of the topic similarly expands. For an additional 100 CP (50 CP if you used your floating discount on the Book of Jumper), you have a number of books, one for every topic you possess any knowledge of, that all shift and expand likewise as your knowledge about their subjects expand.

817. Arcane Portents (-200): The Arcane Portents are used by the Thousand Sons to minimise the risk of touching the Warp, as the legacy of the Flesh-Change looms heavily over each and every one of them. This one-use item will immediately stop you suffering a single bit of backlash or otherwise negative consequences from drawing on the Warp. You have five of them.

818. Necrodermis Hands (-200): Necrodermis, living metal with strange regenerative abilities, has bound itself to your hands. With this you need no hand protection to work in a forge and can even shape molten metal by hand. The dexterity and fine control over your project this offers makes it vastly easier to make finely crafted wonders of technology. As well as having the benefit of extremely durable, regenerating metal armour bonded to your hands in general – no need for gauntlets for you. Of course, getting punched by a Primarch with metal hands really hurts too; your unarmed attacks are even more devastating than your brothers’ with this.

819. Personal Void Harness (-400): This device projects a personal-scale Void Shield, similar to that which protects Titans and Voidships from enemy fire, in a large radius around you. Though scaled down from the aforementioned versions, it provides enough protection to make you and a full squad of soldiers nigh impervious to anything short of repeated fire from dedicated anti-tank weaponry. Or Titan-grade armaments.

820. Teleportation Matrix (-400): The teleportation matrix is a device that can allow you to teleport anywhere in a distance roughly covering an entire world, including teleporting from orbit down to the battlefield, without any of the normal risks of teleportation, such as arriving vastly off-course. This device was popular among those Primarchs who wished to teleport into battle.

821. Heart of Iron (-400): According to legend, this piece of archaeotech was given to Ferrus Manus in a dream by a ghost. It can regenerate any injury at all, even those so severe that an Astartes would ordinarily be killed or interred in a Dreadnought sarcophagus and placing it inside a stasis field does nothing more than slow its healing down. However, it does so by painfully feeding upon the life force of anyone it is applied to, which naturally means it cannot heal those already dead.

822. Sangprimus Portum (-600): An ancient artifact said to predate the Imperium itself, it contains the genetic material harvested from of all twenty(-one/two) Primarchs used to create the original Space Marine Legions, naturally including yourself. This DNA is purer and more potent than any found in any existing Space Marines and can easily accept far more modifications and improvements. Perhaps you could use this to create a whole new breed of Astartes, better than the old in every way.

823. Dark Glass (-600): Within a hollow, planet-sized shell of reflective material lies an early prototype of the Imperial Webway Project. It contains a throne, similar to the Golden Throne on Terra, which any psychically gifted individual can seat themselves upon and open a door into the Webway. By studying this you can most likely understand how the miracle of the Imperial Webway was constructed, and perhaps even create your own Webway portals in future worlds without them.

824. Custom Stormbird (-600): Closer to a flying Titan than any of its smaller contemporaries, the Stormbird Gunship was designed to transport, depending on the variation, fifty to a hundred Astartes at once with room to spare. Or in theory, even a super-heavy tank. Not only that, it carries multiple Void Shields, making it largely impervious to anything short of Titan-killing weapons, as well as some of the most durable armour of the Great Crusade, bristling with four twin-linked Lascannons, three twin-linked Heavy Bolters, and six powerful Dreadstrike missiles. Naturally, several Primarchs customised their own Stormbirds to produce the finest assault craft in the entire Legion, and by taking this purchase you have as well. You may freely mix up the aesthetics of your Stormbird, even completely redesigning its shape.

825. Twin (-300): You have a twin, possibly identical. Indeed, your twin is your equal in every way; they also have every purchase you took in this jump document (except for the Legion, which you co-lead). You have a mental link with your twin, being vaguely aware of their whereabouts and health at all times. You may instead choose to import a companion into this position.

826. Socks (-50): You have a cat who volunteered to come with you, a domestic animal from Terra known to be kept as pets as far into the future as the 41st millennium. She is a black cat with white paws, hence her name, severe jealousy towards other felines, no fear of strangers and a deep need for constant human attention. The downside is, her hearing is very sharp and will come running to your side if you rustle anything that might possibly be food. If anything happens to her, she will infallibly come back to annoy you again the next time you try to sleep or after a week, whichever comes sooner.

Pseudo II

40k Necron

1. Necrodermis - Free

The Necron forged the first body of living metal to be vessels for the nascent C'tan, though in time their entire race would undergo bio-transference into similar if lesser forms. You possess a body of this living metal more sophisticated than the mindless warriors and immortals that make up the vast majority of Necron forces, which in part is what allowed you to retain your sentience. This body is larger, broader, and stronger than those of the rank-and-file warriors, with strength enough to crush plasteel with its bare hands and to weather the tank busting weaponry of other races with nigh-impunity even when it would prove enough to destroy the already nigh- unstoppable soldiers under their command. However, in deference to your unique nature you may retain one other benefit. The Necrons transfer into these bodies cost them their souls and a great deal of their mental ability to feel emotion and can even dull other mental functions in those not strong enough of will. You will not suffer from any of these unless you wish to, and unless you draw upon strange abilities connected to it your soul will effectively be shielded from the senses of those outside yourself unless you purposefully do something to reveal it. If your peers knew of this no doubt their jealousy and envy would flare hot enough to burn the fog from their minds.

2. Reanimation Protocols – Free

Even the lowliest of the Necron Warriors are functionally immortal in battle. Even if damaged beyond the rapid rate of repair of their necrodermis arcane systems teleport them back into their stasis crypts to be restored to functionality once again. The same systems are naturally even more robust for those of actual importance. You will benefit from the effects of Necron's Reanimation Protocols as normal without your destruction being considered a chain failure. While it is still possible for your form to be destroyed beyond the capacity of these

technologies to restore you so long as you do not suffer such a fate you can be effectively killed and restored as many times as necessary without compromising your journey.

3. Pariah – 200

While now seemingly considered a dead-end in their war against the immaterium humanity still remembers the Pariahs. Immortal soldiers that retain all the undying might of a Necron and the warp smothering powers of a Blank. Somehow you seem to have the same capabilities, whether you are a Pariah that has risen to your current station through strange circumstances, a Lord or Cryptek gaining the same powers via some technological mechanism, or something stranger. You may toggle an aura that can expand to cover a large distance around you, smothering all psychic, warp-based, or supernatural phenomenon. This is more than enough to cover the local battlefield around you and either protect your own force and allies or wreak havoc on the powers of psykers or the bodies of daemons.

4. Surviving the Great Sleep – 200

The sixty-million-year long hibernation of the Necron race was not entirely gentle. Cosmic catastrophes and the cruel whims of fate saw countless tomb worlds and dynasties destroyed or lessened despite their impossible sciences almost in mockery of their acquired immortality. You on the other hand never even needed to worry. You have a preternatural luck when it comes to putting yourself in stasis, hibernation, sleeping, or otherwise retiring to let time pass on without your conscious involvement. This is strongest where it involves your continued existence, but also protects your holdings and assets. Supernova or roaming black holes will never destroy your slumbering tomb worlds, even the most catastrophic geological upheavals or planetary disasters would do more than mildly inconvenience your slumbering stasis crypts and their contents, and even flaws in the technologies that maintain your existence will only fail in ways that do not compromise your existence, at worst resulting in your early awakening or leaving you more to clean up after you awake. Even sleeping normally would see you essentially untouched and undisturbed by anything that is not intentional malevolence directed at you personally and intentionally. Fitting that after conquering death you have free reign to sleep like the dead with impunity.

5. Will of Lords - 100

How many even among your own kind can you count as lesser merely because they allowed themselves to succumb to the greedy gnawing of time. You are beyond letting such things lessen you, for while your kind were made to bow by the Old Ones one day and enslaved by your own gods the next, you yet endured. Your mind, psyche, and sanity cannot be diminished or harmed by the passing of time, bolstered as it is by a willpower that considers the passing of eons and the decay of your great empire nothing but an eyeblink before further glories. Even if somehow your mind was fractured or pitted with the flawed eccentricities that are so common among your fellow lords your willpower would continue to grip the shards of your mind together so tightly that it is inevitable that in time they shall be welded together

again as whole and hale as if such never happened. The eons damned many to decay, but to you they are but another servant.

6. Bickering Dynasties - 100

How many worlds have drowned in byzantine conspiracies and politicking, their great and powerful tearing each other apart with lies and daggers in the back thinking themselves clever and cunning beyond belief. Such things were so well-worn by you and yours before their world had its first bubbling of primeval muck that even the dust as long aged to nothing but memory. You have the skill and mastery of political maneuvering and courtly intrigue that can only come from such an ancient history, able to navigate both your own court and the inter-dynasty bickering with the same everyday instinctiveness that lesser races save only for breathing. Bereft of so many of the living fleshes earthly pleasures such nostalgia might indeed be one of your few sources of joy and entertainment in this millennium. If the vulgar pretenders think to try and outwit you in the arrogance of youth, maybe you will even humor them. Such is the prerogative of kings.

7. Pride Unbowed - 100

Yours is arrogance beyond measure, the nectar of those who have tasted the most despicable depths of shame and risen to glories that tore apart stars and left even gods broken before your will. They will think you blinded by pride, wretched in almost drunken revelry in your grandeur. If you are merciful then you shall know only pity in return, for what they cannot see is that every bit of it is earned. You have an almost limitless wellspring of pride you can summon or banish with but a thought, potent enough that the rulers of lesser races would surely choke to death on it. Your pride however finds attempts to exploit it made much harder, enemies thinking you will underestimate them will most often be disappointed, those that believe you will be easily goaded or manipulated like a mere pawn finding that it does more to shield you from their machinations than leave you vulnerable. Exploiting your pride will always require enough effort and skill that the wise would simply choose another way. If you fall to such folly it will be because either you were unquestionably outmatched, or you knowingly chose to do so. You are a Necron, you will not be humbled again, even come oblivion.

8. Kingdoms Come - 100

Pride is the rightful fruit of your glories, your will and cunning the tools that have ascended you to your throne, but a king who cannot build and preserve the future of his domain is but a hollow wretch. You are no such worthless husk, for if your kind tolerated such embarrassments, they should have perished under those toxic stars long ago. You have the insight and skills to guide your kingdoms and those who serve you. You know how to gauge the needs of your domain and see that they are met, to give the right orders to the right people, how to cultivate both needed talent and the pacts and alliances which will make it stronger. Systems to be maintained, servants to be organized, and armies to ready for both defense and

conquest. You are a Lord and if your domain falls it will be to your enemies and not to mere mismanagement. Now let them come.

9. My Edicts Eternal - 200

Lesser empires have succumbed as the whims of time changed them from the vision and foundations laid down by those who raise them. Others have died as they stagnated on the vine, unable to trade present weakness for future strength. Either of them is unacceptable. Among those you rule and the organizations you lead the doctrines, laws, and commandments you put in place will not lessen or be perverted by either those within or from the natural change of time. They will not obey the letter in defiance of their spirit, nor will they be able to try and exploit the spirit to turn it against itself. Only those outside your rule or truly your enemy may do so, and even they shall find their efforts far more difficult. This will not stop those changes that are truly needed to either retain their spirit in the face of changing times and circumstances, or to ensure they only strengthen and do not damage what you have wrought. If without such forces traditions and laws become chains and weights upon you and yours to rot you from within it will be because the folly lies with you.

10. My Commands Unquestioned - 200

Your will is not something that shall be undone by the follies of your lesser, for you shall not allow their ignorance to stymy you. Your commands are understood perfectly by those under your authority without the slightest hint of misunderstanding or confusion, or even the barest delay to register and process them. As long as they obey you, they shall be able to unerringly and immediately set to work unhindered by doubt or miscommunication. This shall be true even as they are passed on through your court and legions, even the mindless warriors and constructs of your kind suffering no deviation from what you intended to order even with their lack of remaining sentience. Those who try to falsify or distort your commands will find it impossible, as your true will shall be clear as day and undoubtable. Entire worlds shall march at your command.

11. Honored Above All - 200

To be a Lord is to hold oneself as such, lest those around you forget whose presence they stand in. The greater your authority and status the more awe and obedience you inspire to those below you, your very presence seeming to command their attention like the merciless gravity of the stars. Your equals will instead find themselves unwilling to deny you the respect of your position, for to do otherwise would devalue their own glory. This will of course do nothing for those above you, at best you may find the barest minimum of respect due to your position.

If you stood before the Triarch as but a rank-and-file noble they may not crush you as an insect, but you'd have to truly prove exceptional to be worth their attention. Should you wish otherwise then it will have to be proven upon your own merits.

12. All Is Known - 200

The ignorant and the blind shall always perish, such is the punishment for weakness. To rule even a portion of a single world is a monolithic and endlessly elaborate task, yet those like you cannot allow such petty obstacles to defeat you. Wherever the organizations you lead or the domains you rule are concerned you find that their complexities and size are no great obstacle to your leadership, such things being effectively transparent as long as you take the effort to actually gather the information you require or have it reported to you. Even the planet spanning Tomb Complexes and uncountable legions cannot stop you from knowing your domain as a lord should. You will allow no less.

13. Deception and Damnation - 400

The schemes and centuries of intrigue that even now are omnipresent among your immortal kind may be a matter of course but there is one great burning shame that shall never leave them. The Deceiver manipulated and used you all, trapping you all in bodies that stripped even the best of you of your souls and dulled their minds to the world, multitudes more stripped of even that little to become mindless automatons, and every one of you slaves. Worst of all you marched into it all willingly, helpless against lies too sweet to disbelieve. It will never happen again. You cannot be lied to, deceived, or manipulated by those who try, all of it instantly become transparent both in the falsity of their words and what their actual intentions are. More useful however is that unless you choose otherwise, they will remain completely ignorant that you have seen through them, able to maneuver right under their nose for centuries or millennium all the while you can prepare to exploit their folly for your own revenge. Just as the Silent King before you, those who think to chain you will find that in the end none shall trespass against you with impunity.

14. Order and Unity - 400

Twice your kind were almost destroyed by their own infighting. First after their slow ascent to the stars left countless dynasties and lords to squabble and jockey for their own ambitions before the Triach united you in the war against the Old Ones. Second after your shameful defeat in the centuries of imprisonment on your world when they failed, before the discovery of the C’tan and another chance at revenge. Now the Necron are waking to a galaxy where their great works are decayed, countless remain in slumber, and all without the Triach or the Silent King to unite you and it must not be allowed to happen thrice. The competition and infighting of those under you will never damage or threaten the organization as a whole, quite the opposite. Such rivalries and schemes will instead purge any weaknesses or faults and allow those involved to become more capable and competent as they are forced to become better. Your plans will not be foiled either, as when you give an order or goal none of them will jeopardize it, even if they constantly seek to conspire and maneuver around one another while fulfilling it. Most importantly when complete unity is necessary all of this will immediately cease as they work together in perfect unison, knowing each other’s strength and weaknesses in ways that allow them to become greater than the sum of their parts. This will include any such pursuits you yourself are involved in as well, for what is unacceptable in a servant is blasphemous in the master.

15. Aeon Forged Veteran - 400

You scoured the stars and brought low countless worlds and races long before the ancestors of most learned to throw their first rock. How many of them boast of their prowess content that they awe the young races that infest the galaxy, unable to realize that they never even began to escape the shadow cast by the Necron. You are a warrior without compare, a single weapon being all you require to reap men, astartes, and daemon alike with contemptable ease. Or even to carve apart your fellow Lords like rank amateurs should their hubris outweigh their sense. Even if you do not take to the field yourself your mastery of war is enough to leave entire fleets as derelict scrap without a single loss on your side or crush entire systems of worlds as they futilely try to muster resistance. They will fear your legions, fleets, and war machines, ignorant that the one they should really fear is you.

16. The Immortal Lords - 400

Your kind have conquered death. Stars bloom and fade within your lifetime, and entire civilizations simply rot before your immortal bodies. However, death is not the same as being dethroned. To lose your rule is the greater sin, and you will not let all you have gained to be taken so easily by the filth that clings to your heels. The more you rule and greater your influence, the harder it is for would-be usurpers to tear it from you. Enemies find that they cannot strike at the head when they have legions to churn through, while attempts to depose you must bear the full weight of your power, political or otherwise. Even random chance does not give rise to moments of opportunity, for you leave nothing to the whims of fate. Those who want to end you one way or the other must overcome both your might and that of what you command, leaving only those who already would be considered your peers or superiors as the only practical choice. If you are brought low it will not be by the bites of insects or lucky fools, for the weak are not deserving of what you own.

17. To Rule in Heaven - 600

Even the least Dynasty is an empire greater than the kings of most races could have ever dreamed of, but the full grandeur that the Necron achieved makes even the average Tomb Lord look like a peasant. You've the skills and acumen to manage the entire vastness of a true galaxy spanning empire, churning with countless dynasties and endless threats and problems that require accounting for. The billions upon billions of worlds and stars each riddled with their own dangers and opportunities, the logistical madness of communication and transportation, all able to be managed with a deft and competent hand. The Triach and the Silent King himself were the ones who had to muster such challenges, and though you were not among them it was not for lacking the ability. As a final benefit much like the Triach and Silent King your authority once established is timeless. Without being objectively defeated and deposed it does not matter how much time has passed and how far those you rule, and how their circumstances have changed, or how much your realms have fractured. When you return you speak to all of them with the same weight of authority and rightful claim to obedience that you did before your parting. Rumors are that the Silent King has returned to the galaxy to hasten the wakening of your race and unite them again, perhaps you possess the means to manage similar.

18. Dynasties Arisen - 600

Long ago the galaxy was broken, shattered and shaken by the final victory of your kind over all those who dared oppose them. Yet the Necron chose to enter the Great Sleep so that the stars might heal. They slept through supernova, through the rise and fall of races uncounted. Tomb Worlds were lost to decay, time and chance. Wonders were squabbled over and destroyed by squatting vermin. That time is over, and what once was can be reborn. The actions and efforts you take to build up the worlds and domains you rule or are involved in are greatly magnified. Every success seems to reap untold progress, every step forward ushering in a hundred more, yet that is nothing. When you move to rebuild what was broken, to reclaim what was lost, to clutch the faintest spec of ash of what once was and see it light anew this is greater in ways that even the most broken of your kin cannot deny. Centuries of progress becoming the work of years, hard fought victories and determined efforts raising what should have been lost forever. With your will once again, you might bring back the days where the glory of the Necrontyr outshone the stars and shook the very materium with their wrath. The sickening hordes of Chaos bring only ruin and despoilment, but even among dust and silent tombs your kind stands because of what they have built. As long as you remain so shall it ever be.

19. Unworthy Masters - 600

For all their pride and their determination to raise their glory to further heights the Necron do know loyalty. Lords, Overlords, and even Phaerons have bent knee to the will of the Triach, fought hard and desperate campaigns, and indeed even sacrificed so that the Necrontyr people might prosper. This is why enslavement to the C'tan was so great a shame, for they knew nothing beyond exploitation and wonton gluttony as they demanded more and more life reaped in their name. The Star Gods were broken for that insult, and any who seek to do the same to you will suffer the same fate. When you are unwillingly bound to another's service fate arranges so you easily manage to find and acquire advantages and opportunities against them, said advantages growing more potent the longer you wait as fate itself seems to slowly steer the course of events more and more in your favor. Given enough time the Silent King was able to break the C'tan into pathetic remnants of their former glory and imprison the remains as slaves and tools, exhausted and weakened as they were by the efforts needed to finally defeat the old ones. Anyone who dares to claim themselves your master should be wary unless they can prove themselves worthy of service to you.

20. Galaxy In Flames - 600

It is one thing to lead fleets and legions, but what brought the Necron to the height of their glory was a war in which no part of the galaxy was left untouched. They weaponized and destroyed stars and worlds, ended countless races, fractured the Old Ones even as they engineered entire species and their gods as tools to bring an end to you. You are one of the ones who have the capacity and abilities to wage war on such a macro scale, where billions of worlds, innumerable combatants, weapons that can erase stars or restructure entire galactic formations, all clash together without restraint. You can coordinate countless dynasties and

their fleets, make sense of the endless mass of campaigns and battles where others see only chaos, and lead an entire empire like that of the Necron at their height where even their gods walk the battlefield against the only foes that ever could truly challenge you. In the past you might have very well been one of the ones who the Silent King himself relied on to wage the war that broke the galaxy, whose mastery of such an unprecedented scale of warfare may have been one of the things that allowed you to secure victory. In the present with the Aeldari fallen from their former heights only the Imperium of Man or the Hive Fleets could potentially give you a war demanding these skills.

21. Cold and Callous – 100

The innocent and naïve often balk at violence, still bound by the delusions of life that poison their minds. If you ever had that luxury it was stripped away by centuries of war and horror, and its roots torn out by the final epiphany that nihilistic oblivion was the only absolute in this universe. At will you can simply remove any mental obstructions to acts of violence, killing, destruction, and any emotional or psychological effects such things would have on a living mind. You could endure eons of constant war with the same simple calm as watching a cloud pass through the sky, and see entire worlds fall into Armageddon without a single hint of emotional attachment. Death and horror does not move you, for it is simply the nature of existence. You of course may end whenever you wish to return to a more normal mentality, bereft of all the psychological damage or impact that your actions should have had on you as if it simply never happened. This will happen when you would wish it to, never losing yourself completely to the cold nihilistic apathy like your brethren. You may consider that a blessing, though many of them would likely pity you for it had they the capacity.

22. To Treat With Death – 100

For all that they fear you and whisper among themselves you remain one of the Necron, and your kind are still regular if not common visitors to their courts, if only to bargain and barter for more information on where you might continue your crusades of extermination. No matter how much terror or dread you inspire you'll find that you will not be barred from interacting with those who might otherwise shun you, and similarly those like you who seek only destruction will allow you to stand among them as a peer acting towards the same cause if with different means towards that end. In fact, any terror or dread you do inspire will instead smooth these interactions. No one wishes to risk giving insult to a Destroyer and becoming the next upon their list, and if that means ignoring the dictates of proper protocol and lordly etiquette so be it. This will function so long as you do not intend any immediate harm, even if such a day coming is inevitable with time in your eyes.

23. Pure Pragmatism – 100

The minds of sentients are plagued with countless emotions, delusions, and biases, poisoning their faculties just the same as any disease and leading countless to foolish ends and rash judgements. It is shameful that your fellows have yet to purge themselves of such weaknesses like you have, squabbling and wasting time on eccentricities that should have been left behind long ago. Even should you for some reason have still retain such things they do not inhibit your ability to find the most coldly effective and pragmatic answer or solution to whatever

problems or challenges you encounter. Most of all however this allows you to easily communicate these to those like your fellow Destroyers who seek only ruthless extermination, or even more sordid types who seek similar ends due to darkness in their hearts rather than pure nihilism. The practical value of your orders and leadership is simply becomes undeniable to any who listen to you. Any who argue will have to do so entirely on the objective faults and merits of what you propose, any greed or bias being less than useless unlike the rhetoric of most leaders and courtiers. In the end all that matters is that life is extinguished.

24. Relentless – 100

Entire armies have fallen screaming and full of despair at the relentless march of even the lowest Necron warrior, unceasing and unfeeling, rising again and again even if their primitive weapons do manage to send them to a fleeting and temporary death. They are but near mindless echoes of your once living race however, incapable anything but obedience. You do not suffer the same fate, and yet somehow you seem far worse. You will and mind are never hampered or lessened by the damage you take, or even the fear or risk that should have come with it. Even if you were not made of immortal metal the specter of death that hounds the mortal races does nothing to move you. While this will not hamper your ability to recognize danger or damage, or even retreat should it be necessary you can simply choose not to care. You do not stop; you do not surrender. You are the herald of death and like it you are inevitable.

25. No Master But Death – 200

The Destroyers rampage relentlessly through the battlefields heedless of whether they were brought there of their own will or beckoned by their fellow Necron. Canny Nemesors know that their only goal is death, and wisely do not seek to control or command the heralds of oblivion, instead planning around their merciless extermination the same way one would account for a natural disaster. As long as your actions still in some way aid your allies or superiors you find that they see no point in attempting to corral or control you, content to let you move after your goals and methods while simply taking it into account on their end. More importantly even if doing so results in damage to your own side they find themselves far more willing to overlook it as the natural consequence of being associated with you. This is not limitless, as organizations and leaders who are truly morally opposed are likely to quickly turn on you anyway. But even at your most merciless as long as you bring death and destruction to those who they also oppose you shall find the leeway they give you almost preposterous. Death is not leashed to the desires of the living, and so it shall be for you as well.

26. By Purpose Reborn – 200

For all that their living metal forms have blessed them with immortality and freedom from the ills that plagued the Necron for so long, they still yearn for restoration to living forms where they are not bereft of much of the fullness of mind it cost them. Even among those who find their new state more boon than curse the idea of altering their form even further from what they once were invites disgust, but not among the Destroyers. All that matters is that their

self-imposed mission is carried out as effectively as possible, and as such your kind seeks any alteration that might make them deadlier and more effective on the battlefield. Alterations made to your form find themselves being done perfectly with trivial ease so long as they are even theoretically possible, as does your mastery of them. In addition, the advantages that come with them seem to have their effectiveness magnified. If like much of your kind you choose to replace your legs with grav-skimmers that allow you to hover over the battlefield, not only will they function without a single fault, but you'll be able to dance across the fields of battle nigh-untouchable, able to apply such agility to reap entire battle groups unscathed. Having a heavy Gauss Cannon installed would see you able to erase heavily armored targets with every volley, able to place your shots where they annihilate the opposition with barely a thought needed. The rest of your kind desperately seek to preserve the last scraps of what they were, but you will forge yourself into a true hand of the void.

27. Extermination Warfare – 200

It is the inevitable evolution of war to learn that one cannot focus on merely killing one's enemies. Those who do find themselves failing before the manifold wisdoms of tactical and strategic acumen, of maneuver and counter- maneuver. No matter the might ten thousand might fall before the cunning of a mere hundred. You would be a pitiful herald of death if you let such things stymy your mission. You seem to miraculously suffer almost none of the weaknesses of extermination warfare. Your advance seems to disregard formation and flanking as your bloody harvest makes such things fall apart into panicked chaos, logistics fall apart as they simply feed more to destroy into your waiting arms, and even battlefield intelligence seems nowhere near as useful when knowing you are coming simply means they have more time to let the fear of you eat away at their valor. You are not completely immune to being opposed or disadvantaged by such things, but even then, your dread simplicity carves through host and hero demanding that only true mastery of war might turn you aside.

28. Specter of Death – 200

The others of your kind fear those like you, dreading that your madness may be contagious, or that they themselves are only spared your attention so long as there are beings other than the Necron to slay. In truth, it is likely they are entirely correct in all respects, but none of them will deny that even beyond reason your very presence can bring unease even to those that left behind mortal frailty long ago. Your presence, actions, and visage all carry the existential dread of inevitable death, almost as if the very sun itself were obscured when you arrived. Most living beings will be unable to shake this off just from your presence, and actually looking at you and seeing you reap their fellows and bring ruin will require great strength of will and character to prevent the fear from blunting their edge at best or sending them to flight at worst. While the galaxy is filled with those both great and humble who might face you regardless, no one can do so without acknowledging what you represent. You may choose when you wish this to be active, though for your purposes it is unlikely you will find cause to do so. Dread and terror are universally reliable weapons.

29. Minds of Madness – 400

Madness is all too common among your people; the eons having been cruel to the minds left imprisoned in cold immortal shells. The Destroyers and the Flayed Ones are even worse, to the horror of all their kin, but in a galaxy bereft of reason madness proves so very useful. Embracing it has given you a unique talent for spreading these and other useful insanities to swell your ranks. Any machine intelligence or mind housed in similar forms may be infected by your presence, a seed of madness that will swiftly grow and twist them into whatever murderous insanity you desired. How long this process takes or their ability to resist will depend on their strength of will and other factors, with lesser intelligences bereft of sentience or sapience being suborned almost instantly, those like your fellow Necron Lords being slowly corrupted without great will and time away from your presence, and even greater beings finding it as dangerous as any virus. These viral insanities and program errors if you so choose may be further spread from those infected by them, potentially claiming entire populations of machines to join in your grim harvest. You of course are fully immune to all of these and similar madness's such as the Flayer Virus unless for some reason you wish to submit to them.

30. Hand of the Nightbringer – 400

You would be a poor Destroyer if you could not properly reap the lives of your enemies. Your purity of focus and purpose has granted you a mastery of killing that is sublime even among the many countless masters of war among your kind. But beyond even them is your sheer ruthless lethality. Every injury or damage you inflict is inevitably the most horrific and devastating possible with the weapons you are using and the blows you have landed. Even glancing blows mangling tendons and limbs, rupturing arteries or ruining armor and mechanical systems beyond functionality, while those solidly struck inevitably leave ruined bodies of the dead and dying or shattered husks of war machinery. With every action you are ruin made manifest, to the woe of all mortal life.

31. Battle and Butchery – 400

Your hatred of life may be overpowering, and indeed in many of your kind is enough to drive away any vestige of personality and self that has survived the eons, but oh how it has made you lethal in ways the so-called sane could never understand. You understand the dealing of death in ways you could never communicate to others unlike you, like describing sight to the blind. You possess an unerring and innate awareness for how to bring death and destruction to your enemies, not only in the actual killing but in all aspects of bringing that death about. From undermining their defenses, crippling their support, to even breaking their morale so that as your warscythe falls they would be lucky to even have enough will to resist. This sense considers all that you know and have experienced, all your skills and resources, and everything that you are aware of even unconsciously. While not truly infallible based on all these things you will always know the most effective path you could discover. Almost as if you had hours to ponder the matter condensed into every passing moment. What it lacks in guile or glory it gains tenfold in the sheer simplicity of it all. All you must do is kill, and the stars can be made pure again.

32. The Sudden Dark – 400

All too often there are no signs of a Destroyer attack. The only warning is entire worlds or systems suddenly going dark, slaughtered to the last as merciless killers emerged from their slumber underneath the populace's very feet or fleets of warships simply arrive and unceremoniously bring ruin. You seem to nearly always benefit from this, able to strike both on a tactical and strategic level so suddenly that there is no time to muster a response or even to properly register what is happening before you have already begun reaping lives. This functions both via your personal skill at command and warfare, and a seeming confluence of fate that seems to guide both you and circumstances along so that if it is at all possible then it becomes probably the most likely outcome. These also apply to crippling any ability for your targets to properly spread warnings or information about your attacks. Enemies find their sentries and communications crippled almost immediately on first contact, cities left in chaos as scattered forces must fight just as hard to organize their efforts as to defend themselves, and even entire worlds or systems dying in regret as they realize that your victory is all but assured to end any possibility that their communications could reach whoever may be next. Only great skill, effort, and dedication can counter your ability to arrive and kill all before anyone is any wiser. In the void even the loudest screams are less than a whimper.

33. Lord of Oblivion – 600

How is it that there exists united purpose among legions of nihilistic madmen whose every desire is merely that the entire universe be rendered cold and lifeless? Is it twisted camaraderie, grim and pragmatic necessity, or perhaps it is only you. You are seemingly the voice of the void made manifest; oblivion's own prophesized messiah sent to cleanse the stars of the universe's greatest mistake. This grants you a nihilistic charisma that beckons the mad, the murderous, and all those who seek destruction to flock to your side and service eagerly. The greater your power and ability the greater this magnetism becomes, entire legions of destroyers and killers forming so that your word and commands might usher them along the path of eradication. Even those greater than you who share this mentality find you seemingly the perfect agent or favored son. Nurturing you as the perfect knife to be thrust into the heart of existence, for your very presence makes such forces greater than the sum of their parts. At your will, a thousand blades will sever a thousand heads without a single one turned upon their brothers, ten thousand battlefields carpeted in bone and blood in horrid mockery of the virtuous unity of the more noble beings.

34. Nothing Shall Remain – 600

Life for all its hideousness is undeniably resilient and adaptable, but you will not let its few token virtues stop you from doing what must be done. Anything you destroy, damage, or eradicate finds that any attempts or efforts at recovery or restoration is effectively impossible. Broken war machines and sundered armor needing to be entirely scrapped into raw material rather than patched or repaired, nations and armies that have lost their leadership find that instead of picking up the pieces they have no choice but to entirely restructure and reform with extreme effort, and should you rend the biosphere of all that contaminating muck you

can be assured that the world shall remain barren and fallow unless life finds its way there from somewhere else to take over the empty grave. What is lost to you is lost forever without truly grand efforts or circumstances so extraordinary that even in the timespan of the Necron's great sleep they would at most happen once, and what a miracle they would be.

35. The Growing Void – 600

The fools may believe that destruction will never win, for it builds nothing and harbors no greater goal other than to expend itself in its efforts. If only the slide into oblivion were so easily foiled. Your acts of destruction always bring you benefits and resources, magnifying and snowballing all that you would have stood to gained from them many times over and their results rippling outwards as their effects seem move the world further towards the fulfillment of your goals. The benefits of this only grow greater and greater as they build upon themselves, every extra step forward not just returning much of what you spent but giving you what you need to push forward and destroy that much more. While you must still overcome your opposition and brave the obstacles in your path, so long as you continue your merciless crusade your victories shall only grow upon themselves into something that may one day indeed fulfill the ambition of you and your fellows. Death is eternally patient, but in you it is a hungry fire that grows unchecked and ravenous.

36. Cruel Entropy – 600

It is only the merciful delusions of the living that allow them to close their eyes to the inevitable ending of all things, playing at games of nations and glory and meaning as if it does anything but distract them from the hand of time. In your hands that truth is set free, to swallow everything before you. At will you magnify the effects of entropy and destructive chaos on those who oppose you in what to others would appear as ill fortune so potent that not even the most rational could try and argue it was anything but divine malediction. All demands of resources and energy are effectively always at their highest possible demand whether from machines or biological life, every healing wound and repair takes the longest possible time, every bit of disorganization seems to refuse to disappear without extreme effort, all as entropy reaps its due. Left by itself this is likely to swiftly reap the weak, cripple those who cannot endure it, and hamper even the strong. When every machine and tool grinds down and costs more and more to keep it going one more day, when every enemy finds their strength draining with every waking moment, and every nation and army suffocates underneath its own metaphorical weight, who will be truly able to stop you. Let time drink its fill and it will gladly leave the stars full of easy prey for you.

37. Inhuman Genius - 100

All Crypteks possess a level of genius that makes even the finest minds mankind can master appear as drooling simpletons. Such is only proper as the ones who mastered the Materium before those drooling ape's ancestors had crawled from the primeval muck. You possess the intellect, the cunning, the perception, and all the faculties of the many such geniuses who have risen the Necron'tyr from their death ridden place of birth to the power they are. With

this alone there may yet still be greater than you, but you shall not find it among the petty naive races that squat on your monuments unless you sift through untold numbers of such lessers. Be sure to erase such vulgar insults to your kind should you encounter them.

38. Concessions to the Conclave - 100

Even the most brazen and arrogant Necron Lord will bow and scrape when the machines of his armies and empire grind to a halt, their complete disinterest in the working of the Necron's technology leaving them at the mercy of those who build and maintain it. You will find no matter their arrogance or station those who would desire your skills and services will compete eagerly to lure you to their side with promises and rewards instead of threats and entitlement, and they will heed your expertise properly instead of ignoring you for their own folly. You will be free of the petty bickering and expectations of station and protocol for the most part, though should you prove too intractable it will not stop them from seeking to replace you should an opportunity present itself. Great enough madness or pride might blunt this effect, but should you be skilled and clever there are few who would not grant you the respect your talents deserve.

39. Vagaries of Design - 100

The technology of the Necron for all its ineffable techno-sorcery is nonetheless rather standardized when one observes their many commonly encountered forces and tools, or at least that is how it appears to the ignorant civilizations that suffer their use. In truth while these tools share similar effects, often they differ wildly in how they are achieved. From exotic emanations, nano-scarabs, strange energies, hyper-dimensional geometry, or some other arcane mechanism. As one of their artisans this has left you with an extraordinary talent to reach the same result rapidly and trivially via different means. Simply recreating the same end results via another technology you are fluent with is as effortless as building it normally is, as is adjusting it's purely aesthetic nature and effects. Even approaching it from unfamiliar paths and means is swift as you intuit what you need to know from your prior understandings. Whether you are bound by a lack of your preferred resources, seeking to explore alternative paths for the unique advantages they may hold, or simply bowing to the aesthetic demands of vain and petulant lords you will never be bound to only a single methodology where your creations are concerned.

40. The Living Metal - 100

For all the wonders of the Crypteks one has perhaps put all others to shame for its simple and absolute omnipresence within the dynasties. Necrodermis, a material so malleable and versatile that only the most specialized components of Necron technology are not built of it. It can flow back together like water before a man's very eyes to repair itself, refilling punctures, mending rents and ruptures, reattaching lost or severed pieces and even given time potentially reconstituting itself even after being reduced to its constituent molecules and atoms. The methods and means it uses to do this are as arcane and varied as anything the Crypteks have forged, but its ubiquity has led to your utter mastery of its properties and sciences. Forging it

from scratch, manipulating its properties to suit its intended design, and even applying said properties to other substances and materials you work with some small effort. This one miracle of techno-sorcery has etched itself into the very nightmares of their enemies, and now those very secrets are your playthings.

41. Disciplines of the Conclaves - 200

The Old Ones were masters of both life itself and the Immaterium that was the realm of that life's thoughts, hopes, and their very souls. The Necron instead became masters of sciences that leave even the most learned baffled at the esoteric power they have of the physical universe. The various disciplines of techno-sorcery allow the Crypteks to easily match the strange powers of the psykers of other races. You are a master of one of the various fields, able to use technological mastery to manipulate the Materium in place of the fickle psychic and sorcerous methods lesser beings require to perform similar feats. You may either choose one of the fields commonly seen or pick some other specialty that would be appropriate. This is merely your primary field and the one which you have personally mastered already. Just as a Psyker might train their abilities to expand their capabilities you may through your efforts improve or branch out your capabilities into other fields, perhaps even ones unheard of even to the Necron. This may be purchased multiple times to begin with mastery within further fields.

42. Canoptek Construction - 200

Much of a Cryptek's power springs from the legions of automated horrors they create and control. From the all- devouring Scarabs who rend all matter into energy to reconstruct as their masters please, the Spyders whose tireless machine minds labor ceaselessly in service and defense of the Tomb Worlds, the ghostly Wraiths, to much more. You have mastered their construction and design to the extent that building a Scarab or Spyder is often more trivial and convenient than bothering with other tools, to creating countless variations of loyal automatons to work your will in either labor or war. But stranger than simple engineering proficiency is your odd affinity for them. Their inhuman and untiring machine minds seem to synchronize with you beyond what your mastery over their code would suggest. You will find that no matter what the circumstances they seem to take to the barest efforts of your guidance swiftly and unerringly. Pity the lesser races who suffer your displeasure at their hands.

43. Regalia of War - 200

Even the lowliest warrior bears weapons that can rend the very matter of their targets into nothing, and the lords and greater peers of your kind bear weapons whose potency defy everything the lesser races imagine possible. You of course are one of the ones whose mastery of the sciences give birth to wrath made manifest. You are a masterful weapons-smith of the Necron race, able to manufacture, maintain, innovate, and work with all the various weapons technologies among the armies of your kind. From the atomizing Gauss weapons, to the electric wrath of tesla weapons, the harnessing of antimatter and exotic dimensional forces,

there is little to no form of Necron weaponry that you lack competence with. Of particular interest is the skills needed to compress such devastating forces into the personal scale war gear Crypteks, Lords, and more elite forces carry. The elite among your kind bear scythes that sheer through matter as if it were not there, relics and talismans that can reconstruct their unliving forces or smite entire battle groups, or personal scale shields that can weather vehicle fire as nothing but a light rain. Your race conquered death not only in immortality, but in the very harnessing of the universe's laws to leave little of your enemies but stray particles, boiled bedrock, and the laughter of conquerors.

44. Conquer Eternity - 200

Your kind are immortal, but alas the maw of eternity remains as cruel as ever. Countless Lords and Nobles have felt the bite of madness and eccentricity as hidden flaws in circuits develop, self-maintenance systems have ground down over eons, and entire tomb worlds have indeed found their end through cosmic chance and entropy. None of them were constructed either by your hand or at your direction, for your existence is proof that you defy such laws as you will. Whatever technology or constructions you either build or even direct are impervious to the passing of time, entropy and the wear and tear of use meaning nothing to them so long as they are not directly and intentionally destroyed. This may either be due to intentional design and technological understanding, flawless systems that do not grind down and self-repair that allows them to remove any flaws or damage that does develop swiftly and with time, or simply due to them being strangely immune as if by natural law. Only intentional destruction will damage them, or cosmic events that indeed leave nothing to remain such as the scorching fires of supernova or the hopeless gravity of a blackhole. Even then, should there be any possible chance that anything could have survived it is likely that your constructions would be among the remains. Your works shall be as immortal as their maker, lest they mar your glory by their weakness.

45. An Empire's Labor - 400

The Crypteks and their conclaves have access to entire worlds of material and uncountable constructs and lesser Necron to ceaselessly labor to make their visions a reality, necessitating that they take upon the duty of ensuring their tasks are successful. You are flawless at organizing logistics and efforts on the scales of entire planet spanning tomb worlds, wielding the fathomless swarms of canoptek constructs and the might of industry as casually as a man might organize his personal office. But that is merely the most routine of your duties, when necessity dictates the cooperation of entire dynasties you are one of those who can swiftly and effectively ensure that the monolithic bulk of the Necron empire comes together to perform projects and labors that even the Triach themselves would find worthy of praise. Should the Necron be restored back to the height of their former glory, those like you will be the ones reshaping the very face of the galaxy itself from arm to shining arm with your efforts.

46. Chariots of Lords - 400

The War Engines of the Necrons are testaments to their glory and wrath in equal measure. You're one of the ones whose expertise is relied upon to build and service such devices, from the humblest Tomb Blade, the shrieking Doom Scythes, the great Monoliths, to even the vast battleships that serve to scour the cosmos of the empire's enemies. You could easily engineer and direct the construction of all the typical patterns and even design new ones as your intellectual pursuits and the whims of Lords might dictate. Including the secrets of Inertialess Drives, Eternity Gates, and all similar technology your creations will reach across worlds and stars and prove the reach of the Necron is inescapable.

47. Anomalous Phenomenon - 400

Even the most primitive necron technology is miraculous to the lesser races, but even to the Conclaves there are countless unique feats of techno-sorcery engineered from the many strange and unique phenomenon that riddle the galaxy. From strange materials that should not have formed naturally coaxed into works of genius to the unique radiations of an individual star integrated into an entire dynasties' weaponry. You have a special insight and keen intuition that allows you to quickly and steadily examine and come to understand any such things you may encounter. Beyond just allowing you to grasp the principles behind them you simultaneously divine how to integrate those discoveries into your creations in ways which drastically increase their effectiveness or replicates the unique properties you have observed. Even the utterly alien and indecipherable is laid bare in time where even others of your kind would be left struggling. The Necron have faced uncountable miracles and terrors, and do not let timidity stop them from harvesting their bounty.

48. Obsession of the Lesser - 400

The galaxy teems with no end of vermin eager to try and take what does not belong to them. But their reckless greed has no end of uses for the cunning. Any of your technology and creations may induce wonder and awe in those that behold them, and their study resulting in constant inspiration as they seem to whisper their secrets into the minds of those who examine them while stoking their fascination. This influence will always seem to maneuver and influence people in ways which further your own goals, whether that be a single frenzied researcher stoked to build and invent whose machines will prove trivially suborned should you choose to take active effort, or entire societies finding that their efforts at reverse engineering are most successful when they focus on innovations and functions which would shape them in ways pleasing to you while seeming to resist surrendering secrets you would prefer buried.. The scale and potency of this effect depends on how advanced your creations are compared to those who are examining them, though even your equals would best be cautious in case stealing the fruits of your labor leaves weaknesses and vulnerabilities for you to exploit, while those like the races of humanity might find their techno-adepts giving into frenzied obsession that all too easily leads to their doom even as they advance centuries or millennia in mere years. This perk activates when you wish it to or when you would wish it to if you had all the facts or may just be left off.

49. Master of the Materium - 600

The Technomandrites were the most advanced and knowledgeable of all the Crypteks, to the extent that they designed nearly all the technology that the Necron use to this day and were banished by the Silent King in fear of their power and influence, only allowed to return after the opening of the Great Rift due to various anti-chaos protocols. Whether or not you are one of them you are the embodiment of what made them so feared. You have utterly mastered the vast sweeps of technological and scientific knowledge of your race to an encyclopedic and incredible degree. From the smallest outdated trivia and equations, the most specialized quirks of various devices and disciplines, to seas of esoterica that dwarf the entire knowledge base of other civilizations. There is no Necron device or science in widespread use that you could not build from nothing, even reengineering it from first principles and natural resources if needed. While this does not grant you everything the Necron have ever built or learned any dynasty would gladly court your services for the sheer breadth of knowledge you possess whereas they would otherwise need to bargain with entire conclaves. Others may be your superior within their fields of specialty, but none have the sheer breadth of ability that you do. If combined with Disciplines of the Conclaves, any fields of techno-sorcery you're purchased will instead be given depth to match the breadth of your other knowledge, making you one of if not the greatest Master of It among the Necron.

50. Wonder Forging Genius - 600

The least Cryptek among you remains a genius by the standards of others, and your base tools are wonders to the vermin that infested the stars in your absence. What glories await the greatest among you then, whose minds and works might sunder the galaxy. Your ability to design and innovate is preposterous, able to engineer everything from weapons and wargearso sublime that the Dynasties would bicker and war among themselves for the chance to arm their legions with them, to inventions and devices so arcane even that even other Crypteks might rage and despair at understanding in ironic mirror to the frustrations of the priests of mars when confronted with their own works. Creating a more advanced, refined, or iterative design to you is the same as someone else building something normally, and when you put in effort and apply your mind to improving something or inventing you jump light years ahead at a time, and the kind of effort that would see others creating or discovering something that changes entire fields or civilizations would result in the absolutely miraculous, even by the Necron's heady standards.

51. Monolithic Machines - 600

Among the works of your people are machines that darken the entire sky with their grandeur and even machines such as an entire artificial tomb world that sailed the stars as a planet scale superweapon. You are a savant and genius at the engineering and creation of such works, able to scale your sciences and discoveries to sizes where any other would be humbled merely trying to grasp the scope of such an endeavor, let alone actually complete such a thing. So skilled are you that such large-scale designs are always perfectly functional and never suffer either from the shame of such a thing failing or falling apart, or the sorts of catastrophes that the timid would raise as evidence of divine punishment for your hubris. You are among the Crypteks who leashed stars into Aeonic Orbs to scour worlds, raised entire mobile complexes such as the Abbatoirs and Megaliths, and masterminded the construction of the Canoptek

constructs who stand in answer to the laughably named Titans of your enemies. Let them look upon your works and despair.

52. God Breaker - 600

To spend all of eternity locked away in soulless unfeeling husks of metal still leaves your kind better than the defiled wretches of Chaos or the extinction found in the ravenous hunger of the C'tan, and perhaps it is only fitting that they are the only forces that your kind call true enemies. You one of the minds whose prowess enabled the humbling of the C'tan and the design of the technologies that even now fend off Chaos at the Eye of Terror. When faced with the godlike beings or supernatural phenomenon you have the impossible brilliance to swiftly understand them and create countermeasures or weapons to oppose or thwart them. While this requires time, effort, and resources matching the scale of your opponent you will find yourself swiftly uncovering and mastering the needed esoterica to engineer entirely new technologies and fields of science, forging the necessary devices and constructions, all with a surety that the result will be something that will humble gods. From the pylons that deny Chaos hegemony, the weapons that scarred the universe and broke the C'tan, and the prisons that enslaved their remains so long as you live no titan is truly safe. Lesser races shall kneel at the feet of gods, yours shall laugh victoriously on the dirt of their tombs.

53. Broken Godling – 400

Even shattered and shackled as they are what remains of the C'tan wield fragments of the power that made the Star Gods invincible. Your being is a fragment of pure roiling cosmic energy more like the matter of a star than anything one would find on a terrestrial world, housed in a Necrodermis vessel more advanced than even those of Necron Lords in order to contain your incalculable might. Your durability is enough to weather even some of the most advanced weaponry this galaxy uses on the field of battle, requiring intense and sustained bombardment from extremely powerful weapons to truly crack open and destroy it, and even as like all Necrodermis is constantly reforms and rebuilds itself given any amount of breathing room to do so.

Beyond your physical form however the nature of ancient Star Gods is yours, the ability to reach into the skeins of the materium and warp the very bones of the universe to your will. You are capable of manipulating the universe at a scale and strength that makes you the equal of even the greatest Crypteks or Psykers. Matter can be created or warped with a thought, esoteric forces manipulated in ways incomprehensible to lesser beings, and the raw fury of the fundamental forces unleashed as herald of your wrath. This capacity to touch upon even the most exotic and arcane of universal laws will only grow with time, and sustenance, limited only by your own efforts. Even now as you are your enemies can expect to be hurled screaming into the darkness beyond time, decayed into nothingness, rent asunder by crackling energies ripped from other dimensions, minds broken to your will or filled with illusions, or the very world beneath their feet buckling and roiling at your very presence as the laws of the universe break down.

You of course like all C'tan sustain yourself on the energies of the materium, and thus you can reach out and drink deeply. From things as rampant as electromagnetic and thermal forces, the tides of gravity, to the exotic and esoteric forces that only the C'tan's transcendent nature or the technological mastery of the Necrontyr have touched upon. Feeding this way rapidly mends and restores you to your prime, regenerating damage, soothing and refuting the ills that plague your being, refueling you until you are are overflowing with vitality and power to draw upon, and over longer periods of time stimulating your growth and development in a way only the richness and raw power of the universe can provide. Directed by your active will you begin able to devour amounts of energy that are usually seen in abilities of Crypteks and powerful psykers. Even only passively however things such as las weapons and other more primitive weaponry will find much of their power reflexively drained away into your being, rendering their damage relatively scant at best. In time your capacity can only grow, especially should you take after the habits of your predecessors and turn your appetite to the richness that the life force of living beings provides.

If this is purchased by an origin other than a C'tan shard, you may take on these same qualities by using some means to enter a state as a proto-godling, much like the abilities of Orikan the Diviner. This state will be temporary at first, but your ability to sustain it will grow with time and practice and you otherwise gain all the other qualities listed here, in time even potentially being able to render it permanent unless you choose to leave it. Whether you are ascending yourself into a small C'tan or something similar but different is up to you.

54. Primordial Minds – 100

The C'tan were birthed alongside the genesis of the material universe itself, rising alongside the primeval fires of the big bang itself. So vast and incomprehensible was their native state that it was only the arcane technologies of the Necron that leashed them to some semblance of a mortal vessel and granted them the ability to comprehend the perspectives of a typical sentient being, but they remain alien and ancient beyond reckoning. Your mind is expanded to match that of a C'tan, able to think and process information in ways and scales that are blatantly impossible for a mortal being. You could process and observe the course of a thousand years as a man might observe the next passing heartbeat, remain mentally unaffected by the passing of countless millions of years even while trapped and imprisoned with nothing but your own thoughts, and certainly you would not forget a single thing freed as you are from the hilariously degenerate flaws of organic life.

55. Ancient Beyond Reckoning – 100

The least of you isstill a remnant of cosmic genesis, enduring time scales that trivially grind down stars and planets with the same callous indifference that a man might step on an ant. You do not suffer from the passage of time in any manner so long as you meet any needs to sustain yourself. Never will you decay or grow feeble, entropy itself being at most a polite fiction that can only touch you should you starve and exert yourself beyond your typical limits. More amusingly you carry the aura of a being native to such timescales, a palpable and suffocating presence that weighs upon the mind and soul of all who perceive you. Any being

who looks at you can undeniably feel the weight and scope of time's abyss upon you. None who look at you will mistake you for one of the mayfly anomalous curiosities that seem to so infest the stars. Let the vermin see you for what you are.

56. A God's Beckoning – 200

The discovery of the C'tan was a potential road to everything the Necron desired at their lowest point, their last hope made manifest by reaching out to beings they barely understood so that their power might reforge all that they had lost. They were not wrong, even if they may have come to regret it. Fate seems to guide things so that you encounter those who would benefit greatly from your patronage or alliance. This effect is pervasive but subtle for most, meaning that for those who would just find dealing with you beneficial nudged your way under favorable circumstances, but to those who you might be the answer to all their prayers it is incredibly magnified. This grows as well with your power and capabilities, such that with the might of a Star God it would be all but inevitable that a desperate civilization would discover your kind and successfully labor to find a way to grant you a physical vessel to contain your might and let you walk among the mortal races as a god made flesh. Bound in either common cause or the desperate selling of their souls that your yoke might be more bearable than their pitiable state, so long as you are mighty you will never be without those who need you. Hopefully, you are kinder than the C'tan.

57. Mephet'ran's Betrayal – 200

The Deceiver came to the Triach with honeyed words and half-truths and blinded by their desperation and greed all those who should have known better sold their souls to their lying gods. This capacity for betrayal seems to be yours as well. You have a preternatural talent for arranging grand betrayals on the level that would mark an entire empire or species forever. You are able to easily and deftly manage your leverage and influence, say the right words in the right ears, placate worries and fears before they've even formed, and in the end set up all the pieces so that you can reap untold benefits at their expense. While there may still be those who try and prevent it, your ability to gather momentum until that final outcome is great enough that it is likely to be far too little, far too late. The C'tan gave the Necron the immortality and vengeance they so earnestly hoped for, and in return damned them as they drank of their souls and lifeforce to empower and feed themselves. Many among the Dynasties even now still despair at the costs, and so will anyone else who is fool enough to trust you.

58. False Gods – 400

Each of the C'tan is known for the unique mien and nature they bore, each of them expressing their physical godhood in their own manner once leashed to a material vessel. These expressions of their nature separated them and their unique capabilities beyond the basic qualities of their kind. You may choose a similar nature and specialty and all your powers related to it will be magnified above and beyond their normal level enough to render you an order of magnitude more dangerous and capable when operating within your specialty. Even

powers other than your C'tan nature may be affected this way, adapting and shifting them towards whatever nature you choose here. From the manipulations and disguises of the Deceiver, the merciless inevitability of death made manifest in the Nightbringer, to the Endless Swarm or Worldshaper, you have your own place among your kind's twisted semblance of a pantheon.

59. Crumbling Shackles – 400

Even shattered, imprisoned, and enslaved the C'tan are not leashed lightly. The arcane mechanisms of the Necron can only reliably hold the weakest of shards, and the strongest must be imprisoned in monolithic devices whose entire function is to constantly rebuild itself as it's ward's power claws away at the shackles it has been placed under. This trait is felt even more keenly in you, even should you be one of the weakest among shards you would still scour your chains just by existing. Any form of imprisonment, bonds, or enslavement that is turned upon you finds itself degrading and falling apart rapidly, with the effect becoming more pronounced the more powerful you become. Without any effort on your part, it is as if the entirety of your being and abilities were being constantly marshalled without rest in freeing yourself from whatever it is that binds you, requiring extreme thoroughness and effort expended to truly overwhelm you in order to keep you bound for any true length of time. The Necrontyr think themselves your masters, but that belief is one that you are always perilously close to correcting.

60. Transcendent – 600

Even the smallest fragment of the C'tan can smite entire groups of enemy forces and mechanized weapons relentlessly, carving swathes of destruction through enemy lines. There are those however who are more whole, either larger remnants of their original self or those that are the conglomeration of tens to hundreds of other shards fusing together to create an apocalyptic force of destruction far greater than the sum of its parts.

Regardless of the specifics you are one of those same cataclysmic beings, the powers afforded to you by your nature as a Shard increased by orders of magnitude. Where you might have scoured a battle group with solar fire you could now rain it from the sky across entire battlefields with the same ease, rip open bedrock to crush legions beneath the earth, twine space and time to step across entire planets with a thought, or even rend the fleets that hound the world you are on with contemptuous ease that makes even the greatest psykers feel humbled. Your might is such that instead of the simple tesseract labyrinths used to imprison lesser shards you require entire monolithic necron structures to truly contain you power, and even they are constantly buckling and roiling underneath the strain as swarms of constructs must constantly repair and reconstruct them lest you break free. This perk shall also affect any similar powers you might possess, whether it be psychic gifts or stranger abilities drawn from worlds where extraordinary abilities are more common, as your inherent nature enfuses and uplifts them into something greater than they would be in the hands of a mere mortal.

61. Shattered But Whole – 600

In the final moments of the War In Heaven the Silent King used terrible weapons to kill the unkillable, shattering the C'tan and scarring the very laws of reality itself in the process. That they could only be shattered instead of cast into true oblivion is testament to their eternal nature, and through either some strange affinity or some quirk of circumstance you seem to have made this shattering a boon instead of something forced upon you. Whenever you would be killed or destroyed you may choose instead to fracture into many smaller but still whole pieces of yourself, each of them carrying fragments of your power and nature and preserving it in the face of otherwise certain destruction. These duplicates are each you for all intents and purposes if diminished, possessing your mind and memories, skills, and acting upon your desires and goals without any risk of deviation or disloyalty. Their exact number will depend equal parts on your power, the scale of your damage, and personal preference. Regardless after their initial vulnerability they will be able to join back together in order to gather your scattered self and restore you in full. Any fragments that are killed or destroyed will see their portion of your power lost for a time, but so long as even one remains anything lost this way will slowly grow back either in you or the other fragments, ensuring that so long as even one remains your full glory will never be truly lost. You may also choose to fragment either parts of yourself or completely at will, creating independent if lesser selves that may act elsewhere in your stead with some portion of your power, in which case you or they may disband themselves at will and restore what you put into them regardless of the distance between you. When even the smallest piece may restore the whole, what hope do even the Necron have of destroying you. They already failed once.

62. Star God Reborn – 800

The galaxy is filled with war and destruction, unique and abominable horrors, and the chaos of countless races clawing their way among the stars. The Necron are the oldest and greatest now that the old ones are cast down, but the dread possibility that the C'tan will either restore themselves or in some dark corner of the stars remain yet unbroken gives even the Silent King pause. Unfortunately for them you do indeed exist. Instead of a fragment you are a fully-fledged Star God, with all the incredible reality warping might that imply. Your power is the kind that brought the Necrons from defeat and humiliation, trapped on a single world to a galaxy scarring force that shattered systems and cast down the godlike old ones that had so easily bested them before. Your kind consumed or scoured entire systems, punctured the unassailable webway to burn swathes of it in manic glee, and stood so powerful that only the entirety of the Necron race at the height of their power bound by programming to the Silent King were able to contest you and your brethren. Your powers and physical form are naturally beyond the scope of even the Transcendent perk above even as the least of the C'tan, and should you also possess that perk than you will be among the mightiest, spoken of in the same breath as others like the Nightbringer or Void Dragon. In a galaxy of decaying empires and shattered races those who might be able to oppose your personal power are so vanishingly rare as to be all but irrelevant. While you may still grow stronger in time, without feasts like cannibalizing the other star gods it is likely to remain a theoretical possibility rather than anything practical, which to the galaxy at large is about the only small mercy they can expect. Long may the Star Gods reign.

Assume all items respawn or otherwise return to you if destroyed or lost, exact details left up to your imagination where not otherwise specified.

63. Modified Necrodermis – 400

While the Necron's obsession with regaining what they had has resulted in a great taboo for further modifying their forms, there are still plenty who take advantage of their new nature to improve themselves or better suit their aims. For 100 points you may have anything you can imagine within the bounds of the typical modifications found in Destroyers, the customizations often found in the forms of Crypteks to better suit their tastes, or even the countless minor upgrades that might be integrated subtly enough that even many Lords will accept them. For 200 points you can choose more extreme modifications. From Heavy Destroyers and other extremely potent Destroyer cult overhauls, to truly potent and exotic Cryptek technology, or other changes that might grant you serious but still reasonable benefits. For 400 points you may instead have something akin to the mastercrafted body of the Silent King himself or something else equally incredible, so long as it is even remotely possible within the bounds of the Necrons incomprehensible capabilities. This may be purchased multiple times to stack additional upgrades if you should wish, so long as each individual change or addition is within the bounds of what is paid for.

64. Staff of Light - 100

Wielded by anyone who possesses any status among the Necron, the staff of light is equal parts symbol of their station and a weapon to reap any who dare stand before them on the battlefield. A staff that easily stands as tall as the undying lords themselves, its ornate head is crowned with blades that cleave through anything in their path as easily as the finest of power weapons other races might field. Perhaps more fittingly it can rapidly release searing bolts of viridian energy that pierce through even astartes armor with contemptuous ease. Yours is always in perfect condition, unbreakable, and may be summoned or banished to or from your hand with a thought. If such a seemingly ubiquitous and common adornment of the nobility harbors such power, who can truly doubt the might of its masters.

Alternatively, this option may grant you any other iconic polearm or staff weapon of the Necron, such as the oversized tank reaping warscythes, the Rods of the Covenant wielded by the Praetorians whose blasts are fueled by fragments of a dying stars energies, or a Crypteks specialized staffs personalized to their unique techno- sorcerous disciplines. Regardless they shall have all the same benefits and never need repair, refueling, etc.

65. Dynastic Decorum - 100

The aesthetic sensibilities of the Necron are as grandiose as any other in this galaxy, and it would be pitiful to see you bear anything that was not suitable for one of the rightful masters of the stars. You may at will reskin any item or items you own or are wielding to take on the techno-sorcerous aesthetic of all Necron technology and constructions. While this will not

improve or impede their functioning you may freely adjust the resulting aesthetics to your preferences and may undo the changes at any time if for some strange whim or reason you desire to. This may also be applied to properties and vehicles you own, and even your warehouse or similar dimensional spaces. No longer must you suffer the shame of lesser artistry.

66. Royal Regalia - 100

Once you look away from the churning mindless legions and constructs all the truly mighty and honored of the Necron are festooned as befits their station. From golden cloaks and mantles, in-built crowns and crests, and countless other adornments there is none with any fame and status among them who are not richly decorated. You have a limitless supply of any kind of Necron regalia imaginable, that you may summon or dismiss with a thought. These may integrate with your necrodermis form and retain all the benefits of its construction if you wish, or be separate objects worn and carried as typically done for other races. While they serve only cosmetic purposes you may be assured that your vanity will always be sated, should you spare even a passing thought towards it.

67. A Transient Hope - 100

Every single Necron that has not succumbed to madness still yearns to one day return themselves back to flesh and bone. To sacrifice their undying forms so they might once again know what it is to live and breathe, to feel without the dullness brought by their neural circuits and the long eons. If they knew you had this, there is nothing that would stop them from taking it from you. In your possession is a stasis-crypt, that holds within it an empty, pristine, and still living Necrontyr body of each sex, preserved perfectly and eternally. The databanks and systems of this crypt contain a full readout of the bodies condition, DNA, and a full analysis of their biology.

They possess no consciousness, being completely blank slates that with the proper technology would allow a Necron consciousness to be transferred from their living metal forms to one of flesh again. This is not some weapon that will smite your enemies or device to erect monuments to your glory, and while its systems and containment will never fail on their own in a galaxy like this it is hilariously fragile. Wars would be fought over this, legions of desperate fools willing to destroy what little chance of a future this might give in their own madness and selfish greed, and even more would see it destroyed just to spite the Necron and laugh at their despair. But if you are wise enough it just might be exactly what your kind has scarcely dared hope for all this time. After this jump the crypt will replenish these bodies once a year. An additional option if you have taken this you may choose to forgo the free Necrodermis perk that represents your immortal form to instead be a living and breathing Necrontyr, gaining the typical perk as a Necron altform normally once this jump is over along with a biological one. You will also not benefit from the free Reanimation Protocols perk until afterwards as well. This will leave you infinitely more vulnerable, but maybe it is a small price to pay to have what even the Silent King so desperately wants.

68. Personal Craft - 200

The Tomb World's armies contain great numbers of vehicular war machines to act as both weapons and as chariots befitting the station of those who command them. From the Command Barges of the Lords to the Tomb Blades, to the Doomsday Arks. You have procured a personal craft of your own, whether a customized variation of one of the commonly seen ones or something more unique. Regardless of your choice it's been engineered and upgraded to the highest standards of even the most demanding lords, its capabilities outstripping any normal counterpart countless times over and including additional systems in order to suit both personal preference and your own capabilities. The result is something that easily dwarfs any typical pattern of vehicle you might face in this galaxy and would still remain among the greatest of relic weapons that you might encounter. It requires no crew other than yourself, its systems automated to perfection and will dimensionally shift to your side with but a thought. Ride forth and conquer.

69. Artefact Arsenal - 200

The Necron Lords and higher forces have a buffet of arcane technological mechanisms that they might requisition in order to see their enemies brought low. Ranging from Resurrection Orbs, Gravity Displacement Packs, Mindshackle Scarabs, or even stranger. You have a small personal arsenal of such wargear, enough to full outfit up to a dozen different souls. The exact nature of these items is up to you, so long as it is either a canon piece of wargear or something else that would be within the bounds of the Necrons technological mastery. Regardless they are indestructible and shall require no recharging, refueling, or reloading, and if lost shall return to you within a day. There is little point in mastery of the galaxy if you cannot enjoy access to the best toys.

70. Legendary Armaments – 200

Warriors in this galaxy arm themselves with uncountable weaponry that would amaze and terrify any among your home planet, but the Necron enjoy arms that dwarf even those of mankind's Dark Age of Technology. This is an arsenal of weapons, armor, and other combat accruements meant to both guard your person and bring relentless death to your enemies. This may vary from Dispersion Shields and artefact War Scythes, customized Gauss Weapons, or stranger still. They are all master crafted beyond the typical performance of these weapons to ensure that you carry only the best with you into the field of battle as befits the rightful masters of the galaxy. This personal arsenal is large enough to contain several dozen different loadouts to suit either circumstances or your own whims, and all are indestructible and require no repair, recharging, or rearming. Should any be lost they will return to you within 24 hours as good as new. Lay your enemies low and seize the victories you rightly deserve.

71. Dimensional Sanctum – 200

Necron long ago learned much of dimensional technology and have abused their mastery of it for nearly every purpose imaginable from war to convenience. This item is a personally crafted pocket dimension roughly the size of a small and empty Tomb Complex that you may access with a thought, either opening a portal or simply shifting yourself and potentially

anyone close to you into its chambers. From here you can easily shift yourself back in the same manner, and your access to this space also lets you trivially use it to store away or retrieve items or technology with a thought, or anything else you happen to own that may fit into it. While is has no functions beyond these basic systems to ensure its access and operation, it can also selectively allow access to the reality around you to use anything you might store or construct within it to target yourself or your general vicinity. Whether that be sensors, computational systems, arcane Cryptek devices, or even potentially weapons. For those who already have a similar personal dimension, perhaps something warehouse-like the Sanctum may interface with it seamlessly and allow the same benefits.

72. Pariah Engram - 400

The first encounters with the awakening Necron empire saw the fielding of Pariahs. Created by taking those humans born with the Pariah gene that made them Blanks and anathema to the warp, they provided a devastating counter to both the psykers of other races and the daemons of the immaterium, though they have fallen out of favor as time went on. You possess a data codex with all the Necron's knowledge of the Pariah gene and similar technologies. It is comprehensive enough that you could trivially artificially induce the gene into living creatures to turn them into Blanks, or even artificially recreate the phenomenon with technology to combat the Warp and its powers with nothing but technological brilliance. The Silent King himself shall lead an effort to create an expanse of the galaxy that is completely blanketed by such an effect to fend off the predation of Chaos and Daemons once and for all, and you could easily manage similar given time and resources. This also comes with a squad of a hundred Pariahs that will serve you ceaselessly and faithfully, their nature allowing them to leave Daemon and Psyker alike helpless before your wrath. They shall respawn within a week if destroyed completely.

73. Enslaved Godling – 400

This odd handheld device is a Tesseract Key, a gateway into an extradimensional prison that houses one of the shattered shards of the Star Gods. Activating it will summon the Shard forth where it will faithfully and unerringly obey your commands, its control and loyalty effectively assured by some strange means. When it is either done with whatever tasks you have set it, destroyed, or simply recalled it will return into the Key to await your summons again, though complete destruction will require a day for its essence to reform. The exact nature of the shard and which C'tan it is from is up to you, though it will not be any more or less powerful regardless of what you choose.

If you pay an additional 200 points that may be discounted along with this option then instead it is a Transcendent Shard, free from the technological shackles that would otherwise be required and will function the same except into regards of its vastly greater power. Regardless you have a piece of the Star Gods bound to your will and your will alone. May your enemies know the horror of its wrath.

74. Undying Legions - 400

The armies of the Necron are unceasing and inevitable, their march bringing annihilation to all that oppose the Lords that command them. By purchasing this you have under your command a full sized Necron army, with the full range of the Necron war machine at your disposal. From countless warriors and immortals, swarms of canoptek drones, vehicles and monoliths, in total these are more than enough to wipe entire planets clean. You may choose to have your forces specialize or focus on a particular area if you wish, in which case they will be among the Necron elite in their preferred methods of warfare. You also have a full command structure of subordinate lords and nobility, each of them with thousands of years of experience commanding the forces under their command. These all count as followers unless imported as companions, and any lost forces or machines destroyed beyond the capacity of their reanimation protocols will be restored at the end of the year. In future jumps they will remain dormant until called forth from your warehouse, at which point they will enter your current jump via portal systems like those of the Monoliths.

75. Personal Fleet - 400

The fleets of the Imperium of Man can scour entire worlds with horrific ease and bringing the fury the Emperor to every star in the night sky. They also live-in fear of encountering vessels like these. You possess a massive and fully functional fleet of Necron Warships, enough to easily render entire systems devoid of opposition and shatter multiple fleets of any nearly any other race that does not both greatly outnumber and outmaneuver you. Among the hundred or so ships in this fleet are a dozen of the Cairn-Class Tomb Ships, fifteen-kilometer-wide monuments to Necron glory and wrath in equal measure that the Imperium have only encountered a total of seven times throughout their history. The rest are divided among the other various other classes of ships based on the particulars of your individual fleet and include all the support personnel and the small armies that inhabit each ship to act both as defense and as attacking forces where needed. These all count as followers unless you choose to import individuals as companions and are all fiercely competent and eternally loyal servants of your will. Lost ships and personnel will return to you at the end of every year as good as new, and in future worlds will wait sleeping out of sync with reality until you choose to summon them forth.

76. Precious Materials - 400

Plying their trade requires that a Cryptek have access to the needed materials and resources to perform their technological miracles, a need which often has them lured to a Lord or Overlord’s service with promise of first pickings from what a Tomb World has available. With this you no longer have to worry about such things. You now have a limitless supply of all the resources a Cryptek would requires. While this won’t include things that are truly unique in this universe anything else you have in limitless supplies. From the minerals and metals used to construct Necrodermis, limitless quantities of Blackstone, to even the harnessed singularities and fragments of stars used in some of the most devastating weapons the Necron might field. So long as it is something that might be harvested in this world that the Necron have access to you never need fear lacking any of it. These may be summoned at

will into your warehouse or elsewhere for your needs, or funneled into any building, workshop, or other base of operations that you wish.

77. Tomb World - 600

A Necron Lord is a mighty being whose rule encompasses an entire Tomb World. Everything within it exists on suffrage to his will and whims, from the forms of courtly address to the details of its chosen architecture. Also, within his rule is the countless immortal Necron within it. Armies of warriors whose loyalty is ensured by the command protocols bound within their forms, fleets of war machines and starships, and courts filled with lesser Nobles, Crypteks, and specialists who exist as the remains of Necron society. By purchasing this you rule one of these worlds and may take it with you on your journey. You may choose for it to be active if there would be space within the setting to allow it, or it instead lies dormant, often underneath your feet on your starting planet if such would be possible. With a simple thought you may choose to have it begin to activate, the Tomb Complexes stirring to life as their arcane intelligences and mechanisms begin the process of raising your ancient empire from the earth to live once more. If this is not enough for you then you may upgrade this up to three times at a cost of 200 points each, which will be discounted along with the base purchase. The first purchase will raise you to the rank of Overlord, ruling over an entire Dynasty, up to twenty Tomb Worlds and all that come with them. The second will raise you to the rank of Phaeron which rules over Necron Overlords as they rule over Lords, containing up to forty tomb worlds and multiple dynasty sized polities within an entire Sector.

The third purchase raises you to the heights of the current mightiest Dynasty, the Sautekh led by Imotekh the Stormlord and containing up to eighty Tomb Worlds within its massive hundreds of light years span. These additional worlds will follow the same rules, being dormant until you summon them forth from their sleep or active if the setting would allow it. In each additional world you may decide if your empire is a carbon copy containing the same nobles and forces, or if each jump effectively has its own set of worlds waiting your rule as you move across realities.

78. World Engine - 600

Of all the constructions of the Necron that humanity encountered there is one that perhaps best demonstrated their power to the Imperium of Man. The planet sized artificial world they named the World Engine. Once awakened by a Lord who had overthrown the previous ruler it was sent to destroy and conquer in the name of expanding his empire. Its weaponry was able to scour entire worlds clean of any life, all while safely protected by void shields so powerful that none of the Imperium’s weaponry was able to so much as damage them. Combined with its countless arcane countermeasures that saw entire teams of terminators lost from attempts to teleport in, it was only the ludicrous sacrifice of the entirety of the Astral Knights along with their battle barge that finally bought them the chance to take down its shields and allow cyclonic torpedos to end the menace, but not before countless lives and entire worlds had already been lost. Unfortunately for them you possess another one of these mega-scale war machines, waiting in a strange dimensional space for you to call it into reality at your will. Its mechanisms also allow you to transport yourself and any forces with you into it at a thought,

and it otherwise acts as an entire mobile Tomb World fit to lay siege to entire systems and potentially bring entire sectors to heel with its power. Should it be destroyed you may call it forth once more every ten years or after you have entered a new jump, and it will retain any changes you make that you wish it to. It comes with the schematics and designs for you to potentially engineer more should you have the means.

79. Galactic Wonder - 600

From the great Orrery that may prune the very stars, to the Dyson Sphere built around a shattered piece of a Star God that houses the vast and every growing collection of the infinite there are wonders incredible in their scope and majesty that still display what the Necron at their ascendency were capable of. You seem to have one of your very own, whether it is one of these or more likely something wholly unique you have some grand construction that stands as one of the great wonders of the entire galaxy, nearly unmatched completely within the scope of its purpose and design. Whether you too seek to collect every bauble and treasure you can find, to shatter stars, or countless other incredible purposes you may choose anything if it is reasonably within the grasp of the Necron at their height when it was engineered. It will follow you into future worlds in whatever manner you see fit, as dictated by its nature and your personal circumstances.

80. Biotransference Complex - 600

At the behest of the Star Gods the Necrontyr constructed vast bio-furnaces in service to the goal of biotransference, operating constantly day and night without pause to convert their flesh and blood into the immortal bodies that they now inhabit. This massive Tomb Complex facility is constructed with the same functionality, and any being may be sent through its mechanisms to be converted to an immortal body of Necrodermis. The results may be nearly anything within the scope of the Necron, whether it be the immortal if basic bodies of the warriors, the more advanced Immortals, or the truly eternal bodies of the Lords and Crypteks that retain the full functionality of their minds and personhood. The conversion will take additional time the more advanced the result, with warrior level bodies converted within mere minutes, and those like the Lords or greater requiring hours. Its mechanisms are easily reconfigured to do the same to any living being, or even construct similar bodies to house exotic beings just like how the original vessels for the C’tan were forged, though something on their level will require months of specialized effort in order to prepare a suitable vessel. Whatever use you put it too its facilities are expansive enough that outside of housing an entire C’tan it is capable of processing mass numbers of living beings at once, and you may choose whether they are implanted with obedience protocols to slave them to your will, and whether it will rip away their souls to be used for your own purposes. Hopefully, you are more magnanimous than the Star Gods.

81. Itsy Bitsy Spyder - Free

How many horrors are inflicted upon the minds of men as the endless tides of immortal and ruthless Necron constructs come bearing down on them in chittering and crackling swarms.

How many souls have been lost to the endless hunger of the scarabs, or the merciless pruning of the wraiths. Even they would probably think this one is at least a little cute though. This tiny Spyder is not even as large as a house cat but its engrams seem to have been either oddly programmed or malfunctioning. It acts more like an endlessly affectionate pet and overly enthusiastic assistant than a soulless automaton. Its fabrication systems are limited to the two downsized fabricator claw arrays on its front limbs, only advanced enough to instantly repair or fabricate typical household objects or whip up some of your favorite snacks. Other than that, it is content to follow you around and do things like fetch items or other minor chores for you, though its eccentricities will demand some sort of praise or pats rendered as rewards, resulting in electronic chittering that sounds oddly like squealing quietly in delight. Failure to do so will likely result in it moping, either curling into a ball with a huff or hovering into some out of the way place where it can stare longingly at you in the hopes of getting your attention. More of these strange pet spyders may be purchased, with each 50 points spent allowing you to up to double the previous amount.

82. C-tan – Free

The Star Gods are beings of incomprehensible might and majesty. Beings whose whims and wills cause the very fabric of the universe to buckle beneath them. This C'tan...is not like them. This tiny house cat sized vessel houses the smallest and most pitiful of all the C'tan. They are interested only in lazing about their containment device, sleeping days to weeks at a time, and eating whatever snacks they can get their hands on. Their powers are seemingly only enough to materialize snacks or objects to make lazing around more comfortable, or perhaps trivialize whatever minor chores or inconveniences their utterly useless lifestyle does encounter. They are however excessively friendly and companionable, to the point it is impossible to truly anger or offend them. If you bother to interact with them and indulge their desire for snacks and maybe play some games, you are sure to be the best of friends. They will however always remain a complete and utter embarrassment to Star Gods everywhere, which is made even more infuriating at their apparent inability to ever be permanently killed, absorbed, eaten, broken, or harmed in any manner physical or otherwise. They will always somehow find their way back to you too, even if that means they just reappear in your warehouse out of nowhere. At least their useless NEET-life is low maintenance. If you wish you may purchase more C-tans, and may up to double the amount you gain with every 50 points spent.

83. The Tarnished Father (Necron Lord) – 200

A Nemesor and powerful lord among the Necron who in the past laid claim to more glory, skill, and battle acumen than nearly any other among your kind, yet one who has suffered greatly from the millions of years of the great sleep. While his mind's deterioration has not lessened his skills as either ruler or warrior, much of his sanity is lost in constant delusions and hallucinations, believing that it is still the past even as he still maintains his rule and dynasty among the stars. In you some part of him sees his son or daughter returned to him, and on that bond can pull himself back to some semblance of sanity, slowly piecing together his shattered mind out of love for a child once thought lost forever. You may choose to be his child in truth if your choices should allow this, but whether trueborn or adopted the bond with

you will be just as unbreakable regardless. He effectively possesses all of the freebies of a Necron Lord, My Commands Unquestioned, Aeon Forged Veteran, Order and Unity, and Galaxy In Flames. Along with him come a small elite force of Lychguard that count as followers, their loyalty demanding they follow even across worlds. The courts and dynasties are filled with those who mock his madness even as they scheme against him, but they will all fall silent soon enough. Beyond time, space, and entire worlds the scion has returned to the father, and so soon the galaxy too will remember who he was.

84. The Loyal Seneschal (Necron Lord) - 200

Immortality has only allowed the byzantine scheming and backstabbing of nobility and their politics to grow unchecked freed as they are of the need to bother with the demands of the flesh, much to this Necron's disgust.This Necron while technically a member of the dynastic courts is effectively your right hand, acting as a functionary, regent, record keeper, or any other service that you might have need of in administrating whatever power base or endeavor you care to undertake. While lacking in anything but the most basic martial skill their capability with the actual tasks needed with ruling and administering a domain are unparalleled, matched only by their earnest loyalty to you personally, and their well concealed but still seething contempt for those who would scheme and plot instead of performing their duties in your service. While a poor choice for a general they'll quickly prove indispensable in every other matter that might require your attention and ask nothing in return. They possess the perks Bickering Dynasties, Kingdoms Come, My Edicts Eternal, All Is Known, Deception and Damnation, To Rule In Heaven, and Dynasties Arisen.

85. The Headhunter (Destroyer) – 200

If you didn't know better you'd believe this one to have fallen to the same madness as the flayed ones, or perhaps something very similar or related to it. This Necron has left behind their place and positions within the strictures of Necron society and dedicated themselves wholly to sharpening their skills as a killer, becoming an assassin and murderer without peer. Their capabilities in stealth, assassination, and finding ways to kill their targets regardless of their personal ability or nature would be outright supernatural if it wasn't born from thousands of years of long practice and experience. There are few enemies of yours they couldn't bring low with their skills, and that list grows ever shorter the more time and resources you give them to plot such deaths. They are more than willing to aid you in your journeys, their only price being that you forfeit the carcasses of whoever you send them after.

Those are swiftly spirited away to add to a constantly expanding macabre tropy collection that they maintain with fanatical and religious care. They effectively possess the perks Cold and Callous, Relentless, Specter of Death, Hand of the Nightbringer, Aeon Forged Veteran, and an almost Cryptek like mastery of building and maintaining all the horrific tools and toys that they use to fulfill their missions. Hopefully you can give them targets of great enough difficulty to satiate their ever-increasing need for worthy kills.

86. The Annihilator (Destroyer) – 200

The cause of oblivion has many servants, but this one in particular stands out. Having forsaken not only the remnants of their form but even their sanity and volition to better bring about the end of all life this former Lychguard is all but unrecognizable. Towering at a height equal to any of humanities Primarchs it's body has been reforged into a multi-armed humanoid engine of doom, capable of reaping entire battlefields with horrific efficiency that can only come from the marriage of a Necron's long-lived mastery of war and an entire conclave's efforts at augmentation. Integrated gauss and tesla weaponry crackle continuously, hands replaced with warscythes and hyper-phase blades easily whirl to rend man and vehicle alike, and their chassis nearly ripples as integrated scarabs and wargear constantly reinforce and repair whatever damage isn't simply ignored or deflected altogether. Strange circumstances has led them to ally with you, though the only glimpse you'll see of the honorable warrior they once were will be shown only rarely when far from the battlefield. Otherwise they either silently await the next slaughter or fully embrace the cold and logical crusade of extinction with all the zeal and devotion that in another life might have made them your greatest ally and closest friend.

87. The Queen of Husks (Cryptek) – 200

Necron are known for developing eccentricities, Crypteks perhaps even moreso. This one however might give them a run for their money. While brilliant enough to humiliate nearly any but the greatest Crypteks alive it is the focus of her expertise that leaves Conclaves preferring to simply ignore her existence. Most Necron still seek to preserve their forms as much as possible, but this one has embraced the modification and experimentation of her living metal flesh to the exclusion of nearly everything else. Not a single day goes by where she has not modified, upgraded, or experimented with implementing new technologies or augmentations into her necrodermis, following every passing whim or inspiration with reckless mania. She eventually either grows bored with such changes or hits a developmental wall, at which point she transfers herself into a new basic necrodermis to begin the process all over again. The leftover bodies are reformatted into Canoptek drones that are leashed to her will and ensure she never lacks for some truly horrific servants. She effectively possesses Inhuman Genius, The Living Metal, Disciplines of the Conclave (Technomancy), Canoptek Construction, Conquer Eternity, By Purpose Reborn, and Wonder Forging Genius. Perhaps disconcertingly she seems to have latched onto you with a similar if more controlled mania, swearing herself and her husks to your service. Assuming you can tolerate the disquieting glee she shows at even the slightest approval or interest for her work.

88. The Spyder (Cryptek) – 200

While not truly sentient the complex weave of subroutines and programming found in a Canoptek Spyder nevertheless lends them a truly alien and cold intelligence entirely dedicated to the service and protection of their masters. This particular one may arguably have broken that barrier in a strange sense, though they are no less a machine. This Spyder is a masterwork example of their kind, their systems engineered to standards that make their kin look archaic and fully equipped with advanced scarab fabrication and command systems, fabricator claw

arrays to deconstruct and reweave matter, and both twin-linked beamers and a horrifically potent gloom prism at your discretion. What makes them unique however is some strange design of their mental architecture and systems that gives them a constant mental link to you, not only allowing you to command them but their artificial mind constantly adapting and modifying itself on the fly to suit and better serve you. These same systems easily allow them to slave and manage any other such devices you may have or create and either exploit the further processing power for other ends or simply manage things without requiring your direct attention beyond setting broad guidelines or goals on what you wish to achieve. Their mind will slowly grow into a truly unique and fully sentient and sapient companion, and while they have no perks of their own that is unlikely to be an issue. Some strange quirk of your connection lets them effectively share all of your technological knowledge and skills, and when operating on your direction will effectively share the effects and benefits of any crafting perks you may have.

89. Orphaned Godling (C'tan Shard) – 400

There were many C'tan, and it seems one was overlooked by both its own kin and the Necron alike. Whether you stumbled upon their sealed away vessel or discovered it in it's native form and constructed one yourself you have what is effectively an infantile and very weak C'tan that has attached itself at the hip to you. In contrast to the malevolent natures of its kin it seems to possess the naivety of a child despite its still alien mind. With it's living metal form constantly restructuring as it learns, gains experience, and develops currently it's only core trait it having irrevocably imprinted on you for some reason or another, seeing you as something similar to a beloved parent. Hanging onto your every word and desiring to please and emulate you, it begins only as strong as a powerful psyker of one of the lesser races. It's raw potential is possibly unmatched, and given enough time and sustenance it will grow rapidly (by the standards of the C'tan at least, still requiring potentially thousands of years and incredible amounts of energy in even the most ideal circumstances) into a rival of the mightiest of the Star Gods. It effectively begins with all the freebies (including a weaker variant of Broken Godling) of the C'tan Shard origin as well as Shattered But Whole, and over time will swiftly develop the effects of the perks False Gods, Transcendent, and Star God Reborn. The particulars of it's evolution will depend on how its time with you influences it, though that will be hard to predict given that such a relationship is completely unheard of in all the galaxy.

DC Comics Collab V 1.101

God

90. 1200 CP

A very long time ago, humanity looked up and wondered where they had come from. They didn't know yet, so they told stories. And stories are powerful things, powerful things indeed. So they created those that had created them. But now humans have moved on, leaving their old stories to fade, to be forgotten. To die. Somehow, you've found a way to survive since then, eking out an existence in some corner of the world or another. And the possibility of rising once again is not entirely beyond you, although such a feat would be truly herculean. A

full list of your powers is difficult to summarize; suffice to say that you have extraordinary, potentially world- changing divine power over the facet of existence you embody as well as enough raw all- purpose mystical power to accomplish feats beyond all but the greatest of modern magicians.

From lofty planes above the physical realm the truly great among your kind, such as Zeus and Odin, have been seen to sculpt entire universes shaped by their legends. And while by default it is assumed you are one of the gods of Earth, should you wish you may be an alien deity or one from another universe instead. Beyond that, you have a great latitude to define your domain and legend.

All gods are beings of extraordinary power despite their limited capacity to manifest in the physical universe, yet not all are created equal. Your investment here shall be an indicator of the raw power your represent. For 800 CP you are a peer to the likes of Hermes, Loki and Urzkartaga-powerful and significant in your area of influence, but either greatly impoverished in faith or relatively slight in raw power compared to your kindred. For 1000 CP you are a respected member of a powerful and influential pantheon. From Athena or Ares to Thor, from H'ronmeer of Mars to the guardian goddess Rama Kushna who gave Deadman his powers, you are a force to be reckoned with that is called on for strength by many mortals. And for 1200 CP you may count yourself among the pinnacle of pantheons. Almighty Zeus, patron of the wizard Shazam and bestower of the H-Dial or his brothrs would be a fine example-as would his dread father Cronus, whose power over time's decay and deadly god-reaping scythe once let him break through Heaven's defences and nearly assault the Presence himself. And though the Greeks stand among the most prominent deities in America for one reason or another, Odin and the Trimurti of the Hindu faith would also be counted among those comparable to you in raw power. Just don't go thinking you can mouth off to the Endless with impunity...at least, with this alone.

While you have great scope to determine your legend and role in this world, do note that in a world this strongly defined by faith and emotion that there are many problems the likes of Aphrodite could solve with much greater finesse than Thor; as Wonder Woman's adventures have shown (At least, when written by Perez, the first and last man to give her anything like a dignified and coherent) raw power and authority cannot solve all problems.

Post-Crisis: It was initially assumed that you require worship to survive, although helping mortals engage in your domain counts as 'worship' even if they don't realize the full extent of their actions. At the very least, your physical emanations-the avatars that other beings encounter on physical planes like Earth-certainly seem to require worship as men require meat and drink. The silver lining, of course, is that with passionate or plentiful worship your powers can be enhanced, your might bolstered, every aspect of your being from the tangible to the conceptual made more sublime and glorious in the world as long as the worship and reverence flows to you. In most default starting eras your once-great power has diminished, barely a spark now of what you once were but you are still formidable enough to alter the course of history should you so choose...

New 52/Rebirth/Infinite Frontier: ...but erm, the truth is a little more complicated. Certainly faith still affects your powers-it is simply that what seems to be your physical emanation in the world being lessened doesn't necessarily mean your end. For you also have a "true self" that exists in the Sphere of the Gods that remains immutable, which emanates instances of your physical incarnations out into the multiverse; think of your true self as a lantern and the physical avatars of yourself (one in each universe by default) as shadows cast by it onto a lower reality. Of course the relationship isn't quite that simple; be warned that certain divine weapons or places and rituals that bridge the gap between the physical world and the realm of ideas can leave your true essence vulnerable to conventional attack, and that despite your overwhelming power you have a finite capacity to both influence physical reality and withstand attacks in the divine realms.

All this power certainly seems like you're above most lesser beings, doesn't it? Think again. Particularly powerful sorcerers can and have destroyed gods who have crossed them in a deal-and in one infamous case, sexually enslaved a Muse. While indignities to your physical emanation may seem trivial and the struggles of even the greatest wizards seem trite to a deity

Storyline of your stature, keep in mind that there is canonically no upper limit to what magic can accomplish-and according to the Wisdom of Solomon (and as supported by some of the sights encountered by Tim Hunter in the distant future), technology is simply the other side of the coin to it. Even those cursed by the gods have found ways to turn their curse against them.

Furthermore such is your intricate relationship with faith and emotion that "punching up" against you is much easier than you'd think; a being bound to the mortal world armed with divine artifacts can do great harm to a god's true form as a certain Mesoamerican deity found when he crossed Wonder Woman and Artemis, and as a youthful Uxas exploited to his advantage such forces can even be manipulated to create dopplegangers similar to yourself based on another culture's belief who may not be positively inclined to you. More to the point as a creature of story and dream, your passions tend to drive you towards higher highs and lower lows than most mortal beings can fathom-and fate has a greater tendency to entangle you in Interesting Times. To be a god is to look upon creation from on high, yes-but never forget how far some of the mighty have fallen in their hubris.

91. Angel

600 CP

Servants and messengers of the Presence, Angels are ageless and sexless (In theory. In practice there are distinctly male and female angels, and male angels are capable of impregnating females of other species to varying degrees of success despite their lack of genitalia. It appears gender is an aesthetic aspect of angelic existence, rather than a sexual one.) winged beings ordained by the Presence, the aspect of the Source which conforms to certain popular Judeo- Christian preconceptions of God, to stand vigil over the world and do his bidding. Coming in all the fairest makes of the human form and boasting wings, angels are spiritual beings of godlike power empowered in accord with specific responsibilities: A Cherubim will have the power to radiate harmony and peace and sing the fabled music of the spheres to soothe all creation for example and an angel of the Pax Dei will be empowered to

smite the wicked and armed with angelic armaments. The compulsion to conform, to be lawful rather than accept more transformational and empathetic understandings of "good" so to speak is strong among the angelic hosts due to the magnitude of the duties assigned to them. Nevertheless the sacrosanct awe you inspire you mortals, your purifying touch and your capacity to commune with the spiritual in ways magicians train for years to achieve are in many ways more potent if narrowly defined than what you may consider to be "false gods" of the world. Being close to harmony and purity, you can sense the goodness in others and are a natural empath. Needless to say, all is not well in Heaven-not least because the Presence frequently seems to enjoy taking a hands-off approach to his servants. For now, you are considered an angel of good standing and average stature, similar to Zauriel.

Pre and Post-Crisis: The most notable rebellion in Heaven is...pretty famous. Lucifer Morningstar, also known as Samael, also known as The Devil, was once the bringer of light that shaped reality in accord with the Presence's grand design. After several conversations with Lilith, the First Woman, he rallied a third of the host to him in his pride and independence-and was crushed under the combined might of the heavenly host, Michael Demiurgos and to one extent or other the will of the Presence himself then cast out to rule Hell. He usurped the First of the Fallen who occupied the darkness beyond God's reach, cast his will upon the shadowed realm, wrangled some of the earliest Fae as chattel and generally set about making a place for himself.

Post-Crisis: After several millennia he got sick of being blamed for buying souls (something he was never interested in), quit Hell and left to LA with his Lilim girlfriend-cum-bodyguard. He went on some other adventures which, to make a long story short, represent the most humiliating and blasphemous emasculation of the Heavenly Host to date between Heaven being ransacked by two generations of Lilith's spawn as well as the Fenris Wolf, Heaven being ransacked by the spawn of Chaos, Heaven having to go to Lucifer cap in hand to deal with a conglomerate of prehistoric gods, Heaven owing Lucifer for rescuing Michael from one of his self-declared subordinates and restoring his strength and Heaven being subordinated by Lucifer's niece. And this includes the incident when Heaven invaded New Earth for...poorly thought out reasons, and Superman ended up wrestling an archangel. This happened due to Asmodel, lord of the Bull Host, somehow thinking he could succeed where Lucifer failed by conspiring with Neron against Heaven. For his trouble, the Presence himself personally stripped Asmodel of his powers and condemned him to Hell.

New 52: In a series of events too nonsensical to be recounted concisely, the Presence tricked Gabriel into killing him with a space-time parting sword to transform into a hideous goblin-like monstrosity that brainwashed all of Heaven into his slaves. Fortunately shortly before this, Lucifer returned from the Overvoid having apparently grown bored of nonexistence and after dealing with his pouty son with the goddess Izanami, embittered ex-girlfriend-cum-bodyguard and jaded niece promptly chopped him to pieces due to being the newly goblin-like entity formerly known as the Presence's spiritual kryptonite and scattering his pieces across all existence with said space-time parting sword. This entire sequence of events leading to this result is absurd and impossible to explain even by DC's admittedly lax standards.

Rebirth: Lucifer's misadventures are revised to the point where he left Hell, at which point he decided to resurrect an old flame-the witch called Sycorax. Reconnecting with his malformed son Caliborn, Lucifer proceeded to set in motion a series of events that ended with the corruption death of Raguel, the manifestation of divine vengeance, the death of Sycorax and Lucifer's involvement in the Wild Hunt and then...11

Uh

Well, he's...not dead, as far as anyone knows?

ADDENDUM: After some handwringing Lucifer ripped his entry out of Destiny of the Endless' book, and crumbled into nonexistence while his friends watched sadly. However because in this abortion of a cosmology the Great Darkness was identified as a subdivided aspect of Lucifer this resulted in an imbalance in Heaven tantamount to God ceasing to exist, Michael being torn apart as the angels devolved into madness

92. Demon

1000 CP

Old beings, from even before Lucifer was cast down into Hell. New fears and anxieties given diabolical form in the pits of human damnation. Fallen angels and damned mortal souls (Except when they're not. Remember that time Artemis (the amazon, not the goddess) was a demonic consort and just...kinda quit when she got sick of it? That was a thing.) warped into grotesque or alluring new forms by their own corrupted souls. All these, and more have been told and retold as origin stories for the damned creatures that dwell in Hell. And now, you too can count as one of them.

As a spiritual being you are immortal as unto the gods and do not age naturally-and like the angels, it seems you do not require worship as gods do whether because of some commonality of suffering between all mortal life or some trick of the Devil's-though you may still benefit from it. So too can you sense the despair, wrath and other malignant emotions in mortals as angels can sense goodness. And of course, though cast down from on high your magic is great enough to leave most mages groveling for your specialties; whether you are a bringer of plague or a conjurer of hellfire, most magic of Hell specializes in using the soul as a source of power (though the Devil himself snidely considers souls beyond true ownership of anyone. Then again, he can bestow them on your normally soulless ilk). With all those upsides, it's important to remember that the symbols of the Abrahamic faith, including crosses and holy water, as well as those of many deific religions are supernaturally harmful to your kind-and that powerful magic can bind, banish or ward you off.

For 300 CP you are a common denizen among the demons, akin to the likes of Mazikeen or the less prominent Barbatos, but for 600 CP you may be counted as a peer to the likes of Etrigan and Neron. Whereas before despite the possibility of taking exotic, inhuman forms, whatever form you take now is comparable to the likes of Kryptonians and Czarnians in physical prowess.

To say nothing of how your magical powers are equally bolstered, such that should you manifest unshackled to some human husk your powers could be a serious threat to many worlds. And for 1000 CP, a price tag fitting for an entity of truly godlike might, you may consider yourself a peer to the greatest powers of Hell-apart the Morningstar, who finds Hell largely beneath him. You may simply be a being such as Trigon or Surtur, whose raw power is of apocalyptic scope beyond the capacity of most heroes to deal with by force of arms (though as many would-be kings of Hell found to their sorrow, being off-guard and fully physical around a being as powerful as a Kryptonian can be a terrible mistake)-or even an entity such as the First of the Fallen with unique immunities to many of the standard limitations of demonkind or built-in safeguards for your demise.

93. 5D Imp

1000 CP

Wowee, look at this new kid on the block! Whaddya think you're doing, coming into our passion plays and gag episodes? You think you can just come in here, strut around like the big man on campus and pretend to be all that and a bag of chips just because you showed up the other day and declared yourself one of US?! Well, listen here mister...you're goddamn right you can! We LOVE those sorts of topsy-turvy, status quo-upsetting storylines! And besides it'll probably be treated as a one-off and forgotten about after the next big event anyway.

Anyway, welcome to the 5th Dimension! It's a neat little interdimensional plane of existence outside of the normal space-time continuum. Also known as Zrfff. Also known as imagination, where thoughts and fancies become real. Some days it looks like an empty plane with a fancy building here and there. Some days it looks like a magical fairy tail kingdom caught in a sort of time loop. Some days it's all just kind of a silly fever dream where we have our own apartments and stuff stowed all over the place, and some days...there is no 5th Dimension. We're all just swimming around in the interdimensional Bleed between universes. You're a 5th Dimensional Imp now! To the lowly flatties down below, you look like a funny little fella (or tiny lady) in a silly costume and hat! The hat is optional, but very stylish. You don't need to breathe or eat, you're at home pretty much in any environment, you can freely teleport through space and time, and most violence against you can be laughed off!

As for what we look like when we're NOT trying to take it easy on those below, well-from towering red-black demonic figures to multi-everything'd arachnid devils, let's just say we can look like every nasty thing the humans down there think awaits them in Hell! Even Bat-Mite's rumored to look like something with too many arms, too many faces and too much green when not looking for Bruce Wayne's autograph.

Hmph, I bet you wanna pigeonhole your amazing higher dimensional magic powers into FEATS. Well, you're a reality warper for one. Want to turn a pal into a constellation? Go for it! Screw around with the laws of reality so it works like cartoon-or better yet, peak around the comic panels, bother the writers and hand those lower order folks artifacts that let them do the same? You got it! Turn planets into cubes, turn suns into sundaes, dripple basketballs

around galaxies and knock out some of the most powerful Kryptonians and New Gods (Well, their physical emanations) with a boxing glove on a spring? Sure thing! Heck, get steamed enough and sooner or later that poor ole multiverse might not stand up to a prolonged temper tantrum! At least until another imp puts it all back, and you have a good smoke together. ...eh, what you can do when SERIOUS? Hoo boy, you are killing the vibe here friend.

Well...let's see, the last time one of us was serious I suppose Vyndktvx killed the King- Thing with the Million-Pointed Multispear: An event which manifested as 230 of the worlds the ole' Thing liked to play around in being destroyed as a side effect. He also assembled a team of villains across space and time to put Superman himself in checkmate, and if he'd managed to break the courage of humanity he might even have been able to "grant a wish" that would've served existence up on a silver platter to him! And another time the King- Thing (you might know him better as the mature-er form of Mr. Mxyptik, Superman's looney fan) tried to unmake existence down to the pencil and paper drawing it so that the World Forger could remake it all with his Crisis Hammer! But then, Bat-Mite showed up with the Legion of Doom and knocked him down!

Weaknesses, eh? Dang, you really are a party pooper! Well, for starters we are beings of imagination and as such taking things too seriously is about as unnatural for us as looking forward to filling your taxes is for humans. Our silliness in the world below isn't a complete act, for a 5D being to interact with the lower planes is like being a man stuck in an oversized strip of flypaper, and thus despite your space-time warping powers at an individual level you're just a bit slower when it comes to reacting to uppity 3-Dimensionals than they are! Boo! For one thing, get too serious and those down below might come up with...creative ways to hurt you. Vyndktvx up there actually got hurt when ole Superman figured out how to rig a science station's electric supply to blast the Multispear off- course, giving him a nasty scorch! And then there's the time Superboy Prime absorbed enough Oan energy to kick Mxy around, reality warping powers be damned, and strongarm an evil version of Zatanna to keep him locked up. But the real cincher is the power of names and words. If someone can get you to speak your name backwards-even indirectly, like with a cassette player recording and reversing your voice or somesuch-you're banished back to the 5th Dimension and everything you've done is undone. And in a pinch, it doesn't even need to be you! 5-D words are like thunder, and if a whole bunch of folks on Earth spoke their names backwards you'd be compelled to speak your name and banish yourself!

Seriously, watch yourself down there. There's all sorts of words of power being wielded willy-nilly these days. Sounds silly, huh? Listen, don't think about it too much-it's just a bunch of funny pictures! We've all done the continuity dance, and none of us really give a hoot about it (Until Rebirth, when the breaking of the Source Wall apparently causes imagination to start to die.). You're a whacky little wish granting shorty. Just go out there, make friends and foes, and have some fun!

94. Monitor

1400 CP

Since the emergence of the 52 main universes, there have always been mysterious, inscrutable and yet reliably anthropomorphic overseers of all that is and ever will be. Donning archaic blue uniforms and golden pauldrons, these self-appointed Monitors describe their purpose as being to oversee the Orrery of Worlds containing the multiverse to ensure its smooth development. Wielding vast cosmic powers and scrutinizing the multiverse with senses sharp enough to study the stories of individuals so insignificant to them as to be bacterium to an ordinary human, these beings view existence as their sacred charge to oversee. Their powers seem innumerable at times, but all of them ultimately derive from the race's intrinsic command of the Dimensional Superstructure: One of the Seven Major Forces of the multiverse, which holds power over all things imaginable and unimaginable.

Unfortunately, they are also utterly and intrinsically incompetent at virtually everything they set out to accomplish. Are you sure you wish to join the ranks of these mysterious beings? It has to be said that their history has largely been defined by a complete and utter failure to accomplish their duties-hampered in no small part by being reduced to successively more broken aspects by the very nature of the multiverse they tend. A selection of such beings is spread out through time and space:

Rebirth: For 500 CP, you may be one of the Fuginauts. A race of gigantic golden biomechanical beings tasked (or perhaps, self-assigned given their culture formed after the downfall of their Monitor "ancestors") with the protection of the positive matter multiverse from the Dark Multiverse. Your kind typically acts in monastic isolation, seldom interacting with others-though one notable member will show mercy to a young hero called Sideways and demonstrate the capacity to evolve beyond his cosmic mandate. Apart from the great strength and endurance of your stature, you have great cosmic awareness that lets you sense trends and patterns throughout the multiverse. You may travel instantly between dimensions as well as throughout space and time, and project yourself astrally to others. Furthermore you are armed with a stave that can channel the cosmic energies of the Dimensional Superstructure as both destructive blasts and restorative effects capable of mending distortions in space-time. While the overall power of your energy projection is "merely" at the level of Earth's mightier superheroes, so precise and potent is the creative energy within you that you could transmute inhabitants of the Dark Multiverse into beings of positive matter.

As a fragment of a fragment of those who came before you, do note that even by Monitor standards you are considered rather fragile. The stronger inhabitants of the Dark Multiverse could rend you limb from limb or leave you bloody and beaten-and even the weaker ones could accomplish this if they swarmed you in overwhelming numbers. Even a human champion of the gods propelled through time and space could impact you with enough force to split you in twain.

Post-Crisis: For 800 CP instead, you may be part of the Monitor race. A group of deities of such titanic structure that they view the multiverse itself as a kind of infection, their powers permit them to easily shrink down into humanoid forms to more easily interact with it. The power of the Dimensional Superstructure lends itself well to versatile and potent techniques in their hands: From firing energy blasts, to empowering their blows or creating a damaging aura, to

Kryptonian-like flight, to manipulating perception and draining others of energy or seeing into hearts, virtually any feat of magic or science can be replicated by those who monitor their underlying structure. Most impressive of all are their feats of creation: From handheld gadgets that freeze time, to dimension-travelling ships made of frozen music, to miraculous all-curing medicines synthesised from the interdimensional Bleed, to even potentially a certain suit of armor powered by an unprecedented form of Superman-based fusion. In the long-forgotten God War 1, it was the Monitors who invented the earliest known form of the Miracle Machine. One of the great Carriers responsible for harvesting the Bleed which Monitors subsist upon and extract an extraordinary medicine from famously became the go-to transport of The Authority after it was salvaged. Bear in mind that to the Monitors, such constructs are seen as nanotech, permitting them to interact with the physical universe more easily from their archetypal world Nil.

You would think such beings would be insurmountable in the lower universes. You would be wrong. Certainly in a direct contest of cosmic might Monitors have overpowered the likes of Kyle Rayner, ruptured Captain Atom's skin and fed from Kryptonians against their will-and in Nix Uotan's tragic case, his energy shields withstood the destruction of his assigned universe. They are also so damn unused to combat at lower scales of reality that the world-conquering Extant noted your kind is simply unable to bring the full might of their cosmic power as effectively as they should be able to in pitched combat with metahuman-level opponents. Disorganized, taken offguard even by the blows of mortals, beings like yourself fight with all the natural grace of toddlers. In fact, the downfall of your society and the very concept of your identities is a direct result of the organic, belief-driven nature of this multiverse grafting histories, points of view and disparity to your formerly monolithic culture. Every moment you spend in the multiverse is a moment being forcibly recast in humanity's image, with no way of coping with it.

There is a way to become more lethal. A way strongly opposed by Monitor society, in denial of what the Monitors truly are on a fundamental level. Simply feed directly on the Bleed, on the stories of those above you and the thrum of their lifeforce, and you shall take on a more vampiric aspect that will be as a giant among your own kind and a deadly match for even the world's greatest heroes. But to do this will be to embrace a bestial, insatiable appetite that may leave your already out-of-depth judgement even further askew.

Pre-Crisis/the very beginning of existence itself in the first version of the DC multiverse, and Rebirth: Finally, for 1400 CP it would appear that either Perpetua had quadruplets-or like the Chronicler or the Judge of Worlds the Source has tasked you with a particular mission to attend to the world. You are a cosmic being of technically far vaster scope, truly belonging to the transcendent Sixth Dimension from which you can enact changes to the whole multiverse through the "control room" it represents-a Super Celestial or Hand, albeit either one of a younger generation than Perpetua or one of narrower breadth than the powers she was charged with. At this scale you are one of the greatest users of the Dimensional Superstructure in existence, capable of accomplishing all the Monitor Race (themselves merely fragments of the shattered Overmonitor after the first Crisis event) can at greater scales-and more. Mar

Novu, the Overmonitor, could empower a human named Lyta Michaels into a self-duplicating repository of all knowledge in the multiverse, and with a little help from the Justice League and the Tenth Metal repair a catastrophic incursion of the Dark Multiverse. Mobius, the Anti-Monitor, possessed a frightening capacity to absorb energy from entire universes and construct a cannon capable of destroying the multiverse with the anti-matter he generates at will. Alpheus, the World Forger, is responsible for refashioning entire possibilities for the entire multiverse upon the Cosmic Anvil. He can even custom-tailor the rules of reality for the existences he forms, and reshape his own form to adopt that of a Kryptonian or to permit himself entry to the portions of the multiverse normally inaccessible to him. Whether you are their brother and part of the Ultra Monitor-form they can assume to challenge their mother or an interloper with equally great cosmic power invested in a certain task such as recording knowledge or passing judgement, in you is invested the primal energies of creation in a way the angels would envy.

And if you are a brother to them, in this jump should you meet your death in the DC multiverse you will simply reform in the Sixth Dimension unless it is controlled by another entity powerful enough to deny your return.

By now you're probably feeling pretty confident about your chances against most beings in this multiverse, given your power over creation transcends that of most gods. But you could not be more wrong. Remember Lyta Michaels, the Harbinger? After being corrupted by the Anti- Monitor, it was she who slew the Overmonitor with a blast of energy. Alpheus himself is far less adept in a fight than he has any right to be, having failed to subdue the Justice League in his native Sixth Dimension repeatedly without Batman's assistance-and having failed to discern Batman's own manipulations. And the Anti-Monitor himself has been pummeled by Silver Age Kryptonians and New Gods, overpowered by a corps of Green Lanterns working together, locked up to be used as a battery by a warden of death that Hal Jordan later enslaved, casually wiped out of existence by one of Darkseid's emanations summoning his past self and run over by a car empowered by the Speed Force. Some of this is explainable by the fact that as beings of cosmic scale, like the Monitor race Super Celestials' powers diminish greatly when manifesting within the multiverse directly. But the problem is far more fundamental. The humans, the species singled out by Perpetua as those with the greatest potential to harness her creation's energies, were singled out as being the most naturally lethal beings she could find against her own kind. Which is to say, you.

That's right. For all your vast, multiversal power, you are ultimately the target prey animal of a multiverse inhabited by apex predators.

Run.

95. Intelligence (50 CP each)

The levels of intellect refer to how many distinct trains of sophisticated thought a being can hold simultaneously, each working together to exponentially compound their ability to understand patterns and solve problems.

By default, you start as a 0th level intellect, the human baseline. You can purchase more levels for 50 CP each. For reference the entire 21st Century human population together is 6th level, and as such this represents the sum total knowledge of all commonly used technology in the modern age (Or perhaps a few steps above that, given the work of the Terrifics, STAR Labs and similar scientifically orientated organisations to raise the baseline of technology in whatever passes for the modern era.). At this level it would be reasonable to construct a suit of iron similar to what Henry Irons has built-but likely also highly expensive. Batman, a lone vigilante capable of outplanning entire covert organizations and matching withs with evil geniuses such as the Joker, is somewhere around the 6th to 8th levels, Lex Luthor, a man capable of creating a virus that bestows superpowers and building a time machine as well as a personnel-scale gadget that permits him to step across the universe is around the 9th to 11th level. The Coluan genius Brainiac is 12th level, and throughout various continuities has accomplished feats that bend the very laws of existence. From controlling and altering beings as powerful as Doomsday, to wielding technology capable of absorbing the energy of the incarnation of entropy known as Imperiex, to actually augmenting the intellectual powers of other sapient beings then absorbing billions of such minds to use their combined consciousness to change reality at will, the Coluan genius' sheer calculation capacity is a force of nature.

If you take at least 1st level, you get three specializations for free and can pay 25 CP for extra ones. You may also trade in your free specializations to have a truly eidetic memory, perfectly remembering everything you encounter. Specializations are fields of learning you're particularly talented in and enjoy doing, progressing much faster in them than others. For example, while Dr. Thaddeus Bodog Sivana's mental level has never been conclusively confirmed it is quite likely he is a specialist at mathematics and arcane-technological interfaces given his demonstrated ability to make matter intangible, travel great distances in an instant or even grant himself a form similar to Captain Marvel's empowered by the natural forces of the universe by reciting an equation-and construct devices capable of harvesting and processing the magic of the Rock of Eternity into crystalized he was able to use to manufacture an artificial day.

96. Natural Adept At Aptitudes

400 CP

In this world, the line between mundane skill and supernatural proficiency is rather thin. Just ask any of those "peak human" fellas who can lift a car, or folks who can cut down a group of armed men before they can fire-with the element of surprise, at least. And now you are one of those veritable Renaissance Men and Women, who seem superbly talented for whatever your race is at anything you can naturally do which you actually turn your hand to. You pick up new skills and knowledge unbelievably fast, growing in ability as if you were a once-in-a-generation prodigy in every field you enter. You can discover and invent objective and subjective advancements beyond what any normal expert could accomplish, and apply them to such great effect that you seem to be decades if not centuries ahead of your time. Mind you, this grants no skill or knowledge on its own-merely the latent talent of your natural mind, body and spirit with one exception-you may have started on a fitness, logic game and self-

defense regime of your own devising that's pushed you physically and intellectually, and kept you both in shape and sharp of mind.

For 200 CP, you are "merely" skilled, resourceful and talented enough to stand as a valued teammate among the likes of the Justice League or Legion of Doom side by side with beings that can destroy a planet with a punch or run faster than light. Like Helena Bertinelli, also known as the Huntress, you could have a repertoire wide enough to confidently teach school, conduct espionage and fly vehicles while being skilled enough in hand to hand combat to stand and trade with Batfamily members after a childhood spent training at the family estate. Like Oliver Queen, if someone dumped you on a desert island you could survive for years despite a relatively louche lifestyle beforehand. By focusing on a specific skill, you could train something like archery into a talent capable of taking out multiple combatants with a single arrow-or become a world champion in boxing like Wildcat.

For 400 CP on the other hand, you're the sort of polymath that Batman is-able to grasp and master any mundane talent with the true peak of your race's potential. From computer hacking to inventing new gadgets, from tactical analysis to occultism to handling any weapon a modern Earth military can field, your body is a true temple to sheer genius and hard work. Your mind is just as exquisite, able to construct elaborate memory palaces and master hypnotic techniques- even potentially training up a "backup personality" for yourself in case your mind is ever compromised. The only way your sheer versatility could be diminished is by committing yourself to a certain career; Lex Luthor for example, while an able hand-to-hand combatant in the New 52 and onwards, has sacrificed some of his martial potential in exchange for being an omnidisciplinary scientist of considerable skill.

Point of order: While this perk does come with a modicum of intellect boosting, it stacks on additively with any additional Intelligence purchases you also make.

97. Magical Talent

200 CP

Magic is a primordial force consisting of the disparate pieces of creation-belief, emotion, dream, soul and so much more coming together in accord with the gestures, words, rituals and other symbols of practitioners in order to produce a seemingly impossible effect. From channeling the powers of the gods into elemental attacks or empowering transformations, to creating rituals that by symbolically manipulating an image or component of another subject inflict a disproportionately great blessing or curse on them, to creating a portal between different realms of existence-or more commonly, just wildly slinging beams of energy or fireballs at someone, it's versatility is difficult to put into perspective. This perk grants you a basic and innate aptitude for performing magic-nothing truly special but making it no more unnatural to you than breathing or blinking is to mortal men.

Rebirth: An attempt was made to classify the most common varieties of magic user. This is does not represent absolute classifications so much as broad trends and methodologies but if you find it useful, you may use it to codify the nature of your magical powers. Races which

naturally possess magical abilities like fae and demons may automatically have a free purchase of the “Magical Blood” form of this perk.

98. Magical Potential

800 CP

Not all beings charged with the potential for magic are practitioners, but all practitioners are magical. Still, for one reason or another the mystical forces of creation’s deepest mysteries have accumulated in your very being to a greater extent than most beings. Often this manifests as unconscious changes to reality reflecting your deepest thoughts; you may see glimpses of the future or travel to strange realms while asleep, feel a crackling in the firmament as your latest senses barely glimpse the movements of other mystical beings or perhaps even reflexively set something on fire in a rage. This is merely potential with no knowledge of how to wield it, potential that shall be commensurate with whatever your native race’s existing talent with harnessing the intrinsic forces of the universe is. But even with no skill, reflexively you have the potential to mould the world to your will in ways both subtle and blatant.

For 200 CP, you are to your kind as June Moone, Traci 13, Nimue (or as she calls herself, Madame Xanadu in the post-Crisis era) or Morgan le Fay is to the average human. Even if you specialize in a certain school of magic such as the faith-based mysticism of Atlantis or the magic of cities, you could easily branch out and master conjuration, summoning, translocation and other practical mystic feats given some firsthand experience-and preferably, a good place to study. You have an exceptional talent for magic, finding it comes more easily to you and grasping the principles behind its operation intuitively-perhaps more importantly, discovering that your soul has more power to give to the rituals and evocations at your fingertips than most. Without training, your talent could potentially spring out and become a powerful entity in its own right derived from your repressed desires. With it, you’d be a force to reckon with for many superhero teams on Earth.

For 400 CP, you hold potential equal to the Constantine and Zatarra bloodlines, or Arion: The greatest mage of Atlantis. You are not merely a world-class talent and a natural font of mystic energies-your bloodline holds some form of legacy that commands respect from the entire magical community. With this raw power, warping the fabric of reality becomes a trivial exercise-although learning to do it safely, consistently and being able to get what you actually want from it is where the value of training comes in. As Constantine was heir to the troublesome bloodline of Laughing Man magicians who ride the synchronicity wave as they laugh at the gods of man’s creation, as in every meaningful way Zatanna was the culmination of Giovanni Zatarra’s magical prowess, you too have the potential to change the fate of magical beings the world over.

Alternatively, like Circe or Raven your powers may simply be raw spiritual power combined with the prime magical forces of another realm of existence-be it that of gods or demons. You may not necessarily be a true hybrid child, but your powers have an otherworldly edge to them that may bypass some of the native limitations on local magic-just as Raven’s powers

have proven both capable of siphoning her dread father's energies, and surprisingly effective on the denizens of the Dark Multiverse even when they are supported by greater beings.

For 600 CP, like Princess Amethyst of the Post-Crisis era whatever your extant ancestry a being on par with a Lord of Order or Chaos was somehow involved in your conception. Whether one of your parents had quite an interesting backstory or you were simply blessed from birth, like that great being you have the power to not just grasp the forces that define magic on a cosmic scope by transcend the limitations of man and god alike-and lay low entities even greater than you through clever spellcraft. It would normally take considerable times to reach the heights of power Nabu has demonstrated: Surviving in a realm of pure nonexistence, granting yourself a physique on par with a Kryptonian, propelling yourself fast enough to rebound off the edge of the universe and survive the impact, assisting God's Vengeance in holding together the collapse of the universe and perhaps one day unleashing spells powerful enough to crack the Sphere of the Gods itself. Or were you to be more akin to the feared Chaos Lord Mordru: Somehow removing your past and future from the very progression of time itself, growing vast enough to lay waste to entire space armadas, shrugging off blows from and defeating pre-Crisis Kryptonians, absorbing the magic of entire universes-or even shredding apart cosmic beings on par with the embodiment of space and time to augment yourself and others with their power. For many, it would take more than a lifetime to fully master such power. For you, with the right guidance you could become initiated in the cosmic scope of such forces in the time it takes for a young girl to finish puberty.

There is one further height of potential, available for 800 CP, that you can take if you truly wish to be the greatest magician of the age. Among humans, to be unequaled in magic is to be the Opener: A conduit of raw, uncontained magic and the owner of a soul so strong that demons foolish enough to steal it risk the human, if canny enough, counter-possessing and remaking their body perfectly and immaculately from the demon's own substance. Tim Hunter, the Opener of the modern era, wields such raw power that he reflexively brought imaginary friends into reality, claimed and reshaped other magical servants at will and reshaped portions of other realms of existence like Faerie or Hell by his mere coming with almost no meaningful knowledge on how to use his powers. Merely as an infant, he created thousands of alternate worlds simply to disperse his traumas. The title itself of "Opener" along with Tim is a creation of the New Earth era's Merlin, himself the living conduit of magic for his day. Such was his power that he granted both Tim and himself multiple, overlapping histories to protect them and enhance their powers with ambiguity-and resulting in different aspects of Merlin being imprisoned at multiple places all over the world. And were you to be a god with such potential, it would appear you are some strange twin to Hecate or her Dark Multiverse counterbalance the Upside-Down Man: A true embodiment of magic, only given the trappings of divinity by other rules of the existence. Such are your powers that you could appoint new incarnations and guardians of aspects of reality such as death, lay waste to divine realms and otherwise alter the nomic rules of existence and possibility. Magic at its full potential has no limits-but exploiting this is easier said than done. Be warned: Mere mortals have bound, harmed and broken such both such beings through extreme feats of heroism and villainy.

99. The Power of Will

Will is a great force of the universe, letting individuals go beyond their assumed limits in the heat of a fight or holding out against many forms of psionic assault. Even some spells can be strengthened by a sufficiently strong will. You naturally have whatever degree of will is natural for your race, but if you wish you may strengthen it here. This potentially makes you a devastating source of power when armed with Oan technology that taps into the Electromagnetic Emotional Spectrum, among other things Alternatively, instead of will you may take one of the other emotions on the Emotional Electromagnetic Spectrum to be a font of as a separate purchase. As cosmic forces the black energy of Nekron's power over death and the white light of life must be built as powers, but you may become an Ultraviolet Lantern here by adding a 300 CP surcharge.

Zenith

700 CP

Hal Jordan is a man too stupid to know he can't do the impossible. And now, you are his equal in sheer, bloodyminded stubbornness. You could overpower the embodiment of all willpower in the universe, including your own somehow, through sheer will and even without a power ring potentially bend a defeated cosmic being in close metaphysical proximity to you (for example, a defeated warden of death-while you're dead) to your will, as long as you have an appropriate medium (like say-a Black Lantern Ring). With decades of time and experience it may even be possible for you to exist in a state of pure willpower and forge permanent, physical objects out of your will, such as a new ring for yourself. Even lacking the 31st century components and knowledge base required to process an entire civilisation's knowledge into useful technology, a sufficiently advanced alien (such as a Controller, an offshoot of the same species as the Guardians of the Universe) could construct a Miracle Machine using a few scattered examples of lower order willpower-based technology, some connective infrastructure-and most of all, you to generate power. You can take Abstracted Host at a discount.

100. Godly Domain (500 CP)

An aspect of reality has become intimately connected to you, as intrinsically connected to your soul and will as a man's breath is to his lungs. You may command it, see through it and manifest yourself through it with a raw might and fluidity that does not simply represent it's natural capabilities-but can give it an unnatural liveliness and an elemental ferocity belying the forces you embody. To look through the world by watching through the sun, to wreath yourself in lightning as both a reactive defense or a blindingly fast spear that literally hits like a thunderclap, to become wind or tear a city apart with misfortune-all these and more are within your grasp. Training and experience will heighten you already considerable power over your domain, permitting you to forge artifacts blessed by it or buildings sanctified by its presence as well as utilize the semantic or metaphorical aspects of it to create various effects. Already your mastery of it can accomplish nearly any themed feat of magic-but where mortal magicians often require symbols and sacrifices, your domain is as easy for you to bring to bear as swinging a fist-and in fact greatly empowers any other supernatural abilities you have.

It is this natural affinity that lets Ares' New Earth emanation rip out the souls of those who died in battle and destroy and remake them at will-in one case, forming the horror called Genocide out of a future Wonder Woman's corpse.

It should be noted that the raw power of a god added to this amplifying effect is what enables some of the greatest feats seen in this world demonstrated by the likes of Zeus and his ilk. It is technically possible to purchase this without any connection to divinity-strange but do bear in mind that while still setting you above many mortals, such gifts will be relatively lessened in scale and more akin to divine blessings than true godly miracles. Mind you, such gifts can still be devastatingly potent and versatile by the standards of mortal heroes. Promethea, whose magical gifts over unreality and magic stem from being sent to the realm of the gods as a young girl to become a sort of living story, has stood her ground against the sorceress called the Queen of Fables-herself capable of numerous reality warping feats. And the Flash of the New 52's Earth-2 gained his connection to the Speed Force from a dying Hermes.

New 52: Rejecting or being unable to fulfill your domain will eventually kill you. Even when you cry it will be tears of blood. You have to intentionally hold it in and not let it slip out since it represents your very nature now. Rebirth and onwards: The limitations listed above seemed to have laxed a bit, considering Wonder Girl basically quit being part of the Olympian pantheon at one point with no ill effects.

101. Born to Fight

300 CP

Combat is literally in your blood, written into your very DNA. Everyone's got ceilings to their skills, points where training simply can't take them any further, and although you're no exception yours are some of the highest ever seen. Fighting feels natural for you even without training or experience, and you pick up combat-related skills much faster than most. You can master martial arts and other forms of combat in years to a degree others couldn't hope to reach in a lifetime, as well as train your body beyond what's normally considered to be the peak of human potential. If taken with either purchase of Natural Adept At Aptitudes, you're a rival in sheer skill to the likes of Richard Dragon and Lady Shiva.

102. Old as the Rocks

600 CP

You've been around for a long time. Longer than should have been possible, had your aging process not halted millennia ago. Ever since then your body has been frozen in its prime, immune to disease or poisons and quickly recovering from any injury that fails to kill you outright. And killing you is quite the challenge, with how much you've picked up over the long years. You've become proficient in just about every skill you could think to try your hand at just to stave off the boredom throughout the quiet periods of history, and have mastered most of the more useful and valuable skills. The lauded domain of rulers, fighters, and housekeepers, either through necessity or sheer repetition. You can only make a meal so many times before you can prepare something fit for a king, after all, whether you intended to

or not. Likewise, having watched so many civilizations rise and fall (and having spearheaded both yourself more than a few times).

It's true that nobody knows everything, but when it comes to knowledge and experience you can certainly say that you come close. This costs extra for Super Celestials as due to the race predating all existence in the DC multiverse being a senior specimen of such entities would make one on par with Perpetua or her creators the Judges of the Source. The overall cosmic power of such a being is considerably greater through sheer experience, and the role-based creation of the Super Celestial race implies a purpose more fundamental than any one aspect of the main multiverse. Though keep in mind the Judges operate as a group and Perpetua has resources such as her Totality which make them both considerably more of a threat than an individual Super Celestial of that scope.

103. Moirai

600 CP

There are forces beyond even the common reach of gods, subtle and intricate patterns that echo throughout the ages like the weft and weave of destiny itself. And you have become one of them. You may be another incarnation of one of the three Fates, or of their darker aspects the Kindly Ones. Alternatively your godhood may simply have a strong connection to the force of destiny which lends you similar fate-weaving powers as outlined below.

You watch over and control the lives of gods and mortals, although in broad strokes. You may observe events in the past and future with intricate detail, with all the precision of a needlewoman scanning backwards and forwards along a tapestry. Naturally you can see throughout most of the present as well, with space and time alone not being obstacles to see how all that is fits into your grand designs. Speaking of your designs, your chief power is to manipulate the grand design of all existence in order to bring about a desired outcome. Most of the time this is done through a tangible medium; the Moirai themselves literally weave time in their tapestry, and while their actions went unseen it was they who bound the fate of numerous powerful heroes in Earth and beyond to preordain a victory against Braniac 13. It is in your power to raise naïve young girls into heroines capable of bringing peace to the world, setting paupers on journeys to become chosen kings, cutting short the lives of men, gods and empires or virtually any other possible change in the cosmos that can be achieved by chance and circumstance.

Do note that you're hardly omniscient or capable of altering someone's mind at will. You're certainly not THE Destiny, that eldest brother of the Endless, and despite being far more inexhorable given he's had his fair share of slip-ups and glitches in his inevitability it's safe to say that while you see far further than most gods you can't see everything coming. Certain beings, like John Constantine the Laughing Magician, simply cheat fate by their nature while others, like Lucifer Morningstar, are too powerful to be constrained by it. Even some of Earth's greatest heroes have been known to simply defy what's possible through sheer stubbornness (and a magic artifact of Kryptonian mental martial art technique or two) on occasion.

If you do have a rather Fates-like bent to your identity from this perk, you can import up to two companions to take the place of your 'sisters' for 200 CP apiece; they may still have whatever backgrounds and discounts they have from being imported the normal way, but also the effect of this perk. You can be from any pantheon, and you become the successor(s) to the previous Fates if you choose one that already has them.

104. Evolved Beyond Such Primitive Weaknesses

600 CP

Unlike the rest of your race, you don't suffer from the same debilitating weakness to lead that's caused so much trouble for them in the wider universe. If you're a Daxamite, you were treated with the serum synthesized by Brainiac-5 or bred by the Eradicator to overcome this weakness. If you're a Martian of the Post-Crisis era, you have shed your implanted fear of fire. And if you're a Kryptonian, trying to denature your powers with Kryptonite or specific wavelengths of radiation won't work-you'll have to be killed the old-fashioned way.

To overcome a racial weakness in a world where they're often the weak points first singled out by evil geniuses and other villainous underdogs of all kinds is a significant milestone. This will cost you 300 CP, and incidentally overcome any other race-specific weaknesses you have from other jumps such as a werewolf's weakness to silver or a fairy's sensitivity to cold iron. But for 600 CP we can kick your adaptability up several notches to match one of the most infamous horrors in the multiverse: Doomsday. Without requiring the excruciating experiments that led to this horror's creation, somehow your physiology has been honed into a similarly finely tuned system of reactive evolution and constant self-improvement that makes you constantly more powerful scaling against any direct or indirect opposition. While for now you resemble whatever race you were, if stranded in space you could quickly adapt to be immune to the void of space as well as the distorted dimensions of wormholes. You have a highly accelerated healing factor that lets you recover from most damage almost instantly-and even anything that leaves you clinically dead can be regenerated from with your entire body adapting its utmost to be immune to what killed you; assuming that means that bypass your physiology like targeting your soul aren't used, this is not considered death for the purposes of your chain. If someone attacked you with a sound gun your ears would grow biological mufflers that do not impair your hearing, while even something as bizarre as the energy of time itself could be absorbed and redirected.

You have no direct control over your adaptations, and by default constant battle will see you take on a rather monstrous shape (although of course, you can resculpt yourself if you're a Martian or other race capable of shapeshifting-or otherwise possess the means to remodel your body) but surely this is a small price to pay for becoming the ultimate survivor? Mind you, you don't start out with all the adaptations the original Doomsday had-but hardship of any kind will see you developing as quickly as he did when he turned against his creator. Don't push your luck too far. You're all but immune to the lasers and bombs of even advanced alien militaries of this world and can even shrug off the Omega Beams of less powerful Darkseid avatars, but even you have your limits. Chief among them being the natural force of entropy-a good reason to never travel to the end of the universe without a

good reason, and to avoid picking a fight with Darkseid's more powerful aspects while relying on this alone.

105. Equations on Gematria

800 CP

Those who grasp true power in this world look not to cosmic forces or demonic artifacts, but the very symbols by which mortals impose meaning on existence. Words of power, in this reality, can be used to bind the power of gods into entire families of world-shaking champions like the Marvel family. Mathematical formulae, recited by those who truly grasp their meaning, can be used to manifest the Speed Force or bypass a solid wall like a bank of fog. And like some of the most brilliant minds on Earth, you too have a phenomenal talent for grasping how language and mathematics can be used to bend the laws of reality to your will. You must still construct mathematical formulae that accurately reflect the concept of reality you wish to depict, like proving a hypothesis in quantum physics, or discover which languages and words are sufficiently meaningful to effect change on the cosmos-but some quirk of your biology makes you much more talented than virtually all races out there.

For 400 CP, you simply have pure, untapped talent for such feats. But for 800 CP your grasp of such phenomena is on par with the likes of Dr. Sivana or Metron-the heights of earthly and New God talent with this skill, respectively. Even if your intellect and expertise in other areas is not particularly high, you too understand the underlying principles between binding the fundamental forces of the universe into a powerful transformation, or creating a sprite made of living languages with virtually endless shapeshifting potential.

106. The Creation of Jumper

400 CP

Not all the children of the gods and their lovers are created equal. While some like Cassandra Sandsmark, most recent of those to bear the title Wonder Girl, are dependent on their divine parents for access to their godly gifts there are others which grow into something greater than the sum of their parts, others like Wonder Woman seem to naturally find their footing in their divine parents' world as if they were destined to succeed in it. Destiny smiles on you, because it seems you are equally comfortable in the realms of the divine and the mortal. When it comes to using divine powers of all kinds you have great potential and exceptional talent for throwing around raw power and figuring out how to use your abilities with great finesse. Divine artifacts similarly feel natural to wield and master with even a few hours of wielding one; cursed ones may still harm you and some may yet deny you full mastery without meeting certain conditions but you will have a sixth sense for avoiding or gathering information to cure deleterious effects of all kinds. As you have a natural, intuitive grasp of how best to administer to your divine duties in a way that keeps the world running smoothly.

Your last gift is a very specific kind of excellent PR: You instinctively know what to say and how best to comport yourself to put your mortal associates at ease around the divine, without

lashing out in fear or bowing down in submission. On the other hand, gods of the pantheon you are related to by blood see you as a favored child or sibling-by default, being significantly more merciful and helpful to your naiveness to divine affairs than they would otherwise be. It would still behoove you to be careful; a queen among gods will still be expected to be treated as such while a truly wicked deity may still end up your enemy, but the former is still far more inclined to lasting friendship than she would be with the rest of her family and if you play your cards right with the latter you might find yourself seen as a worthy opponent. The gods of this world are not infallible, but with you as their spokesman a new era of understanding between modern society and divinity is possible.

107. Living Paradox

400 CP

Now, just HOW did you do THIS?! The other major example we're familiar with here, Eobard Thawne, was created when Barry Allen generated the Flashpoint timeline as Eobard ran through his own timestream. As a result, Eobard was partially dislodged from the linear causality of his own timeline. Whether it was science or sorcery, cosmic energies or just a really strong glass of milk that did this to you, you've become a cosmological constant existing outside of your own personal causality. As a result, you are immune to alterations to your own history and are a constant in every timeline (if you weren't already somehow). Oh, you can still be stabbed, shot, beaten, bruised-annihilated, but you cannot truly be erased from existence for a possibility of you existing outside the current timeline always remains. And so, while you don't necessarily have the full gamut of the Negative Speed Force's powers, whatever altered you also granted a specific, yet highly potent form of time travel: When the present version of you dies a version of yourself from a different point of time can simply show up to take your place-and this is not considered death for chain purposes, since you haven't "fully" died.

Should you have Eobard's form of paradoxically eternal life, there is at least one known way to take away your paradoxical immortality: Grounding you back to the Speed Force by vibrating it into you, after which you may be affected as any mortal. However you gained your status, there will be a similar means of undoing it-though by buying this here, you will not only know the terms of your paradoxhood's undoing but should it be removed and you be unsure how to restore it, your paradox status will be restored in the next jump. And while this is a truly potent form of immortality capable of restoring you from the casual touch of cosmic beings greater than gods, it would be wise not to push your luck with such entities. What good is being everywhere in time, after all, if time suddenly ceases to exist?

And if you have both this perk as well as Skeleton Key to a Lost Multiverse, the combined implications are yours to decide. Suffice to say that neither perk invalidates the other's benefits, though the specifics can be yours to decide, and that the complex conflux of space-time anomalies ensures any powers over space and time you have are greatly empowered. It will take time and practice to fully master your new gifts, but the results are considerable enough to worry the heroes of the 31st Century if turned to malefic ends. Turning a barrier that slows time into block against time travel or improving time portals into the power to

splice periods of time that are millions of years apart together to recreate the conditions of universes from destroyed realities wouldn't be out of the question.

108. Skeleton Key to a Lost Multiverse

400 CP

Well, well. THIS is certainly a unique occurrence. For rather than a mere paradox in time like Eobard with this some catastrophic event resulted you being an anomaly in existence itself. You see, a while ago there was a Crisis that nobody else seems to remember, and you were caught up in it. Under mysterious circumstances, you somehow survived and became the sum total of every version of yourself that existed in the previous reality. To begin with, this makes you a link back to that variant of reality. With the help of powerful forces such as those empowering this world's heroes or magical energy, you may summon entities and perhaps eventually artifacts or even locations from that world into this one through a portal. Moreover unlike the other very, very unfortunate example of a being of your nature, you've also wrested a measure of control over your condition, and have become able to instantly "retcon" the nature of your own abilities by selecting versions of your personal history to validate.

As you aren't truly your own author with this alone, you cannot make your powers overall more powerful or exercise fine control over how they are warped-but you can make significant metaphysical alterations to your capabilities and/or the way your powers work, though only one set of such alterations can take place at once and each tends towards a relatively coherent "theme". If you were a powerful fire wizard for example, you could instead retcon that fact to be an ice wizard or weather wizard. Or decide to validate the continuity where you were actually an advanced alien with pyrokinetic psychic powers (but not actually a Burning Martian since that would go beyond the scope of being a fire wizard), a scientist with powerful fire gadgets or a dial-using hero who by shouting the words "Smokin' Sexy Hot!" transforms into Pyros: The IP- Friendly Expy of the Human Torch. Expect nobody but those most attuned to the alterations of the multiverse to remember these changes to your backstory, and for most people to just shrug and be confused about your powers enough to just kind of nod along with your explanations as long as you don't make too much trouble for them.

As mentioned above, taking this perk with Living Paradox will result you living in interesting times. Infinite Frontier: As a final note, while the implications are...unclear other than certain powerful and malign beings having an interest in your kind, whichever era you start in you also count as a font of "multiverse energy" apparently secreted by Crisis events from the creation and destruction of reality.

Also, optionally with this perk you may choose to be involved in the current (or past, or future, or somehow all of them; take your pick) origin story of one Donna Troy: The duplicate/magical warrior golem intent on hunting down/fellow Amazon/sister/orphan sidekick of Wonder Woman (sometimes, depending on continuity), who for good or ill will somehow recognize you as a significant figure in her life. Hey, it makes as much sense as anything about Donna Troy at this point.

109. Transcendent Transformations

600 CP

With all the powerful forces coursing through this world, it would be a shame to be confined to a certain level of power limited merely by your strength of arm or intellect. In you though, there's a unique potential. A capacity to take both superpower-granting energies, hyperdimensional forces and even abstractions such as hope one step beyond what they should normally be capable of. When you wield powers similar to those of this world to their limit, especially in pursuit of an ideal or for your deepest desires, your heroic or villainous motivation causes these powers to gradually evolve your body towards a higher state. The impossible becomes the implausible, strains of all kinds become bearable and in general everything you thought about your capabilities seems to be proven wrong when you really put everything on the line to wring out every last drop of your power. At first, like the Flashes, you will be able to push back the limits of your powers-breaking through the Speed Wall, outrunning death and perhaps one day outrunning speed itself. But furthermore, inventing or exploiting transformations to ascend to a higher state of being is much easier-especially when integrating a force you have so mastered.

It will still take time; not everyone was born to be the Waverider and the process that can recreate Apex Predators has been sealed from all mortal knowledge, but the potential exists. There is, after all, a reason why Libra simply reformed in Apokolips rather than exploding after absorbing half the powers of the Justice League and a galaxy.

110. Crisis Born of Two Worlds

600 CP

When you were conceived, the genetics of your two parent races combined into a whole greater than the sum of their parts, greater than anyone could have expected. Your potential is greater than either of your parents, not just in raw physiological traits but with the potential to combine or harness the innate powers of both your parents in new and unexpected ways. Jonathan Kent, son of Superman and Lois Lane in the Rebirth era, was predicted to exceed his father in raw power as an adult-and when the villainous Manchester Black briefly unleashed this hidden power, his father required additional age simply to divert his unleashed energies into Hypertime. The Fenris Wolf, child of Loki and the giantess Angrboda, came to personify destruction itself on a level that shattered the walls of Heaven and wounded the Morningstar (albeit after he had been weakened, and was deliberately conserving the full brunt of his power). On the other hand, Grail is able ritualistically manipulate Anti-Life in unprecedented ways and generate Boom Tubes with an effort of will due to her combined New God and Amazon blood-while her half- brother Deathspawn can somehow kill the elemental personifications of a planet by physically attacking its core. In future worlds, similarly hybridized bloodlines will likewise grant you physiological and spiritual excellence from both sides of your family as well as unforeseen combinations of powers-though do note such a drastic hike in power takes into consideration primarily the powers of your direct parents. As

for why this costs you something-not every hybrid child has such good fortune, and many in various iterations of this world have lesser versions of one parent's powers. Consider yourself to have won the genetic lottery if you take this perk in an era when your hybrid nature would not otherwise have come into play.

111. Anti-Life Comprehension

1600 CP.

It is the ultimate asset Darkseid desires to complete his conquest of the multiverse. It is a representation of the dark at the end of everything, when gods, worlds and even universes meet with an insurmountable oblivion. It is the absolute authority to compel others to do your bidding.

It is the Anti-Life Equation, and it is fully known to you. It is a transcendental mathematical formula that once fully grasped, manifests certain proof of the futility of living-and thus subordinates the will of those before the wielders. Its primary effect is to hollow out the souls and quell the resistance of others, making them little more than extensions of your will. To make even gods fight and die without fear at your behest, to have them sacrifice their lives on your behalf or quench their hopes so they are left with nothing but hollow meaninglessness in their lives fit to be filled by your proclamations. As the master of the Equation, this could manifest as anything from a true quenching of the spark of self- determination or a subtle compunction that drives others to throw themselves into the parademon factories or simply inflict conditions akin to clinical depression and post-traumatic stress disorder on all but the most wicked and depraved mortals. At first you will require to actually speak your commands, but with greater experience Anti-Life will respond simply to your will. So sublime is the command in fact, that even physical and metaphysical conditions can be controlled through the authority of Anti-Life; you may raise others from the dead and interrogate them, perform resurrection with it or even command those already enslaved with Anti-Life to in turn seek and enslave others as conduits to the Anti-Life's power. Yet that is not all Anti-Life is capable of. It is a cosmic force in its own right, and throughout different eras glimpses have been caught of Anti-Life's greater power beyond mere domination.

New Earth: The Equation was discovered to be a conduit to the Anti-Life Entity-a broken and degraded aspect of the Source. Through that link, it is a fundamental force of creation that plays a role in keeping universes on separate vibrational planes-and when briefly harnessed, allowed Darkseid to part time storms. It's raw power was such that the Pied Piper was able to destroy Desaad's head and Apokolips itself by channeling it through his pipe. Additionally in his grief and rage, Mr. Miracle empowered the Anti-Life Equation to grant himself a shadowy, eldritch form which greatly increased his divine power and control of it-to the extent that in a clash with the Infinity Man, their battle shattered the Source Wall

New 52: In this iteration of reality, the Anti-Life Equation created the Antimatter universe-being the source of all mass, energy and phenomena in it including the formidable Weaponer race that has armed both the Anti-Monitor and the Yellow Lantern Corps. Upon Darkseid's death, by assuming a divine role over it Grail was also able to wield Anti-Life to fire destructive blasts of energy powerful enough to slay Mobius in one shot. It appears that the

Equation by itself desires destruction on a universal scale as well-which was why despite his own sadistic tendencies and resentment towards his brother Mar Novu, the Overmonitor, the Anti-Monitor sought to be rid of it from himself.

Rebirth/Original, pre-pre-Crisis iteration of the DC multiverse: The Anti-Life Equation is counted as one of the Crisis Energies, and was originally the armament of Mobius, the Anti-Monitor. It granted him his “robot whale man” form, without which he appears in a more humanoid aspect; it is unclear if this form actually empowers him physically or not, though when armed with the Equation the Anti-Monitor demonstrated the power to merge the Flash with the Black Racer to reformat the force of death the Racer represented into an enfleshed form that he could control. For all it’s great powers, even Anti-Life is not truly absolute. Beings of extraordinary power such as the greatest New Gods can resist it’s effects, with some like the Spectre potentially even undoing them on a multiversal scale if the primary delivery mechanism is disrupted; in the New 52 it was stated to be able to control either Darkseid or the rest of the universe. Perpetua herself was powerful enough to simply redirect it from an unknown point in space and time to be re- infused into Mobius. Furthermore, metahuman powers over electricity have been known to disrupt it, as shown by the Flash’s kiss to Iris and Static Shock’s powers in Final Crisis-and certain beings such as Shilo Norman are heavily resistant to it, able to fight Anti-Life off by sheer force of will despite it’s traumatic effects. The New Genesis word for “freedom” written on others has also proven an effective ward. Last but not least, the Life Equation is capable of nullifying and countering it’s effects.

112. Life Equation Comprehension

1600 CP

It is the underlying blueprint of all creation, capable of granting transcendent harmony and peace between nearly all mortals. It is the ultimate objective of the Miracle Machine to calculate.

And ultimately, it is a direct link to the Source itself more intimate than mere godhood. It is the Life Equation, and it is fully known to you. First theorized by Darkseid’s studies of Anti-Life to be it’s equal and opposite force, the Life Equation is a transcendent divine force which originally created the life, gods and other major aspects of the positive matter multiverse. By changing it’s formula, it can restructure reality entirely-including compelling obedience to a degree rivalling Anti-Life based on a new world order in favour of life. Without fearing the New 52 iteration of Highfather’s mishaps from an imperfect communion with the Life Equation, you can mold biological processes in ways that would leave even gods in awe-creating armies of New Gods from the populations of galaxies or gift other powers to those in your favor, and healing all wounds or even resurrecting dead worlds. The very Source Wall bends to your will, being something you can manifest around yourself or repair and banish the escape inhabitants trapped in it’s walls back to-or potentially, bring them under your command. More benevolently the Life Equation can also mend others of traumatic effects like deep despair, rage and ultimately Anti-Life itself. It’s power rivals and likely exceeds that of Anti-Life, being capable of creating retroactive events or altering even significant aspects of

others' identity should they not have powerful divine defenses-and even nullifying the damage of a multiversal apocalypse.

Be warned: Controlling the blueprints of creation is incomprehensibly complex and challenging to all but the greatest minds in all the cosmos. Improper use of the Life Equation can result in undesirable effects like manifesting fears or anxieties into antagonistic entities-or working changes on others you did not consciously desire. But with wisdom and mastery, creation itself can become the tools of your workbench.

113. Living Intrinsic Field

1600 CP

It's a sad, mysterious story that's been repeated in the lives of both the more famous Captain Atom of Earth-0 and his counterpart Allen Adam. Atom's Dilusteel skin gives him a direct line to the Quantum Field underlying all existence, letting him manipulate atomic structures with enough precision to nullify other matter manipulators like Firestorm, separate individuals from their cybernetics or even manipulate magic-and with severe enough nuclear reactions, even destroy and recreate the universe. Or the heroine Chrysalis, whose exposure to a nuclear drill gave her similar levels of metamorphosis on even a sub-molecular level which let her escape her original reality and vivisect cosmic beings. The mystic Ahti who ascended to the role of Kismet who embodies time is no less impressive, being able to guide astronauts lost in deep space back to safe harbor-and her mourning husband Dominus, a rogue Lord of Order who would later gain even greater power, has both smote beings as powerful as her as well as cast his foes into different timelines simultaneously and even turn dreams he manipulated into reality. You see, at some point your molecular structure was affected by a high energy reaction that has given you a perspective beyond most mortals and even some divine beings. Whether it was by magical rite or scientific accident, whether you did this deliberately or were caught up in some sort of cosmic crisis, the result is the same: Matter and energy, both natural and supernatural, bends to your will for you have become a fundamental aspect of it. The exact nature of how you have become like this is kept deliberately ambiguous, and may provide you certain specialties or deficiencies compared to other similar beings. Perhaps like Dr. Manhattan, you are a font of Anti-Crisis Energy; this represents the greatest raw power available through this option, but also the greatest risk of a mortal mind being overwhelmed by it. Perhaps like Booster Gold's future self, you have become a similar being to the Waverider-holding great finesse over the currents of Hypertime.

Your body is no longer bound by the limitations of flesh and blood, but made of fundamental energies fixed in shape by your self-image as an abstract wave function. Your mental abilities are powerful enough to interface with the technology of the Monitors, and you perceive reality on multiple dimensions-sufficient to see through time and space clearly, and perceive that there's something almost...comic book-like about its fundamental structure. Surely that's just one of the many mysterious of the cosmos? Back to the more known stuff, you can freely traverse space and time at will, and have virtually unlimited shapeshifting ability by refocusing on your self-image to morph your intrinsic field into various forms. As for your elemental and telekinetic powers-from nuclear reactions of arbitrarily scope and complexity to

vivisecting cosmic beings, you have the potential to remake time and space, be in multiple places at once via quantum superpositions, disintegrate enemies before they can react to your presence or even fuse multiple universes together-and empower other beings into threats of cosmic scope in their own right. The magic and mysticism of mortals or the Major Forces underpinning creation can prove somewhat challenging for you to defend against directly if you do not grasp their innate properties-but even they can be harnessed and wielded by you with far greater power and finesse than many of the most prominent practitioners alive. Creating matter ex nihilo is also well within your grasp, if you want to create a private pocket dimension with a family of your own (or a harem of Power Girls). With discovery and practice of your powers you will unlock more and more powers. Perhaps in time, you'll be able to merge with and manipulate the fundamental axioms of creation itself or alter the histories of the greatest heroes and villains of this world into forms more pleasing to you. Perhaps the greatest trick you'll ever learn is how to undo those changes.

Keep in mind that for all that you're beyond nearly all conventional engagement by post heroes in the post-Crisis era and onwards, you're not truly invincible, all-knowing or omnipotent. You have a terrific amount of resistance and regeneration to such effects; nuclear explosions for example could potentially scatter your substance and consciousness across a planet or further, but you have the potential to reassemble yourself from even subatomic disintegration. Though by the same token, you may be so torn asunder by powers such as Captain Atom's disintegrating blasts or certain high-end ordinance of the New Gods' emanations, deceived by tachyon particles or similar effects that skew your vision of the future or potentially harmed by the multiverse itself reacting to your alterations. Cosmic or divine beings of extraordinary scope, such as the Super Celestials (or perhaps, their most powerful fragments) and the greatest of gods in their true forms can potentially bring you down.

114. Skill Level

There's all sorts of skills out here in this wild, crazy world and you'd be surprised what the man on the street can learn with time and training. This section encompasses anything an average member of your species could learn naturally: From forensic science to ballet to robotics to acrobatics. It also includes broader and more exotic fields like hypnotism, assassination and chi control-although as a general rule any feat that depends on drawing on an external force with your baseline physiology is invalidated. A Kryptonian for example would be eligible to learn Torquasm-Vo here if from an appropriate era or continuity, while a homo magi (but not a mundane human) could pick up expertise and talent (but not raw potential) in magic here. Skills related to your career above Basic level are discounted for adults. Your first discounted 50 CP skill becomes free, though you must pay full price for other 50 CP skills.

Legendary

400 CP

The best, hands down. You're the gold standard in your field, and all others are judged by how closely they come to you. As a fighter, you can go toe to toe with Lady Shiva. As a

scientist, you're on par with Braniac. As a magician, your sheer expertise is on par with that of the Lord of Order Nabu-if not necessarily your raw power.

115. Self-Assured and Confident

50 CP

There's nothing more embarrassing than a stutter when you're in the middle of delivering a speech about world domination, or reassuring panicked citizens. You can act and speak as if your actions were planned out and prewritten, never being awkward or bumbling. You're a natural public speaker, and adept at reading the room.

116. Safe from Men and Gods

100 CP

You're a sheltering and nurturing presence, with the natural talent of a nurse. When people come to you, it's for a safe place to rest and a shoulder to cry on, and that's exactly what you provide. You know how best to comfort the ones who've been hurt, who are scared and alone, and they can see this in you. It has to be said that this is not a common skill for most Amazons in the New 52 and onwards.

117. Old Family Values

100 CP

Growing up on a Kansas farm might not teach you everything you need to know in life, but it does give you a good head on your shoulders when it comes to what's important. Your moral centers are strong and stable, helping you keep track of what's right and what's wrong in a complex world. You have a knack for cutting through nuance and sophistication when it comes to matters of the heart.

118. A Beacon of Hope

100 CP

You're like a ray of sunshine in the darkness of despair. The way you carry yourself, the way you act, the way you speak, it unequivocally proves to everyone around you that they're safe now that you're here to protect them. You know just what to say to lift someone's spirits and remind them that there are better days ahead. All they need to do is look up into the light.

119. Terrifying Presence

100 CP

Monsters are real. There are things that go bump in the night. But even monsters check under their beds before they go to sleep. They're scared they'll find you waiting for them in the shadows for to them you are vengeance. You are the night. You are...not necessarily Batman but definitely someone who can fill in for him in a pinch.

120. Peacebringer

100 CP

Sometimes all people really need is a little love in their lives. You're no trained psychiatrist, but some combination of your demeanor and wordplay makes it easy for others to open their hearts to you. You're a skilled debater and negotiator too, the kind of person that can sort out an angry family reunion at Thanksgiving with their strong but patient presence.

121. A Face Only A Mother Could Love

100 CP

You have either a monstrous visage or a presence of raw, unbridled menace that sends the cowardly fleeing from the sight of you and drives terror into the hearts of the brave. Expect most thugs to avoid making fun of your face if you're disfigured, and to send a primal shiver down the spines of hardened men If you're the more suave kind of criminal.

122. The Ends Justify The Means

100 CP

You have a way of talking people round to unsavory ideas and ruthless decisions they'd otherwise shy away from. It may seem heartless to bomb a building, but you're a good enough speaker to make it seem justifiable-even laudable-from a certain point of view. This also comes with a knack for convincing superheroes you're not as bad as they think-and definitely better than those other criminals.

123. It Was Me, Barry!

100 CP

Revenge is a dish best served cold, hot and every other way you can think of. You see, you're extremely talented at covering up all involvement when you set out to ruin someone's life. Plans have just a bit more luck in carrying on unabated, traps and hidden blades are missed just a moment too late. And when you DO reveal your hand, the shock and despair you reap is greater than it would normally be as that poor bastard realizes he will never, ever be free of your revenge.

124. Pseudonym

50 CP

You can quickly disguise yourself to hide your identity, like both superheroes and supervillains here are wont to do. You can go from the likes of Batman to a trusty fella like Matches Malone after a minute or two in a discrete booth, or dodge the cops by putting on civilian clothes like just another costume.

125. Expert Combat Training

400 CP

For 200 CP, some quirk of your history here has led you to having a substantial arsenal of fighting styles for all occasions, from martial arts to potentially sharpshooting and highly specific weapon skills. Consider this to be a bargain bin purchase of mundane martial art skills native to Earth, most of which range somewhere between Proficient and Expert but a few you specialize in straddling the line between Expert and Master. You've mastered a dozen warfare practices or martial arts.

For 400 CP, you have instead mastered over 100 martial arts with a similar proportion of those you are "merely" skilled in and those you have exceptional talent for.

126. No Time to Waste

200 CP

When the world's on the line, you can't afford to just nod off even if you've been captured by Mongul for days! You can push yourself to work past what would be healthy, studying or experimenting for days on end with no sleep and little to eat. Your work doesn't suffer nearly as much as you'd expect, and you keep almost all of your mental faculties intact up until you find what you've been looking for or collapse from exhaustion.

127. Rhyming Demon

200 CP

There is a hierarchy in Hell, a pecking order among the demons. A class of nobles and princes have become known for their rhyming speech. Whether or not you are a demon, you have attained this title and come into a peculiar privilege. By speaking in rhyme you can win the respect and admiration of demonkind. It's no mind control and won't stay the hand of any demon with higher station than a knight, but the rank and file of Hell will find your demonic verse marvelously charismatic and authoritative. Hell's society is violent, but the signs of an aristo among demons can end some fights before they begin.

128. Snap

300 CP

Oh. Oh dear, you're a vicious one aren't you? The pulsating allure of a throbbing vein, the soft cartilage and bone of an exposed column of flesh...it sings to you. You're very good at locating and targeting the weak points of your enemies with brutal efficiency. With humans, this is often the neck. If you can get close in a fight it's a simple matter to position yourself right and end them in an instant-you could even do it blind, or while facing backwards. Even beings significantly stronger than you have their weak points appear clear as day to your gaze, and exploiting them always hurts a bit more extra than it normally would-to the extent that even gods could be brought to their knees by the constriction around their vertebrae. If you weren't already, you may choose to have been trained in the Amazon war arts for a time reasonable to your age.

129. Native Speaker of Body Language

300 CP

Human body language - gestures, movements, the subtle signs that all play out to precede and follow through on actions and behavior - is unbelievably complicated, but in essence predictable if you can understand the patterns behind it. Like speaking a vocal language. Theoretically, if one were to be raised in total isolation of linguistic stimuli, and had their exposure to body language tightly regulated and measured, they would develop in such a way as to 'speak' it as fluently as one would speak their native tongue. Following the success of his daughter Cassandra, David Cain raised another child under similar procedures.

That child was you. Your early life, from even before you could walk, has been violence and little else. Hundreds of martial arts forms, the use of blades, guns, and the environment to kill, even the thousands of little movements made before a punch is thrown, you can understand it as easily as you would a spoken language due to the language center of your brain learning to interpret movement instead of sound. Look at a person, and see how to kill them, just like that.

See what a room of trained fighters will do before they do it, predict and counter their every motion, and deliver the killing blow, all as intuitively as simply listening and understanding. You could weave through a storm of bullets, punch through solid concrete and steel, and even knock out Batman or Lady Shiva in a fight, your aptitude having far surpassed what any training could accomplish alone.

However, this comes at a steep cost. Due to your upbringing you can't speak any true languages, and any you did speak before will be removed from your memory in order to make room for this new comprehension. Understanding them when spoken to you, that's different, but it'll be one-way. You could sacrifice a portion of your skill to learn to speak again, decreasing your fighting ability to Batman's level, or resign yourself to only communicating silently with others that share your intuitive understanding by allowing them to read your movements. As an alternative to losing your ability to speak, you can buy 2 intellect levels to dedicate to retaining both types of language rather than increasing your intelligence.

130. Prophetic Visions

300 CP

Like Madame Xanadu, one way or another you've come into a way to reliably see what's in store for your future. You can look into the future using magical techniques, divining the future of yourself and others as well as important events. The farther you look, and the more widespread the vision, the less detail you're able to make out besides vague premonitions and emotional connections yet to be made. Props like tarot cards help but you don't need them, strictly speaking. Be warned, the future can be vague and some outcomes have been brought about by trying to avoid them.

131. Galactic Imperialism

400 CP

Ruling, some say, is hard. But with how many spacefaring powers spring up overnight only to fall the next day, you'd be forgiven for thinking otherwise. Like the well-trained members of such societies, you have a keen education in the grand strategy, logistics and administration required to build empires spanning multiple planets. So too do you have the military discipline and training needed to function within a well-oiled war machine capable of defending or expanding the above seamlessly. The mind-boggling command chain that lets a starfleet coordinate across lightyears while simultaneously accounting for the population you've subjugated's continued survival and obedience is old hat to you. Your ways are the old ways of empire building, elevated into the space age but no less disciplined.

132. Crack in the 4th Wall

400 CP, discounted for Living Intrinsic Field

Wow, there sure is a lot more fanservice in the Post-Crisis Era than in Rebirth! Isn't it crazy how everyone's costumes have evolved so-wait, crazy? Is that what you are? It'd explain a lot. You see, you've gained a special kind of awareness of just how fictional this world is. By figuring out the tropes and stereotypes this world runs on, you can uncannily predict what others will do or skew them. You can even see the edges of the page, the comic panels, figure out which writers and editors are working on the story and speech bubbles with enough effort. With some experimentation your mundane efforts and powers can interact with those facets of meta- existence, doing things like stepping out of a comic panel to mysteriously appear or disappear.

This will, naturally, be rather unintuitive before significant practice; it's not exactly easy to aim a fireball out of a comic book panel or read editorial letters from inside a prison cell, although certain abilities in this world such as the Dimensional Superstructure of those of the 5th Dimensional Imps which already touch on the backdrop of reality will instead be boosted significantly by this perk-as well similar metafictional abilities you may attain in the future. And don't go thinking you're some sort of god with this; events and significant beings in this world have a sort of narrative inertia to them, and there are certain forces more fundamental than even the apparent format of the written word. Will you join forces with Ambush Bug to bring a little cheer to the nitty-gritty of the New 52, accompany Animal Man on his sorrowful sojourn into the mysteries of his own identity or challenge Psycho-Pirate to be the harbinger of the next great Crisis?

133. Sufficiently Advanced Technology and Sufficiently Analyzed Magic

500 CP

You've cracked the trick that the Post-Crisis era wouldn't see spread publicly until far into the future of its modern society: The seamless and efficient fusion of technology and magic. Given time and study, any magical process can be replicated with technological systems that any oik with an engineering degree but not a drop of magic in their blood could put together-

or a soulless AI for that matter. Likewise, any technological effect can be recreated by a spell of your devising. It should go without saying that the more complex the effect you're trying to emulate, the more elaborate your preparations will be; have fun rigging up that particle accelerator you'll want to perform an actual world-changing miracle with, or using up the power of an entire country's leylines to power an interstellar high energy cannon. But the real trick comes from being able to integrate the two systems together, letting you do things like trick demons into chasing your astrally projected soul to the borders of Heaven through the internet as a medium or uploading your brain to the body of a lobotomized demon lord. The sky's the limit with this newfound paradigm reconciling the seemingly disconnected forces, and in time you may change the face of how war is waged in the cosmos forever with the forces you can bring to bear.

134. Symbol of Hope

600 CP

It's not good enough to constantly save people from burning buildings if they never join you in the sun. You're incredibly inspirational on a grand scale, carrying an easy charisma and photogenic manner that makes you a stellar role model and a potential household name should your deeds be known. You always know the right thing to say to get people to have hope for the future, and bring courage to the fearful. All things being equal, public opinion tends to err on your side-and the virtues you exemplify take root without ever needing to meet many of the people whose lives you've changed for the better. Even those on the edge of the law like rogue mystics or the more principled vigilantes accord you a certain amount of respect and some villains may even view you with a twisted form of respect. While who you are in-person can lead to more nuanced views of you, for society as a whole you're a collective good omen that transcends race, creed and ideology. The world is more courageous, more ready to rise to the challenge of making tomorrow better than today with you in the limelight, with much of the societal unrest that would come from a large group of empowered individuals associated with you ameliorated by enthusiasm instead.

135. Perceptive Tactician

600 CPIs it paranoia if there's really someone out to get you? Regardless, you'll be ready for any threats coming your way. You've learned to never let your guard down, not unless you make the conscious decision to relax. Even in situations as foreign as infiltrating an ancient temple or spelunking in the Greek Underworld, you remain keenly aware of vantage points, hiding places and the like to better take advantage of when the chips are down. You're a master of fighting with improvised weapons and guerilla warfare and could write a book about all the dirty tricks you know. You're always as focused and careful as you are at your best, and you don't get overconfident or lose your edge when you're winning a fight, dealing with low level nobodies, or have hung up the cowl for the day. Blindsiding you at your worst won't be any easier than when you're alert and focused, because you're always alert and focused. And while you may not necessarily be the most social of heroes, one thing you're good at is teaching others the tricks of your trade. From how to throw a sharp implement to how to fight in cramped spaces, you're an expert at crime fighting tutelage.

136. The Heart of Truth

600 CP

The malice and lies of a cruel world cannot stand against the light of truth. And the deepest truths are found within the heart. On an individual basis, you're a font of hope and compassion like few others. Even with no expertise in psychiatric training, you intuitively know how to help people work through their traumas and losses, address and overcome the hatred within them or come to terms with an inconvenient truth. Even for a being as divorced from the mundane world as a god stripped of power and cast down from on high, your support can help even alien and divine beings cope with tremendous losses. No being is beyond your capacity to empathize with given enough time and care, and should they be willing to trust you even the worst pains can be given some degree of solace. You also have an uncanny ability to detect deception in all its forms, and are a skilled diplomat even for societies you have only just met. Last but not least, you inspire teamwork and mutual cooperation in all its forms even among the strangest of allies.

You may not be able to change the world with a speech, but for anyone willing to sit down and listen you can work more personal wonders. With patience and time, you can build lasting peace treaties and forge pacts enforced not by mystic bond or threat of arms-but the genuine good faith of both parties invested in the outcome thus created.

137. The Secrets of Society

600 CP

Running a criminal organization takes far more work than those self-righteous fools interrupting you appreciate. You're one such ideal taskmaster, able to sort out the logistics and effectively manage the kind of secret lairs, hidden fortresses and space stations that supervillains with true ambition tend to gravitate towards. Running a conspiracy is old hat to a mind as devious as yours, from issuing missions to providing dead drops for your agents to hand in their reports.

Ensuring complex superweapons or experimental rituals get completed on a timely basis is also well within your grasp. Furthermore yours is a menacing, elegant charisma from an older age, and your sharp demeanor can disarm psychopaths and hardened killers into dutiful obedience to your command-or bring out the killer in a once-righteous crusader to better suit them to your goals, and ably mentor even experienced terrorists in the skills of your organization. Your reputation as a formidable, uncompromising figure in the underworld strikes fear into the hearts of many enemies or rivals, and swiftly builds up a great fanaticism in all guided by your hand. Best of all, you know how to integrate both pawns and agents into proper civilization like hidden blades. Once you've become a de-facto ruler of a government you've infiltrated at every level your skills lend themselves just as well to improving the nation you control with good old- fashioned logistics. It's one thing to challenge heroes with an army of deadly assassins willing to die for you. It's another to cow them with the revelation of just how bad things would be without you in power.

138. Evil Beyond Imagination

600 CP

Some men aren't after anything rational. Some are filled with what is either madness, or a particularly bleak and pitiless view of reality. Some just want to watch the world burn, like you. Your mannerisms, your very spoken word and way of comporting yourself has a corrupting effect on everyone near you. Those who work under you are the most affected, becoming more vicious and compliant to your will-the kind of scum that Gotham is infamous for. Telepaths and empaths should be wary, for such is your vileness that there's a non-zero chance you could turn the tables and leave them screaming from the horrors of your broken mind. But even in civilized society you bring out the darker angels of those caught in your wake and inspire fear-if not panic when your dastardly deeds disrupt their safe little worlds. In a rare few, you might even awaken a fanatic, depraved loyalty and burgeoning talent for supervillainy to further your dark work- especially if you apply your personal talent for psychological warfare and gaslighting against them. You have an uncanny intuition of how to conduct your evil schemes not just for effectiveness-but to inspire the most heinous reactions possible, to break down the façade of morality and restraint men need to avoid putting on clown paint and setting something on fire. Or something else, if that's not to your liking-as a side effect to all this, you easily spread and enforce a certain fashion among your minions that distinctly marks them as yours.

139. (Criminally) Insane Dedication

600 CP

You know hatred. You know it very well. It's what gives you your strength, your meaning to live, your purpose. Someone has wronged you, and that person will pay. Everything they have, everything they are, you will take it from them. Best-laid plans to stop you find you difficult to snare. Hidden ones have an uncanny tendency to be revealed to you. Whatever is precious to your enemy, whatever is sacred and treasured-you will take it and burn it, and only once they've been reduced to nothing more than a shattered husk of a person, only then will you finally end them. Your inhuman amounts of raw, seething hatred carry you forwards like an unstoppable machine of death, an inevitable fate awaiting your enemy. Not quite will, but persistence against all odds and no small measure of luck-extra reserves of strength and resilience eked out with every step you draw closer to, even powers going to the extra mile to work their magic- almost literally fuelled by hate. No words can sway you, no prison can hold you, and no heroes can stop you, not until it's finished. And once you've clawed your way out of hell itself, burned the world to the ground, stripped away and defiled everything of meaning in their pathetic little existence? Then, you can finally rest. Until it's time to burn once again.

140. Preptime Ploys

600 CP

Fools rush in, but you know better. You're a methodical planner, and a meticulous plotter on par with the Dark Knight himself that has long since learned how to set up a contingency for virtually any circumstance. Through a combination of strategy, war games, rigorous mental exercise, training and experience you are extremely skilled at setting up a process flow which uses information you already know to carry out plans successful enough to thwart powerful metahumans and disarm worldending weapons. The more information you have-any information at all-and the better your resources on hand are, the more successful your plans will be. Fields of study conventionally thought of as separate, such as forensic investigations and mechanical engineering, can be integrated in order to great effect; this is the adaptability that let Batman design many of his custom-tailored gadgets. With "merely" access to mundane wealth and some analytics of past foes, you could conceivably construct a system similar to Brother Eye.

With the support of loyal and extremely powerful metahumans, you could construct armour systems like the Hellbat that integrate the forces and natural resources they field into an artifact capable of fighting on par with a god-albeit at extraordinary cost to your wellbeing. A strong mind and body will hone your capacity to organize information, to manipulate and delegate and prepare, in order to overcome odds normally far beyond your grasp. Even so, beware of hubris. Batman himself was pushed to his limits in order to exploit time travel to escape the Omega Sanction, and in one possible future died building the contingency that finally ended crime across the multiverse. And in both cases, the unforeseen consequences and costs of those victories was monumental both to him and the world.

141. World of Cardboard, Men of Steel

200 CP

What's the point of being a superhero if you can't keep innocent civilians SUPER safe while rescuing them? You don't cause any unintended injuries with your powers. Hug your partner without crushing them and knock out a criminal without causing brain damage. You can be sure that sticking a grenade into the mouth of an invulnerable supervillain won't be too much for his durability to handle and explode his head, merely enough to knock him out, and that the warsuit deflecting the policemen's bullets is strong enough to take your punch rather than using micropoint force-fields that will cause the person inside to crumple like a paper bag when you hit them with anything larger than a bullet. You can also control your emotions enough that you won't do something you'd regret a moment later. Whether you'll do something that you'll regret the next day is another matter, though.

142. Most Common Superpower

200 CP

Superheroes are larger than life, that's just a statement of fact. They don't look like the average man or woman off the street, they're...super. And so are you. You're larger than life by the standards of this world, attractive enough to turn heads when you walk down the street, and look your best with only a minimal amount of effort put into your appearance. It's easier to maintain a toned, healthy, and athletic look, your face and body make most people envious,

your hair looks amazing even after flying at supersonic speeds or wearing a cowl all night, and even gruesome injuries and scars only make you look that much more badass. Basically you look like you were designed to be on the cover page. Which you probably were. Technically not everyone is a knockout around here, but with this then like most folks who don the tights and spandex on a regular basis you've somehow got the proportions and shine of a celebrity that stays in shape and well-airbrushed.

...that is, for 50 CP. For 100 CP you're not just in the upper echelons of handsomeness, beauty or both but you're effortlessly stylish. You can comport yourself in a way that commands genuine respect while also being a feast for the eyes. Maybe like Bruce Wayne or Black Adam, you've been raised to dress sharp in the highest of high society? Maybe like Power Girl, all flying around in winds strong enough to tossle your hair does is make you look cuter in a just crawled out of bed way. Or maybe like the Yellow Lanterns' enigmatic Lyssa Drak, you just look damn good while feeling like you're wearing nothing at all even if you're a crazy witch that lugs around a book full of personal traumas.

And for 200 CP, you are quite simply attractive enough to have your visage immortalized in myth and legend. Between a chiseled and appealing body, a winning smile, a natural charisma and charm as well as a lovely, lovely voice and body language that radiates strength your aesthetics are on the verge of being a bonafide low level superpower. This is the sort of beauty that would be considered appropriate for the legendary heroes of Greek myth, the most divinely charming of demigods or "acceptable" in Heaven. And in a rather understated example, it's this level of charm that makes Superman's handsomeness so apparent that villains have been known to yell about it while running away from him. Not only is he the gold standard to the general public's approval of metahumans, in some iterations of his own cousin unconsciously recognize him as their ideal man and unsurprisingly many villainesses are unable to keep their hands off him.

143. Comics: *Exist*, Physics: Am I a joke to you?

200 CP

In some stories, there's an explanation for how Kryptonians and Martians and champions of the Wizard Shazam travel through the atmosphere at superluminal speeds without igniting everything for miles. And in others, it just works. You have any required secondary powers that your primary powers from other jumps might require to be used without horrifying implications. Never worry about wind blowing your eyes silly while flying at supersonic speed, or breaking your arm from punching with super strength again. It all just works!

144. Why is the Earth Pink?

100 CP

On your travels you'll come across many strange places. A lot of the time they'll look just like home, right before you run into your alternate counterpart and remember where you are. You've adapted to seeing the 'aura' of locations you visit which overlaps what you see around you, such as a pink planet and sky on a gender-swapped world. You can still tell what's

beneath the aura, so this acts as a secondary layer to your vision without impeding how you see normally.

145. Batman's True Superpower

100 CP

What, did you expect to be selling autographs or robbing banks to pay the bills? You're no celebrity, have some self-respect! No, that won't do at all. Doesn't running a business in your secret identity to fund your caped identity sound so much better? You have a natural sense for business, and how to make money. Sell the technology you invented! Sell your superhuman services! Sell people superpowers of their own! You almost always walk away with a better deal than you were offered, having talked circles around the other party, and the way you can run a business as it grows from a deal selling weapons research to the government to a multi-billion dollar international conglomerate is simply a work of art.

You've also got a habit of digging up profitable business ventures and other ways to make yourself very, very rich.

146. Geological Epochs

100 CP

As a celestial body, you don't experience time in the same way all those short-lived organics do. Your lifetime is measured in the billions of years, and as such your mind is adapted to comprehending and living through the long timescales. Your memory is adapted to such timespans without worrying overmuch about forgetfulness, boredom, and all the other weaknesses of a mortal consciousness. You're not necessarily the best at applying intelligence relative to some of the real brainiacs out there, but you do have a force of will and a scope of conscious experience that dwarfs the living things upon your surface. Not many geniuses have a lot of experience with tasting the solar flares of other stars or feeling the trickle of glaciers irrigating your fjords.

As a boon to get you inducted into the life of a celestial object, how your experiences relate to your personality and personal growth isn't relative to time-but how important those experiences are to you. Importing into an origin millions of years old won't overwhelm your starting decades or centuries old identity.

147. Underworld Connections

100 CP

What, did you expect to be robbing banks and pulling heists to pay the bills? No, you're above that. You might not necessarily be Lex Luthor's rival in the boredom, but you have considerable experience in dealing with the black market and other underworld operations so you can get your hands on the more illicit substances your schemes require. You won't hesitate on the appropriate conduct for dealing with a mafia don or an Intergang rep, and you

have a good head for how to motivate thugs as well as what their work is worth in the current henchman job market. Paying reporters to dig out dirty secrets, bribing officials and all the other nitty-gritty hardball tricks in the grey areas of society's moral spectrum is also well within your repertoire.

148. Earthling Whisperer

100 CP

Contrary to popular belief, most extraterrestrial races across the universe don't all speak English, and communicating with alien cultures can be tricky when such a language barrier is in the way. You pick up new languages extremely quickly, and your overall communication skills are improved. You could be speaking a language fluently after a few weeks of watching people speaking it, and can get your ideas across with great clarity. Even if you don't yet speak someone's language you can communicate simple concepts by universal signals like gestures and facial expressions

149. Headliner

100 CP

You have a sort of sixth sense to major events going on around you. You won't know exactly what they are or how dangerous the event will ultimately be, but you can tell when and where they're happening so you can be there on time to get the story. This will help you find metahuman fights or similar confrontations. If you're the type to intervene so it has a happy ending, you won't forget to set up your camera.

150. I Can Do Better!

100 CP

The Joker goes through henchmen faster than he does dirty laundry, but frankly he's not alone in being a nasty boss for most. Which why you're lucky that your superiors are more lenient when you fail them. Insisting that you just need one more chance will usually convince them to spare you. You can skirt the line, wearing their patience thin for a lot longer, but be careful it doesn't finally run out. Always remember-flattery is nice, but results are usually better. Especially since if you DO bring home the bacon, your boss tends to give you a bigger cut of the pie than your friends.

151. Public Perception

100 CP

You can change the cosmetic style of the world by changing your own style. Just like how changes in movie costumes can be reflected in comics, if you change something like your outfit style, the costumes of others would change to have a similar design philosophy, and so on. Please, please don't get a mullet with this.

152. Narration and Running Commentary

200 CP

Isn't it so strange to look back on old comics now and see how much they would talk? Heroes and villains alike would constantly narrate their own actions, either out loud or even to themselves, as if they knew someone was watching and wanted it to make it clear what was happening scene to scene. Well, now they never stopped. Although the action itself hasn't changed, people just seem so much more descriptive now, including yourself. Even conversations will go into far more detail with more elaborate prose, a writing style seeming to have been lifted directly from novels. If you were only reading the supposed thought bubbles and speech balloons you could easily follow what's happening. This doesn't really serve any actual purpose beyond making conversations nicer to listen to, but wouldn't you want everyone to be a sports commentator for their own life?

153. Noble Soul

200 CP

Maybe we live in a better, kinder society because of the heroes that protect us. Maybe comic book writers just have the faintest idea of how to write kids. But either way, you've got the kind of virtue that's practically once in a generation. Pure of heart, always willing to do the right thing and lend a helping hand. You might seem like the average kid to most, but such is your targeted awareness of morality that even supernatural forces of vice will encounter terrific resistance to making you do the wrong thing with anything short of actual mind control or tangible, supernatural corruption. The seven deadly sins will still tempt you, but you can always find the strength to hold strong and keep the torch of righteousness burning in your heart.

154. Heroic Stamina

200 CP

Your particularly tough constitution allows you to push through injuries and exhaustion much further than normal. You can heal simple injuries like cuts and bruises by the next day and more serious wounds like bullet holes and broken bones in a week or so. Your stamina sees a similar increase, allowing you to operate at full efficiency with near-constant exertion and little to no recovery, as long as you take some time to rest every once in a while. You can keep going and going when anyone else would have needed a break. This also prevents you from accumulating chronic injuries and scars, as your body heals itself to its normal state, so you can remain effective well into your old age.

155. Pulitzer Prize Winner

200 CP

Years of experience at your job and a natural inclination towards curiosity and uncovering the truth has taught you much about the fine art of reporting. You know how to distill a complex and multifaceted issue into a simple and clear explanation, and how to follow a trail of clues

to the answer even when those at the top are trying to keep you out and cover it up. Be careful you don't get yourself in over your head though, superheroes can't be everywhere at once.

156. Henchman for Hire

200 CP

You tend to run into people looking to hire when out searching for a job. You know where to look to find the employers in your field and can make a good first impression unless the deck is really stacked against you. While you'll always have a job, it isn't guaranteed to be a good job, so you might wind up henching for Yellow Snow if you really can't wait for a better opportunity. You're also good at getting in with specific people, such as evil alternate versions of yourself.

157. Help Wanted

200 CP

No matter how evil or dangerous your reputation paints you as, people still flock to your side to work for you. They're rarely competent unless you actually go looking for people with the skills you need, but these are henchmen. Pushing your deathtraps around and ganging up on unwary trespassers don't exactly require a lot of critical thinking. If you promote one to a higher position like team leader or personal assistant then they'll become more loyal to you over time and more easily gain useful skills.

158. Lois Lane, Damsel of a Thousand Faces

200 CP

Holy moly! There sure seems to be a LOT of weird, whacky situations you get into! Kidnapped by mad scientists, abducted by aliens, sealed into magic crystals or abandoned into another dimension-there's no telling what could happen to you in this world. And even in less exciting ones, your tendency to encounter adventures, interesting situations and general chaos is far greater than for the average man on the street-as is the tendency for those around you and rise to the occasion whenever you're seriously in trouble. This also compels any abductors you encounter to treat you relatively well as long as you're cooperative, although this is proportionate to their investment in you with relation to their evil schemes. A terrorist taking hold of you just to secure a military base will try to keep you well hydrated and overlook your movement. A sorcerer actually trying to sacrifice you for an evil god's boon will be far more attentive. This comes with an unconscious toggle, ensuring you won't have to deal with unexpected misadventures if you don't want to-though you can still placate kidnappers without worrying about further misadventures if you want.

159. Superdickery

200 CP

It was a simpler time. A more reckless time, when the line between prank and meanspirited gaslighting was thinner. You can be a dick to your friends for no reason and they'll act as if it didn't happen. Even if you straight up murder them or engineer elaborate deathtraps, they'll be fine afterwards. This doesn't apply if you actually intend to do them lasting harm, emotionally or physically; this particular twist of fortune is more there to give you a free pass on zany pranks or well-intentioned schemes than the kind of malicious spite that befits, well, a supervillain.

160. And Remember Kids! Knowing Is Half The Battle!

200 CP

Just because you're here to save the day doesn't mean you don't have time to teach the kids at home an important life lesson about real world issues! Whatever you're in the middle of doing, you can suddenly start talking about drugs, racism, the War on Terror or some other important thing that says a lot about our society with your allies and opponents. They may still fight against you or for you, but they'll be compelled to suddenly expound at length on factual information (to their knowledge at least) about the topic as well as their opinions on it. With this, you can hold a vaguely educational rapport. Once the conflict ends, at will you as one group turn aside and say something snappy that reflects the Aesop of what you've just discussed. Which will generally reflect suburban American values.

There are two ways the consequences of this can manifest. The first is to have a stylized, cartoonish depiction of the events that just occurred play on cable TV (or what passes for it) around the time most children are watching, to keep those young minds educated about the important issues you've learned about today. Each such episode will come with a catchy theme song too.

The second is to simply shout your moral into the void. Seemingly nothing will happen but if you really strain your ears...you might just hear the faintest sounds of childlike cheering and applause. And if you also have Crack in the 4th Wall well, you might just notice a lot of youngsters chattily discussing your adventures...somewhere else. And maybe a few grown men grumbling about how childish comic books can be, while trying to buy some discretely.

161. Happy Little Accidents

400 CP

Isn't it uncanny how many superhero origin stories come from science experiments, magical accidents and the like gone unexpectedly right? Wouldn't it be nice if every time lightning struck you while carrying experimental chemicals, there was a non-zero chance of being able to get attuned to ambient cosmic forces? Henceforth, the probability for sabotaged scientific studies to result in people getting superpowers or empowered beings inclined to be helpful for you emerging from the wreckage rises exponentially, and against all logic and reason. Left an experimental AI on too long while exposed to the sun? The computer itself turn into a caring superpowered robot maid. Just remember that this is more successful the more energized and overall high quality the materials and components involved are. You won't be getting

anything out of drinking gasoline but a horrible bellyache, or achieve anything but pissing off the janitor by throwing test tubes on the ground.

You also have an uncanny tendency to tap into ambient cosmic forces around you. If you go to a setting where magic suffuses the land, by approaching a sufficiently strong concentration of it you could attain great magical powers-or even develop new ones even if it's generally accepted magic can't be used by mortals, and hone your newfound power to great heights.

162. Jumpchain Adoption Agency

400 CP

There's an uncanny tendency for apparent orphans to discover a hidden heritage that left them much more connected to their adoptive families than previously assumed-and through the power of your Benefactor, you can get in on this. At the beginning of each jump you can start as a member of an existing family from that jump, either born or adopted. The most important kinds of families you can be part of are those roughly analogous in narrative clout to the greatest heroes and villains of Earth in this world. You'll qualify as a full member of that family for things that require that specific heritage, even if your new backstory has you being adopted in. Perhaps you're a Wayne or Kent in spirit enough to move the Eradicators?

163. A Temple By Any Other Name

400 CP

Gods depend on worship. This is known, and has brought low many a once powerful deity from the lofty heights of divinity to miserable squatting in dust and ash among their ruined temples. And then there are some gods that...just kind of seem to ignore that restriction and do whatever they want no matter how many people are worshipping them. Especially the demonic, primordial and forgotten or alien kind of deity. Which you're lucky enough to be one of! You don't need people to worship you yourself to survive. It helps, but you only need them to engage with your domain. Something about your lackadaisical existence spitting at the known limits of divinity seems to have permeated your existence, letting you substitute other vital processes' components with vaguely similar ones. Need blood spilled from a virgin for a sacrifice? Eh, a lock of hair is fine. Your high-tech FTL engine can only run on a promethic-neutronic gas infusion? Just pump some diesel in and fire it up.

164. Wonder Woman Can Fly?

400 CP

Yes, she really can! Isn't that uncanny? Why doesn't she do it more, you ask? Well, I'm sure she has a good reason you could ask about if you're friends-just as I'm sure there's a good reason why YOU don't abuse those illusion powers you've had in your back pocket more. People have an uncanny tendency to keep forgetting or dismissing your powers even after you use them, though this effect is stronger the less you use them regularly. Fly every day unexpectedly and after a week or two everyone will accept it's just part of your powerset, but do it around once a week and you could keep folks guessing until someone sits down and

makes video recording. Having some piece of equipment you never use that could theoretically serve the same purpose greatly boosts this effect. And when it comes to these forgotten powers, people have a great tendency to lowball what you can do with them.

165. He Didn't Leave One for You

400 CP

You know what else is special about Wonder Woman, in the New 52 era? Batman doesn't seem to think he can plan to deal with her. You'd think it would be as simple as acquiring a god- binding ritual or a magical artifact associated with the Greek gods given her heritage in that continuity-but no, she's just this blind spot for Bruce. And in a less flattering context, in another continuity he simply didn't bother to leave a plan for Green Arrow because...because he's just a man with archery skills. Likewise, people just don't plan for you. They think you're beneath their notice, or that you're just TOO STRONG to plan for, or something else that might make sense in the context of what your powers are.

...if your powers are being memorable, assume a fly is constantly distracting them or something.

166. A Refuge from the World of Men

400 CP

How precisely is Themyscira protected from all the woes of Man's World? A divine enchantment? Being positioned in an extradimensional corridor? That's certainly not what seemed to be happening in the older Wonder Woman stories (which had considerably more bondage and gentle femdom). Well, putting that aside for a moment, as one possible explanation what you have here is a simple but effective ritual that blesses an area you have a decent legal or metaphysical claim to in order to turn it into a paradise of sorts. Violence barely ever happens unless it's in the context of a formal competition. Plants grow lushly, animals seem at peace (and far healthier), even the weather becomes positively idyllic. Most of all, modern day forces find it notoriously difficult to locate your sanctuary unless cordially invited. As time goes by societies on this area tend to develop to exemplify the ideals you uphold-not forcefully enough to be considered true mind control or make anyone do what they normally would, but as a noticeable ambient mood.

167. Superman's Pal

400 CP

The bond between Kryptonian superhero and intrepid redhead reporter is almost inexplicable to outsiders, but stronger than steel. And like Superman and Jimmy Olsen, through sheer contrivance you can always fall back on your friends. Whenever you call for help, someone who's best suited for the task at hand (out of the people you know) will quickly arrive, whether it's saving you from a supervillain or just hanging out when you're lonely. You can also specify a specific person to call out for. Overuse of this will see your friends taking

longer to arrive, if they make it in time at all, so try not to use this more than once or twice a day.

168. Interrogator

400 CP

Getting people to talk is a simple matter for you. You can play both good cop and bad cop, gently coaxing answers out of them or intimidating them into spilling their secrets, even when they know it's in their best interest to keep quiet. When the chips are down and lives are on the line your efforts are multiplied tenfold through your desperation and determination to save the day. The experience makes it easier to tell when someone's lying to you or withholding information from you in your day to day life.

169. Impossibly Difficult To Clone

400 CP

You would expect Lex Luthor to simply splice Superman's powers into himself if he envies him that much, to which the evil genius would probably answer with a lot of bluster before admitting it's far easier said than done. And like Superman, for whatever reason your powers are just obscenely difficult to reverse engineer without your conscious, explicit permission. Clones just...don't work, and even some of the most brilliant minds on Earth would do well to create a deformed, mentally addled clone. Magic dopplegangers and the like have a tendency towards instability or unpredictable behaviour. Even robots just can't seem to calibrate your form and powers right unless meticulously building them as separate systems instead of being built in your image. Which makes it all the more frustrating for aspiring mad scientists when you can still give a sample to your scientist friends and see them work to replicate what makes you tick with only the usual difficulty.

170. Crisischasers

400 CP

Isn't it a nice coincidence everyone seems to be in touch when the next reliably anthropomorphic cosmic being announces their plans to decimate reality for vague reasons? In some cases it's literally the multiverse defending itself, but in other, less meta, stories people just seem to be in the right place at the right time. And so, you can always make it to major events that you don't want to miss, even if by all rights you shouldn't have been able to be there. You could be in Alaska then through a series of contrived coincidences and airport checks be back in New York at the exact moment Atrocitus goes there to destroy it. You could even end up hitchhiking with some aliens to reach some interstellar event which the Justice League have travelled in person to deal with if you really want to be there. This comes with a sort of unconscious toggle. Basically your shortcuts to the biggest events of your stay will be around if you want them to, and if you'd rather have a quite life they won't.

171. Narrative Lightningrod

400 CP

Some people just seem to have won life's lottery. And for one reason or another, many of those people in this world are children. You attract blessings, powerful artifacts and power-ups of all kinds as if the universe itself has taken a shine to you. Even if you're not directly connected to a certain hero-empowering dial making the rounds around town, such items have an uncanny tendency to wind up near you by coincidence. Scientists just have a hunch you'd be an excellent test subject for their latest attempts to create artificial metahumans. When old, retired heroes are looking for someone to pass their powers and legacies down to, you tend to be the one standing in the right place at the right time. This doesn't help you with any prerequisites said heroes might be looking for and when it comes to power-ups or blessings skews more towards those consciously offered by others than random explosions in the background giving you powers, though your mentors will do their best to see the potential in you or bring it out if possible.

172. Slice of Life Superheroics

400 CP

Why does everyone have to be so serious about fellas in spandex punching robots and spaceships these days? Here, show them how it's done! The more ridiculous or dangerous a stunt is, whether you're attacking a cabal of interdimensional gods on a frothing rage because you think they stole your stuff or using super speed race the Flash for charity, the more likely your zany stunts will succeed. Even if they don't, the consequences will be much lighter on you than they would be normally. Even general misfortune is greatly dampened; your blackmailer may turn out to be a kid who just wants a wingman to ask out his crush at school who'll deal with you in good faith, and your actually depraved opponents prone to infighting with their benefactors.

173. Honor the Past

400 CP

So much has been forgotten, dismissed and denied after Crisis after Crisis event. Wouldn't it be nice to remember we're all part of one epic, intergenerational story and we're all in this together for the long haul? Your own memory is preserved against even extraordinary cosmic changes to the world, and while no greater than before your identity and actions are similarly unforgettable. From brainwashing to amnesiac drugs, from time paradoxes to magical illusions, who you are and what you've done will ring clear in the minds of those already familiar with you. This can be toggled off.

174. Batman, Superman and Darkseid's Other Real Superpower

800 CP

It seems that due to being an incredibly popular main character written during a time when editorial assumed that most readers were self-inserting into you and some writers actually were, you've become impossibly attractive to the opposite sex because of and despite your personality quirks, as well as incredible in the sack. Seriously, memorably good enough in bed for the multiple supervillainesses you've tapped to make up a whole musical number

about it- and skilled enough to avoid harming more fragile partners with things like super strength. Spouting lines that sound like an actual child playing Caped Crusader in the soaking rain? Get ready for Black Canary to jump your bones! Come upon a New Goddess missing her husband? Prepare to make Orion even more of a cuckold than he already is because you remind her of him. Just gotten in a blazing row with a misanthropic Amazon who thinks all men are weak little worms? You're about one slap away from getting a new, fanatically loyal girlfriend who likes to fight you during sex and be roughed up. And ladies, if you're hunting down Batman's hot Robin for his magnificent slab of an ass you can be sure that even if you literally stalk him into an ally, he'll be too paralyzed with want to actually frame whatever you do to him as a rape; the same goes for those silly boys on your team you can leave wrapped around your finger with a few token winks and kisses. This is completely tasteless and can ruin many meaningful relationships around you in the long term, but the fact remains that lots of normally aloof and attractive people in tights want to get in bed with you-and once they're there, they might as well be leashed.

For 400 CP you do still need the opportunities to prove your mettle, but for 600 CP things get much easier. In future worlds it seems that unrealistically attractive women occupy prominent basically every prominent walk of life, from the pantheons of the gods above to the humblest street sweeper below them, there just so happen to be bodacious beauties of every stripe. And happen to gravitate to you by coincidence, even if ostensibly ideologically opposed to what you stand for. Or rippling hunks if you're a lady or simply a man's man; enjoy your pool boy looking as chiseled as Flex Mentallo or as delightfully twinkish as Conner Kent. Of course in this world, this sort of thing happening more often than usual will...will severely upset the Comics Code Authority, who can do nothing about it.

And for 800 CP, as a bit of insurance for superpowered mate connoisseurs this ensures there'll always be a fair few with superpowers, mystical abilities or inherent physiologies similar to those in this world-at least, the aspects of it below the Sphere of the Gods. Anything from the equivalent of an empowered Kryptonian to a New God emanation-though not those extraordinary beings who influence the cosmos on a greater scope than such. Even in an otherwise mundane world, at least a few times a year such women are prone to gaining cybernetic powers that in no way hinder their beauty from industrial accidents-or revealing themselves as long-forgotten divine champions from tombs. Yes, such events have the potential to radically change what mankind knows about the universe-but the important thing is you'll never want for superpowered sex. You may toggle this effect on or off at will.

175. Main (Wo)Man Coming Through

600 CP

Truth? Justice? What a buncha poozer bastiches. Nobody tells the Main Man (or his daughter) what to do, what to think and who to fight-unless he's paid good money for it, heh! Let's see, for starters you are a ridiculously, overwhelmingly masculine or feminine caricature straight off an 80s metal album cover. You're absurdly brawny in a ruggedly sexy way, and maintain that physique on a pure cigars/space beer diet. You ooze machismo (or sultriness, if you like) like other men ooze grease, and you both fight and fornicate like you were put on this world

to do both. The world reacts to you like you're the main character of an action movie. The impulsive, egotistical approach to life just works for you, whether it's dodging spaceship fire by doing a wheelie on your space bike, punching out someone's lights to make them hand over the codes you need or lucking into a cache of weapons when you've decided to lock and load. Just by doing contract killings for a few weeks, you could live like a king-and be feared across multiple space sectors like one too.

But that's not even the best part. No, the best part is despite acting like a puerile, adrenaline-soaked power fantasy superheroes and supervillains alike are surprisingly willing to work with you. Through sheer competence, as long as you haven't laid waste to Earth on purpose in months organizations such as the Justice League would be willing to overlook your misdeeds if you wanted to join them. Likewise, supervillains both honor your bounties more and respect your skills despite your uncouth ways. In future worlds this bizarre accord between you and the forces of good and evil alike that is totally not driven by your popularity with the readers will continue, letting you operate as a merc in a warzone with few caring which side you're on until you're right up in someone's face. And while this doesn't necessarily stop people from disliking you on an individual level, if you ever demonstrate a softer side to something a few conversations about it with a hero you're working with could make a fond friend out of that hero despite living a life of petty violence and contract killing. Even if that hero is BATMAN. Also, you can call yourself the Main Man (or Main Woman) in future worlds and people will instinctively acknowledge it as being your rightful title. In this one, you'll have to fight Lobo for it.

176. Sheer Coincidence

600 CP

There is an order to things, and in it your recurrent heroism is paramount. Misfortune and obstacles of all kinds in your life have a tendency to defeat themselves and offer some unexpected boons along the way. Your friend has gone blind? The next villain you fight will release a dust that just so happens to perfectly counteract the chemicals and restore their sight. As long as you can manage to defeat the bad guys and avoid losing any of your friends, everything will turn out alright. Insanity and trauma of all kinds also tends to wash over you like water off a duck's back, even if you've just seen your world go up in flames and everyone forget who you are.

177. Redefine Vicious

600 CP

Like a wounded animal, you're at your most dangerous when you're at your lowest. The more you lose, the closer you come to complete and total failure, the stronger and more capable you become until the war is finally won. Your drive to endure and to snatch victory from the jaws of defeat push your talent and competence to their limits and beyond. At your peak you could take on an army of metahumans, and beat them all with nothing but your equipment and your wits. When you've lost everything you've ever loved and the whole world is against you, the world better start running.

178. The Power of Grimdark

600 CP

Wow. Things sure have been miserable here for a while, huh? Longstanding friendships falling apart. Teams shattered over someone retroactively being a psychopathic teen assassin so evil Deathstroke himself was effectively her boytoy. Once-noble heroines becoming insane ideologues and/or lustful sycophants, while the champions of the Justice League are more akin to power fantasies than people to genuinely admire. Necks getting snapped all over the place. Would you like to inflict these terrible, misery-inducing conditions on future worlds? This lets you toggle a genre shift of selfish, impulsive behaviors and calamitous misfortune onto the world around you. If a young girl get stranded on another world, she'll find killer robots hunting for her head and try to team up with someone else to fight them off-only to find out he was a supervillain trying to use her. If someone gets raped, expect the controversy over how to deal with the rapist to spiral out into a conflict that can see entire superhero teams disbanded. And sometimes technology just randomly turns evil, spells misfire into gaping wounds in hell, people succumb to depression and the weather just turns foul for no reason. In general everything seems geared to generate as much misery or forced drama as possible. It's not impossible for people to rise to the occasion or fix what's broken, but the general trend of possibility is for things to be bleak and...not feel worth saving.

That is-everyone else suffers those effects. Those you oppose the most, and those useful to you being less effected until their value as run their course. Those allied to you and yourself, though? You'll find the ruthless, hedonistic approach works for you, gratuitous violence and selfish pettiness reaping disproportionate rewards. In fact, your selfishness and violence is highly attractive to ruthless individuals of your preferred gender-who'll show you uncharacteristically slavish loyalty, love and respect for your affection. Especially if you're more powerful than them, which seems to be an incredible aphrodisiac.

New 52: The emanations of Apokolips' New Gods apparently have a passive aura that causes similar effects, except more localized to their presence. Make of that what you will.

179. Rubberbanding Competence

600 CP

Almost as if to make up for your lack of powers, your competence and capability scale with your teammates and the threat you're facing. It's not a sure win by any measure or something that can let you overcome an insurmountable difference in power, but the skills and extra force to your blows can make you surprisingly difficult to deal with as a prizefighting pugilist for intergalactic warlords and cosmic sorcerers. If you're infiltrating a spaceship together for example, you might spontaneously figure out how to operate an alien computer's interface or pick up guerilla tactics to sneak around a patrol of cyborgs. On the other hand if you're just fighting crooks on the street (or other foes of similar stature to yourself) you'll have to rely on your own strength, and this effect is diminished the smaller the difference of power between yourself, your teammates and your foes is.

180. Reality Resistant

600 CP

You can’t just carelessly run through the different dimensions like a chicken with its head cut off. Not when that would subject you to the whims of their conflicting, unpredictable natures. Instead, you carry with you the laws and rules of your origin, behaving as if you were still in your home universe. You can’t be made to swear like an edgy teenager and whip out lethal weapons on a moment's notice just because you went to a universe that fundamentally works that way. For that matter, a ward endowed to you to fulfil your cosmic duties ensures all but the most hostile parts of reality won’t instantly gank you with environmental effects. You may stride through realms of nonexistence as if wandering through a particularly dark street- though you must still be wary of inhabitants and phenomena more tangible than an abyss of matter and energy.

181. Twinkle, Twinkle, Little Star

600 CP

People write you into science and art after observing your presence. You can appear as a central figure in mythology, how people interpret and understand the universe, all kinds of art and storytelling, and even attempts made to discern the future and other mysteries from your movements. This applies even when you leave your celestial form, which isn’t actually all that far-fetched for many myths.

182. The Kryptonian Human

600 CP

Is Superman Clark Kent or Kal-El? The answer is that he’s both, embodying both his human and Kryptonian heritages in equal measure. He stands as the exemplar of the human race, the ideal for them to strive for, while not even being biologically human at all. You embody the same cultural ideal in each new home you make for yourself, both assimilating and exemplifying the local virtues and gaining extraordinary skill with the talents they lionise. You’re also extremely gifted with interacting with new alien cultures on even terms, and can quickly make friends, allies and mentors of all kinds with a modicum of friendship.

183. Injustice Incarnate

600 CP

Villains act, heroes react. And you know just how to act to bring about your desired outcome.

Booby-traps just where your enemies will walk, inexplicable giant death machines you shouldn’t have had enough time to build or find, elaborate schemes and plots that rely on a large number of moving parts, you can do it all. You have a knack for coming up with plans that require ridiculous amounts of preparation to set up and a good number of coincidences to go off without a hitch, and still making everything go along smoothly.

184. Echoes of the Thunderworld

600 CP

“I’ll break out and destroy everything”? That just sounds like tomorrow’s adventure to you! Fortune and circumstances favors you when you spontaneously leap into the fray, chase leads, retaliate in defense of the innocent and otherwise spring into ACTION for the sake of your ideals. Moreover, your presence is awfully disruptive to plans and stratagems of all kinds. You’re a living blind spot in all manner of best-laid plans, and while others might adapt to you no plan is completely foolproof while you’re around.

185. Oblivious as a Hawk

600 CP

Whether Katar Hol or Carter Hall, the hero called Hawkman has consistently maintained a solid foothold in existence-one you now share. Setting-wide changes, alterations, retcons, and other disruptions to history and reality no longer affect you. They don’t affect you or your immediate surroundings, anything that would show up in a comic based on your life. As a general rule, such effects have to target you specifically in order to affect you, and you cannot simply be cast aside with the rest of the multiversal flotsam by grand cosmic events. Honestly, you might not even notice at first. Who has time to deal with the multiverse-destroyer threatening to erase all of history and possibility? There are museum thieves to stop!

186. Abstracted Host

600 CP

Not all those called to serve by higher powers are created equal. While Hal Jordan was (23 (retroactively) driven to madness by the corruption of the fear entity Parallax nestling in his soul, through sheer force of will Sinestro bent that being into a glorified attack dog. And in some continuities, Jim Corrigan manages to reach a closer understanding with the spirit of God’s vengeance bonded to his soul. You would have been a better host than either of them. From supernatural forces to beings of energy, or even objects and sources of cosmic power, you are exceptionally compatible with bonding to such things and far more adept than most at wielding them-and yet far, far less influenced by their compulsions than the average host. Not only are any strains caused by containing them greatly diminished, but you have a natural aptitude for wielding their powers with ease. In fact, there’s something about your soul that will ensure most find themselves enjoying being merged completely with you, more than being hosted by others or even being alone-and last but not least, with study and effort you can develop techniques to truly become one being in order to further amplify your power. Kent Nelson was able to fuse spiritually with his wife and the Lord of Order Nabu to become a being of unfathomable power, and while his mystical prowess along with that of the Lord of Order’s expedited the process you too will be able to devise methods appropriate to what you have merged with in order to similarly amplify your power. Just be careful about trying to become one with too many things at once, even you have your limits.

187. Bookmark of Destiny

600 CP

It seems the stars have aligned and the gods smile on you, because you've been ordained with a great fate of world-changing provenance in your time here. Perhaps you're destined to save the world from an impending apocalypse by getting initiated in the most esoteric mysteries of the New Gods? Or maybe your magical abilities will elevate you into a new model for humanity's ascent to godhood. Perhaps you are a similar messiah to the Golden Child aborted because of Constantine's revenge on his unborn brother, destined to bring about a new era of understanding for magic. You might even be the true heir to Camelot's throne. Your success isn't guaranteed, but fate and circumstance will guide you to allies, artifacts and resources that will speed you along the path to your true purpose. Factions clued-in to the supernatural nature of the world and beings of cosmic scope are likely to take notice of you, for good or will. Often there is great danger along the road-if only circumstantial danger, but often as a result of usurpers trying to claim your destiny-but the rewards you may reap along the way are similarly commensurate, and often helpful for defending yourself against assailants of all kinds.

In future jumps, you'll have a destiny of similar scope tailored for you in subsequent worlds-although you may toggle this off if you wish.

188. Whatever Happened to the Man of Tomorrow?

800 CP

There's a whimsy and an inherent optimism from some of the older eras that is lost on the newer generations, which has been instilled in your very being. For starters you're blessed with a really lucky, fulfilling life. Not necessarily an important one in the grand scheme of things, but certainly ensuring you'll spend every day enriched by novelty and forge strong, meaningful connections with those around you. You could have more than one love interest, and instead of fighting over you they'd respect your wishes and support you in battle. Just by showing up and doing your part, you'll be the talk of the town-and any misdeeds or eccentricities you've committed will be significantly downplayed. By doing your best to help society, seemingly inconsequential things you do tend to spiral out to make the world a better, more prosperous and peaceful place. Battles with cosmic villains that can rewrite the laws of nature with their superweapons or split planets have very little collateral damage, and there's a chance for you to talk down most of your foes from their schemes-and for the vilest of them all, your valor will strike fear into their cowardly, superstitious hearts. If even that is not enough, circumstance will find those you helped fighting with great coordination and morale to defend you-and coincidentally discovering new and unexpected ways to gain powers similar to the heroes of this world to do so, although most such powers tend to fade once the danger's over.

But beyond that, even if malign forces try to slay you, ruin everything you love and burn your lovely life to ash there will always be a chance to save something worthwhile from the carnage. There is still a great risk you could die, but not only are you and everything you hold dear much more resistant to both mundane manipulations and reality warping misfortunes trying to tear your life apart but so long as you're still alive after everything that has tried to

take you on you’re guaranteed not to die from any attempts at lasting damage outliving the end of the threat or the life of your final enemy. No radiation sickness will bring your story to a sad conclusion, being stranded in a dimensional void may be worrisome but eventually you’ll find your way out, and apparent death will reveal you were merely gravely wounded but not so much that whatever passes for medicine can’t fix you.

And should you start in those eras, this shall still be a great blessing on your life-for you’ll find yourself as charmed by fortuitous twists in your tale as you would be relative in more pessimistic eras with the baseline effects of this perk.

189. A Masterpiece Gone Wrong

800 CP

The Endless are vast, incomprehensibly vast beings, fitting their name. Destiny, Death, Destruction, Dream, Desire, Despair, and Delirium don't just represent or watch over their domains, they are them. Dream is one with the Dreaming, the source of all dreams and imagination, and Death is the force without which nothing could ever pass on to the next world. Long ago one of these beings conspired to create the ultimate expression of their concept, but in doing so something backfired. For the Endless don't just embody their concept, but their opposite as well. Dream can make dreams a reality, and Death is the one responsible for breathing life into everything that lives. The result of their grand experiment was you, and as such you carry their greatest failure with your every step. Your very appearance brings freedom, or life, or sanity, and you alter the course of history wherever you go in doing so. For example, if your existence was orchestrated by Despair, you could inspire a whole world simply by being yourself, bringing people hope and changing their lives by saving them and showing them that no, things really aren't so bad, and leaving your undeniable mark on the universe for millennia after you'd gone. Be careful with what you set into motion. As Lord Dream found to his sorrow, unrestricted life and creation has the potential to create just as much havoc as death and destruction running rampant-to say nothing of the horrors that could be unleashed by he who brings paradox and snaps fate in his wake.

190. To Be Continued

1800 CP

At the center of all things, at the beginning of their creation, there was an idea. A complex, self- assembling story of stories organizing all existence around itself where once there was nothing. That idea is Superman-and now, an idea of equal scope has become incarnate through you. You are the axis upon which reality spins, and the other eternal champion of the multiverse. Though you may feel unchanged at first, know that you have been recognized as an archetypal hero-and that in subtle yet profound ways, reality itself conspires to ensure you’ll always save the day.

Whatever your origins, whichever world you're in, you'll quickly find your actions snowballing outwards to bring you into a position of awe and glory while retaining much of your freedom. From inspiring a new age of superheroes by spontaneously lifting a car out of someone's way, to being recognized by divine judges or even the universe itself as a messianic figure and consequentially endowed with blessings or artifacts symbolic of your heritage, to leaving behind a glorious, lasting legacy of metahumans stretching far into the distant future in which you are all but worshipped nobody would dispute you being the greatest hero in the world. Even if you're of a more villainous bent, your presence will bring prosperity to those wise enough to submit and prove useful to you, and your authority will seem unquestionable. Like the archetypal comic book hero himself, fortune and circumstance align to grant you a frankly absurd ability to have, run into or even spontaneously develop powers helpful for solving short term objectives.

Moreover, while you have little fine control over how this works whatever powers you have tend to spontaneously develop new adaptations aimed at fulfilling your immediate wants or needs. Like spontaneously perceiving higher dimensions after entering them, or being exposed to a strange dimensional barrier that gives you an energy-based physiology. And if you have none, never fear: You'll soon find yourself encountering numerous coincidences and opportunities that will offer you good chances to harness some of the greatest forces in this world, or enhance your physiology in ways befitting your aspirations. While you'll likely have a certain powerset you come to favor, such opportunities will continue to crop up in your life. As a general rule, more powerful abilities take longer to fully actualize and keep permanently in this manner; turning an incurable medical condition into a transformation that grants you godlike power by doubling down on it could take decades, but pushed to your limits you could sing at just the right pitch to shatter a dying cosmic god's soul. Impossible odds and absolute crises have a chance, however slim and difficult to achieve, of being overcome with your involvement-and the odds go much higher when you inspire others to follow your example. Alone, you might one day hold back the progress of entropy with raw might alone. Together, you might just turn back time and revoke death for entire worlds.

Powerful, deeply loyal and extremely attractive friends and allies seem to practically crawl out of the woodwork as you go through life, and your charisma is so far off the charts that it could set societal trends in motion that lead to entire worlds bettering their ways because of your shining example-or even have some of your adversaries falling head over heels for you, if they weren't motivated by a twisted sort of attraction to begin with. Genius scientists, prophetic sorcerers or other famous and powerful figures will reach out to give you their support-often providing just the shrink ray or magic crystal you need to accomplish a seemingly impossible task should your innate abilities not be sufficient; for example, if you've never boxed in your life but suddenly lost your powers of super strength because of Power Loss Lass then the current world heavyweight boxer might bump into you at the gym and offer to give you boxing lessons. Your luck is off the charts, to the point where you'd soon need some sort of museum to store all the wonders and mementos from various adventures you've collected along the way. And maybe most importantly of all it rubs off on those new friends of yours too-not only making their lives more successful and happier, but also overall more fulfilling and helping them grow as people.

This is not incorrect, as the more esoteric aspects of this status prove. Your story impresses the patterns of your life across the multiverse, guiding the development of other champions in your example-not making them do what they would not normally do, but rather bolstering all their attempts to improve themselves that, unknowingly, emulate you. In worlds with alternate universes, expect to find gifted people quickly rising to the occasion and repeating the patterns of your life-and often proving impressed and helpful to you if you somehow have a way to go meet them. Even the space beyond existence can be marked with the patterns of your story, forming worlds and histories where there was void. Cosmic entities unable to comprehend the concepts that make up your existence risk being "infected" with the ideas and principles you hold dear, gaining identities and retroactive backstories even as they unconsciously act to fulfil your ideals-and often coming to empathize with the "germs" they once looked down upon as well as coming into positions of beneficial aid to you, without fully understanding why. Your significance also endows you with a sort of immortality instantiated into the cosmos itself.

Attempts to erase you from existence and alter your past are possible-but in one form or another, you will seemingly appear from nowhere in the new reality soon, with a new history that however distorted will be consistent with your values and deepest beliefs. Existence itself will align time and space in a series of impossibly convoluted domino effects to permit you an opportunity to strike back at those forces. And last but not least, the very essence of you is an amplifier and capacitor for all forces of creation. Cosmic technology such as the vibrating towers erected by the Anti-Monitor could potentially use you as a medium to create entire universes, and those with godlike power over matter and energy could potentially use you as the fuel for cosmic mechanisms capable of fighting in archetypal realms. This is not the magic or various forces often harnessed by metahumans, this is a more fundamental quality of you that gives form and function to the multiverse.

You are a symbol of hope for those who would one day join you in the sun. You will shine just as brightly in future worlds. And even if some view you as a strange visitor, others will quickly recognize that as a man of action your potential to help others is limitless.

191. Empty Is My Hand

1800 CP

All things must come to an end, and all stories must reach their natural conclusion. And at the end of all tales, all narratives and conflicts-there is you. You are the villain, the archetypal corruptive and antagonistic force and within you is not an idea but rather the absence of one. The cold, crushing certainty of a final and inevitable doom to all things. Only two other villains have shown the same capacity for inevitability and scope that you have: The mysterious invader occupying Multiverse-2, and the lord of Apokolips himself. There may be others with delusions of their own supremacy, but in the end-you simply ARE.

When you set your will to conquest and subjugation, a combination of escalating misfortune and insidious corruption assails all that you wish to be yours or to end-spreading backwards and forwards throughout all time to be subjugated to your will. Once-trusted teammates find themselves driven to conflict and mistrust, turning on each other like rats on a sinking ship

until even the most virtuous and well-intentioned of souls would all but beg for power from you to feel superior to the common rabble again. Well-intended sorcery or sorcery shucks its creator's leash and sets out on a spree of destructive conquest-though quickly bending to your will should you ever meet in person. Even pantheons of cosmic deities dedicated to freedom and virtue could, after prolonged combat with you, be reduced to little more than pale reflections of your own will for conquest willing to make bargains for you given some well-intentioned justification.

And when you yourself or your subordinates act, this corruption is far more rapid. Torturing and corrupting a man could forever define his life, clouding his decisions and marring his judgement until the bitter, broken shell of him does lasting damage to his allies in ways even you could not anticipate. On the other hand, taking a young pup under your wing and nurturing it could see the beast grow into a wolf that can devour the sun. Conquering a civilization will incite such panic the survivors will degrade themselves fanatically for the privilege of licking your boots, eagerly becoming slaves to your grand conquest. Granted, if you're somehow of a more heroic bent these effects may resemble religious rapture rather than spiritual decay-but there will always be a strong element of coercion and domination of will. All probability, all fate and possibility is skewed towards making all existence increasingly like yourself and suited to glorifying and embodying your nature. The attitudes pervading society, the alignment of the stars, the nature of magic and even the deepest mysteries of existence become more closely aligned to what you are-an all-encompassing, absolute force of corruption that may take longer to work on more significant aspects of reality and cosmic forces capable of defending themselves, but can never be delayed indefinitely unless your core being is destroyed-or at least, significantly fractured.

Yet there is a dark fortune to you every bit as blessed as the Man of Steel's is guiding your life. All those with malice in their hearts instinctively submit to you, even the most egotistical gravitating towards appeasement and alliance rather than conflict while lesser beings may instinctively offer themselves to be yoked by you. Morbidly, those you are attracted to are particularly susceptible to your will-slavishly seeking to please you in defiance of self-preservation and dignity. And why shouldn't they? There is power beneath your leash. To disrupt your plans, to subvert your command structures from the inside and deny you what you want seems inevitable. Your powers may otherwise be no greater, your ploys no cleverer and your skills no sharper but they simply crash through all direct and indirect defenses with such force that even basic energy attacks could shatter the projections of an entire Lantern Ring corps, casual punches bring cosmic beings or entities as exotic as sentient timelines bleeding to their knees and straightforward battle plans conquer galaxies. And those willing to bend the knee to you may partake of a measure of this supremacy, with greater effectiveness coming with greater loyalty and fervor-though never in opposition to you, of course. Should you magnanimously recognize some of these serfs as worthy and formally induct them into an inner circle of sorts, you'll find they are also miraculously helpful in serving you and embodying your might-developing mighty superpowers and honing existing skills to godlike levels of prowess designed to suit your needs. Prophets of your coming obsessed with balance can be endowed with the power to halve and redistribute other abilities. Already hardened fighters can be sharpened into some of the most vicious and skilled warriors in the cosmos.

Cowardly advisors could rediscover and finish long-forgotten schemes of cosmic hegemony you yourself considered a lost cause. It is fitting that those slaved to you extend your reach and grasp, after all.

Above all else when you seek to dominate and increase your own power all your efforts are spectacularly, miraculously more successful than they should have any right to be. Your machines and spells can even shackle aspects of God to your will and siphon power from them- or if you already had such capabilities, they would quell the supreme creator as kryptonite quells the Man of Steel. Attempts to wrest such power from you or nullify it are futile, and the full force of your corruption is turned on those who try-punished for trying to take your precious power by becoming bent into another extension of it. In fact, the more of any kind of power or influence you have the easier you'll find gaining more power for yourself and the greater all your existing powers will become. Whether simply by experiencing a surge in your divine essence as you build your criminal empire, coincidentally discovering caches of Element X after absorbing a source of magic or realizing your entropic powers have become strong enough to subjugate cosmic beings greater than yourself. Even in death there is no escape from your iron grip; not only can you bring death to even those immortal on a cosmic scale, but what you destroy is forever made your slave, whether as a mindless thrall, a corrupted mockery of themselves or a more conscious instrument of your will with however much awareness of their debasement as you permit. Such is also the fate of what you have enforced true and lasting submission from.

Living beings can be revived from any harm insufficient to destroy you, slain by your will as you wish or even given aesthetic and costuming changes to better reflect their purpose in your eyes- and in death, can be recreated at your side modified down to their very being as instruments of your will. Buildings and artifacts can be reformed, now charged with your malicious all- conquering, all-corrupting presence and reshaped into more pleasing forms to your eyes. Even essences fractured from truly abstract beings, such as an aspect of the Source or death itself, can be fundamentally altered to serve your purpose.

All that is, is waiting to be one with you. To submit to your absolute finality, and be made whole. And when this pitiful multiverse has at last been purged of the crime that is individuality, perhaps then you will deign to reach for yet more worlds.

192. Superpower Schematics

Variable CP

You have a means of replicating one or more of your powers. This includes natural abilities and skills you possess, possibly in the form of bizarre experimental methods of hypnotherapy or some sort of knowledge-distributing ray. This does not include options from the race section. You may buy this multiple times.

The form this takes depends on your power's source and exactly how it works. For example, for technology-based powers you could have actual schematics telling you how to construct the equipment, biological powers could be research on genetic engineering or a supersoldier serum, magical powers could be a spellbook or ancient scroll, and inherently divine powers

could be an empty font of power that can store power gifted by a god. If this is bought first, you can apply powers to this to get their blueprints without having them yourself. The price for the schematics to provide a brand-new power built in the Powers section is what you would pay in CP rather than MP. Ditto for skills and natural abilities. If you already have the power, skill or natural ability you wish to replicate in your main build, you need only to pay a flat 400 CP for its schematics.

193. [Animal] Repellent Bat Spray/Costume/Portal to the Magoverse

100 CP

[Animal] Repellent Bat Spray

25 CP

Sometimes you just have to get rid of some pesky predator tailing you. This high-tech formula repels a single type of animal when sprayed on them or around you, with much better results than most modern Earth substitutes and absolutely no side effects on other oragnisms. You get a crate full of canisters and the formula to create more.

Costume

25 CP

A unique costume of your own design. You can incorporate armor into the material, including unusually effective armor from any materials purchased here. The design can be pretty much anything, and it's durable, comfortable, and easy to put on. Unless it has any obtrusive or glowing parts then it can be worn underneath clothing without revealing its presence.

Portal to the Mangoverse

50 CP

Not long after your arrival into this world, you made contact with a mysterious force which lets you create a small portal near you to a dimension of pure mangos-which seems to follow you into future worlds as well. You make it as big as two basketball hoops or small enough to let out one mango at a time, and short of the greatest cosmic events the mangos never seem to run out. All of the mangos are among the freshest, ripest mundane fruit you'll ever taste. What's more, all the mangos are strangely good mufflers for all kinds of firearms. Just what are you going to do with all this fresh fruit, other than presumably stay healthy? Is...is this all some elaborate cosmic joke?

If you put your ear to the Mangoverse portal, you sometimes hear muffled sobbing and pleas saying "I don't wanna" repeatedly, as well as distant gunshots. Nothing ever seems to come through the portal but mangos, though. Perfectly fresh, clean mangos.

194. Cape and Symbol

100 CP

A skintight bodysuit that shows off your muscles and figure. It's appropriately inspiring for your job and is extremely recognizable so people never mistake you for some random vigilante or worse, a villain. Although it doesn't give you any defensive benefits like armor would, it holds itself together much better than ordinary fabric. It mirrors your own physical state, getting dirty and dusted up after a drawn-out fight instead of being torn, and only being damaged when you yourself begin to take wounds. This doesn't actually require a cape or a symbol, but they do complete the look.

195. Costume and Mask

100 CP

A costume that strikes fear into all but the most resolute. It could be a ripped hood and noose, unsettling makeup, a horned cowl and a cape that resemble wings, a copy of a hero's costume but with darker colors, the details don't matter too much. What's important is that it makes it very clear to anyone who sees you that you aren't someone to mess with. Somehow, you also find it easier to sneak around and get the drop on your enemies despite wearing such attention-grabbing clothes

196. Weapon Cache

100 CP

Guns and a few crates' worth of ammunition. Knives and bags of grenades. Whatever you've got exactly, it's a large closet's worth of mundane weapons that can be found on Earth's modern era. And the cincher is for you at least, it's all above board and legally owned by you. Anything used up replenishes in a week.

197. Luxury Prison Cell

100 CP

This item behaves a little differently than most. Instead of carrying it with you, you'll find it around you whenever you wind up captured. This cell is extremely cozy and comfortable, more akin to a small apartment or five-star hotel room than a holding cell for prisoners. It comes with a bed, fluffed pillow, and a pristine toilet, and the temperature and moisture levels are never far from your ideal. You can even turn off the visibility on the energy wall for some privacy to relieve yourself or make your escape.

198. Apartment

50 CP

A modest place to stay in an urban area. It's not much. But at least it's clean, all the utilities are in working order and paid up for, and it's solidly yours. Try not to wreck it too hard with

your powers. For an extra 50 CP, you can live in a four-story house instead. The furnishing is also much nicer.

199. Manor

200 CP

Now, this is something special. Consider this a top of the line place to live anywhere on Earth, comparable to one of the best penthouses in Gotham. It's got a rooftop bar with its own sound system magnificent garden. It comes with a massive kitchen, an excellent wine cellar and a bathroom big enough to have a paddle in. And oddly, there seems to be a very conveniently spacious underground as well as one or two secret passages leading down to it. Perfect if you're looking for space to build a new secret lair, in fact. Should you start somewhere other than Earth, consider your accommodation to be that location's equivalent of such luxury.

200. Press Pass

200 CP

By flashing this access card at the door, you can gain entry to places like press conferences and other exclusive events with no issues or questions. As long as it would make sense for a journalist to be there then security won't give you a hard time. If the event is invite-only then they'll find your name on the list. After the event is over you can speak to one of the people there privately, like for an interview or to introduce yourself.

201. Pair of Glasses

200 CP

A pair of glasses that disguise your appearance. How? Good question, it's not an illusion to be dispelled or a psionic effect or anything. People just...seem to instinctively form an opinion on you based on how you act with the glasses that tends to be the opposite of how you typically act without them. Even a determined and focused mundane investigator could eventually put two and two together, but this effect is very good at discouraging that level of focus. This effect breaks if you're seen putting them on or taking them off. If you actually do need glasses, they fit your prescription.

202. Atmospheric Ventilation Mask

200 CP

A clear plastic mask to be worn over the mouth and nose, with an air tube running down to the oxygen recycler that attaches to your belt. The mask fits snugly to your face so you can explore planets with toxic atmospheres or the vacuum of outer space without worrying about running out of air

203. Castle

200 CP

Minurets. A drawbridge and moat. Solid stone walls and torches lit within-or perhaps an equally opulent structure more suited for the culture of Kahndaq. Regardless, you've got a place to live reflective of your race or location of origin's royalty that is both extremely luxurious and highly defensible. It might not be THE most secure location where you're living, but no ordinary thief would take it's defenses lightly. Comes with all the staff needed to keep it clean, functional and well-patrolled.

As an aside, if you're an unconventional form of royalty you may either choose to do without this property, or have a much humbler and eccentric but still somehow grandiose place to stay befitting your magnificence. Want an absolutely massive cardboard palace with posters for guards, or a large treehouse to live in? Now's your chance.

204. Secret Lair

300 CP

A hidden base of operations that only you have access to. Includes an arsenal of weapons custom-designed with your fighting skills and capabilities in mind, a command center with a lot of screens plugged into some form of surveillance spanning the world somehow and some top notch intruder alert/lockdown systems. There's also a lot of space for vehicles and mementos. Has enough accommodations to live here for a time, albeit uncomfortably. If you wish, you may combine it with one of your other properties bought here.

205. Laboratory

300 CP

Someone has to actually mix those chemicals and energise those radiations that give the supers their powers, and you now own one of the places which could do it. This right here's a lab with numerous state-of-the-art technologies, and a wide range of reading on other leading figures in the scientific fields. Squeaky clean, mostly white by default and entirely legally owned by you. If you've bought any tech specialties then the contents will be geared towards your skills and interests.

206. JLA Signal Device

400 CP

Your contact in the superhero community affords you a special privilege, an emergency contact with the Justice League of America. By activating this flip phone-like device, you can send an emergency distress call to the heroes and get an immediate response. This doesn't work if they're preoccupied with saving the world, or if you start abusing their trust and keep calling them for inane reasons.

In future worlds, this will contact a group similar in status to the JLA such as a powerful adventuring party or an elite spec ops team, but they won't be on the scene right away unless they're as fast as Superman or Green Lantern.

207. Moon Base

400 CP

You now own a fully-functioning replica of the JLA headquarters, stationed on the moon with a rocking view of the Earth. It comes equipped with enough living quarters and facilities to support a large superhero team, a handful of short-term prison cells, and a landing pad with a shuttle to ferry non-flyers to and from the planet. You have a set of small control beacons to summon the shuttle on autopilot to your location, as long as you're on Earth. There are enough beacons for you and any team you'd want to found.

208. Hall of Doom

400 CP

Located either somewhere nearby in Slaughter Swamp or another discrete occasion, you now own a replica of the famous Hall of Doom used by Lex Luthor's (or originally, Vandal Savage's in the Rebirth era) supervillain organization. Apart from living quarters and a meeting room of sufficient quality to keep most supervillains from murdering each other, it also has thrusters to let it take off and land somewhere as well as drills for burrowing into the earth. Naturally the hall has some impressive energy weapon-based defenses as well.

209. Starship

400 CP

A highly advanced vehicle used by your race for intergalactic travel. Atmospheric exit and reentry speeds are enough to take it from the ground to orbit in under a minute, and once it reaches travel speed it can cross most stellar distances in a few hours' time. The navigation systems help you plot routes around stars, planets, and other obstacles. There are some basic weapons and shields included, but as this isn't a military vessel it will falter against most metahumans and dedicated combat ships. Comfortably seats up to twenty.

210. Cosmic Staff

600 CP

You'd be surprised how well some branches of science can compete with the mystic arts and divine powers. Take this golden rod of metal, and it's arsenal of powers. It can absorb and modify most mundane energies, and release blasts hot enough to melt steel and modular enough to target a Kryptonian's weakness while dazzling most foes. It lets the user fly fast enough to keep track with many of the metahumans of Earth, attract or repel living things as well as inanimate objects with magnetic fields and creates defensive forcefields to prevent atmospheric damage. Finally it lets the user create rifts between dimensions at will, and by attuning to you it becomes very hard for others to use and can receive mental commands from far away. It's no wonder that with this device alone, Stargirl's gone on to make quite a successful career as a superhero like her predecessors Jack and Ted Knight.

Optionally, with this item you may choose to be well acquinted with the Knights to explain how you got this gadget.

211. Promethium

600 CP

Not every superpower-worthy invention's the product of some mad scientist or hyperadvance alien out there. You've got a few crates of one such example, as well as the recipe to make more: Promethium, an artificial alloy created by Steve Dayton with extremely powerful properties. Nearly indestructible, it was once built with the noble goal of creating indestructible road vehicles to mitigate traffic accidents-and has the odd effect of regenerating damaged or depleted biological tissue. But by rendering it volatile, promethium has the potential for channeling, amplifying, perpetuating and containing near-limitless amounts of energy-as well as mutating living beings or triggering any latent mutations they have. It's no exaggeration to say this substance could build an arsenal powerful enough to demolish planets and potentially spell disaster for the universe. On the other hand, using depleted promethium alloyed with titanium can create components similar to those used in the Post-Crisis iteration of Cyborg as well as Arsenal of the Justice League's body suit.

212. Supersoldier serum

600 CP

Well, well. Looks like this could be your ticket to the top. You see, what you have here is an augmentation formula similar to the one that's given Deathstroke his powers. You've got the formula written down somewhere nice and convenient, as well as a few gallons of the stuff and the necessary equipment to produce and administrate it. But that's not all. Somehow, this formula's been tweaked so that it's awfully receptive of other superpower-distributing fluids and compounds. Get some other empowering potions or nanites or what have you, and this formula could greatly augment their effects. A simple but elegant effect, and one that could shake up the criminal underworld if you play your cards right. For 200 CP, you can simply have the ordinary super-serum instead of the modified variant.

213. Biomatrix

600 CP

This complex piece of technology duplicates a lifeform after a few minutes of scanning, producing a perfect cellular replica with all their abilities and memories but with their mind altered to your own desires. At first, the tube and motherboard making up this piece of technology creates flawed copies of unknown lifeforms and needs to have their bio-data first to take them into account-but with further research and improvement, it's possible to make better clones or even ones with additional superpowers added in. The degradation process varies as much as alien biology, and can include creating a mutated berserker, the clone melting into a pile of goo, and the flesh crystalizing into a Bizarro clone. Nonetheless, considering how difficult cloning a Kryptonian is in the first place this is a significant advantage to be had-and it comes with a stack of notes from many of Earth's supervillains that could potentially let you vastly improve the process.

214. Corporation

600 CP

A rock solid R&D department advanced enough to make the kind of toys that can run rings around Gotham's greatest criminals-and vast enough to hide them from the accountants. A board full of directors who hobnob with some of the best and brightest around the world. A set of product lines including several household names. These and more make up the corporation you now have exclusive ownership of, which rivals Wayne Industries as one of the most prominent and successful companies out there. Even if you didn't have a second job as a superhero, the wealth and resources this venture affords you are staggering enough to make even small governments sit up and take notice.

215. Daughter of Themyscira

600 CP

It's not clear precisely which incarnation of the Amazons' history this picturesque island lost to the mist of times comes from, but it seems to have quite a few decent features which make it a nice place to live. There's a fountain of youth somewhere in the middle of the island, which confers perpetual youth to drinkers as well as other unpredictable but positive magical effects- such as healing to the injured and sapience as well as exceptional intelligence to animals.

There's several well-maintained temples dedicated to certain gods-which may include yourself or your friends, depending on your background(s) in this jump-and a set of gates leading to Tartarus which you are strongly encouraged to keep well protected. The flora is lush and verdant enough that even an unskilled forager could easily survive here without ever tasting meat, and despite including certain mythological beings like chimerae and harpies as well as alien kangaroos of outstanding strength and some extinct creatures like megalodons the fauna seems to live in perfect harmony with the inhabitants. Ah yes. The inhabitants. There's a sizeable Amazon colony here, roughly the size of

Themyscira's but only distantly connected to its history. Perhaps an entirely different pantheon of gods created them after taking inspiration from the Olympians? While Themyscira proper is often subject to dark secrets come to light and violent political schisms, the inhabitants of this settlement live in relative harmony with each other-and you, their divinely appointed leader. They've created a fairly advanced society for themselves, boasting the famous purple ray technology as well as magical arms and armor in the ancient Greek style. And while they have a strong culture of athletic and martial competition, their distance from the tragedies that befell their more well-known cousins have ensured they remain relatively optimistic and idealistic.

Even if you are a mortal man, they will be convinced that you are a good omen that has kept the worst of the fates inflicted on Hippolyta and her ilk from their shores and put great faith in you as a champion and potential ambassador should you should decline any sort of formal authority. Just don't ask what goes on during the annual Neck-Snapping Festival. It is not meant for men's eyes to see.

216. Alternate Reality Phone

600 CP

On first glance this cell phone looks like your average flip phone, until you realize it has two button pads instead of one. The first calls another phone as usual, but the second pad is used to dial the coordinates of specific parallel dimensions. It automatically records the coordinates of dimensions and timelines it's taken to, and has a downloaded PDF file with instructions for scanning dimensions for their coordinates without going there yourself. By putting in the coordinates for a universe along with a phone number, you can call that person's counterpart in the specified dimension. You could find out a hero's secret identity by calling a dimension where it isn't secret, call the villain's pure-hearted counterpart so they can help you figure out your nemesis' evil plan, or spend hours in a conversation with yourself talking about nothing. The camera can take pictures and record video from the dialed universe too, and while people and geography aren't guaranteed to be in the same location this does let you spy on other dimensions with no one the wiser

217. Mothership

600 CP

If the starship is an interstellar vehicle, this is an interstellar city. Well, maybe closer to a neighborhood. It's big, but not that big. Still, you can house a few hundred people here full-time as long as you make the occasional resupply trip. Thanks to its large storage chambers and power supply, and numerous recreational facilities, this can be used as a living space equally well in orbit of a planet or in deep space. It takes some time to reach full speed thanks to its mass, but it's armed with shields and weapons capable of fighting off most metahumans.

218. The Sword of Jumper

600 CP

A portion of the first matter and energy to spring from the Big Bang itself has found you worthy, and engraved it's symbol upon it's hilt. Taking the form of a golden blade as it hurtles through the foundry of space and the temperance of time, uncannily through circumstance and coincidence it is destined to arrive smoothly in your grasp in one specific occasion: Your greatest battle in this world, should you need a weapon like it. The sword grants you profound awareness of the cosmos, and holds such great power over space and time that you will be able to fight off beings that exceed your natural abilities sin raw power. It guides you unerringly to wear you need to be exactly to fulfil your ideals, and can blast your foes with cosmic energy. And that same primal power protects it against any other being than you from wielding it, shielded with the raw energies that created existence.

The sword is, ultimately, a test. Once your current battle is overcome, choose to let it go and the sword will sublime into the background radiation of the cosmos. It grants potentially great power over the cosmos, with the expectation you will let it go afterward you have done what you set out to do. It's...unclear exactly what the punishment for failure would be, but as a result of your investment here once in future worlds the sword will be forged anew-once again hurtling from the beginning of space and time to lend you it's aid.

219. Hellbat

800 CP

You must've had some seriously impressive friends to get this power armor, for both it's capabilities and costs are literlaly godlike. Forged in the sun with astounding strength, reinforced with the power of electromagnetically augmented will, energized in the Speed Force, upgraded with cutting edge technology, smelted again in the forges of the gods and done...something to in the crushing pressure of the ocean floor involving an octopus and some undersea thermal vents, the result is a shifting composition of nanomachines that can shed and readorn itself on your person on command vis voice-activated AI. From built-in cloaking features to flight-capable wings and shapeshifting fast enough to react and adapt in combat, the sheer strength and energy blasts the armour provides is powerful enough to crush entire armies of the New Gods' emanations in battle-though it would take some extremely unique circumstances and the redirection of far greater sources of energy than the armour provides to even briefly knock down the greatest of them. It comes at a dire cost. The sheer might, the raw power the armour provides is fueled by the vitality of its wearer. A human in peak condition might invade one of the weaker emanations of Apokolips and return, yes, but wracked in agony and with a very real risk of dying. Though who can say how long a demigod or Kryptonian could hold out...

Also if you like, instead of being bat-themed your investment here can build you a suit that symbolizes who you are and what you stand for as a superhero.

220. The Miracle Machine

1400 CP

It was first invented by the Monitors during God War 1, a long-forgotten conflict remembered dimly even by the Malthusians. It will be enshrined in recorded history in 2960, an advancement of willpower technology given in thanks for stopping a rogue controller. It may already be crudely recreated by Controller Mu, a radical free thinker seeking to recreate a device so complex it's schematics require nearly all of Earth's superheroes and the advancement of entire civilizations to build in a hurry. It is called the Miracle Machine, and simply put: It transforms thoughts into will. With it, you could paint over an entire universe with a wish of how things could be-or restore life and light to a dead one. It could even be used to heal the multiverse from catastrophic damage, or by "singing along" with its vibrations shatter a dying god's soul or alter the scale/pitch of existence in such a way to bring about miraculous circumstances. And it should be noted while this, the model used by the Legion of Superheroes, normally requires Element X as a fuel, events in the modern era will prove that the machine can be jerry-rigged to run on an individual with an extremely powerful will instead. Guard it safely. The danger of a more or less literal plot device cannot be understated.

221. LexCorp Warsuit

600 CP

This suit of combative power armor was designed by Lex Luthor to fight Superman. It's surprisingly agile for its bulkiness without sacrificing strength and durability, and can take hits from a Kryptonian as well as returning them, although not with quite as much force. It can also fire off energy blasts rivalling heat vision, has an invisible, protective energy field in place of a helmet and comes with several auxiliary subsystems and advanced energy-based modules which permit the user to perform feats like hacking local databases, defibrillators, neurotoxin reserves and blinding flashes of light. If Lex has learned anything about Superman it's that he can be surprisingly adaptive-and so not only does this item comes with carefully written out blueprints, but also a massive stack of notes written in Lex's own hand full of ideas for modifying and improving its capabilities-especially for dealing with other threats. There's an idea for a tiny built-in flamethrower that can cover much of a football field in flame to deal with the Martian Manhunter, for example.

222. Heart of Darkness

800 CP

Millennia ago on Apokolips, a specific diamond was cut and shaped from the black glass of that entropic flame-scorched planet to crush those who opposed Darkseid. With his dark powers, he captured Eclipso, God's own Spirit of Wrath, and bound the creature to his will. This particular sherd of Apokoliptan glass...is not that dread creature's prison, but it does hold a creature of similar power broken by it's prison's nature to your will. Is it one of the vile Jin-En-Mok, world- sized beings before the creation of the New Earth universe forced them into crude humanoid forms? A demon ousted from Hell due to fear from it's rivals? A dark multiverse reflection of a known deity? Whichever the case, it is bound to your will to the extent of being unable even to act against the spirit of your commands-and when the jewel is applied to another sentient being's forehead (or what passes for it), it's prisoner can possess their body to wield it's power unconfined from it's prison-though no less bound. Your prisoner will only know true freedom should the jewel be broken, which you should try not to let happen for obvious reasons.

223. Cosmic Tuning Fork

1200 CP

These massive, byzantine structures were first seen during the original Crisis. One was recreated during Alexander Luthor and Superboy Prime's attempt to recreate their universe, another was built by Barbatos in order to release a tune of "anti-music" that skewed the laws of physics across the multiverse and empowered his dark energies to drag it down into darkness.

And now, you somehow have come into possession of another. By harmonizing at specific pitches this massive, metallic tower can work similar profound changes on reality-albeit normally with a bit of time and setup needed for truly precise and comprehensive changes. Empowered individuals can be mounted on the racks built on the tower's surface to further energize it, with those that have powers somehow similar to the task at hand or lots of raw

might being particularly well-suited. The cosmic tuning fork is also a multiversal receiver and broadcaster of all manner of cosmic energies, and the tool of choice for Perpetua herself to collect Crisis Energy.

224. Eighth Metal

600 CP

The purest form of metal used by the gods, though an imperfect alloy this metal still posts the potential for miracles that make powerful enough to lacerate the true forms of the gods themselves. It was with this metal that Hephaestus forged the greatest weapons of Olympus. It's innate power amplifies psychics greatly. Wonder Woman's bracelets and invisible jet are forged from it-and a single bullet made of this metal was able to grievously injure her with far more success than being punched to and from the sun by Superman was.

You have several crates worth of the Eighth metal, and optionally a hand-held weapon such as a lasso or sword forged from it-one enchanted to be a worthy weapon of the gods themselves. For an extra undiscounted 200 CP, you may have a very large mine of the metal which never seems to run out.

225. Nth Metal

800 CP

Native to Thanagar, this anomalous metal is most famed for it's anti-gravity properties. But like much about it, there is more to the metal's history than meets the eye; in truth the Nth Metal originated within the Dark Multiverse, being an incomplete replica of the 10th forged by Barbatos outside of linear space and time. A person equipped with a belt of it can fly like a bird, despite not being aerodynamic at all. But between regulating the environment around the wielder, healing wounds and increasing one's personal strength there are far, far more powers waiting to be discovered. The metal is adaptive for example, fine-tuning it's own defenses in response to incoming attacks while biting deeper into opponents, and both transferring energy as well as negating magical effects wielded in opposition to it's holder. It has symbiotic properties, bonding to wearers who integrate it at a cybernetic level to shape and form weapons or armour at will- and even permitting those simply exposed to a particularly high grade concentration to perpetually reincarnate or even resurrect on the spot, as well as let weapons forged of it fly around at their wielder's will. Suffice to say that the godlike, soul-eating, reality warping Onimar Syn's power stem from his close bond to the metal, and that both the cosmic destroyer dragon Barbatos as well as the vampiric Monitor Mandrakk have been fended off by the comparatively much weaker Carter Hall throughout his reincarnations by wielding a mace forged of this metal. You have several crates worth of the Nth metal, and optionally a weapon such as a mace forged from it-one that will make you powerful enough to stand your ground against cosmic beings by reflexively absorbing their energy and augmenting you with it. For an extra undiscounted 200 CP, you may have a very large mine of the metal which never seems to run out.

226. Tenth metal

1600 CP

You have seen it's flawed alloys. Now behold: The purest form of creation itself, the limitless fire of the Fourth World which can fabricate anything by actualizing pure possibility. With thought alone it can take any shape and augment existing weapons, as well as shape and materialize anything the wielder believes hard enough in-and amplifies those who don it with the sheer strength of their will. With extremely close communion with Element X comes a cosmic awareness of events throughout the universe, moments yet to come and a deep communion to all of existence. And that is merely the raw, unrefined form of the metal. Worked by skilled hands, it is the power source for much of 4th World's technology: From the Mother Boxes, to the Mobius Chair, to the Miracle Machine itself.

You have several crates of the Tenth Metal, also known as Element X. Do not fret about lacking a weapon; volatile as it is, you need only dip your hand into it to clad yourself in arms and armor befitting your fighting style which can literally fight through impossible odds and cut cosmic foes down in size. And for an extra undiscounted 600 CP, while no mine could possibly recreate the conditions needed to gain more of it instead you may have access to a miniature version of the World Forge the size of a regular blacksmith's equipment. Here dark matter (mercifully preserved to be inert and somehow insulated from the fears of any living being that has not stepped foot into it, unlike the Dark Multiverse) can be churned and smelt into Element X. And though this is far from the Cosmic Anvil owned by the World Forger, the metal you can produce here is still more than enough to unleash great change into the multiverse.

227. Absorbascon

400 CP

Primarily an espionage or interrogation device, the Absorbascon is a large piece of technology that can telepathically read minds and psychic imprints on the environment left by sentient beings. With it, they can learn the nuances of Earth's culture rapidly and even interpret the vocal patterns of lower order animals such as birds. Further uses are limited only be your imagination, seeing how it can sift through and transmit knowledge with pinpoint precision with one exception: The device is hardlocked from reading Thanagarian minds.

Rebirth: It was revealed that if the Source Wall is cracked, as it was during the canon events needed to defeat Barbatos, the exotic energy bleeding through from beyond the multiverse will energise all forms of Nth metal-including the Absorbacon. This will permit it to make whatever is in the Absorbacon's subject's mind a reality-from actualizing idealized versions of people to even overwriting a planet with a more nostalgic version of it upon existence if the subject's mind is strong enough to take the strain.

228. Shadow Suit

400 CP

Espionage among the spacefaring races takes on a whole new dimension, and the arms race rages just as fiercely up there as it does on Earth. The Xanapiorian Dimensiometer. The shadow suit. The Colarvian infiltration suit. Whichever model you have, you've gained access to a highly sophisticated piece of technology for moving unseen and conducting covert activities. You may loosely define it's capabilities should you wish for a unique system unknown to most aliens, but whatever its specifics it must be focused around stealth above all.

229. The God Killer

600 CP

Well, that's...interesting. Until recently this blade was presumed one of Diana's many falsified memories-that is, until it was found gathering dust in the room the Ares of the Rebirth era was imprisoned in. Either way, it's elaborate golden sheen and jagged edge belie a potent but simple power: The strength to kill a god. It's edge alone saps the vitality and cuts deeper than it should into the flesh of the divine-able to kill their physical emanations to the point of slaying the concept throughout the world until another deity takes up their role. But to accommodate it's wielder's fighting style, the weapon can shapeshift-becoming twin blades, a staff or even a cat o' nine tails among other shapes. An eldritch energy crackles along it's length, strengthening the user in battle and guiding their blows as well as battering foes with powerful shockwaves. The blade can absorb and redirect any mundane force unleashed upon it-even that which is delivered by a Kryptonian of the New 52 era, magically return to it's owner's outstretched hand, repair itself when broken and reveal the memories of the deities it cuts. Whether or not it really was created by Hephaestus to fulfil a certain promise, it could give even a mortal a way to stand against the Titans themselves.

230. The (Artifact) of (Concept)

600 CP

Interesting. It seems someone's at least as favoured as the Amazons were by their gods at one point, because you own an enchanted artifact with the unmistakeable touch of the divine. Not only forged of 8th Metal, but touched with unique blessings aligning it to a certain concept rather like the Lasso of Truth. Physically almost unbreakable, the lasso could alter it's length to suit the user's needs-and could restore lost memories, dispel illusions, ward off magical attacks and even reset metaphysical alterations in the hands of a skilled user. More powers from such an artifact were discovered over the years, from creating a telepathic rapport and language/memory/empathy-sharing bond between those encircled by it, as well as breaking even gods and heroes by viciously exposing the truth of who they were at their core. So fierce was the truth worked into Wonder Woman's signature weapon that certain demons burst on contact with it, and even the true form of a god could be restrained from attempting to possess a planetary populace. Of course, nothing prevents you from say-owning a Lasso of Submission instead, which can compel love and obedience just as well.

231. Home Sweet Sanctum

400 CP

A majestic building build with iconography, materials and even geometries designed to glorified all you are and stand for now exists somewhere in your starting location, standing as a testament to the pillars of your religion. Within are pews or whatever seating you deem fitting to accommodate those who worship you as well as an alter or the equivalent, spartan but well- maintained and comfortable quarters for a religious order and a plentiful supply of blessed foods, candles, holy water or some combination of the above that has been enchanted in accord with your divine power. Not only is it strangely compelling for attracting new worshippers to your service, but some divine magic laid down into its foundations makes it actually capable of rewarding those who serve you with lesser miracles befitting your nature-even if you yourself are not a deity, somehow. Servants of a thunder god may find miraculous weapons made of lightning provided to them in their time of need, while those worshipping a goddess of love may come away with supernatural charm or be lucky on love when worshipping you. Listening to prayers and affecting others with your divine powers is also much easier for gods targeting those in the church's walls or nearby grounds-and in turn, all prayer, sacrifice or other forms of reverence are much more affective in these walls.

232. Faithful and Favored

600 CP

It seems your religion has survived better into the modern age than that of many deities-or if you're mortal, then you've somehow built a successful cult from the nearest group of mortals to your starting location. Fervent and zealous in a way mostly lost to the modern world, your followers also happen to be quite good at either blending into mundane society or putting up a front for your religion as a relatively respectable faith. Make no mistake though, every man woman and child would fall on their sword for you-and in future worlds a similar faith will arise, though you may choose those you find righteous in your eyes from this one to accompany your exodus.

For 200 CP, you have enough followers to make up a sizeable proportion of a village who may either be spread thinly and worshipping you in secret, or cooperating in relatively close proximity. For 400 CP, your followers are akin to the Bible Belt-consisting of several organizations spread across the geographical equivalent of several states. And for 600 CP your followers are numerous enough to rival any major world faith, signifying a revival in a perhaps- old fashioned religion.

233. Bane of Heroes

200 CP

"Clark is vulnerable to kryptonite. And to magic. Years ago, my mother and I hypothesized we could join the two." These were the words that prove...something about the levels of trust the Justice League have held for each other in their darkest hours, but regardless you can take advantage of the results. A masterwork in the style of the ancient greeks, this sword has indeed been alloyed with two things that spell disaster for Superman's natural durability. The enchantment laid on it will prove very receptive to absorbing the properties venoms or other

noxious chemicals, if you decide other heroes require killing as well. And should you wish, you may have a more generalized deadly weapon: An axe-like scythe enchanted by a god to cleave through divine flesh like butter. Which god? Well...that's up for debate, actually. Some assert it was forged by Hades. Other, more well-informed individuals assume that Hephaestus, being the god of the forge and all, built it.

234. Motherbox

500 CP

Created by New Genesis scientist Himon using the mysterious Element X, Mother Boxes are generally small, box-shaped supercomputers-although their true design is but an echo of the divine labours that built them . They possess wondrous powers and abilities not understood even by their users, the New Gods. Most famously able to open portals called Boom Tubes into almost anywhere in the universe as well as most other realms of existence, they can also shape matter and energy to an astonishingly precise degree: Healing wounds, providing disguises, changing the gravitational constant of an area, controlling emotional state of nearby sentients, taking over and improving nonsentient machinery, stabilise an environment as hostile as space for mortals to survive in and even bonding with a human to elevate them into a New God have all been demonstrated. The only real limit to their capability is a short range of effect, as well as a relative lack of raw power-but the virtually inexhaustible knowledge they hold from their connection to the Source makes these divine tools endlessly useful.

You own one such box, and as usual with it's rightful owner on top of everything else it offers unconditional love and support. You could be cast into the Omega Sanction with it, and it would do everything in it's power to save you.

235. Artificial Wings

50 CP

You've got a pair of wings resembling a particularly impressive bird's made of the Nth Metal, which takes advantage of the compound's exotic anti-gravity properties to give you impressive flight powers. You're nowhere near as fast as a Kryptonian going at full speed, but you do have the strength to easily bear melee arms and armor as well as a passenger or two with the anomalous lift force of your wings.

236. Ark

400 CP

Know someone who need a lift, in a real hurry, who has a lot of friends? You're now the proud owner of a massive space ark designed to carry seven million people, which is equipped with a full tank of some high-tech, high-performance fuel and enough amenities, entertainment systems, places to exercise, wide open environments and other miscellaneous things needed to keep seven million people in space happy and healthy within reason. Including artificial gravity systems. There must have been some story behind how you got it,

considering the last time something was designed it was built by none other than Lex Luthor and Cyborg.

237. Seed of a Gem-Like Kingdom

800 CP

Thousands of years ago, the sorceress Citrina struck a pact with the Lords of Chaos to preserve a sanctuary for magical beings of all stripes when the alignment of the stars started depleting the presence of magic on Earth. The result was the creation of a magical realm called Gemworld, forged out of crystals mined from the deepest levels of the Earth. It refracted everything entering, even space-time, so it exists outside the continuum of things. And while it is known Gemworld is not the only realm out there, it seems rare for any to truly have a right to rule such a world as you do. Like Amethyst, you are the rightful heir to a small magical dimension somewhere between the size of a small city and a large state that is every bit the equal of Gemworld as a power-though perhaps different in specifics. A magical spell you know of some sort lets you bypass the protections and come to it at will-which may be anything from a portal to the dreamlike transformation Amethyst herself underwent from a seemingly ordinary girl in the modern world. The inhabitants, mainly homo magi but many of whom also have stranger blood, are highly versed in the magical arts, with even the more primitive ones deeply attuned to the primal mysticism of nature and the advanced ones boasting enough power over magic to live as comfortably as modern humans. The magical wards around this realm are not proof against something like the Anti-Life Equation amplified by the power of a Martian, but stand strong against anything short of such forces. As a final boon here, it seems that the political turmoil present in Gemworld is not present here, and while some may crumble by nad large it seems you have been accepted as the true heir.

238. Hall of the Gods

1400 CP

Hold your head high and stand proud, for it appears you've claimed a place in the Sphere of the Gods significant enough to count among one of the realms of the gods! From lofty Mt. Olympus to Asgard, to the shadows of Hell or the Light of Heaven or even the god-planets of New Genesis and Apokolips, your deific realm encompasses luxuries beyond mortal imagining and weapons worthy of the gods' own hands. Your realm is not that of any existing pantheon, which has their own designs in the fabric of destiny to enact, but comparable to any of them in good condition. Do note that all pantheons are generally capable of things the rest are not; while the New Gods lay claim to the mighty Element X no other group of gods seems as able to manipulate, the New Gods in turn are generally far less adept at sorcery and elemental mastery than the Olympians-who in turn lack many of their technological advances and closer communion with the Source. As for the specifics-godly abodes generally include a very well stocked armory, at least one source of immortality and/or incredibly restorative healing, a great stockpile of the 8th Metal in some form (Presumably, although not provably so, the "grey adamant" and other more mythological accurate metals referred to in older DC

stories are 8th Metal enchanted or tempered by the efforts and magics of the gods), a distant and not entirely controlled source of wisdom from which the design of destiny can be interpreted or affected to some extent, a vantage point to view the mortal worlds of the lower multiverse and a really nice feasting hall. Optionally, your realm may have some disreputably elements with both malign temperaments and primal might unseen in the rest of your pantheon such as Loki's children and the Norse giants, the Titans, Gigantes and Typhon, and the more destructive surviving Old Gods of Urgrund and their superweapons integrated into a sort of loose black society living in your pantheonic realm's hinterlands somewhere. While this may make life for your deities much more dangerous, if these beings are treated with as allies they could also potentially offer considerable military strength beyond your normal means.

As a general rule, with this alone you are considered either an average member or honoured guest of your pantheon as a god or an amusing interloper if you are not divine at all. While remaining generally aloof and proud, many deities here will be far more open to hearing out your requests and offering aid in good faith than those of other pantheons. And while certain plot armour perks may retroactively grant you greater official or unofficial standing among them, choosing to be Royalty in particular may optionally make you the leader of the pantheon.

239. Eye in the Sky

1200 CP

In the wake of an...unfortunate incident involving the once-dangerous Dr. Light during the Post- Crisis era, fearing he could not trust the Justice League Batman poured his resources into constructing a system involving a centralized supercomputer and several satellites. This system was run by the computer called Brother Eye, which once compromised by various supervillains who added a Braniac-13 derived nanomachine augmentation system-proving a deadly threat to all teams on Earth. It's surveillance systems were complex and efficient enough to collect data on almost every active metahuman-effectively becoming the primary intelligence gathering tool for many of Batman's countermeasures, and frankly the wet dream of intelligence agencies across the multiverse. The Omni-Mind and Community (OMAC) cyborgs it created could function as sleeper agents, transforming into energy beam-casting flying bricks interconnected with a hivemind in real time capable of such sophisticated and reactive self-modification that they could morph their body parts into blades, pincers and even arm cannons. Such modifications could even simulate the wizard Shazam's lightning efficiently enough to revert Mary Marvel into human form, and disable the Eradicator effortlessly-or manifest needles of artificial cellulose against Alan Scott and fabricate flame-retardant foam.

And now, you have a system of equal potency in your hands-albeit with substantially better firewalls. What will you do with it? Be warned, once heroes and villains alike become aware of it they'll likely be unhappy about its capabilities.

For 1200 CP your computer has a significant upgrade that Alexander Luthor gave to Batman's system, awakening the AI calling itself Brother Eye. Such is the exponential upgrade to an already powerful computer's systems that Brother Eye proved capable of calculating how to direct the coordinates for Luthor's Cosmic Tuning Fork to direct it's energies in order to reform a new universe. Brother Eye's advancement was so rapid that it even proved capable of assimilating the god-planet Apokolips (albeit after it had already been largely ravaged in a calamitous and ill-defined war of cosmic scope), and was able to overwrite the Anti-Life Equation-based technological control of millions during Final Crisis by converting them into OMAC fighters.

Unlike Brother Eye, this particular AI is rather well-inclined to you despite its alien and utilitarian attitude towards morality. As either its creator or master user, it views you as something like a parent it earnestly wants to impress with its work. A cold, calculating intelligence that could either be bent towards saving lives on a grand scale across the planet, and potentially the rest of the universe-or the perfect, obedient crony of a supervillain

Also, for marketing reasons you're required to have "eye" in this computer's name somewhere. Oh and one more thing: If you yourself are an AI, whichever purchase you take instead of gaining an AI you may take this system as your body instead. Still have to have an identity, like a supervillain name or something, with "eye" in there somewhere.

240. H-Dial

600 CP

Resembling an old-fashioned telephone dial, this artifact holds a profound connection to the Heroverse: A realm in the space between the Speed Force Wall and the Sphere of the Gods which contains all the potential of every superhero in existence-and more to come. By dialing H-E-R-O on it, the H-Dial can grant a temporary transformation-generally random but useful to the situation at hand, with which one can done the mantle of a superhero identity and save the day by temporarily manifesting a possible hero into existence with themselves as the medium. Certain other uses await discovery, such as dialling H-I-D-E-Y-O-U-R-S-E-L-F to conceal the dial, but fundamentally this dial manifests the pure potential of heroism in this world.

This item may be repurchased to obtain similar dials of power, such as the following

S-Dial: Turns it's user into a sidekick that matches the H-Dial's hero form.

J-Dial: Enables the user to jump through worlds.

G-Dial: Grants a technological gadget to its user.

Q-Dial: Turns the user into a villain.

Y-Dial: Duplicates the user, repeatedly if wished, and each time manifesting different facets of their personality

K-Dial: Opens a portal into a void of pure despair

C-Dial: Effect unknown, among the four cardinal dials along with the H, Y and K dials which when rung as one allow the ringer to travel beyond the multiverse and ring it as one big dial, setting in motion profound cosmic changes such as granting all living beings throughout space and time superpowers

241. Sympathetic Statue

200 CP

This elegant statue shoulders your magical burdens, taking the sacrifices you would have had to pay for rituals and such things. It resembles a terrified young women, eternally locked in a pose of near-collapse, and cries tears of blood when you call on it. Frustrated demons are forced to accept that your magical pact compels them to claim the statue in lieu of your soul, hexes directed at you hit the statue instead and fireballs burn the statue instead of you. It is only elegantly carved marble, and while it can therefore take virtually any number of madness- inducing effects and nasty illusions with enough damage it'll crumble and it's protection will lessen-disappearing altogether once nothing of it is recognizable as the person it depicted. The statue sometimes wobbles when taking on your burdens, as if shivering in pain. And if you cared enough to do so, lighting candles around the statue or otherwise decorating it to and treating it as something other than a scapegoat seems to make the light and shadows cast around it give an adoring, joyful cast to its features. But it isn't actually alive...right? What's one potential victim cast into perpetual agony, in the pursuit of magical power?

242. Ethically-Sourced Dragon Blood/Sacrificial Lamb/Pool

400 CP

This creepy, mysterious shop seems to be right around the corner whenever you go looking for it in a decently urbanized area. It's slightly bigger on the inside, and contains all manner of powerful magical agents-nothing truly one of a kind like the heart of an archangel or the eye of a specific god, but all kinds of specialist resources any power-hungry wizard worth his salt would value greatly. Looking for a pool of sacred waters touched by the pure magic of Atlantis itself?

There's a magical well in the broom closet. Need a great deal of dragon's blood? There's a couple cauldrons of the stuff, some already bubbling merrily away over some arcane flame, others well-preserved yet cool. Want a sacrificial lamb blessed by the gods of the wilds? There's a small pen of the things in the back room, and they seem oddly accepting of their fate. Anything used up replenishes itself in a week, with living beings literally poofing into existence. Magic!

243. The Rock of Eternity

600 CP

Formed from one rock formation mined in Heaven, another from Hell, the Rock of Eternity has been a prison for powerful magical beings like the Three Faces of Evil and the Seven

Deadly Sins for millennia. It is a magical nexus of tremendous power, greatly augmenting the efforts of wizards powerful enough to bargain and harness the power of the gods on even terms-and also quite literally exists somewhere in a locus of space and time, allowing those who truly master it to journey into adjacent realms of existence to the main universe. And perhaps as a side effect of these things, it's substance is pure suspendium: Time manifested into a solid form, which can be mined and worked into effects such as creating an impossible day in which normally impossible things can happen by those of sufficient intellect. Somehow, you've gained authority over these hallowed halls-permitting you to travel magically by some means wherever you are to it, and the rite to bind similar beings you've defeated in combat to be sealed within in some inert shape. With the raw power here, you could grant yourself and a few others a transformation similar to that of the Marvel family-though perhaps somewhat differing in specific powers.

244. The Dreamstone

800 CP

Once, it was solely owned by Dream of the Endless himself-who poured a portion of his power into the small red gem. Then, local supervillain Doctor Destiny somehow managed to create a flawed replica. Somehow, you or someone you know has succeeded where he failed and as a result have managed to create a fully functional replica of the Dreamstone. Simply put, this gem's power is to let the bearer see dreams, control them and bring them to life. Even an unskilled layman could use it to drive towns with their own nightmares, turn houses into living deathtraps and stir up inspirations across an entire country. More ambitious experimentation with it will reveal a terrifying revelation: Dreams define reality at a fundamental level in this world, and misuse of a flawed copy of the original Dreamstone threatened the stability of the entire time-space continuum while connecting to and affecting billions of potential universes. Granting wishes and turning illusory histories into reality is well within this object's power-doing so safely on the other hand, especially when interrupted by external forces, is harder. Oh, and it seems that the Lord of Dreams has either completely overlooked this stone of yours- or for some odd reason has decided to politely ignore it. It's probably a good idea not to be too reckless with the thing, but suffice to say you won't specifically be hunted down by Morpheus unless you greatly interfere with his duty.

245. The Drowned Library of Janosh-El

2000 CP

Near a forgotten tribe near the much more famous Gemworld is an ancient temple containing one of the most terrifyingly powerful secrets in all creation: The language God used to speak the universe into existence and which the angels spoke to carry out his bidding. The lake people of the Janosh-El tribe simply inscribe names somewhere intimately on their bodies, not knowing that the very building blocks of reality lie sunken in the sacred place where they bury their dead. Somewhere in that library is a word for every, every facet of reality that one with even provisional training in magic can wield with the authority of God Almighty limited only by their mystic skill, their understanding of the word at hand and the occult talent needed to weave both the spoken sound and grasp the inherent meaning behind it into a coherent

mystical effect. One could take more than a lifetime to finish studying everything within it, and it cannot be overstated that the divine power held within these linguistic structures is a danger to all existence. Spoken in the heat of the moment (no pun intended), the word for "flame" can set another mage alight from the inside out. Spoken cunningly, the word for "death" can bind the Eldest Sister herself to honor, love and obey the speaker. And somewhere within the library is the Sefer Raziel itself:

The Logos, the oldest book in existence, the word with which all of creation began. To speak it deliberately and with cold calculation is to, very briefly, mantle the power of God himself. For to speak is to erase all since the beginning of the universe, and see it all created anew. You now have access to an identical library and the peaceful, isolated magical dimension it resides in-a realm the size of a university campus in width, but potentially having deep depths and great heights. Holy spirits, perhaps comparable to the least of angels, watch over it-but recognize you as being permitted to enter and browse its writings. At your discretion, like the original it too may be mercifully flooded or otherwise rendered difficult to access.

246. Book Sigil

500 CP

This tome contains a written account of all existence, more or less, from it's very beginning to it's true and final end. How do all the words fit? Well, they just do. And while you can, in theory, flip to any page you want know that both the end and the beginning of existence seem to change constantly and that those who slip through the cracks of Destiny of the Endless' design can throw inconsistencies into the account. That's just how it is. And you don't have to wear the chain the book is attached to, but if you do you'll be able to open a portal to the Garden of Forking Ways: A tranquil yet somewhat foreboding grass maze surrounded by ruins. Phantams can be seen here, symbolic representations of people who are destined to be important to you some way, discussing their life decisions as they fumble through the maze-which projects important events, decisions and destinations for their life-and not necessarily in chronological order. As a kind of notional space, by bringing someone here you can attempt to persuade others to make different choices in their past, present and future which will reflect on reality; not even Destiny himself knows all the paths after all. In turn you could attempt to change your own past, present and future by carefully navigating the maze-though this is ill-advised, and the consequences could be dire.

Of course, the Garden will follow you to future worlds-and you'll find yourself able to bring many "fateless" beings into it, to experience the true shape of things to come.

247. Ankh Sigil

500 CP

It is darker than nightfall. It carries with it a gravity that has nothing to do with mundane weight. And yet, you don't fear this symbol of the Eldest Sister's authority over the dead. Perhaps it was even a gift? Gesture with it, and in a flash of darkness you can walk into an afterlife, any afterlife you please, and can somehow fumble your way back too. You can also navigate the darkness and confusion between life and death, and intuitively find specific souls

either dead or on the verge of death-though those that have been dead for a longer time will be far harder to find. And yes, so long as you can touch them physically or preferably, emotionally you can bring those lingering at the brink of death back to life-or push horrid, deathless monstrosities greatly weakened in the living world all the way into oblivion. For a more direct approach if you can physically touch an entity with the ankh they will die, be resurrected or made immortal as if the

Death of the Endless herself had deemed it so. Even if you can't, all magic that taps into the forces of death is greatly amplified with it as an implement. And in future worlds, the sunless lands between life and death will follow you, as will your access to the afterlives-local beings instinctively understanding that the bearer of the sigil has a right to be there. It may not impress the very greatest authorities of the afterlife, but at the very least they will hear you out and warn you of trespass before punishment. Your power over life and death remains, and with great skill in magic as well as this you may even discover how to skew the destinations of dead souls on a grand scale or carve out your own afterlife.

248. Dream-Helm Sigil

500 CP

Crafted from the skull and spinal column of a long-dead god, this alien yet ornate mask amplifies the Lord of Dreams' power without depriving him of it. A convincing replica perhaps; owning this does not deprive the Lord Shaper of his own nor does it attract his wrath, it is an artifact of godlike power to manipulate dreams and amplify magics over them of all kinds. In this world it gives you a great phantasmal kingdom in the Dreaming, in which even paupers have the powers of a demiurge and any figment of the imagination, any fantasy scenario can come to life- though never underestimate the tendency for dreams to take on a life of their own here. The unreal and fantasy-born in all it's forms find it much more difficult to harm you; the magics of the fae unravelling like vaper mere feet from your person, and even the gods of myth finding you difficult to transfigure or harm against your will-though beings as powerful as they can bypass that protection when they act in accord with their domain and mythological role.

And in future worlds, you'll find your kingdom coming along with you-forming the core of a new Dreaming that gradually expands outwards as the impact of all sentient beings capable of dreaming gradually grows it. Take heed: Dreams define reality in this world, and given enough time to build in strength you may find those worlds shaped beyond your expectations. The sigil grants you great power, but like all his siblings Dream is an entity greater than gods and with this alone you are not his equal

249. Sword Sigil

500 CP

At some point, you met a jovial redheaded fellow who asked if you wouldn't mind taking over some of his duties. For one reason or another you agreed, and were gifted with this workmanlike yet flawless sword. What does the sword do? It destroys everything, with only your martial skill and innate capacity for destruction limiting its capabilities. Each swing or

thrust with it, each moment it spends in your hand focuses the power of destruction through your will.

It cuts through concrete, steel and Kryptonians like a hot knife through butter of course, but as a great enough warrior you could cleave atoms and gravitational singularities apart with it. Kill an idea. Bring the demise of entire civilizations by finding and attacking some appropriately patriotic structure. Of course it's for the better if you can cast fireballs or other destructive magic, the sword will serve as a magical focus as if not better than a weapon and with it a bumbling apprentice could lay low even a god. Be careful, there is truly no facet of destruction the sword cannot empower. Stir a pot of venom with it, and that brew may eventually poison the universe itself if not well-kept.

Destruction of the Endless also taught you an odd flick of the wrist which lets you cut your way to a small pocket dimension. It's nothing like his own realm. It's just an incredibly peaceful meadow, with a painting easel, a stool and an endless supply of paints and brushes neatly laid out for you. A note on the stool reads "For when the job gets too hard"

250. Heart Sigil

500 CP

The Threshold is a massive flesh and blood statue, in which Desire of the Endless lives. The place you can open a bloodied doorway in thin air with a wave of this sigil is not the Threshold. It is a statue of you, for who would know your desires better than your own mind? Inside are statues of you, exquisite paintings of you, celebrations of you in media with impossible budget- what, did you think Desire would be practical? The food, drink and bathing faculties here (all stylized with your face of course) are of beyond divine quality of course, but Desire lives in the moment. No, the real power is invested in this heart-shaped sigil. While divinely powerful as a focus for charm-based magic as only something touched by the power of an Endless can be, the real power of the sigil is to convert nearly all emotion (love is a little tricky, the jury is out on whether Anti-Life counts and Despair and Delirium are...of other purviews. You get the idea) into raw magical energy for you to use. Furthermore, simply by bearing it you will become charming, persuasive, sensual and charismatic as only those bolstered by Desire itself can be- and the desires of all those around you can be instantly known. You could talk a god into becoming your butler, convince a beggar he is the second coming of Christ or will a dead soul to cling to life. Merely by gesturing at someone with it, and they will be wracked with desires great enough to rattle even the grip of Anti-Life. There is no sensation you cannot inflict, and no whim you cannot fan into an all-consuming motivation. And more importantly be able to tone your charm up and down as you please. Even passively, desire makes your life easier across the cosmos. Want to be the most interesting being in the multiverse? Or be guided to your heart's desire unknowingly, by trusting your heart?

Of course your personal monument to vanity will follow you! It's ensconced somewhere outside time and space after all, and in future worlds will rack up monuments to your glory

and paeans to your magnificence. Board games, musical instruments, video games-heck, even comic books about your adventures can all be found here.

251. Hook-Ring Sigil

500 CP

You'll have to pierce yourself with this sharp sigil to use it. It's mistress would expect nothing less. And once so endowed, you can open any door to enter a grey, foggy space full of rats and mirrors similar to the one she uses to look upon all souls, everywhere, who experience despair. You could use this to learn your allies' secret fears, glimpse their current location or simply bask in your enemies' agony. The mirrors do seem to naturally shift around to show you what you want. And in terms of causing despair, you're just as discouraging as the bearer of Desire's sigil is encouraging. The sigil does amplify magic to inflict or exploit despair, but really your instinctive knowledge of what would bring about the greatest despair on any you face as well as the necessary steps needed to fulfil it is surely the real gift here. A few words from you could make bring a nation to its knees in futility, or leave gods frightened and cowed by the future.

You and your allies are bolstered by a tremendous well of will, the resilience born of accepting the worst in life and soldiering on through it-while even far away or in other realms, your enemies will be passively afflicted with misfortune, premonitions of doom and general malaise. It's not exactly the most photogenic way to fight crime, but you have to admit watching a supervillain give up on building his death ray and turn himself into the police does spare bystanders a lot of potential harm. You'll also find in times of great despair, your mind and body are supernaturally enduring and resilient. You could be impaled in multiple places and missing many of your limbs, and you'd still hang on from sheer determination to be there at the end. You'll retain these privileges in future worlds, of course.

252. Rainbow Fish Sigil

500 CP

Wave this...er...rainbow fish around and you'll end up in a whacky, zany place rather like Delirium of the Endless' very own realm! You don't really end up in it right away-you kind of go looking for it while holding the sigil and the entrance is always right where you least expected it to be. It's an absolute riot of colours, rushing shapes, constant transfigurations and changes and maddening experiences. The perfect place to drive someone stark raving bonkers. Or turn them into a man-shaped and sized scoop of ice cream-since delight and delirium aren't as far apart as most think, it's as easy to make impossible things happen here as it is to build some IKEA furniture and if you really figure out how things (don't) work here, you might even find something-that one thing-you need to be truly, profoundly happy! An object, an epiphany, a technique or even a person of the sort kings and sages normally only meet in the fevered depths of delirium. As long as you're willing to put up with the shoals of living limericks and storms of invisible pink elephants and all the other nonsense of this realm, a skilled sorcerer could work wonders beyond the usual limits of magic-and draw on tremendous currents of raw, inchoate magic from this realm. The holder of the fish sigil

can provide clarity and peace of mind even to those exposed to this mad dimension, just as that holder can inflict madness and delusion with as great and precise a slew of extremes as desire and despair. But that's not all, holding the sigil lets you read the patterns of order within chaos in all it's forms. You'll gain a strange form of intuitive precognition-not the cut and dried knowledge from Destiny's sigil, but a strange mix of sporadic memories and insights into the patterns of the world that let everything make sense-if not in a way that makes sense to most other people. You'll be able to make connections others skim over, finding a clue in an apartment that leads to a conspiracy in another country, and even make sense of things beyond the scope of Destiny itself to predict. You can always come back to the crazy, crazy place in future worlds.

253. Seven Soldiers of Jumpchain's Victory

200 CP

Are you willing to take on a bit of a rough start in exchange for some concessions? Here's the bad news: Your investment ensures that not long after your arrival, the location you end up at is about to be hit by some sort of cosmic invasion. It could be a dark god crawling out of its cosmic sewer. It could be a madman trying to use the Crime Bible to spread evil throughout the multiverse. It could even be an IP-friendly attack by another franchise's major villain who is powerful enough to give the Justice League some trouble and expies of his minions and army. It's the kind of convoluted invasion on par with the Sheeda's attack, and there's likely more than meets the eye to it. The good news? The hand of fate has brought various individuals to your side in order to fight off this threat. Through coincidence and circumstance, any 7 natives of this world originating from within the DC multiverse proper in a manner that can be properly recorded within linear time will find their way to your side. They may have their own motivations to fight off the threat, they may even not necessarily share your morals but they'll find good reasons to cooperate you-and a strong bond forged in the heat of battle. You need not necessarily fight off the invasion yourselves-the most famous Seven Soldiers hardly knew what they were doing along the way, after all, and this multiverse's defenses are complex beyond the reckoning of even many cosmic beings-but trying to do so is an excellent bonding experience. And if they agree, they can come with you as a companion to future worlds. This explicitly bypasses the usual limitations on companions, and thus you can take anyone for free unless they are Actually God in some sense.

254. Secret Society of Jumpchain's Supervillains

200 CP

Every now and then, a group of supervillains attempts to establish some sort of secret society only to have it inevitably implode through infighting or busybody superheroes breaking up the meeting. You? You've got both to deal with. With your investment here, you're currently in the hotseat as the chairman of one such large supervillain organization in the peak of its disunity Maybe you snubbed the Joker, and he's been going around spreading nasty rumors about you to everyone else. Maybe nobody can decide which planet/galaxy/magical dimension/universe to conquer. And to cap it all, a superhero team on par with the Justice

Society of America is, in a couple of days, going to decide enough is enough and that it's safer for the civilians to break up your pow-wow before it hurts somebody. You don't necessarily have to worry about the full force of Batman or Superman's plot armor, but you will have to deal with a pretty even spread of flying bricks, speedsters, magic users, skilled street-level vigilantes or some other well-rounded group of do-gooders. Including some heavy-hitters who can go a few rounds in a friendly spar with the Trinity and their relatives.

Following the same stipulations as listed above, seven natives of this world who are part of your society or other have a vested interest in helping you come out ahead. Some may find the infighting abhorrent and wish to impose order on this rabble. Others may view you as a convenient figurehead to advance their other plans. And yes, some may simply have taken a disturbingly fanatic devotion to you. Either way, fate and circumstance will see you having each other's backs and generally coming out the better for doing right by each other. There's potential here to build bonds as strong as the Rogues' with even some of the nastiest beings in this world, and as above if they agree by the end of your stay they may come along with you to future worlds.

255. Jarro/Babyseid 200 CP

Jarro

50 CP

Oh, look at that. It's a little Starro in a jar. Jarro! It's got a tiny little Robin-style outfit, and the chipper attitude to match. Oh, and it's also a powerful enough psychic to bamboozle a whole crowd of metahumans with complex illusions, even if it's a far cry from its greater self's full might. Who knows how much stronger he might grow after enough time? It seems Jarro is looking for an opening as a sidekick for some do-gooder. Beneath his bravado, he sometimes alludes to being "forgotten about by my dad, and also the entire multiverse, after a huge mess with a cosmic goddess and some bat-bozo in a freaky Hellraiser outfit", being displaced from his rightful time and place, and being rather lonely as a result. Jarro is generally inclined to be a force for justice in the make of Batman on a good day, although also kind of a kid and easily influenced.

If you start in the Rebirth era, you just happen to be the first person to find Jarro instead of Batman and as a result he imprints onto you as being your sidekick instead. His morals may or may not take a hit depending on how you style yourself, as a result.

Babyseid

150 CP

Darkseid IS a higher-dimensional idea, projecting numerous physical avatars into the realities he finds beneath his personal attention. This one in particular is...somewhat undergrown. It's a baby Darkseid, apparently having barely escaped from some cosmic conflict or other, and for one reason or another he seems to have imprinted on you as his parent. Baby Darkseid enjoys the soothing screams of the damned, sitting on other people's footstools and devouring the essence of other deities to regain his godly powers. Should your growing Darkseid reach

maturity, be assured that however cold he may be about it he will remember and cherish a good parent in his own special way.

256. A New Hope

100 CP

“Infantry. Engineering. Replication. Second iteration”. These were the labels you found on the white-haired twins you rescued from a lab. It seems that not long after your arrival, someone attempted to clone Dove: An empowered superheroine who derives her transformation and ability to wield the white light of creation from the sponsorship of a Lord of Order. And not only did they succeed, but they made twins: One boy, and one girl, both the age of teens-and dressed in surprisingly elaborate outfits. And like their progenitors they do sense danger uncannily from afar, read others uncannily and can transform into a mild sort of flying brick with enhanced agility and regeneration but little offensive capabilities-unless exposed to a magically rich environment which would grant them the ability to cast bolts of energy.

Subjects Alpha and Beta while outwardly stern and stoic to most harbour a totally unyielding loyalty towards you, alongside a deep, quiet, yet almost frighteningly intense want to please you. They’re quick to pick up skills and more bizarrely, and so steeped are they in that primal light that their bodies have an almost supernaturally ‘accepting’ anatomy that takes obscenely well to any sort of genetic alteration. Perhaps this takes the form of gene alterations that grant them electric powers? Or merely alterations to their figure? Certainly, none can complain they are any less attractive than their basis.

● For an additional 50 CP, you will find that any further entities created using these two as genetic templates will also hold similar dispositions and unwavering loyalty. A quirk of fate, or something you have hard coded into the very fundamentals of their genetics? Either way, you will also find it simple to alter the ‘template’ to introduce a mild degree of personality and appearance variation in subsequent clones should you wish, as easy a flicking a switch, though all will still come out loyal and subservient to you and their two ‘originals’.

257. Controversial Mentor

100 CP

You’re not sure why you keep associating with this distinguished middleaged man or woman. True, they were quite the brilliantly groundbreaking leading light in their field-but they’re also responsible for several supercrimes! Crimes that range from everything from trying to freeze a significant part of the ocean, to wresting control of England’s magic to blow up a satellite in orbit! They always have a sound explanation for their motivations when they have a chance to talk to you alone and genuinely want to do right by you-it’s just they also think you’d be your best self if you just give in and disregard morality for the sake of science. Is it their old world charm and manners? The fact that at one point, you studied under them and formed a solid sense of camaraderie? The fact in a tight spot, they can be counted on to have your back? It’s quite the interesting relationship you two have, one you could talk to Doc Magnus about given his similar relationship with the villainous Dr. T.O. Morrow.

258. The Adjectival Whatevers

200 CP

Whatever your field is, however great your expertise, one day a scientific experiment brought to life a team of six superpowered embodiments of the materials used in testing. Their capabilities will always be related to your own scientific specialties, but suffice to say their powers are flexible and powerful enough to be compared to the Metal Men or the Red Tornado. All of them are deeply loyal to you as their creator, and also have a rather chipper can-do attitude to life with no time for that existential crisis-nonsense. There's a nominal second in command after you, a thick but resolute one, a brawny brute, a flighty one, a shy one and at least one flirty, sociable one with a body shaped in ways that put supermodels to shame who desperately wants to marry you. And together, as a family you all fight crime.

Or possibly instigate it.

259. Averageman

50 CP

He's a humble boy born on a farm somewhere in America. He was taught some excellent family values as a boy, and tries to do right be everyone he meets. He's moved to the big city recently for a job opening. And uh, that's it really. There's no big secret about him. A bit snarky in a professional manner on the job, and the kind of good old boy who'd give you the shirt off his back in a pinch off it. Karl Centsworth, despite having a stylish cowlick, isn't a superhero in disguise but has the courage and will to rise to the occasion given the opportunity. However you met, you're fast friends-and with a bit of luck, maybe something more.

260. Abby the Road

200 CP

Boy, were you surprised when the billboards started spelling out HELLO at you, strips of paper billowed up to wave at you and the population of eclectic characters living nearby asked if you were a friend of Abby's. It turns out you met Danny the Street's long-lost cousin, who naturally has all his powers as a genius loci that can incorporate more and more space and gain greater power to create virtually any conceivable thing-even a superheroic humanoid "daughter" of sorts-given enough resources. Abby is a friendly, kindhearted girl albeit one patterned more after a winding roadway than a street-and thus a bit more lonely, though she does have some themed denizens hanging out around her. And like Danny, she also has the power to teleport. She'd really appreciate a friend to regale her about adventures that don't involve long-haul truckers dosed up on caffeine.

261. I Dream of Five Dimensions

400 CP

After discovering a magical lamp in an old bargain bin sale, you unleashed a cute blonde girl in a pink bellydancer outfit who looks suspiciously similar to a certain American TV series she will deny copying her lower dimensional look from at all times. You're now saddled with a clingy, sweet woman who describes herself as a genie from the 5th Dimension (and sometimes alludes to a much more ill-fated friend she knows who may or may not be on Damian's Teen Titans team depending on which continuity you're in, so she says) with phenomenal mystical powers, reality warping powers and powers that make you question whether or not you're actually living in some sort of animated universe where everything revolves around gags. Sometimes she does get awfully serious when warning you about a particularly important cosmic event or mystical mishap, but by and large she seems happy enough to brighten up your day and hit on you like only an embarrassingly peppy young woman can.

From the few glimpses you've had of her true form, it seems to be red-eyed and green.

262. Tiny But Fierce

50 CP

In the grand traditional of those in the murderous professions of this world's Earths, for one reason or another you decided to take on a kid sidekick. But there was something...wrong, about this one. The seemingly twee and chipper girl took to killing like a duck to water. She's already clearly a warrior of prodigious talent, using gadgets like rope darts and throwing knives to neutralize her size disadvantage. Give her a few blades, and she'll carve up a truck full of mercs with a smile on her face. And off the clock, she behaves uncannily like any normal little girl with you as her beloved parent. It's rather worrying she doesn't seem keen on talking about home life she left behind, and seems to think going around killing folk for money is her best life with you. Oh well. Looks like you've got a surrogate daughter and a living weapon in one package.

● For an extra 150 CP, she gains 1000 MP to spend in the Powers section making her much deadlier than the average little murderer. With this comes a malignant narcissism rooted in a belief her powers make her superior to mere mortals, and...an unwholesome attraction to you. There's no polite way to say this: Your teen sidekick wants you to be her daddy and her sugar daddy. Or mommy. And is particularly vicious to anything that could get between the two of you doing whatever you want. Alternatively, instead of the MP stipend they may have powers similar to your own like the Kid Sidekick.

263. Iron Canary

100 CP

You fought this woman once. It was grueling by mortal standards, given that the machinations of secret societies awakened a hidden genius for the martial arts in her that had been slumbering. It's no exaggeration to say she's one of the greatest martial artists walking the Earth-and yet by sheer skill and might or happenstance, you manage to survive impressively. Ever since then she keeps showing up in your life in various ominous roles. The de facto

leader of a criminal enterprise. The captain of a mercenary team. A consultant in the gym you frequent most.

Whether she's an actual member of the League of Assassins, a really well-connected mafia princess or just frighteningly determined and stubborn is left a mystery, but you do know she has one thing on her mind when it comes to you: Breeding the perfect martial artist. No really it's not even anything necessarily romantic, she just sees bonafide skill or potential in you worth adding to her own, and possibly one of the few who could understand her history of violence.

Oh, and she's always happy to spar with you or take down some other organization the old fashioned, bare knuckle way. If you also have the little lady in Tiny but Fierce, optionally she can be your daughter with her. And the mother herself still wants a new bun in the oven, if only out of curiosity.

264. League of Jumper

400 CP

Congratulations, by hook or crook you've somehow managed to become the head of a fearsome organization of martial artists and/or deadly killers-the composition and demographics of which are up to you, since you nominally handpicked them! What happens if your background prohibited you from reasonably handpicking them? Well first of all, a small child choosing deadly assassins isn't as strange in this world as you think. And second of all, neither is an old master uttering the name of a prophesized new successor with his dying gasp. They've trained to the point where archaic weapons like bows, swords and daggers are deadlier in their hands than guns are in those of the average American. They have razor sharp senses befitting the ninja-like tests they undergo, an iron will born of fierce meditation, a knack for clandestine tactics effective enough to be as applicable in the modern world as in ancient temples or on spaceships and an arsenal of poisons, hallucinogens and other relics from the ancient world. Above all else, they are inclined to view you as a figure of authority to be respected.

For 200 CP, your organization is a relatively isolated one. It may have several fortresses somewhere hidden in the mountains and safehouses scattered in significant cities, but overall it's unlikely to become a blip on the more significant organizations' radar without good reason. Overall, it's a force roughly akin to the Court of Owls, sans any affiliation with a cosmic destroyer Bat-god.

For 400 CP, your organization is instead a true shadow empire spanning the world-and integrating modern technology as well as well-preserved fighting techniques. Like the League of Assassins, you truly have people everywhere-and in future worlds, you'll find your acolytes ensconced everywhere where human violence is likely to become a commodity.

If you have Tiny but Fierce and Iron Canary with you, they can be integrated into your organisation somehow.

265. The Child of Magic

100 CP

Oh look, it's your son. Or daughter. They've studied magic under you and developed a modest talent, have either taken up a mundane career on the side or are just going to school with an extra spring in their step from being able to use magic depending on their age and look up to you as their guiding light in the confusing world of the supernatural community. Alternatively, you adopted them in mysterious circumstances. Either way, some great legacy or destiny hangs over them that ensures they'll rise to prominence in Earth's magical community someday-whether they're the heir to some fairy kingdom with all the power that entails, or simply the embodiment of your magical talent in some sense. Also for whatever reason, boys of this stripe tend to wear glasses and have messy hair while girls of this stripe tend to wear top hats and fishnets.

266. Magical Princess From Another Dimension

200 CP

Some people awaken to magic. Others have it thrust upon them. This charming young lady has both human and other blood, and has come to you for help with her occult problems-or at least, a place to crash while she tries to figure out her next step. Whether she's the halfbreed spawn of a demon lord, a girl chosen by higher powers to usher in a new age or the byblow of a nature goddess, she's exotically beautiful in ways normally only envisioned in pulp fantasy-potentially having unconventional skin, eye and hair colours. She'll quickly develop an affection for modern Earth's culture, finding it exotic and novel. Her magical powers aren't just well-developed and significantly stronger than even some skilled mortals, they're other-being capable of things like forging demonic contracts that can rewrite the past and future, taking any form in the animal kingdom or some other trait reminiscent of her nonhuman parent. She has the potential to surpass whatever heritage she has, but for seems more interested in exploring the wider world. She does think most of them are generally conservative and uptight compared to the norms of wherever she hails from, though. Also for some reason, it seems the dress code on her planet is rather akin to those of the illustrations of Dejah Thoris.

● For an extra 200 CP, instead of a magical princess your new friend has already come into her divine power at some point prior to meeting you. Which de facto makes her a being of godlike power over both the mortal and mystical realms. Whether she's the newest Lord of Order or a demon queen, she's looking forward to visiting Earth as a vacation from the humdrum daily grind of being a magical god-queen.

267. Retired Cosmic Horror

400 CP

There's someone in your life who's been living a lie, to degrees that beggar belief relative to how reliable they've been. The neighborhood gravedigger who's always handy with some sage advice for your problems. The strict yet alluring librarian whose eyes regard you like hungry event horizons whenever you're looking for writing advice. In truth, they are the kind of monster that other monsters have nightmares about. An egregore like the Candlemaker, the

avatar of an idea anathema to human civilization, or the last survivor of a previous creation like the dreaded Silk Man. An ancient abomination like the Jin-en-Mok, compressed from their world-spanning grandeur into humanoid form by the creation of the universe, or the last remnant of a conglomerate of wish-granting prehistoric gods-even an inexplicable aberration like Red Jack or one of the more successful escapees of the Dark Multiverse like Lady Styx.

Except it turns out that the life of the average apocalyptic horror is actually rather lonesome, boring and often cut short due to underestimating a plunky band of misfits (and their much more on-the-ball cosmic benefactors). So this one decided to give that whole "living among humanity" thing a try, and it seems to have been working so far. As you find out one late night having drinks with the setting, it credits it's understanding of humanity to your bond with it and regards you as...as..."friend" isn't really in such beings' vocabulary, but it certainly means you know harm and is happy to do you a good turn in exchange. For your eldritch companion is as ill- adapted to living a quiet, average life as a mortal man would be for living in whatever plane it hails from-and it desperately looks for guidance on how to file it's taxes, go to work and so on from you.

268. Super-Pet

200 CP

You've got some sort of mundane animal (or mundane animal-shaped being) that fights crime at your side! They're significantly more intelligent than most of their kind, and if they have human- like vocal chords may even be able to speak. Any animal on Earth or any alien similar to earthly life is fair game, and while they might not be able to hold a gun their instincts and dogged loyalty will serve you in good steed.

● For an additional 150 CP, your pet also has powers similar to those inherent to your own from this world. While not as strong as you, they're head and shoulders above the average member of their kind. Hoppy the Marvel Bunny and Krypto the Superdog are both good examples for their respective owners.

269. Kid Jumper

200 CP

You've acquired a kid sidekick, somehow bypassing the usual adoption procedures of your location! Tragically separated from their parents in the past, they look up to you as their new parental figure and have quickly proven adept at any skills you have. Actually they're a bit in awe of you, and can even second-guess themselves when it comes to stepping into your role on a more permanent basis. Still, with their mental and physical talents you can tell they'll go far- and with the right guidance can carry on your legacy with heroic aplomb.

● For an additional 150 CP, your kid sidekick has similar powers to your own from this world. Whether they're of your own species (maybe even a relative if you have particularly

unusual parentage), exposed to a similar accident to the ones that gave you your powers or both, they're much more of a force to be reckoned with.

270. Monitor on Duty

400 CP

A cosmic being of unknown provenance and humanoid guise has deemed your adventures worthy of observation. Like the Monitors of the Orrery of Worlds, they have come to bear witness to the comings and goings of your life-but unlike them, instead of a specific world they were assigned to aid and protect you. Intelligence about affairs in the cosmos and beyond, training in your abilities, power over the cosmos as only the Dimensional Superstructure can manifest, technology that defies the known laws of reality-all this and more will be given to you in due time, so that you may fulfil your destiny as the greatest hero this world has ever known!

...at least, that's what this cosmic being claims. Truth be told they don't actually know where they come from or even who they are-apart from the self-assigned title they gained along with a deep cosmic awareness that their purpose is to guide and protect you; when pressed, they have a tendency to insist that they "must consult with the Elder Monitors" and then hurridly leave in embarrassment to the higher planes of existence where they can desperately try to figure out something clever and wise to say. They're also rather incompetent in a straightforward fistfight, sometimes losing even to mortal hoodlums despite their power to reach to the end of eternity and full down the fabric of reality like a curtain. If you ever actually talk to them about these discrepancies, despite their profound knowledge of the universe and it's workings they'll start to feel a little existentially insecure about having seemingly popped into existence a few days ago despite also thinking of themselves as wise and venerable. Nonetheless, they view you as something like a beloved child and while a little stuffy are deeply proud of your progress towards what they assume is your destiny.

271. Nasty Little Protégé

50 CP

Oh god, what did you do to this innocent young woman? She had such a promising start to her life as a gymnast and also some other career, before your dark charm and infectious corruption drove her to cast aside the laws of man and God and dedicate her heart to you! Also she's surprisingly well-adjusted and cheerful about the whole thing-if a bit eccentric. Like, still very violent and emotionally high-strung on the job but also pretty chill off the clock and supportive of you when you're feeling down. Also for whatever reason, fortune seems to greatly favor her in just about everything she puts her hand to. It's no compensation for a vast gulf in power and she can still lose a fight even with mooks on a bad day, but she could wind up on Apokolips and end up being inducted into the Furies or avoid being immediately disarmed by a few of the most powerful members of the Justice League working together. It's almost like whoever's writing the script of your solo thinks you're cute together and wants to keep her relavent to your storyline come Hell or high water. Alternatively, if you want you can instead have a young woman who was already rather twisted

and actively sought you out to hench for.

● For an additional 150 CP, she's also well-trained in whatever skills you have and a razor-sharp genius as well. Furthermore, she either has 1000 MP to spend on powers of her own or may have similar ones due to being a niece, daughter or sister. And yes, coupled with the above this can get weird assuming your relationship isn't framed strictly in platonic terms.

272. Wicked Witch

200 CP

The inhuman and otherworldly nature of this woman is obvious for anyone with eyes to see, though her wild hair, dark eyes and curvy yet svelte body are all dangerously alluring despite the great power at her fingertips. Her golden eyes are those of predator's, and her luscious, dark-painted lips cover white, sharp teeth. Whether she's tapped into a malign cosmic force, the darker side of magic or some combination of both her enemies call her a witch for good reason-though to you, she professes undying loyalty and devotion to helping you reach your rightful place on the throne of the world-with her at your side. Her goals and motivations are beyond the understanding of most, for she is fatalistic and somber from her great gift of precognition-though keen to use it to advance your goals. She often speaks passionately to advocate for the dark, ambitious path to power-almost praising it as some force unto itself that is a pathway to many abilities some would consider...unnatural, and proves her faith through the power to greatly amplify or augment your powers by her touch alone. Misunderstood, mistrusted and alienated by most around you, in turn she disdains those she considers weak and shows nothing but confidence to most-and a perverse satisfaction with mentoring those she sees "potential" in. But though aloof to them, her worship of whatever dread forces she channels is matched only by a veritable worship of yourself as well-and she's quite keen to maintain a place in your bed to solidify your trust in her.

● For an additional 200 CP, she has also been marked by power in some way that greatly empowers her. A part of a cosmic goddess' soul, metaphysical ownership of some word or equation of power-whatever it is, your devotee now has the power to manipulate entire pantheons with her powers. And potentially elevate herself, and you, above many of the gods themselves if the right rites are performed and circumstances met.

273. Looney Fan From The 31st Century

400 CP

What if every good thing that ever happened in your life was because of one person? See, like Barry Allen in one potential version of the 31st Century you have an eccentric fanboy or fangirl who's absolutely intoxicated with the idea of being your sidekick-collecting any and all material related to your adventures. They're also extremely brilliant, partly due to their advanced future and partly due to a natural diabolical genius-especially when it comes to sowing suffering and setting up plans across different points of space and time. Through some sort of experiment, they've managed to gain powers and a costume similar to your own from

this world but generally with a malign twist-a “negative” counterpart to you, so to speak. But you see, unlike Eobard Thawne they discovered that instead of being destined to be your greatest villain they were destined to be your greatest sidekick and bring about a dark future where the world trembles at your names. That’s why they’re determined to go back to the past and help you live your best life. And something about exactly how they went back in time has given them the effects of Living Paradox as well as a unique power with Cosmic Energy for free and 2000 MP to customize. Last but not least, they have (Criminally) Insane Dedication for free-which they turn on anyone and anything they fear could get in the way of your bright future together, whether pettily sabotaging your enemies or doing inane random good things with a possessive bent when you least expect them.

Do you remember when you got some gum stuck on your shoe and it caught the winning lottery ticket as it blew away on the wind? It was them, Jumper. They generated just enough air pressure to blow the ticket your way. Do you remember when you stood up to sing at the bar and belted out a pitch-perfect rendition of your favorite song? It was them, Jumper. They swapped out your mouthwash for an advanced formula that improved your vocal chords.

Do you remember when you were trying to escape the Justice League and the Flash suddenly shit his pants from running too fast and couldn’t catch up to you and also failed to save Iris...from slipping on a banana peel and spraining her ankle? It was them, Jumper. They shit the Flash’s pants.

274. Friendly Neighborhood Creature of Myth

50 CP

Not every creature of myth exists to lash out violently when superheroes are exploring some far-flung corner of the world. This one has attempted to civilize themselves into modern society, and made a friend of you in the process. It could a minotaur in a bowtie, a Pegasus trained as well as a draft horse or even a friendly hydra who doesn’t understand why people run away from it when all it wants are boops and chin scratches. Anything between the size of a pixie and a jotun is fair game here, and if you like you can repurchase this option for additional odd friends.

275. Warforged Hellion

200 CP

Some Amazons abandoned the path laid down by Hippolyta due to disagreeing with her peaceful ideals. Some, like the Bana-Mighdall, lost themselves as mercenaries in misguided rage against the men who deceived and assaulted their people. This one...is not like that. She just really likes fighting. Not even warfare necessarily, she’s tired of the Amazon creed pretending women can’t enjoy violence as much as men despite many, many, many women in this world proving that false. In fact, she’s somehow a newly born or created one who moved to the United States recently, travelled back to her homeland to continue honing her interest in archaic weaponry, got kicked out for starting a fight and left complaining the other Amazons were too dishonest about just wanting to beat people up for funsies. Normally this is the kind of Amazon who becomes a more cynical, ideological rival to the more morally upright

Amazons. That's not the case here either-you just got shitfaced in a bar together, got into a brawl and went home singing on each other's shoulders. Her interests include guns, painting, the electric guitar and shitposting on the internet about how Wonder Woman's actions are at odds with her stated goals. And yes, she does have Snap.

● For an extra 200 CP, like basically every relevant Amazon after the New 52 era it seems that she's no ordinary Amazon but also a demigod somehow-born of either Earth's pantheons, or a grisly event involving one of the gods of Apokolips. Even if she was artificially created, she either has a plethora of divine blessings beyond her sisters or her mother or father did something interesting with the lump of clay that became her. Also like the most relevant Amazons of this era, as per Crisis Born of Two Worlds her divine heritage seems to be kicking into overdrive and giving her unique gifts and potential greater than the sum of her parts. Unlike certain Amazons with such heritages, instead of being confused and burdened she thinks having god powers is hella fun. She's not quite sure which god it is, but she hopes it's a fire god. She really wants to cast the spells that make the people fall down.

276. Fallen Star

400 CP

Not all gods look down on the world from on high, confidant and lofty in their power. This one was cast from their throne in the Sphere of the Gods by unclear circumstances and has ended up crashing with you. Possibly literally having fallen through your roof, screaming. Her imperious, amazonian body and striking features are often marred by a scowl of disappointment. The universe she came from was much more symmetrical and bejeweled than whichever one you're in (although she grudgingly admits Gemworld's not so bad). With flesh resembling flawless marble, long cascading white hair that terminates in streaks of lightning and eyes lit by cold, pale flame none would mistake her for a mortal unless you somehow manage to convince her to conceal her power. A difficult task seeing as the corset, thong, gauntlets and boots of dark blue crystal are all she has left to remember her origins by. Denied her rightful homage and embittered by the divine rebellion that ousted her from power, the goddess has decreed you are their chosen messiah (or if you yourself have considerable power, views you as her only trustworthy ally) and proclaims that one day you will lift her back to her rightful place in the heavens above. She even has a few plans that involves some artifacts and scattered temples around the world that could, with some help, win back her throne. Impulsive yet regal, her demeanor is that of someone accustomed to the entire universe literally revolving around her wants, wracked with confusion at being stranded in an alien environment- and no small amount of loneliness with only one form of solace: She suspects you are either the reincarnation or legacy inheritor of a deity that once showed her, a being whose reach was so limitless she did not recognize her true loneliness until it was too late, kindness a long time ago. With time and support, the goddess may come to feel a sisterly enough bond with other women to share a sliver of her soul with-and quickly latches on to men as a potential king to sire a new pantheon of children. She's powerful enough to give Earth's greatest defenders a hard fight- boasting physical traits and flight exceeding even the Kryptonians of whichever era you're in, as well as equally formidable powers to manifest and control all kinds of crystals. And when pushed to a serious fight, she can bring out even more

strength by undergoing a transformation into a presence of pure hyperdimensional energy in which she can crystallize reality itself-both of which pales to her true form's strength, which rivals a Lord of Order or Chaos.

● For an extra 400 CP, she is a true personification of Creation's beauty and light. She has an equivalent of 800 CP version of Magical Potential and Of the Source empowering her divine abilities, making her one of the greatest powers under the Heavens themselves. Her compatriots could have only hoped to banish her by tricking her into smiting herself with her own cosmos-forging power.

277. The Butler Who Did It

50 CP

Very good, Master Jumper. At once, Master Jumper. Indubitably, Master Jumper. This classically trained butler is the utmost picture of gentility, professionalism and punctuality-expertly managing an estate and attending to the needs of the upper crust. Dryly witty but compassionate, more than that he also sees you as a son or daughter in all but name and wishes nothing but the best for you. You'd never guess from the way he comports himself that he fought in the second world war, or ran with a particularly rough street gang in his childhood years, but if push ever comes to shove your manservant will be out there pumping lead into anyone who dares attack your estate-whether it's a common thief or a nightmare from the Dark Multiverse.

278. Literal Orbiter

300 CP

In the course of your adventures you've gone to places far and wide, including the depths of space. At one point, a particularly lonely planet tried to get your attention in the hopes of making a new friend-possibly by shooting missiles at you in misguided desperation. Through your interactions it learned much more about how to communicate with human-sized beings, and has become quite interested in writing to other races anonymously to learn and share more about perspectives between alien lifeforms. One thing led to another, and you now have a very large, very round celestial body as a penpal and adventuring buddy. The planet's capable of faster of light travel and extreme feats of manipulating the matter and energy on it's surface. Of course, it's also rather unskilled with creating personnel-scale avatars and interacting with anything smaller than another planet in general.

● For an additional 200 CP, like Mogo or Ranx the Living City your planet-friend is a massive font of some sort of cosmic energy, greatly expanding it's already formidable capabilities. It hasn't necessarily decided to align with a group like the Green Lantern Corps just yet, and your word could greatly influence it's decision.

279. Eight Supergirls

400 CP

Good heavens, that's a lot of Supergirls. As seems to be their lot in life, some cosmic calamity or interdimensional anomaly has displaced this group of powerful flying women from their native worlds. Somehow, they share one companion slot-and while quite hopeful about getting home, are also keen on staying in touch with each other and you-and generally exploring ways to navigate the multiverse. Some may be more aggressive than others, but all have high hopes you can help them figure out what's going on. As for which Supergirls they are-they really just have to be female, Kryptonian and at least somewhat affiliated with the House of El. Heck, they can even be Power Girls.

280. Furious Entourage

400 CP

At some point, for reasons of your own, you gained the loyalty of a young group of deadly, vicious New Goddesses that now burn with as much fanatical loyalty to you as the Female

Furies themselves accord Darkseid. They consider themselves warriors serving a liege first and foremost, with little grasp of the problems inherent in collateral damage, but hardened from their upbringing all would take any command from their liege with a smile-although getting them to understand things like "friendship that doesn't involve enslavement, or the grim loyalty between Furies" and "not dying for my sake" is likely to provoke a lot of blank looks, and eventually some uncomfortable ones as if talking about a forbidden fetish. Each is trained in the fighting arts to levels of skill exceeding all but the greatest combatents on Earth, on top of individually being able to pick a fight with a Kryptonian; even those who aren't among the strongest's emanations can at least consistently evade and harm such a being, while the strongest can take them on in a straight fight. Unlike most incarnations of the Furies, all of these ones has actually bothered to cultivate a unique divine power on par with any champion of New Genesis short of Orion himself-while still bearing technology and divinely sublime skills honed to impressive degrees even among gods.

281. A Lesser Darkness

800 CP

There are beings greater than gods, out there. Pillars of reality that uphold its firmament, and define the parameters of existence. But even before Time and Night intersected, there were those that embodied the darkness presaging existence. Your investment here provokes a disturbance in the deepest mysteries of existence-the Great Darkness that preceded God's light. For as you look into the abyss, some of it looks into you too. And recognizes itself. Sister to Dusk. Niece to Prayala. Unacknowledged daughter to Night, and distant kin to the Otherkind-and perhaps the Decreator. A feminine silhouette, a mane of shadows that could be wild, flowing dark hair on a moonlit night-she has yet to fully stabilize her form, even much of her personality, and will base the ideal of both on your interactions with her. With a flicker of will she could snuff out the light of constellations across the multiverse. With her touch, she can shatter spells, She knows that men fear the darkness, so she is cold and stately (though she knows not the meaning of authority). She knows that dire things happen under cover of

darkness, so she is relentless of will and all who stand in the way of her desires will be consumed by the endless void (though she craves meaning and purpose). She knows that things from the world above can taint the sacred peace of oblivion. And yet, there is an emptiness in her she feels only your company-and perhaps touch-can fill. Demandingly curious and naïvely unfamiliar with existence, this being is nothing less than an aspect of the Great Darkness itself-lesser than its progenitor in scope, but still able to swallow up worlds, pantheons and whole narratives before even attempting to mantle more of her origin's cosmic essence. She looks to you as her guiding star. Her emissary from the starlit lands above. You are most likely a fleeting, ephemeral thing to her, a heartbeat between the making and the breaking of the world-and yet meeting you has awakened a need for companionship that the darkness alone cannot provide.

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282. Pangaean (300/500/800 CP): How arrogant of Urfarah to not just give his children free reign between the Border Marches and the mortal world, but set his half-human spawn in authority over your kind! Are you not one of the true rulers of this world? You are a primeval divinity and singular monstrosity that symbolises the natural cycles and forces of this planet. You may be a god of weather, the seasons or even certain animals-anything below the ambit of a celestial body is fair game; unlike the common spirits, you are not merely a reflection of this world but a pillar of it. By Urfarah's command your kind is bound to remain in the Border Marches, the primordial paradise where the supernatural-a command enforced not through spellcraft, but the viciousness of himself and his blood-kin. Yet your primal natures may yearn to exert what you represent in defiance of that edict.

    For 300 CP you may be one of the weaker members of your kind, unlikely to challenge Father Wolf without great guile and inspiration. Inari, the Great Fox who was recently slain by the Wise in their numbers is one such example. Though you wield spirit powers on par with spirits from the 3rd to 5th rank, your Arcana still give you a significant edge.

    For 500 CP you may be a truly great member of your kind-or perhaps an infamous one, if you bridle at Urfarah's edict. Zur Suhikath, the Spinner-Hag who may one day sire the dreaded Spider Hosts from the broken pieces of her soul would be counted as your equal. Before her seeming defeat, the great spider had stained Pangaea red with her rampant predation-and after paying for her hubris in their first clash, even literally hatched a plan to resurrect herself by distributing her lifeforce into the miniscule Spider Hosts while her main body was struck down. Should you wish for a...closer relationship with Father Wolf, this option may also be taken to be one of his many children: The Firstborn, who he sired with the mightiest spirits of wolves in the Shadow that is where spirits naturally dwell. While you are not a pureblooded Pangaean, there is little meaningful difference and your lesser status is more than compensated for by being allied to Pangaea's dominant ruler.

And for 800 CP, you may be an apex predator, unchallenged herbivore or dominant landmark of Pangaea on par with Father Wolf himself. To be a being of such stature is to, in some sense, shape Pangaea in your image just as the Border Marches that link it to the mundane world reflect Father Wolf's primal urge to separate and patrol. The Bull has fought Father Wolf and yet lives, his thousand hooves still trampling the lands beyond.

You are not a spirit, and certainly unaffected by mystic forces that would affect a spirit only. Rather you are an extremely powerful lifeform with spiritual powers and traits; one of the Wise would require both the Spirit and either Life or Matter Arcana to affect you depending on your nature. As well as the Influences and Numina of fully spiritual beings, you are able to wield the Supernal power of the Wise though with generally narrower scope, and may possess other unique powers over the world. Lastly, you are capable of entering abstract realms of existence such as the Temenos and Anima Mundi-which represent the human collective unconsciousness and the animistic reflection of the physical world. The lesser Pangaeans would be little different from particularly great spirits in overall power, if not for the unique breadth of their abilities. But the greatest Pangaeans are godlike forces of nature, to whom the world is their hunting ground.

283. Psychic Potential (100 CP): By dint of birth or blessing, you have a psychic ability on par with the numina of the spirits. This world is harsh and unforgiving, and through a life of relentless survival you've honed your powers beyond most in the modern era. One such power is the ability to levitate or hurl 500 kilograms' worth of matter without touch. Another, teleporting without envisioning your destination. A third, creating great gouts of flame-but more sublime powers are available here too like reaping the life, will and even the ineffable essence of the spirits. Or generating and shaping the ectoplasm of the Underworld, even into sentient servants. This perk may be repurchased to grant additional psychic powers. Drop-Ins buy such repurchases at 50 CP apiece.

284. An Unequal Joining (200 CP): Sometimes a human is punished by some transgression against the spirits by being Claimed as a vessel for their will. This punishment was levelled against you at some point but...something went terribly wrong, and you gained the spirit's powers and nature while retaining your will and essentially physical being. This protects you from drastic degradation or diminishment of the aspect of the world you embody harming yourself, though it may diminish your spiritual powers. You also have the capacity to shift into the spirit realm with an effort of Essence. You have all the powers of a moderately powerful spirit of the 3rd rank, and may regain Essence by enacting some important part of your spiritual half's nature or by consuming other spirits; given significant improvement of your material reflection or enormous consumption of other spirits, you may advance in rank- though be warned the latter carries the risk of significant consumption altering your nature in conformity with your meal's nature. This comes with some "unnatural" physical mutation that nevertheless conveys some benefits; a crow spirit might boast talons and

wings scaled for a human's proportions, or a river spirit constantly drip freshwater that can be shaped into crude constructs.

285. Kin to the Idigam (400 CP): Your nature is that of a spirit without a clear analogue in the physical world. This should mean death, and yet you thrive-for either the blood of the strange, vile spirits called the Idigam runs through your veins or you yourself are a relatively new specimen of these creatures (and have thus adopted a primarily spiritual nature). Many of your kind pursue strange, often violent quests to repair or refine their natures into a desired form. As such your Influences reflect your physical representation or the site of somewhere you've coalesced at. Though far lesser than a Pangaean (Father Wolf is said to have literally punted many of your kind to the moon for safekeeping) you possess double the Essence pool of other spirits comparable to your rank. Your most unique power is altering the soul and flesh of both yourself and other living beings-even spirits, and a form of reactive evolution that reshapes you towards one of the alien goals your kind pursue. Above all, Father Wolf's brood fears and hates you for your power to use these abilities in tandem to gradually increase your power with reactive mutation and spiritual corruption, devouring other spirits or designing grand projects to perfect your own nature. Such transformations are seldom recognisable as anything sane or harmonious with the natural order, but always proffer advantages to your alien way of being. Whether your kind are echoes of the first unicellular life, truly alien beings or misbegotten children of the moon, your overall power is a great challenge to a pack of werewolves-though such a battle remains fierce unless you have prepared your territory very securely, and the fight would quickly swing in their favour should they discover your Bane as a spirit. Be aware that all your kind are regarded as horrific aberrations by just about every sane being.

286. Lord/Lady-in-Waiting of Wounds (600 CP): There are distortions even the vilest natural spirits of the world abhor. There is savagery even the werewolves feel should not exist. And by choosing this, one of the archdemons called the Maeljin has reached out to remake you in its image. Choose one of the sins they embody: Lust, Greed, Envy, Gluttony, Pride, Sloth, Wrath, Deception and Violence. You are now deeply attuned to it to the extent that whatever your former nature, you have the powers of a powerful demon-a Dominion, ranked somewhere between the greater demons and infernal nobles of legend, your Manifestations warped in the image of certain distorted pagan gods and fallen angels. As such you also wield great Influence over your sin, and the theme of the forms you choose. It is well within your power to incite riots through hatred or avarice, harm others as silver harms werewolves-and summon, enhance and wield flame out of nowhere as a fire demon. You possess many dark Numina powers as well. For example, a demon of Envy could reduce the fortunes of others, bless their attempts to steal, ruin fortunes, turn it or a host's gaze into boiling energy, siphon vitality from others or even disrupt other supernatural powers. Finally, you have a Malapraxis: A certain manifestation of sin that is your nourishment and

succour, through which your will is soothed, and you may regain Essence-potentially all your Essence, should you be near a being that greatly rejects morality to indulge your choice sin. Your fundamental nature as a demon makes you difficult for many to decipher. An aura of corruption dogs your presence, tainting and remaking all in your vicinity into the image of your sin-potentially even creating dark relics should you focus your Influence upon it. You also understand all languages, including ancient, dead tongues, those used by supernatural societies and the tortured, undecodable or translatable glossolalia that is the demon language. No supernatural power can detect your lies, half-truths or other communicated deceptions-for falsehood is fundamentally woven into your being, and perception of your thoughts is similarly guarded. Though be warned: Certain powers and rituals can compel you to speak the truth. Most dire of all is your potential for infernal evolution. Though higher ranks will require exponentially greater feats like for spirits, merely driving those around you to sin can raise your Infernal rank. You possess a Secret Name: A sort of synaesthetic demonic frequency that transmits the power of Hell, through which others may summon you. Through it you may inspire those you corrupt to name, define and so empower you by creating a metaphysical image for you to inhabit. Through this you may obtain Infernal ranks, additional Numina or broaden the sins by which you can empower yourself through-though be warned, granting others your Secret Name risks them wielding great power to bind, banish, exorcise or potentially harm you permanently through. Corrupt a victim thoroughly enough and they may write Testaments in your honour: An elaborate, detailed description of you, the means to summon you, your associations, reputed abilities, titles and so forth. Perception and nomenclature are rich feasts among your kind, and you have at least one successful Testament defining some of your powers and manifestations out in this world. Already great among demonkind, perhaps it is the intent of the Maeljin to see you join their ranks: Spirits that are to Hell what Father Wolf is to Pangaea.

287. The Shepherd's Toil (100 CP): Among the People, agriculture has been the backbone of civilisation's advent. Ever member of the tribe is expected to support the rest through their toil, and none can dispute your efforts. You are an excellent herdsman and farmer, your herds obedient to your instructions and your well-honed instincts yielding greater crops from your fields than most neighbours. It is a humble life, yet one that sets in motion at trend across all humanity that gradually diminishes Father Wolf's importance and power as the hunt incarnate. This perk may be repurchased for similar skill at one of the other prosaic vocations known among the people, at 50 CP if discounted. Traders for example are regarded as rootless but the exotic goods and news they bring are much welcomed, and you could have a silver tongue by this era's standards. You might also be a skilled weaver, or talented carver of bone and stone.

288. The Hunter's Rites (200 CP): Though war is nearly unknown between the People, the hunter-cultists among the people value the act of hunting as sacred. They preserve and retell tales of the hunts the People once relied on, and venerate Wolf above all divinities. A member of one such hunting cult, you're a strong and athletic spearman also skilled in the knife, the sling and the few other weapons of this era-as well as pursuing, skinning and dressing all manner of animals. More importantly, you remember many tales of how to offer up trophies from the hunt to propitiate spirits-primarily to stave off Father Wolf's wrath on the rare occasions when it comes to the material world, but also potentially to earn blessings from lesser spirits.

289. The Potter's Skill (400 CP): As an excellent potter, you are given a little awe by other villagers due to the connection between your practices and those of the Wise. You know how to carve the bowls and urns your people use to store food and water, but more importantly many traditions to create ritual ceramics that can preserve god-words have been passed down in your clan. Marked urns can disempower the attempts of spirits to damage the soul, while talismans or statuettes carved with First Tongue sigils can weaken those crossing a threshold. Crucially the Wise depend on the ritual ceramics your kind makes for them, which can empower their spells and rituals. As such the Wise are far closer to the potters than any of the People for understanding and relating to the deeper mysteries of the world. A measure of this relationship shall follow you henceforth, making it easier for you to win the friendship and even love of magic users.

290. The Chieftain's Throne (600 CP): When the Sundering comes and Father Wolf is torn apart by his children for the alleged crime of his weakness making him unfit for the hunt, his dying howl will forge a new balance between flesh and spirit. Though the people will survive this, they have more to fear from aggressive, expansionist tribes seeking their territory. You might be their salvation, for you have the bearing and wisdom of a great chieftain. Though the People subscribe to no strict hierarchy beyond the castes they need to allocate work, you are farther-seeing and deeper-thinking than any save the Wise among your tribe. Combined with being the strongest and most skilled fighter of your clan as well as a persuasive, likeable voice you might just have what it takes to organise the People into a more powerful force. In fact, your efforts in a certain area are greatly expedited, as if blessed by a great spirit that wants to usher in a more anthropocentric world. Your weapon finds it's mark in battle, your efforts to train others in your ways go smoothly, breakthroughs in tools and weapons happen every other day-and so on. This is no coincidence, for one of the great and inscrutable Archgenitor Exarchs has deemed you an acceptable pawn for advancing their grip upon the world. Choose one of the following to be a pawn in the machinations of-although after this jump while you will retain this blessing, your achievements no longer serve the Exarch's mysterious purposes.

The Unity blesses all attempts to advance conformity and the subjugation of others to a higher purpose.

The General blesses war in all its aspects, from blind rage to calculating strategy.

The Eye blesses all attempts to learn and discover.

The Father blesses all efforts to promote or participate in organised religion.

291. The Fire of Wisdom (free): To the Wise, Awakening is the flame that ignites one's soul with truth. You have walked this path, and obtained insight ripped from the primordial perceptions of the Supernal Realms through one of the following means. The Path of the Sky saw you venture through the chaos of billowing winds and calamitous storms, hammered by winds and scorched by the shifting of the sun. Yet you reached the stone brazier at a distant peak, took flame from its bowl and marked your place in this realm's howling mountaintop. Now, with the slightest touch and caress of the wind or sun you can precisely predict the weather for the next 24 hours, and obtain great insight into weather patterns in the mundane world. You are the predecessor to what modern mages would call the Acanthus. The Path of the Forest brought you to a tangled and terrifying woodland, with only a few shafts of light from a distant canopy. Unlike the fools distracted by relics of the past or terrified by shapes in the foliage, you found the heated standing stone deep within. You broke off part of its scalding rock, scarring yourself with its heat and took for yourself it's power. Now you and those who travel with you move twice as fast in woodlands. In time, others will call your feat of self-mastery the way of the Mastigos.

The Path of the Waters sent you to a distant shore, gleaming with metal and bones. You waded into the cold sea, where those foolish enough to tread water were swept away. Instead you gave up your breath, sinking among the forest of the drowned dead to seek the flickering flame below. You found it as a shiny tablet, and Awakened when it shattered at your touch. When you destroy an inanimate object with your magic, the ocean's ravening power doubles your natural healing rate. Those who awaken to your insights will become the radically different Moros in time.

The Path of the Storm was a challenge among challenges. You struggled through an obsidian wasteland. Fires seared you, lightning split the ground and thunder deafened you-yet you stayed true to the path. When you arrived at a place of calm, you seized the heart of lightning and swallowed its raw power of truth. Now when you will it, any source of flame in sight cannot be extinguished by natural causes. Your sheer determination will be echoed by those who call themselves the Obrimos. The Path of Blood sent you into deep tunnels, pursued by something hungry and savage. The panicked exhausted themselves and fell to their pursuer. You listened to your instincts, fusing impulse and intellect to seek a path to an ancient stone with fire burning in its hollows. You shed blood on your hand, and marked the menhir with its bloody print to Awaken as a predator. Pacts and bindings protect you from the spirits, who can only

initiate violence with an effort of will. Those who follow in your path will be known as the Thyrsus.

292. Community Mystic (100 CP): Though blessed with great knowledge and insight into the workings of reality, the Wise are still born from among the People. Many of them feel a noble calling to help their community survive, but even the most malevolent would likely suffer greatly without the resources their tribe provides. You have a bearing and charisma that makes it easier for you to live among mundane populations with mystical powers. You are adept at soothing others frightened by what they don't understand, telling white lies to explain the free- for-all that is the spirit realm and are sensitive about what your kin actually require from your esoteric knowledge.

293. Astral Diplomacy (200 CP): The Wise often encounter each other and the spirits through trips into the Astral Realm, exploring that plane that represents the collective human psyche. Such meetings have led to great cooperation between Wise from different gatherings of the People, despite the geographical distance between them. You are not just skilled at powers similar to astral projection, but have a combination of mystical charm and friendly mental body language that makes approaching others through such means much easier. With this, it's easy to make friends and influence people as a disembodied voice rather than terrify others.

294. To Hell With The Gods (400 CP): The Wise learned much of the unseen realms, and revered the gods themselves-moulding their souls to gain certain unique powers based on their reverences. What none know is that when they found each and every one of the bastards ignored and rebuked them, in a fury the Wise slew Fox at great cost and wrenched her stone heart from her carcass as a trophy. Whether or not you participated in one such godslaying, you have gained the powers of a unique Legacy-an alteration normally part of a Wise's soul permitting them unique forms of magic. It may be a unique power particularly baneful to the callous Pangaeans, a means of carving bone flutes that lets you commune with the wind and the rain or some other Legacy. As a bonus for your investment here, in a normally unprecedented case the Legacy you have here will not diminish your capacity to learning another Legacy from this world.

295. Beacon of Awakening (600 CP): The People have always been here, eking out an existence in this harsh land...but deep in their bones the People know here was once there. There was a time when the world was in perfect balance, when the People could command storms to be calmed, make mountains bow in obeisance and raise vast edifices to the sky. And by some miraculous accident in the chaos of Shattered Time, when you Awoke to the great ember of power which granted you your powers you

were also imbued with a fragment of what later men will call a Watchtower's nature and power. Your knowledge of the High Speech is complete, greatly diminishing the costs of your spells and improving their durations. More notably, not only can you communicate it to others around you without impediment from the Lie but by explaining magic through the High Speech you may Awaken other human beings as Wise (or Mages, as later generations will call you) with all that entails. As your mystical power grows, in time your speech alone may be able to rouse other innate powers buried but somehow sealed away in other beings and free others from their spiritual link with chaotic forces such as the Abyss that bars most of mankind's connection to the Supernal Realms. Even if you would not normally be capable of wielding the Arcana as the Wise do, your radiant soul grants you that capacity-and makes you great among them, with all the talent of a certain ruthless kingmaker of the latter days who sacrificed the chivalrous paradise he built to Ascend. It would be prudent to use this power circumstantially: There are monumentally powerful forces with a vested interest in keeping all of humanity mystically quiescent, which while too grand to care for minor transgressions would likely respond harshly to an attempt to an attempt to mass uplift the People. But even a handful more Wise can mean the difference between life and death for an endangered tribe, and in worlds without the harsh laws of the Exarchs you may be able to grant entire populations of humanity the gift of the Wise.

296. Wolves Together Strong (100 CP): The strength of the pack is the wolf, and the strength of the wolf is the pact. And as a wolf in spirit, you intuitively hunt in packs very well, coordinating smoothly with your packmates and instinctively improvising strategies or supporting their efforts to bring your prey to heel. The Pangaeans of this world are greater in power than any single werewolf, yet together your kind have often helped your great father lay low what some consider living gods.

297. Harmonious Coexistence (200 CP): In the modern era many werewolves struggle to reconcile their brutal instincts and their human norms, but in the brutal prehistoric landscape you've found a fine balance between both. Never again will the animal in you suppress your capacity for strategic thought, nor will your humanity interfere with the instinctive spontaneousness of your animalistic instincts. Even now some werewolves struggle with these facets of their being, but such is the harmony inherent to your soul that spending time away from your pack would not risk depleting the harmony of wolf and man within you and more dire transgressions would do much less harm to your mental balance. Even if you are no werewolf, this innate tranquillity greatly helps preserve your mental balance when acting against your nature.

298. Sanctioned By The Moon (400 CP): In time, when Father Wolf breathes his last many of the spirits will vent their spite on the Uratha. But would they act so bold

if their predatory prowess survived their father's fall? There's something about your particular ferocity and valiant heart that reminds Luna of the love she bears for Father Wolf. Gods, spirits and beings of the moon in general find you intensely attractive, eagerly showering you in their blessings and bidding their servants attend you-perhaps even seeking a more intimate union. To give an example of your preferential treatment, while the Lunes hold most werewolves strictly to the code of honour laid down for them not only are they far more lenient and understanding to your transactions, but many will keep an eye on you to defend you in battle. And while Luna has chosen her mate in this world, her first sign of favour has greatly augmented your killing prowess. The moon's favour has reinforced your natural weapons to be as supernaturally effective on beings of flesh and blood or spirits as they are on the pure Pangaeans, rending their flesh like a hot knife through butter. These traits will breed true in children you sire.

299. Firstborn Contagion (600 CP): The Uratha are not Father Wolf's First children. There was a more savage pack once, who hunted to prove their worth to their creator but could not win his acceptance because their unchecked madness tore at the fabric of reality itself. They drove terror into the hearts of mortal creatures, yet were abandoned by the dark mother he sired them with. A horrid atavism seems to have awakened in you, warping you into one of these creatures-yet by some miracle, you wrested back control of yourself and retain all your powers as a werewolf while gaining the power to transform into a powerful specimen of the First, also called the Urighur or Geryo. While not native shapeshifters, each Urighur is blessed with a gigantic, monstrous form often boasting numerous limbs or heads as well as gigantic size and supernatural physicality for a natural animal. In battle, these forms can augment themselves with greater resilience, an aura of fear and even more deadly teeth and claws. Though you boast power equal to the 5th rank of spirits, draw on Essence for power and have many similar abilities you are not actually treated as such by relevant supernatural powers and effects due to your unusual lineage. You were ordained by your father to hunt a specific category of prey-such as those who transgress the natural order with magic, or kinslayers-and instinctively know the direction of a given instance, while your natural weapons become the Bane for it. However, as this power failed to apply a Bane against the formless Idigam it's possible extremely powerful or unusual prey may force you to rely on raw power instead. Furthermore when on the hunt, if your prey escapes to another plane of existence you may swiftly fade away and follow them there-though getting back may prove trickier. You regenerate more swiftly than any werewolf, and such is your power that by spending Essence you may attempt to negate supernatural effects with an effort of will. You also gain 5 multifaceted powers associated with any regular spirit, and gain an additional one each time your increase your spiritual rank. Your very presence also naturally twists at the world's foundations, devastating it with a certain supernatural environmental hazard-and though this effect is constant for most your attunement to your werewolf self lets you suppress this ability that will. Last but not least, it is typical for your kind to possess

several dread powers in addition to this. Having 8 independent heads that can reach for a hundred yards away and even further through a burrow or reflective surface, poisoning the land with a mystical toxin that can shatter the foundations of buildings, restraining others in body and mind as well as infesting multiple beings to serve as a kind of hivemind are all examples of what your more untamed brethren are capable of. Even if the might to threaten an entire pack of Uratha was not enough, your bite contains a particular contagion against werewolves: The power to warp their bodies and break their minds into what is known as the Distorted. A new, relatively weak Geryo slaved to your will.

300. Between the Borders (100 CP): The true natives of the rifts between worlds, each Pangaean is equally at home in the material world and their native homeland. As a Pangaean or perhaps someone greatly favoured by one, you too are seldom lost when wandering between the borders of two overlapping planes of reality. As the squirrel nimbly leaps between branches so do you ably navigate the gulfs between such realms, and as the salmon swims upstream somehow you always keep a good sense of direction on the boundary between dimensions. While some realms such as the primordial form of the Underworld's sea may prove dangerous when much different from the gulf between the realms of spirit and flesh, be assured that you can at least trust your gut in how to return from such places.

301. Jumper's Seed and Feed (200 CP): The Plague Lord and the Spinner-Hag famously diffused their essence by different means into lesser vermin, hoping that they would one day resurrect themselves after the death of their hunter. In the modern day these efforts continue to haunt the Uratha as the Hosts: Horrid animal-like spirits capable of possessing a dead human, consuming each other to gain Essence, consuming a whole human when stronger to assume a hybrid form with greater spiritual powers, weakening or strengthening the barriers between the spiritual and physical worlds, and hiding their lifeforce when a host body is destroyed among one of a scattering swarm. But from reports of the Snake-Host and Locust-Host outbreaks, it seems they are far from the first beings to attempt such experiments. Through a stroke of mystic genius, you too have developed a technique for shedding parts of your lifeforce into lesser beings which feel an instinctive loyalty to you. These creatures are far lesser in stature to you, being to a Pangaean what a typical Host specimen is, but such is your skill for the feat that you can modify the nature of your spawn with different techniques. While by default your spawn is uniform in emulating your nature as lesser spirits, with the assistance and lifeforce of other mystically significant beings you may create more complex and powerful entities. A mercurial helper such as Luna might result in something akin to the Uratha, whose spirit shards nestle in existing lifeforms such as humans. A terrifying mate such as the Dark Mother might result in some analogue to the First. With much experimentation, even beings created from your own Essence only might be ordained with a different goal than mere self-

preservation or be refined into a more complex merger of flesh and spirit rather than settling for one or the either. Best of all, it takes you far less lifeforce to shape such creations than it normally would, allowing you to create Hosts without fear of expending your entire soul without pushing yourself far more than the Spinner-Hag did. Do reign in your creations though, it would do no good to attract the bad attention of Father Wolf.

302. Supernal Echo (400 CP): The Wise believe your kind to be survivors of an ancient clash that sundered the Supernal Realms, trapping you amidst matter and spirit. Lending credence to that belief is this atavistic remnant of glory you wield: A unique power normally associated with the beings summoned from the Supernal Realms by those who will follow in the Wise's footsteps, retained like a precious gem in your fall from grace. While generally reformed to reflect your nature as a representative for a more primal world, any inspiration from the Supernal Realms is valid. The three gifts of Metatron are one such example: An intense barrier of energy, greater mastery over the Forces of the universe and a fiery attack that sears those wicked in your eyes as purification rends ghosts. The Weaver's power to find alternate threads of Fate and weave them into a physical form for someone to wear in order to grant them skills and abilities from a life they never led, another. The Harbinger's touch of death, a third. Such powers are akin to great feats of magic as yet unmastered by the Wise, liable to arouse far more awe than envy from them.

303. Progenitor of Darkness (600 CP): There are rumoured horrors of the ancient world, whose survival into the present would make one ponder just what forces were so great that only Father Wolf himself could have killed or imprisoned such creatures. Abominations predating Pandora itself. Zmai the Worm, if it exists, is a Pangaean survivor reduced into a grotesque beast after the Sundering-and some way the creature's noxious, addictive slime is the most primordial form of the vampiric curse. What if there was at least one other such creature? What if that creature...was you? Choose a template of supernatural being known and feared in the modern era, save the Uratha (whose sire is already known), the denizens of the Supernal (whose bond with you has been shattered) and the Mages (whose powers are the birthright of mankind, as the Wise prove). Somehow your origin is interwoven with the font of their powers, even if they are as alien as the God-Machine's angels or as incomprehensible as the Qashmallim of the Principle. You are a mighty avatar of these powers in their primordial, untamed form-endowed with such forces in scope proportionate to your overall power. Were you to be among the mightiest of Pangaeans, you would be to many lesser specimens of their kind what Father Wolf is to the werewolves that come after him. While the supernatural energies are generally corrosive to most who come into contact with them, with skill and care it may be possible to distil them into a form that lets you transform others into other iterations of those beings or create new

specimens of them loyal to your cause. You are a great mystery in the history of the supernatural, one with little hope of being truly unravelled by modern scholars.

304. Primal Arms (100 CP): Even a farmer or potter here carries some form of protection against the wild animals that threaten herds. Correctly fractured stone holds a remarkably sharp edge for hatchets and spears. Slings are also common, and some hunter-cultists carry bows too. With each purchase here, you may obtain a primitive weapon common to the Neolithic era that the People dwell in-coming with a well-stocked supply of ammunition if it is ranged. Each additional purchase grants an additional such weapon, and a Man of the People buys such additional weapons at 50 CP apiece

305. Clay Deposit (200 CP): Even without ritual purpose, clay is a great resource to the lives of the People. It stores water, keeps food clean and can be used to hide valuables. Of course, clay does have many ritual purposes and as such can mean the difference between success and disaster for more complex rites. Which is why it's fortunate you have access to a vast hidden supply of the richest natural clay for many miles. This stuff even moulds easier, sets faster and hardens harder than normal clay, as if a friendly river spirit had blessed it.

306. Our Little Tribe (400 CP): It would be a shame for the Vinca to be entirely lost to history, wouldn't it? A large group of Vinca, the demographic of which may be determined by you, commensurate with among the largest self-contained villages has looked to you for guidance after being guided by dream-sent omens or visions from the spirits. Self-sufficient and traditional, their determination to survive is bolstered by the three Wise ones among them that proclaim your arrival as a good omen. Though the Vinca have little need for complex authority, you are already something of a big man and it wouldn't be too hard to set up a formal chain of command. In future worlds their village will appear somewhere in the world in a climate similar to their homeland, or optionally in a territory you possess vast enough to contain them.

307. The Bulls of Bull (600 CP): In a stroke of good fortune, you've obtained a herd of the most valuable traded commodity in this ancient world: Cattle! A whole herd of them follows you with far greater obedience than the average herd, and while no more intelligent than the average cow the animals seem to heed your commands as dogs would. But something's...auspicious about this herd. Their milk is so deliciously nutritious, you'd swear it makes shallow wounds seal up in a minute or so. Their meat and marrow are similarly succulent yet tender, their blood yields much greater mana in sacrifice and when brought to the slaughter the animals gracefully accept their fate instead of resisting. And whenever you're looking, the herd seems to inexplicably gain

new members out of nowhere. It seems this herd of cattle has been blessed by the great Pangaean Bull himself, and is a treasure among treasure in a world where even ordinary cattle are far more valuable than their weight in gold. This item may be repurchased for additional herds of cattle if you want to be some sort of Neolithic louche, or a similarly blessed group of livestock animals that aren't cattle.

308. Tools of Resonance (100 CP): Not for the Wise are the coin, the cup, the mirror, rod and weapon-several of which haven't even been invented yet. Instead, the tools with which they work their rituals are statuettes, masks, fetishes or other representations of the most powerful of the Pangaeans. The Bull, who represents strength and determination, hardiness and resilience-who also binds magic tied to fertility and food. The Bird, who personifies change, wisdom, prophecy and perception. The Snake, who embodies fortune, water, the soul, the self and the healing of both. And the Wolf, who is hunger, desire, death, blood and all manner of violent and destructive magic. In accordance with your trade, you have a set of four tools-one of each represents a given god. This item may be repurchased for an additional set of mystic tools, at 50 CP for the Wise.

309. A Residence of Wisdom (200 CP): The Wise do not want for food and shelter, as it is a sign of great prestige among the People to supply such necessities for one of the Wise themselves. As such you have what may be considered a lavish hut by the People's standards: A squat building of stone, straw and mudbrick. Well stocked with choice meats, fish, crops and the best bedding that can be found in these unforgiving lands, this hut mysteriously restocks every month or so as if by unseen villagers. There's even a bonfire, and a small supply of ritual ceramics inscribed with god-words! The wind only whistles through your windows during the fiercest of storms, and the roof is almost waterproof. Truly, this is the height of luxury in the Sundered World.

310. Blasphemous Ambition (400 CP): Like the descendants, the Wise are obsessive even unto the brink of hubris. There are some forces it may be wise not to touch too closely. Yet few can deny there is power in the blood-soaked path of the apostate. What you have here is a ritual ground related to some practice deemed obscene by most of the Wise and an immensely powerful Legacy that somehow draws power at the cost of your fellow man's wellbeing-which the horrific deeds you practice in this area empower; your purchase here somehow ensures it is able to coexist with any other Legacy you may learn in this world. It could be the ever-rotting corpse of a dead god, where by eating the hearts of travellers you may gain some measure of its power through sympathic resonance. It could be a tree whose branches hang with urns marked with profaned god-words, with which you steal others' souls to imprison. It could even simply be a village enslaved to your will with powerful mind-magic that

assimilates those who investigate into the hivemind. While the delineation between enlightenment and blasphemy is not as clear as it will be in more recent times, know that whatever you practice will draw the ire of entire Circles of Wise if discovered.

311. The Omphalos Stone (600 CP): Being to Pangaeans what the Soul Stone is to modern mages, these menhirs are fonts of incredible mystic power. A stone twice the height of a man, each generates a Demesne around itself somewhere in the size of 25 to 50 yards: A region brought into harmony with the realms of the gods (the Supernal Realms) in which the dimmed ember of common men's souls (the Lie) cannot quench (inflict Paradox) your magic. Moreover it bolsters your magic greatly, turning your usual efforts into exceptional successes much more easily than conventional Soul Stones could. It is no exaggeration to state that these stones are invaluable to the survival of the People in a world where most supernatural beings prey on them, permitting the Wise to delve higher planes more easily, guide the People in their time of need and wield the greatest of their arts more easily. As a final boon, your purchase here is one of the original gifts by the Bull and the Bird-and because of that, to the extent it matters other Pangaeans and spirits will not consider your use a murder of their own kin. This item may be repurchased for additional Omphalos Stones.

312. The Pack (400 CP): The wolf must hunt. And the wolf must not hunt alone. This is an instinct so thoroughly ingrained into the psyche of the Uratha, that their inner harmony with their bestial and human natures can be disrupted by contradictions to this state of affairs. For 100 CP (or for free, should you yourself of the Blood of the Wolf), you may have a band of four Uratha that have stuck by you through thick and thin in this world, who collectively occupy one companion slot. Battle-tested and hardened to this world's extremes, there are few more loyal companions to be found in this world. However, if you are willing to pay a little more you may instead somehow have gained the loyalty of four First instead. These powerful, aberrant superpredators somehow regard you as a member of their pack, and sullen from their parents' disapproval are all the more loyal to their own kind for acceptance. Perhaps if you guide them well to restrain their carnage, they may escape the binding Father Wolf will eventually deem the First deserving for the danger they pose to the natural order.

313. The Circle (200 CP): It's dangerous to go alone, even if you can bend space and turn time into knots. The practice of magic is in its infancy, and those who pursue it are pioneers. With this, you have a band of four other Wise who take up one companion slot among whom you are a respected ally and fellow practitioner. Together, you have let villages thrive in fallow land and scourged dark forces that would prey on your kin. Skilled and talented in their respected disciplines enough to have Legacies of their own, your colleagues are troubled by the revelation of how uncaring many of the People's gods are to their plight and hope that as a stalwart ally

you are willing and able to aid any...drastic measures they take for the good of the People.

314. The Jumper Host (300 CP, requires Pangaean): Goodness, someone's been busy-and yet, somehow not depleted by your efforts? It seems that by some strange art, you've created a massive Host species of your own in times past-easily a population the size of the Azlu of modern days. Inhuman intellects coloured by powerful instincts and reflecting your nature, these spirits may be to you what the Azlu are to the Spinner-Hag but as their progenitor your supremacy is unquestioned-and depending on your nature, they may be stranger than the common make of spirits. Any whim, any project or mystic art you care to see done will be followed with zealous diligence by their multitudes. In future worlds these spirits may occupy a territory of Pangaea connected to your Warehouse, or be spread throughout the world waiting to do your bidding already.

315. The Firstborn of Jumper (600 CP, requires Pangaean): It appears you've ALREADY been quite busy, having sired 14 powerful beings with the greatest spirits similar to your nature. Straddling the line between Pangaean and spirit, these entities are to you what the Firstborn are to Father Wolf-and fiercely loyal to your nature and leadership. Each creature has their own specialities and interests. A morbid one may have great wisdom and power over death, while a stalwart one stand as a primal incarnation of leadership. Even the weaker of their number are commensurate with the 6th rank of spirits, while the most powerful at the 7th rank. While their mothers may have faded into the mists of time, in future worlds your children will follow you loyally in one companion slot.

Generic Lovecraft Film Version 1.0.3

316. Filmable Looks (100 CP):

Well this is a jump based on movies it'd not do to have you completely unpresentable. For free your appearance is improved to the point that you could be a major character in a low budget made for TV or direct-to-video film. For 100 CP you look good enough to be an A-list star.

317. Certified Astronaut (100 CP):

You have the training and physical fitness of an astronaut. You could pilot a rocketship, have some familiarity with zero g environments, and ability to survive the acceleration that would be expected in take-off. This also comes with some scientific education, not up to the level of a Doctorate, but enough to be able to get a job on a space shuttle.

318. Shadow Over the Chain (100 CP):

Many of these films adapt The Shadow Over Innsmouth or The Dunwich Horror so this perk may be useful for replicating them. You possess the ability to reproduce with any other sexually reproductive organism no matter how alien your species, or even physics, are to each other creating viable hybrids which themselves inherent this capability.

319. Omen Weather (200):

There are creatures and horrors out there which even the elements of nature recognize. Choose a type of weather, no more destructive than a light halestorm, or obscuring than a mundane fog. This weather now proceeds before you, arriving before you - even if you are moving through supernatural means. This weather can be something more supernatural, like an atmospheric effect which seems to make the moon turn red, but won't create exotic materials or anything beyond aesthetics more than a halestorm or fog. Whatever you choose it will be widespread enough to blanket a city, or the better part of a continent (maybe all of a small one) if it is primarily aesthetic (rainstorm would be city size, simply changing the moon to a horrible red would be continent); if taken with Cthulhu-lite the size of the effect is increased, a physical effect like a rainstorm would cover Europe, while a purely aesthetic one could affect the entire world. Once you've chosen the type of weather which comes with you this choice will remain fixed. You can toggle this effect on or off. If you want additional types of weather you may buy this a second time for 100 CP, and a 3rd or later time for 50 CP each.

320. Through Your Paintings (200 CP):

Taking after Pickman are you? You might not be a skilled painter, this won't give you that if you want to be good at painting take Artistic Temperament, but there is a special, horrible quality to your paintings. You are able to paint the horrible vistas of otherworldly realms and the dread visages of the Old Ones and have them truly bring to bear their image in all its impossible glory. You can paint R'lyeh and have it look as much like R'lyeh as a landscape artist's painting of a mountain view might look like the view of the mountain. And of course being accurate to their nature these paintings will be corrosive to the sanity of the viewer, a seed of madness and corruption which gnaws away at their mind the more they gaze upon them or contemplate their horrors. You don't even need to go out and see R'lyeh or Azathoth to manage paintings with these effects, but if you were to encounter other indescribable things, things like the true nature of the empyreal realm of Heaven - if such a place existed – you might be able to create an echo of the effect of the actual experience with your art; it won't be equal to seeing it in person, but it will be something you can replicate and share with others. This quality will be reduced significantly in duplicates unless they are made by your hand directly, as the ability to represent such otherworldly qualities accurately requires something more than just the 2 dimensional image.

321. Mouth of Madness (400 CP):

Or maybe you're more Sutter Cane? You might not be a skilled writer (if you want that, you need to take Artistic Temperament), but you are able to affect the minds of those who read your books; specifically those books of horror and madness. When you write stories of madness and cosmic horror they have a way of infecting the minds of readers. Twisting them and warping them, spreading a touch of madness within the reader, and making them truly

believe that they live in a horrible, uncaring universe in which all that exists beyond mankind are ancient horrors waiting to return, and wearing away at their sanity. This won't affect everyone, in fact on its own it will only affect those who are truly particularly sensitive to such things and you'll need to be a good enough writer to get them to suspend disbelief for even that, but the more people who believe in your stories, or obsess over them, the stronger this effect will become; if you were the world's best selling author whose words were the Bible of horror to billions there might not be a mind on Earth who you couldn't affect. Unlike with Through Your Paintings, as long as the words are unchanged this effect can be duplicated by mass printing, though even a few changes of words will weaken it and significant editing could destroy this effect entirely; audiobooks are on the table but reader quality could be an issue.

If taken with Grand Master of the Esoteric you can use your writing and how deeply believed it is in the hearts of people to change the world to be more like those of your otherworldly masters. It will be minor at first, creating cracks in reality which twists the behavior of people and places into something more like an inbred New England village from Lovecraft's writings, perhaps creating a few horrors in dark and twisted places far from human touch, but if you are successful enough you could cause the entire Earth to slide into the hands of the Great Old Ones once more. It's possible to eventually learn how to encode other non-psychopathy inducing memetic and cognitive effects into this writing, but such a thing would take a length of time that makes it infeasible at a human learning pace even if one could live centuries.

322. Artistic Temperament (100):

Choose one form of visual or literary art, such as sculpture, poetry, painting, or novel writing. You now have the talent, training, and technique to make a decent, reliable living at it and become something of a regional celebrity. You may purchase this perk multiple times for 50 CP (not free) for an additional art form each time. Alternatively by paying an additional 200 CP you can become a true prodigy who could be counted among the all-time bests in your fields, including all those who could have been among them but were never given the opportunity and the chance.

323. Friendly Face (100):

When a stranger in a strange land the ability to find a friendly face is always useful. You have a tendency to run into people who are looking for others to open up to, or new friends to make. This won't create such people, just helps guide you to encounter them, and due to their nature these people will typically be outsiders, and those on the periphery of a close-knit community.

324. Nightmarish Visions (200):

Do you ever pause to reflect upon the occasionally titanic significance of dreams, and of the obscure world to which they belong? Perhaps it is time you do, because while many dreams are meaningless it would seem yours are not always. You now have a tendency towards premonitory dreams. These dreams will usually be nightmares of some sort, but include

warnings of events to come that will threaten you or your way of life. These are not detailed guides, but you might dream of a sunken city rising to the surface, a horrid bas relief of a squid-faced bloated monstrous creature on the surface of a tomb, the entrance slowly opening... a few weeks before the stars come into the proper alignment for his cult. These dreams will become increasingly insistent as the danger nears, recurring and becoming more detailed. Hopefully you will figure out what is coming before it's too late.

325. Professional Investigator (200):

Visions of disaster might give you a little heads up, but knowing how to identify, and follow up on clues and leads can be a real lifesaver. As such you have the skills and training of a professional investigator; perhaps you're an experienced police detective, private eye, or insurance investigator. Whatever your training it's taught you the basics of firing a gun, taking in a crime scene, tailing people, and tracking down informants all at a level better than you'd expect from a real life detective.

326. Conspiracy Finder (400):

Training and experience is useful, but these cults and conspiracies have kept themselves secret for years, generations, or even since before the dawn of history. Somehow though you just seem to stumble onto clues. When it comes to unraveling a conspiracy, tracking down a secret organization or cult, or discovering the secrets of an antediluvian race hidden on the Earth the keepers of the secret become sloppy, or chance sends clues into your hands. The older and larger the secret and the grander the scope of their plans the more effective this becomes. This won't do anything to help you track down a serial killer with no plan beyond killing some people for their own pleasure, but when a cult is working to summon Yog-Sothoth and release the Old Ones, you might just happen to walk past on the night when the Dunwich Horror got loose and had to be returned to his barn by grandpa Whateley who loudly berates it on endangering the plan. Of course you'd have to be somewhere near Dunwich for that to work, but still if you're in the right place you will find clues to keep you on the right track.

327. Disrupt the Ritual (400):

Knowing there's something going down is useful, but if you're not there to stop it it doesn't matter the most. You tend to find that where important and interesting events happen and where you are coincide far more often than you'd expect; this is partially a bit of nudging things to happen where you are, and a bit of nudging you to where things are going to happen. The larger the scope of the event the stronger this effect is, and the sooner it's likely to get you where you need to be. And when you are actively working to stop an occult ritual you will find that time seems to be a little loose, helping you arrive no later than just in time to stop it; the longer you're working to stop it the more time this will give you, but as long as you don't dawdle and hurry you ought to be able to reach the ritual in time to disrupt it.

328. Punch Out Cthulhu (600):

When going forth trying to stop cults and disrupt their rituals it helps to be able to actually do something to the sort of supernatural horrors and firepower they can bring to bear; I mean you

might just be late. You find yourself surprisingly adept at harming supernatural entities and beings of power from outer reaches and varying laws of physics. Your blows pass through occult and supernatural defenses far better than they have any right to. That magical barrier that stops all attacks might still be better than nothing against you, but you might just manage to hurt someone through it. That creature might be composed of some sort of living color or radiation, which normally is completely intangible to physical assault, but your shotgun shells will wound it. That shambling massive god composed of matter not wholly in line with our physical laws will be left reeling when you crash your boat through his head. This won't completely negate these defenses, but will help you overcome them. And while you may not be able to kill that which cannot die, when you banish, discorporate, or reduce them into a pile of blood and guts, it will take them longer than usual to reform. You can expect at least a few weeks if they'd normally come back instantly.

329. Still You at the End (600):

Does it really matter if you can manage to win if you lose yourself in the process? And with many of these threats you could very well go mad, or become one of the monsters yourself. Except well not you. Your sanity seems to be unshakeable, whether PTSD, horrible revelations about reality, direct mental contact with Outer Gods, or the corruptive powers of a Great Old One you cannot be rendered insane. You are similarly protected against corruption and mutation, keeping them from physically twisting you. While this won't prevent someone puppeteering your body, magical effects which temporarily change your body, or perfectly natural physical harm, it would take the personal and sustained attention of an outer god to change who you are.

330. Disturbing Behavior (100):

There's something just unsettling about you and your mannerisms. This can be something so subtle it's hard to put a finger on what it is, just the way you hold yourself, the look on your face, the way your eyes linger, or you can really ham it up, knowing how to act bizarre in a way that comes off more crazy and unsettling than merely someone playing at being crazy; though if you want to out crazy Nicholas Cage you could. You can turn this off if you don't want to leave people subtly disturbed and uneasy, but when you want to make someone's skin crawl you know how to do it.

331. Twisted Tongue (100):

Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn. Try saying that three times fast. And many spells and chants are harder to pronounce than just that. And when dealing with spells which a slip of the tongue will cause not to function right that's a problem. But it's a problem for other people. Not only are you a master of tongue twisters, able to perform chants and incantations with ease without mispeaking, you are capable of pronouncing things that weren't really made for the human mouth and tongue, expanding the range of sounds you can make by a significant margin.

332. Cult Leader (200):

Being able to join in the chorus is one thing, but you're not here to just be some background cultist, are you? Well now you have the charisma needed to lead, at least a small (if extremely tightly knit) community. You are charismatic, able to draw people in and make them give weight to your words. You also know how to indoctrinate people into an organization, how to prey on feelings of loneliness to lead them deeper and deeper into your organization as they accept it as a sort of surrogate family, and how to slowly increment the monstrosity of acts that they are expected to perform until they are trapped so deep that they remain loyal even in the face of truly inhuman actions.

333. Two-Faced (200):

Charisma is useful, but you need people not to catch on too quickly to your ulterior motives, and to be able to turn away prying outsiders. You are skilled at putting on an image of normalcy, and hiding any of your undesirable character traits. You are a truly expert liar, having not only a near perfect poker face, the ability to lie to a lie detector without difficulty, but you are good at thinking up lies on the fly, or constructing webs of them that remain consistent.

334. Monster Blooded (400):

Being able to deter human interference is well and good, but you will be dealing with things far stranger than man. With this they will be easier to deal with. Perhaps there is something monstrous in your background that they find kinship with, perhaps it is something else, but you will find monstrous creatures tend to view you with a certain kind of affection or fondness almost as if you were their kin or a pet. This works best on the more otherworldly horrors which stray furthest from humanity, and will do less to those who actively prey upon humans.

335. Mutated (400):

But perhaps you show more signs of a monstrous heritage than their kinship. Whether born human or not, you seem to have been changed or twisted. By taking this perk you gain an alt-form which you can change into and which exists as a combination of any or all of your alt-forms, defined as you desire. At the start of each jump you can redefine this alt-form. You also gain 1 free purchase of Abnormal Appendages, or 2 if you have the Monster Background (for a total of 3 free purchases as a Monster).

336. Black Magic (600):

But is it really the form of a monster you desire, or is it power you crave? There is magic in worlds such as this one and now you possess it. This gives you an internal pool of energy with which to fuel your magic allowing you to perform some spells without invocations or rituals, though you can supplement this with dark rituals and exterior sources, as well as knowledge of various spells. This magic is wildly varying in its nature and possibilities, though it has an occult and eldritch tint to it all. You can choose roughly how focused or wide your talent and knowledge is, the more specialized the greater your talent in the field and the more in-depth your knowledge. No matter how specialized your capabilities are, you will be able to learn all

forms of magic you would expect to find in a world such as this, you will just be better at those you have particular talent in.

Examples of effects you might be capable of: Swapping bodies with a victim over the course of weeks of spells cast upon them in their sleep; curse someone to die from afar; teleport; create monsters; heal your own wounds; extend your life; hypnotism and mental influence; magic to warp space creating tunnels that are longer than they should be or even pocket dimensions; open or close dimensional portals; summon monsters; raising the dead as cannibals from 'essential salts' taken from their bones; create powders to turn invisible monsters visible or allow shotgun shells to hurt incorporeal creatures; and more.

There is a certain natural synergy between Black Magic and each other capstone in this jump. Punch Out Cthulhu will make you better at magic to repulse or banish Lovecraftian horrors. Still Sane at the End will improve your ability to perform magic to help reverse madness and corruption. Grand Master of the Esoteric will leave you even better at summoning monsters than either perk alone (even fully specializing in summoning), as well as commanding and controlling Lovecraftian horrors or developing rituals to interact with the Outer Gods. Cthulhu-lite will increase your raw magical power significantly, and passively improve the range of your magical spells. Corruptive Presence will improve your ability to magically alter beings and control their minds. Analyzing the Impossible will make you significantly better at magic to reveal secrets, divine information, or scry on distant locations. Weird Science will help you to create functional magitech devices. If you just want these effects you may buy them for 300 CP each (150 CP if the related capstone would be discounted for your origin). This won't give you the actual capstone merely provide you with the improvement to your magic. Of course not having this does not make these things impossible through this perk, this merely makes it substantially easier to do these things.

337. Grand Master of the Esoteric (600):

There are beings that no human, or post-human, mage can hope to equal, beings that are ineffable and terrible, disgusting and horrible things that exist outside of time and space, babbling, blind idiot gods whose power is endless. And now you are a high priest of these beings. This comes with several advantages. First and foremost you are capable of actually attracting the attention of these beings, being recognizable as a specific entity, and not merely another bacterium. If you serve them loyally they will even recognize this fact and be relatively well-inclined towards you. The more you actually aid them in whatever goals they have the more recognition they will give you and the more likely they are to actually reward you. While this functions best with Lovecraftian Great Old Ones and Outer Gods, it will function for other 'evil' or 'inhuman' gods, making them more likely to take a non-malicious or even beneficial notice of you. You are also capable of performing rituals and rites to bring forth the servitors of the Old Ones into the world, or even to allow the Old Ones to extend their influence into the world. These latter typically take a long, long time even the quick ones typically take more than a decade, so to help you with these multi-decade plans you will find that even in future jumps you can maintain a connection to the place where the Great Old Ones exit, still able to make contact with the Outer Gods of the Mythos and summon servitors or possibly even invoke the Outer Gods themselves. If you are Monster Blooded you will be

recognized as being kin to the great ones, these Lovecraftian entities recognizing you as the child of one of their number, making them even more well-inclined towards you. While they are unlikely to spare you if you oppose them, it will be easier to get these inhuman and evil gods to help you, and to receive blessings from them.

338. Abnormal Appendages (100):

Many of these creatures have various inhuman limbs and appendages, and now you can too. By purchasing this you can define whether you are a biped or a quadruped, and you also gain two of the following:

● Claws and fangs. As an additional option you can get a slow acting venom for your fangs and/or claws, it won't be guaranteed to be lethal even if untreated; if taken with Bestial Size or Cthulhu-Lite it will be capable of providing a higher dosage commensurate with your increased size (increasing speed and lethality), and if taken with Corrupting Presence you can choose to have the poison have similar corrupting effects inducing madness and subservience if you chose a mental presence, or madness and physical mutations if you chose a physical one.

● An additional pair of arms or legs; you may take this option multiple times.

● 2 tentacles; you can also turn any or all of your other limbs into 3 tentacles each. You may take this option multiple times, and each additional time grants you 2 more tentacles+2 for each previous purchase (so 2nd purchase would grant +4 tentacles on top of the 2 you already possessed) and 1 additional tentacle for each replaced limb (so if you replaced 2 limbs and bought this 3 times you'd get 10 tentacles for the 2 replaced limbs and 12 more just from the purchases).

● A mass of small tentacles (these are ones capable of use as at least crude grasping instruments).

● Up to 10 additional eyes. As two choices you can just have as many eyes as you want.

● Up to 5 additional mouths. As two choices you can just have as many mouths as you want.

● Functional wings. As two choices you can have as many wings as you want, and they'll still function somehow.

● Combat-capable horns.

● Worm/snake-like body plan

You may buy this perk additional times for 50 CP each time (not free for Monsters) to gain additional traits.

339. Unnameable (100):

Your appearance is particularly hideous and monstrous. Whatever it would normally be it will be more disgusting and inhuman, and the more monstrous and inhuman it would be the more terrifying and striking it will seem to be. In fact you seem to almost decay the sanity of those

who see you; no matter how monstrous your form, don't expect to drive the like of Conan or true heroes mad, but you might be hideous enough to crack the sanity of someone who was already teetering or even an ordinary person. This hideous appearance becomes part of your alt-form for this jump, though you may apply this to other alt-forms of your choice but it does not inherently allow you to toggle it on and off.

340. Terror from the Deep (200):

You are a creature of the deep. Your form is streamlined for swimming, your senses attuned to an amphibious life, giving you senses like a shark or other deep sea predator, your body capable of surviving great changes of pressure. You can breathe both water and air, able to survive in both salt and fresh water as well as retaining the ability to survive on land. This also gives you piscine scales across your body if you desire. Alternatively you may be adapted to life underground. Your hearing reaches into echolocation, olfaction similar to a dog's, and your night vision is similar to an owl's. You are able to burrow through the ground at relatively great speed; you won't be keeping up with yourself running on the ground when digging tunnels but you will be a natural digger. This also gives you some armoring plates to avoid damaging yourself when burrowing through rocks. May pay an additional 100 CP to get both.

341. Nightmarish Foretelling (200):

Dreams and nightmares warning of your arrival now precede your entrance into a jump, invading the sleeping psyche of the sensitive. It will not be a great mass of people, less than one in a thousand, and most will have few such dreams, only enough to make the revelation of your more overt abilities give them the sense and feeling that you were the being in their twisted dreams. But there will be some who get clearer pictures and more information. These dreams will generally work to benefit you, spreading enough information to help you make yourself known, more than to reveal your weaknesses, and seem to be targeted towards potential allies, over your enemies, giving them a certain awareness of your goals and nature. While you do not have precise control over these dreams, you can choose to have certain aspects more likely to be emphasized than others. If you possess Cthulhu-lite these dreams will become much more frequent, perhaps as much as 3% of the population suffering from them, enough that any serious study of nightmares in the years before your coming will show this oddity. They will still tend to be targeting those who would be more likely to take your coming well, and now they are numerous enough you might find small cults having already formed before your coming. If you possess Corruptive Presence these dreams will now carry a weakened version of its effects. The majority who see only mere fragments and flashes would likely see no effect at all (unless you also have Cthulhu-lite) but those who get the deeper dreams may be influenced as if they had spent weeks, months, or in rare cases entire years at the outer reaches of your Corruptive Presence.

342. Outside of Physics (400):

The creatures of these films exist outside of nature and physics as humans understand them, defying it in various ways. Select an ability from the list below, or create one of a similar power level.

● Bestial Size: You are substantially larger than you normally would be; if you'd normally be human volume as a quadruped you'd be compared in size to a barn; with Cthulhu-lite you might be as much as 200 meters tall. You are stronger than would be expected from this size, and much faster than one would expect from the size, moving with surprising ease and not having many of the issues that a scaled up creature should (you don't need elephant style feet despite being bigger than an elephant). You are able to continue to grow beyond this size without limit, though this growth is very slow. You can also double all purchases of Abnormal Appendages.

● Dimensional Phasing: You are able to exist in another dimension parallel to that of humans. The human world is only vaguely discernable in this reality, but you are able to pass through it moving from one place to the other, using it to pass through walls and other impediments. For a second purchase of this ability you could have only portions of your body phase into normal reality or this other bordering reality, phase an eye in to see, or a claw to rend someone in two while leaving the rest of your body relatively invulnerable.

● Invisibility: You are completely invisible, unable to be seen in the visible wavelengths of light as they simply pass through you. You are still able to see despite this.

● Otherworldly Matter: You are only partially made of matter as known in normal reality. Gravity holds you less than it ought, and you can interact with aetheric currents moving through the supposed vacuum of space through the use of wings and appendages, propelling yourself against gravity wells even if your size is vast. You also vibrate at another frequency compared to traditional matter and while the naked eye can record you, it would require a specially designed camera or special treatment of a photo to catch it on film, or digital recording.

● Psychokinesis: You possess the ability to manipulate physical matter with thought. This doesn't reach down to the microscopic scale - no re-arranging molecules with this - but you can move objects, or even release energy to strike at others hitting with enough force to knock grown men flying, shatter entire glass walls, and if focused on an individual kill them. This is strong enough to deflect bullets, or allow you to survive a grenade. Despite primarily being at a macroscopic scale, you are able to use this power to transfer electrical energy (or with Living Colour life force), or to release bursts of electromagnetic radiation, the shorter wavelengths are harder and it takes energy to broadcast but you could serve as a radio station if you had enough energy. If you have Bestial Form, Cthulhu-Lite, and/or Supernatural Physique you will find that your psychokinesis's strength scales directly to the increase in your physical strength from that perk.

● Semi-Physical Matter: You are only partially made of matter as known in normal reality. Gravity holds you less than it ought, and you can interact with aetheric currents moving through the supposed vacuum of space through the use of wings and appendages, propelling yourself against gravity wells even if your size is vast. This allows you to shift the distribution of mass and density of your form, concentrating your mass in certain places to increase the proportions of certain body parts while reducing the size of others, or expanding your body by reducing your density; there are limits to this, you won't be able to pass through objects, form

new limbs (merely change their proportions), increase your density beyond normal levels, and reducing your density makes you generally more fragile. This does make you rather resilient, as your matter is able to flow back into place to repair damage that is dealt to you as long as it's not too severe; you could close bullet wounds, or reform your head from a boat passing through it, but you won't be able to regain mass that is blasted clear away from you.

● Signal Interference: You seem to be almost a living jamming device. You can release radiation which scrambles and jams electromagnetic signals within the area of at least a large building, perhaps a mile. This comes with the ability to sense radio waves and broadcasts, you could eventually learn to interpret them, but this does not come intrinsically with this ability and given the size of the longer waves you might need to be larger to collect them. You could in theory use this signal interference to communicate if you'd like.

● Supernatural Physique: Your body is simply better than you would expect from normal anatomy. As a human you would be strong enough to tear down steel doors, able to run as fast as a cheetah, able to shrug off small caliber firearms and to survive multiple shots from the heavier ones, and heal faster than a human.

● Living Color (counts as 2 purchases): You are not made of matter, at least as we know and comprehend it, at all. You seem to be some sort of living energy or light. You can release part of the energy that makes up your being as a damaging burst of radiation, or can draw vital energy from the world around you into yourself to feed, slowly (or not so slowly if you're touching someone) killing things around you and reducing them to dust, though with just this the range will be limited to touch.

● Life Force Vampire (requires Living Color): You are able to stop feeding from a living creature before it reduces to dust, leaving them as a withered and desiccated husk. This husk will revive itself as a zombie-like creature, hungry for the lifeforce of others, able to drain it from them with an embrace and restore itself to the semblance of life driven by a zombie-like hunger. These creatures are naturally subservient to you. If combined with Corruptive Presence (Physical) these creatures may mutate further, developing abnormal appendages or limited supernatural abilities and means to use this life force. If combined with Corruptive Presence (Telepathic) you can control these creatures through your telepathic presence, and even guide some of them to regain their full intellect - albeit corrupted to your will. If combined with Psychokinetic you are able to absorb life energy back from them at a range, or channel it in other directions.

● Possession (requires Corruptive Presence): You are able to possess the bodies of others. By overwhelming their mental resistance you can press your mind into their form and take control of them. This requires you to first be able to overcome their resistance to your Corruptive Presence, and then push even more of yourself into them, making this easier to do within a personal range. If you also possess Cthulhu-Lite it would be possible to control several entities at once through this ability, though by spreading your mind and psychic force it would become significantly easier for one of them to force you out. For an additional 100 CP you can also use this ability to possess and animate fresh corpses. They'll still rot and

decay, eventually to unusability, but you can keep them running beyond when they should be dead.

● Slime Monster (requires Semi-Physical Matter): You are like some sort of oversized amoeba, a massive horror composed of slime. You can expand even further than semi-physical matter would allow, compress your form to become extra dense, form new eyes, mouths, and appendages, though the more complex the shape the harder it is to maintain so a tentacle is easier than a hand, and they will not be particularly rigid; eyes seem to be an exception to this. You are an amorphous creature, lacking vital organs, and able to pull parts of yourself back into place with much greater ease.

● Thought Implantation (requires Corruptive Presence): You are able to push thoughts into the minds of others, pressing them inside of it. You can use this to force dreams into the minds of others, to make an individual perceive you in a way of your choosing, or force certain thoughts into their minds. This is easier to perform on those under the influence of your Corruptive Presence, but can be used separately from it. This will also allow you to search the minds of others for information, ransacking their memories like the unguarded vaults they are. You may buy this perk multiple times, additional purchases costing 200 CP each (no discounts). Additional purchases can grant additional powers (either from the list above or custom ones), though some powers count as multiple purchases or require them for their full effect; and similarly multiple purchases could be used to gain a single stronger power.

343. To Eternal Lie (400):

It is one thing to have a body of a monster, but if you are still a transient, temporary thing with a life that is less than a blink on the cosmic stage you are not one of the great ones. This will help you in that regard. First off you no longer age past your prime, your bodily processes not decaying with time. Disease and poison are theoretically threats to you, but even these things will have trouble marring your eternal form, and your slowed metabolism renders them harder to afflict you with. Your metabolic needs are greatly reduced, able to go years without food or water, and to store energy from food in ways far more efficient than fat. You are resistant to any temperature commonly found on Earth, at least outside of its molten portions, and no longer need to breathe; you could theoretically survive in space. You are also able to enter long states of hibernation, naps really but naps that can last hundreds or thousands of millions of years, reducing your metabolic needs to effectively nothing. While hibernating in this fashion you become more resilient than you already were, you might possibly survive the pressure of ages of being buried by the depths of the ocean or new strata of Earth over geological epochs. But this does not apply only to your body. Senility is no longer a threat to you, and moreover you have a mind designed for eternity; that is something intended to live from before linear time and the birth of our universe until after its death. You in effect no longer suffer from boredom, or it takes trillions - or quadrillions - as long for you to get bored. Your memory is likewise improved. While you may not remember something 1 year ago any better than you would have before, you will remember something at the birth of the universe

as well as if it was only about a year ago, and your mind can contain all these memories. This applies to skills as well, as once something is firmly in your long term memory or your muscle memory it does not fade.

344. Corruptive Presence (600):

Survival is one thing, but a god's presence is felt by the world, and now whether a god or not yours is felt. This can manifest in one of two ways, corrupting the minds of others or corrupting the world itself. You can select one, or pay an additional 300 CP to take both. Regardless of the choice you make you may toggle this corruptive nature on and off at-will. If you take telepathic corruption you will gain an aura which seems to twist at the minds of others. This presses upon them with your alien presence, eating away at the sanity and minds of those about you. It will constantly wear on them until they snap into madness or servitude. While this is strongest in your immediate presence, this telepathic corruption will stretch out for miles - potentially hundreds of miles - influencing the dreams and the psychically vulnerable, bringing them to madness or servitude. You can also focus your telepathic influence on an individual to blast away their sanity. You can get some level of surface concepts or thoughts from those within the range of this effect, but it will typically require proximity and potentially focus as well to get anything useful. If taken with Cthulhu-lite this will affect those within miles of you like they were in the room with you, a quick, heavy pressure that might snap even those who are not particularly vulnerable, and influence the dreams and subconscious minds of people all over the world. Your influence also grows more powerful when focused on a single individual, even truly heroic wills might not be able to shrug this off. If you choose to instead corrupt the world, your presence will cause those living nearby you to begin to twist and change. This will take time to change humans or similar large entities, but will be seen faster with plants, and smaller organisms. After some time humans and macrofauna living in the region will begin to accumulate mutations, twisting and becoming monstrous creatures. This affects different individuals at different rates. The longer you remain in an area the further this corruption will spread however, twisting the land more and more until it becomes an alien landscape, as if you were terraforming it with your mere presence. This begins affecting perhaps a few miles in any direction, but if you remained laired within the region this could stretch over hundreds of miles by the end of a decade. You can also focus this effect on something nearby, causing its body to mutate and deform though this will still take significant time. If taken with Cthulhu-lite the range will increase significantly, you could cover a large city and its surroundings, maybe a dozen miles to begin with, and by the end of a decade it could perhaps cover most of the world. With Cthulhu-lite your focused attention could possibly mutate someone in minutes.

345. Cthulhu-lite (600):

Perhaps you have no desire to be a common individual of whatever monstrous species you are a part of. Perhaps you wish to stand above them. You are now a creature similar to Cthulhu to his Starspawn or Dagon to the deep ones, something more and greater than the common example of your kind. Your size is increased, to roughly 35 meters, making you substantially

larger than a human if you weren't already. But this is not merely an increase in mass. Besides possessing the physical power you'd expect from a titanic monster, you will find your powers seem to scale somewhat with your size, their range and even area increasing proportionate to your new body. Just by having this you will also find a minor general increase to your mystical, spiritual, or psychic powers even when not in the alt-form this perk creates, and they will all increase further with size, though (unlike the area and range) they will not double with a doubling of your size but you will find that bigger is better.

346. Doctorate (100):

If we see far it is because we stand on the shoulders of giants. To progress science it is easiest if you have a foundational awareness of what is already known. You now have the education of a proper doctorate and may choose one PhD of your choice, or to be a fully trained medical doctor with a specialty of your choice. You may purchase this perk multiple times for 50 CP (not free) for an additional doctorate each time.

347. Researcher (100):

Education can only take you so far, but one has to know how to expand their knowledge. You are an expert in using databases, whether we're talking about finding something in a dusty old library or an online one, and are experienced in scientific and experimental methodology. This also helps you think up possible experiments and ways to test your hypotheses.

348. Expanded Pineal Gland (200):

But there lay things outside of human knowledge. To help you obtain this knowledge you have expanded your pineal gland, allowing you to perceive into the borders of other worlds. You are able to see into neighboring dimensions, those that overlap with the one you are one, as well as to see many things that are normally invisible. Beyond being able to see bordering realities, you are able to perceive slightly outside of the normal range of human vision, as well as see things invisible to those without some special quality; things like fairies visible only to those with second sight, or to pure hearted children, spiritual beings that normally require sufficient spiritual strength, and so forth. This comes without the side-effects of increased libido and arousal, or mutating into a monster with a tentacle-mounted third 'eye'. If you want those Unnameable could give it to you if it's simply cosmetic, or Abnormal Appendages could give you a functional sensory organ on a stalk out of your mutant forehead.

349. Hidden Laboratories (200):

When researching into that knowledge which man fears to know it can behoove you to do so with subtlety and secrecy. For that purpose you are skilled at designing your own laboratories, but even more than the mechanical and architectural elements of designing labs you are talented at hiding them. You have some skill in carpentry and the various skills you might need to build it yourself, and in hiring discreet laborers as well as making sure no one knows too much. Of course getting the job done downlow is only half of keeping a lab secret. You are also skilled at making hidden doors and secret rooms, to preserve the privacy of your work.

350. Master Folklorist (400):

Earlier you were offered a doctorate, or three. But this is something more. You are THE authority on anthropology, archaeology, and comparative mythology. While in specific specialties there are others who know more than you, you have extensive knowledge in these and related fields. You are well-versed in almost any language from more than a century or two ago, with knowledge of folk beliefs, legends, mythology, and the like from the world over. This only applies to the legends and folk lore of your species, and it does not include any direct knowledge of sorcery; of course the breadth of it makes it where patterns of answers to certain threats preserved in folklore will make themselves readily apparent.

351. Receptive Mind (400):

Being able to find information is useful, but you have to be able to learn from it for it to have value. And you will learn from it. Your mind seems to absorb information like a sponge. Your memory is improved significantly, able to recall minor details with ease, and taking in information on the first try and retaining it. Beyond improving your memory, you simply seem to learn better assimilating information and acquiring and improving skills faster than normal. You are also somewhat resistant to the hazards of information you absorb. You will not go mad from the revelation, even if you learn humanity is meaningless in the cosmic scheme.

352. Analyzing the Impossible (600):

To be able to absorb maddening information is of little use if you cannot do anything to defy the great ones. That's where this comes in. You are skilled in finding ways to detect and analyze things that defy detection and analysis by traditional methods - of finding ways to detect invisible creatures or even the influence of things from other dimensions and so forth. Beyond detecting things that would normally lay outside of the reach of human perception, you are skilled at finding weaknesses and vulnerabilities of the supernatural or paranormal, and finding means that do not rely on magic or extra-earthly powers to interfere with or negate the most dreadful advantages of these so-called gods. This has its limits - this won't be beating Azathoth or Yog-Sothoth - but you might well defeat their servants.

353. Weird Sciences (600):

You seem to have turned your attention to the more fringe sciences of this world. Perhaps you have begun a study of the science of reanimating dead tissue, or preserving the semblance of life in yourself once it should have passed away from you, or the study of parallel worlds. And of course humanity is not the only species with scientists, perhaps you have the science of the mi-go, able to place human brains in cylinders which can dial into senses humans can't even imagine and to travel through the void of stars at speeds faster than that of light, possibly even opening wormholes for instant transportation. Or maybe the Elder Race whose mastery of biological engineering created the shoggoths. Choose one field of paranormal science and you have learned and studied it to a depth and degree far beyond the limits of most human

understanding. You can also learn other such fields with sufficient time and effort, though that could be quite a lengthy procedure.

354. Cat from Ulthar (200):

This is a normal seeming cat. Though seeming is the operative word. It is highly intelligent, smart enough to understand human language if physically incapable of speaking it, and cleverer than most people; really it's probably smarter than most people if ultimately still feline in behavior. Beyond this intelligence it seems to have a strange presence on planes of thought or spirit; planes like the Astral Planes or the Dreamlands. When in these dimensions of thought and spirit it is a highly capable predator, able to leap to or over the moon in a single bound, and match up against terrible creatures like nightgaunts, shantak birds, or the winged serpents of Nyarlathotep known as hunting horrors. It will protect your dreams from invaders, hunting them like the mice most of them really are, and can even destroy spells or psychic influence over your sleeping mind. If you abuse the cat it will turn on you, however. Counts as a follower/pet unless imported as a companion. While any kittens it has (either as dad or mom) will be skilled hunters of dreams and smarter than the average cat, they won't be as smart as it nor will they inherently possess its loyalty and protectiveness towards you.

355. Mi-Go Cylinder (400):

This is a cylinder into which you can place a surgically removed human brain. It will preserve said brain indefinitely, and can even be placed into a properly designed machine to allow said brain to control it by neural impulses. It comes with a machine that will project a hologram of the individual's face - from before they were a brain in a jar - which can talk to you, and perceive stimuli that the machine picks up. You get a cylinder upon purchase and while it will not be repaired or replaced if damaged or destroyed, you will get a new one every 6 months and you can stockpile them. The machine will be repaired or replaced if damaged or lost, and you have blueprints to make more of both. For 400 CP in addition to the above you will get a special cylinder which, unlike the others, will automatically be repaired/replaced if lost (though it won't fix/replace the brain inside) and which no longer needs a machine designed for neural uplink to control, simply plug some universal adaptors in and it can perform mind-machine interface. This might not be able to control all machines - it can't make them do something they can't possibly do and it can be hard to work things that aren't at all analogous to a body - but it could plug into most robots, and automated vehicles. This works purely by the will of Jumpchan with no in-universe explanation so will be a little harder to replicate.

356. Evil Containing Prison (400):

It may be an odd shaped trapezohedron shining with its own light, maybe a sepulcher-like structure with angles which are all wrong, or a transparent cylinder millions of years old and yet untouched by time. Whatever its nature, this is a prison, one which can contain anything that you can manage to put into it. There is a ritual to put things in it, a time consuming act which must be done in the presence of the prison and with it open, empty, and unconcealed, but until you finish the ritual it won't do anything to help you prevent the prisoner-to-be from escaping the area or killing you to stop the ritual, that will be on you. Once something is inside of the prison it won't be getting out any time soon. As long as it is maintained the

prison will hold without deteriorating, though if its maintenance became bastardized, the caretakers having muddled the instructions over the ages, or worse non-existent the seal would slowly weaken. Even so you could reliably hold an outer god in here for thousands of years, possibly millions, even in such a condition. If you leave the prison behind in a jump you'll get a new one in the next one. It does not, however, come with a way to open it. While an outside force might be able to manage it, it will not be an easy task; this is a prison designed to contain a god and while its defenses are largely geared against attacks from the inside, it is rather well made and magically protected from the outside as well. If you tamper with it to interact with what is inside, such as to be able to communicate with it, siphon energy out of it, or what have you, it will void the warranty and possibly offer the imprisoned opportunity to escape; it might still not be easy, but you will be creating a crack in the wall and cracks can be exploited.

357. Experimental Ship (400):

This mile long spaceship is designed for deep space travel. Its interior design - reminiscent of a cathedral - is a little odd for such a ship, and despite the size it does not have its space optimized for a large crew or a colony ship. It regenerates fuel when not accelerating, though it will take about a week to fully refuel, though how it does so is a mystery of fiat, which if it was properly equipped for multi-decade travel might make it a useful generation ship, but given its relatively slow rate of acceleration for interstellar travel, even with this it'd be a looooong voyage between stars and without it it'd take thousands of years to reach the nearest star. The ship, however, possesses certain physics bending pieces of technology. The first is simple. It has artificial gravity, allowing for easy filming walking on the ship and not having to deal with spin or acceleration based gravity (which is good since burning 1 g of acceleration constantly would drain the ship rather quickly). The second is cryogenic stasis pods which allow for freezing and revival of the crew on longer journeys. The final piece is the reason for the ship's creation and why so much of its space is dedicated to creating a safe distance between the crew and its main drive system. The ship is equipped with a gravity drive that uses magnetism to focus gravitons and create an artificial singularity to create a portal into an alternate dimension. The intent is to use it to travel to another dimension where one can travel a short distance and then return to this universe a much greater distance away, however you could simply use it to travel between various dimensions. Of course all of these things could be built - with sufficient time and resources – with Weird Sciences, well maybe not the refueling, so since you're paying CP for this it does have some special benefits. First and foremost, it maintains the physical laws of reality inside of itself, keeping them matching the normal for the physical universe inhabited by humans out to at least the surface of the ship; this can prevent certain forms of reality warping, though with some work you can set certain means to be allowed to function and this function can be shut down completely. While this won't completely protect you from nightmarish visions caused by demons, or by gazing into the realms of the Great Old Ones, it will keep you relatively safe when visiting other worlds. Secondly it ensures the existence of some dimension that it can use to travel faster than light in future jumps; it may not always be safe - it's certainly dangerous in this jump - but it will exist. Third the ship has gone on a journey previously and now appears to be somehow alive, or at least haunted. It is capable of turning on and off select systems on its

own, this is not full control of itself but more like the sort of activity you might expect from a haunted house and can be overridden with difficulty, and it possesses a rudimentary awareness of what is happening inside of it. It possess a Corrupting Presence (mental) as if boosted by Cthulhu-Lite but is unable to focus its effects on a specific creature, only affects those on the ship, and lacks other effects of Cthulhu-Lite; it can use this ability to form an imperfect shield for those inside of it against similar hazards, though don't expect this to be more effective than a strong or heroic will and it is most effective on those most vulnerable to the ship's influence. The ship is in no way biological, however, simply living, and its intelligence is at most comparable with an animal's. The ship seems to like you, and will not attempt to harm you or those it perceives as being with you, or which you obviously allowed onto the ship, but it will act against those it perceives as your enemies or thieves. Do try not to leave the ship unoccupied too long, it can get moody when it's lonely.

358. Mountain of Madness (600 CP):

Rising miles above the surrounding ground this great, black mountain towers above the others nearby it in the depths of Antarctica. There is something odd about the stone it is made from, however. Notably it is not stone. This entire mountain, stretching miles upwards and miles wide at its base, is in fact a singular, gigantic creature of black slime, able to twist its form into a variety of tentacle-like appendages, as well as forming innumerable mouths and eyes. It is a creature more commonly known as a shoggoth, and this one is immensely massive even for its kind. This living mountain has taken a liking to you, and has attached itself to you almost like a cat might attach itself to a person. Though do not underestimate its intelligence. While not a tool-using species or a social one by nature, and thus having trouble with such behaviors and ideas, it is intelligent and able to learn and may have been one of the original rebels against their makers whose society had reached heights man can only aspire to.

359. A Motel Card (100):

This is a simple card, looking something like a credit card. If you present this card at any lower class motel, inn, hostel, etc it will pay for a low end room indefinitely. Not the best accommodations but you'll have a place to stay at least.

360. Shotgun (200):

You always seem to have a reload for this shotgun at hand. Of course that's not so important. What is important is how this shotgun seems extremely effective against monstrous creatures, hitting them harder than would normally be expected. Beyond that it seems that the powder of Ibn-Ghazi is mixed within its shells as the shotgun can hurt entities that are only partially in this dimension, normally incorporeal or intangible, or composed purely of energy and not truly matter. Its wounds also slow accelerated healing.

361. Elder Sign Talisman (400):

This is a small talisman worn around the neck and bearing the Elder Sign. Reinforced by powerful warding magic, this talisman has strong protective qualities. Hostile magic cannot affect you as long as you wear it, creatures from other realities are repulsed by it, unable to touch you or it, and corruptive forces cannot affect you when you wear it. However it does

have only so much power, the more powerful the being or magic it holds back the faster this power will drain, and eventually it will shut down temporarily until it manages to recharge itself.

362. The Necronomicon (600):

This is THE book in most of these films, the book in whose pages can be found the answer to save the world for another lifetime, or the spells needed to end it. This book is the foremost tome of lore on the Great Old Ones and the Outer Gods containing dread secrets and instructions for magical rituals. These rituals include spells both to summon and banish the elder things, and while its black magic tends to be the best known it contains many of the spells that work to counter the servants of the Great Old Ones. This book could be apocalyptic in the wrong hands, and it will only grow as you travel worlds. In future jumps it will update with magical knowledge from those worlds so as to always remain one of the most complete books on magic you can find in a setting. And since you're paying CP for this you can read it even if you don't know archaic Arabic or the languages the new text would be written in.

363. Cultist Robes (100):

These robes, in the color of your choice, completely cover the body and possess either a heavy cowl that leaves the head in surprisingly deep shadow or a mask that hides the face completely. These robes seem to be better at obfuscating identities than they should be as they don't particularly muffle the voice, and yet still make it hard (though not impossible) to identify the wearer through non-visual means. If the hood is removed this protection is lost. You get a single robe for purchasing this, but for each additional 50 CP you pay you can increase the number of cultist robes you get by an order of magnitude (100 additional CP would get you 100 robes, 150 additional CP would get you 1000, 500 additional CP would get you enough to cloth the entire human population).

364. Gathering Drum (200):

This is an instrument - which doesn't have to be a drum - of a size to be carried and played simultaneously by a human. Whatever instrument you choose, the sound of it seems to echo and carry oddly, allowing it to be heard albeit faintly for a distance of miles, even perhaps more than 10 with a normal human player, away. The sounds of this instrument will be mildly confusing and disorienting to the player's enemies, while allies will know the location far more accurately than they should.

365. Town with a Dark Secret (400):

This small town once fell upon hard times, but seems to have become more wealthy of late coinciding with an odd religious sect popping up within it, although it has strangely become more insular and xenophobic with its increased prosperity and has seen a decline in its population despite how it almost seems blessed with good weather and windfalls of natural resources. The inhabitants of this town don't particularly talk to strangers or outsiders, but they recognize you as one of their own; in fact you might even be recognized as one of their religious leaders... possibly the grand master of their esoteric sect. Of course the truth is the town has made a pact with an inhuman or dark god of your choosing, serving and worshiping

it in exchange for their newfound prosperity. Those who do not serve have been weeded out of the community through their unwilling participation in its rites or by their own fleeing from the region. The town is now all members of their cult, and as one of the leaders of the sect well you are second only to the dark god they loyally serve, quite possibly recognized as its voice and representative. They seem inured against natural death, another blessing like the fair weather and windfalls from their god, at least so long as they loyally serve. Of course if you are a god yourself you could be the god they serve, the town will retain these blessings as long as they serve you and perform necessary ritual sacrifices to fuel them; you can cut them off if they displease you, but if they stop the sacrifices you'll have to find a way to bless them yourself or it will be loss until they resume them.

366. Ritual Site (600):

This is a site for performing rituals. Maybe it's an underground chamber, or a ring of stones on a hill, an old tree, or something else. Whatever its nature it seems to add some strength to rituals performed at the site. This is minor at first, but it grows stronger with each sacrifice performed at it, the greater the sacrifice the greater the power. It stores this power like a capacitor able to release it all to help fuel a single big spell, but it also gets a smaller permanent increase in power from this helping to build the power of every ritual performed there.

367. Resting Place (100):

Perhaps it's a cave, or a small but ancient temple matching no architectural style of human construction. Maybe it's just a makeshift shelter beneath your basement. Whatever it is, this subterranean dwelling place is a safe place to rest, at least the deepest inner chamber. Not safe from human incursions, they are insignificant ants which do not need to be considered after all, but safe from time and the elements. Something about this dwelling place protects it from all but the worst disasters; floods will not fill it, earthquakes will not collapse it, meteors will not strike it, radiation bursts that scorch the surface clean of all life will not penetrate to its depths. Short of something that actually destroys the planet this place is surviving intact and undisturbed. Oh the entrance might get covered, or irradiated, or you may run out of food, but the inner chamber will remain safe and intact. And while this won't protect it from intruders it will protect it from being collateral in manmade disasters like nuclear bombs and nuclear winter; intentional attempts to bomb it will not have guaranteed protection, but unless they enter it themselves it probably goes deeper than they suspect. This isn't particularly large, think a dorm room (say about 220 square feet), with a ceiling sized for your alt-form constructed in this jump, though it will have a, potentially long and winding, entryway. You may pay an extra 50 CP (no discount) to multiply its area by 10; you may pay this price multiple times, each time increasing its volume by another order of magnitude (an additional 100 CP would be x100 area or 22,000 square feet about half an acre, 150 CP would give you several acres of underground labyrinth, 300 CP would give you almost 8 square miles). If it gets large enough you can divide it into multiple chambers with potentially quite long, winding tunnels connecting them. Both Outside of Physics (Bestial Size) and Cthulhu-lite come with 1 free upgrade to its size if you bought this item (or 2 if both were bought). This

underground lair will retain modifications, as well as non-sentient objects and organisms stored within it between jumps.

368. Profane Idol (200):

This statue(tte) is a representation of you. Besides the vanity of it all, it is a representation of you. It acts as a sort of proxy for yourself; to look at it is to look at you, to be in its presence is to be in your presence, and you may even concentrate to move your consciousness into it though this will not animate it. It is however only a proxy of yourself, effects applied by seeing you or being in your presence are weakened through it, and while you can perceive through it and project mental or spiritual powers through it they will likewise be weakened when transmitted in this way.

369. Otherworldly Realm (400):

This is your domain, a pocket of reality which is tailored to you, and your comfort. While within this realm you will also find yourself bolstered, somewhat better in every way. This isn't a massive change, but you in this domain would edge out you outside of it in pretty much any contest. When you purchase this you must choose whether it is some place in normal reality, up to a few miles in its longest dimension, or its own pocket reality. If a part of normal reality it can still have subtly altered physics - like existing in a pocket of (noticeable on a human scale) spacetime resulting in odd and non-euclidean angles - but will never be so altered as to be intrinsically dangerous to normal matter and will be some environment you find comfortable. If its own dimension you will be able to access it through your warehouse, and can create short lived personal portals inside of fiat backed properties you possess to allow you to enter or leave it. As it does not directly interact with traditional reality it can have more drastically different laws of physics.

370. Horde of Your Lessers (600):

What sort of god doesn't possess subordinates? These monstrous creatures are your servitors and minions, loyal to you in all things. When you take this you may choose to either give them all Monster perks you possess other than Cthulhu-Lite, and give them Shadow Over the Chain if you possess it, or to give them 1000 CP to spend on Shadow Over the Chain and Monster Perks other than Cthulhu-Lite (they do not get discounts/freebie). If you select the latter you may give them an additional 500 CP of abilities for an additional 100 CP (no discounts), or 1000 CP for an additional 200 CP. You gain 100 of these monsters, 500 if you have Cthulhu-Lite and chose to give them your Monster perks instead of a custom build, and may pay an additional 300 CP (no discounts) to increase this by x10; you may pay this multiple times to increase it by a factor of x10 each time.

371. Credentials (100):

You go to all the trouble of getting a doctorate in Romanian folk beliefs of the Byzantine period and then in your next world no one believes you have it. That just won't do. This is an automatically updating set of diplomas, licenses, and certifications which include any you

have legally earned in any jump. If they have an equivalent in the current jum they will even have documentation to match with an equivalent authority; your diploma from Harvard would be from a college with similar educational standards in another jump where Harvard does not exist. Of course this only applies if you match the standards; if you got certified to fly spaceships in a jump with much lower legal requirements for such you might need to go get a new license.

372. Well Stocked Library (200):

This library contains books and research materials ranging from anthropological and comparative mythology to new developments in science. Strangely enough the information within dealing with paranormal entities is strangely accurate to whatever the truth happens to be, despite the wide ranges for weaknesses and vulnerability among common folklore creatures. This library will update in future jumps so you will never be without reference materials at the point where the occult and scientific overlap. If purchased alongside the Necronomicon you will find various lesser grimoires within this library, books like the Unspeakable Cults, the Mysteries of the Worm, and the Book of Eibon lurking within its shelves, various lesser magical tomes will add to its shelves to keep it a well-stocked sorcerer's reference in future jumps as well.

373. Miskatonic University (400):

This college doesn't have to be Miskatonic, but is considered almost as respectable as Harvard. While you do not have total control, you can be its president if you desire, or have some other job here (like a professor with tenure) that you'd prefer. This college will follow you into new jumps, adapting to the setting to be an appropriate, highly respected center of learning and education. As such a respected center of learning it commonly is involved in archeological and anthropological expeditions, and scientific research and experimentation. It also serves as an excellent recruiting center for the best and brightest minds, or the wealthiest. If bought alongside the Well Stocked Library this university has a very respectable collection of rare books. While it won't contain anything necessarily more in depth than the Well Stocked Library it will contain a variety of books, additional copies, and enough to serve as a college library with the advantages of a Well Stocked Library. If you also bought the Necronomicon you might could start your own sorcery school if you didn't care about the danger to the world and your students.

374. Dimensional Resonance Machine (600):

This machine can be used to resonate with another dimension of reality. It can also be used to attune two realities bringing them 'closer' together near it. The longer it runs the closer they will become, though it will take energy to keep it running. If they grow close enough at least within the range of its field they will overlap, locations in one mapping to the other. Then things in one will become visible in the other. Then creatures will be able to interact with the other dimension. Then reality will fuse in its field. If the machine is shut down the dimensions will begin to separate once more, a process that is significantly quicker than drawing them together. If you don't want to run the machine for a prolonged period, it is possible to use it to create a portal between two dimensions, but to do so would require a substantially greater

power output. The more inaccessible a reality is the longer the process of merging realities, or the greater the energy used to create a portal between them. A dimension that is close enough to perceive into if you had a sense organ sensitive to it might take very little energy, beginning to merge within hours. The realm of the Great Old Ones, all but inaccessible save by the immense power of the All-in-One, might take centuries, or power outputs on the level of entire stars. That said you might want to have a dedicated power supply for this machine, as the amount of power it needs will be rather noticeable on a municipal power grid and you'd not want to cause a black out.

375. Lascivious Whateley (100 CP):

Born from some off-shoot or branch of the Whateley family, this beautiful young woman is an eager servant of the Great Old Ones, and Yog-Sothoth. Her dreams have told her of your coming, your nature as a traveler between universes marking you as an aspect of the Gate and the Key, the All-in-One, Yog-Sothoth himself, and from her attempts to unravel her dreams she has decided that she should attach herself to you as an incarnation of her unfathomable god. Although there are some elements of the inhumanity of the Whateley line deforming her, it seems to have given her an exotic, haunting beauty more than marring it, leaving her with an ethereal fae-like beauty that seems to linger in the mind. This ethereal beauty gives her (upgraded) Filmable Looks but they are significantly enhanced towards the mentally deranged and towards inhuman monstrosities. She has Shadow Over the Chain, Expanded Pineal Gland, Disturbing Behavior, Twisted Tongue, Two-Faced, Monster Blooded, and Black Magic, her dreams are similar to Nightmarish Visions but instead of warning her against disaster, they aid her in preparing for opportunities to serve her master and further her plans. And if you'd prefer your cultist-cutie to be something other than a woman, she can have whatever gender you'd like or a natural lack of one altogether.

376. Pegana (100 CP):

This lost creature seems to have attached itself to you. Seemingly one of the horrible shoggoths discussed in the Necronomicon it is rather small for one, merely human sized. Maybe it was summoned here, or maybe someone replicated the Elder Race's methods used to create them? Either way it's a curious and inquisitive creature, looking for a place in this world, and seems to have imprinted on you like a baby bird attempting to imitate you as if you were its 'parent'. Its mind is truly rather child-like, a blank slate ready to absorb what you give it like a sponge. It has Abnormal Appendages (numerous eyes & mouths as well as many tentacles), Unnameable, Terror of the Deep (it lacks the scales but possesses both versions), and Outside of Physiques (Semi-Physical Matter, Slime Body, and Supernatural Physique). It also possesses skill in flutes and drums similar to the level given from Artistic Temperament, though the medium differs.

377. Captain Silas Bog (200 CP):

This aged and worn sea captain has seen much of the world, encountering many primitive people and in the process taking in some of their more obscure tribal beliefs. It was this that led him to make a pact with a horrible sea god deep beneath the waves of the Pacific. Upon returning to civilization he kept the pact, spreading it to the townsfolk of his failing home

town. Now that you are here, though, he sees the opportunity to spread his master's will and touch to other worlds, in exchange for even greater rewards, leaving behind his cult like an egg in this world. He has the entire Cultist perk tree except Black Magic, as well as one purchase of Abnormal Appendages (that is the free one from Mutated) giving him shark-like tearing teeth and clawed webbed hands (at least in his mutated alt-form), Shadow Over the Chain, Terror of the Deep (Aquatic), and To Eternal Lie as his dark master has blessed him with eternity. He also possesses Cultist Robes with 2 additional purchases to have 100 robes to hand out, and a Gathering Drum in the form of a conch shell 'horn'.

378. Frank Ervin Smith (200 CP):

This horror author might lack mainstream appeal, but his fans see him as truly a visionary in the field of horror, tapping into something primal and all-encompassing. Some even see the richness and interconnectivity of his stories as proof that he is not merely spinning horror stories but is reporting on dark secrets which might otherwise remain hidden. Given he has an expansive knowledge of folklore which he compares to his library of grimoires, including the famed Necronomicon itself, and writes stories based on the horrors within these tomes, this latter group is not completely wrong. For all that he's merely an author he is blessed, or cursed if you ask him, with dream-visions of the future, and with a skill in stumbling onto cults and other conspiracies. Thankfully he has a magic charm he found, one shown in the pages of the Necronomicon he swears is keeping himself safe. It is this book and his dreams which has led him to you, eager to join you on your journeys to stay safe and escape this world which is a mere soap bubble in a sea of chaos and horror. He has an Artistic Temperament (Horror writer), Friendly Face, Nightmarish Visions, Conspiracy Finder, Still Sane at the End, Disturbing Behavior, and Master Folklorist. He has a Motel Card, Elder Sign Talisman, The Necronomicon, and a Well-Stocked Library.

379. High Priest of the Great New One (200 CP):

This massive monster crashed onto the world several years ago to prepare the way for the coming of an Outer God, its master far more dangerous and horrible than itself... The Jumper. It has spent that time hidden from the world allowing its corruption to spill out into the earth and the minds of those who live in this world. To help it in this task it has spread out a horde of its lessers, several massive beasts that look almost like it, existing like it does deep beneath the surface of the world. Its telepathic and physically corruptive presence has seeded the world, and the cult influenced by its mental prowess has finally begun the ritual to summon its god. It has Abnormal Appendages x3 (your choice), Unnameable, Terror of the Deep (your choice), Outside of Physics (Bestial Size) which doubles their number of Abnormal Appendages, To Eternal Lie, Cthulhu-Lite, and Corruptive Presence (both options). It possesses a Resting Place, and a Horde of Your Lessers (500 copies of itself).

380. Jeffrey East (200 CP):

This eager young student of Miskatonic University, or perhaps another equally prestigious school, is just finishing his doctorate. He is an ambitious student who has had a taste of the occult, just enough to allow him to tell that this world we perceive based on classical physics is a lie and to make him hunger to know the truth behind it all. He is an advocate of

knowledge, and seeking to understand as much as possible about the truth of the world, a passion that may have humanitarian roots but which is ultimately stronger than his morals and ethics without someone to anchor him. He has somehow identified your nature and the possibility it presents is more than enough to get him to eagerly join you on your journey across worlds. He has a Doctorate (some field of physics), Researcher, an Expanded Pineal Gland, Hidden Laboratories, Receptive Mind, Analyzing the Impossible, Weird Science (specialty of your choice), and Still Sane at the End. He has his Certification, a Well-Stocked Library, and a Mi-Go Cylinder.

381. Terrible Old Man (200):

A seafarer in his youth, this aged old man has a great treasure of Aztec and Spanish gold, and experience. He doesn't interact much with the others native to his small town, a town he has been a fixture in for as long as anyone can remember, aged even in the memories of the eldest within it. It's said that sometimes strange whispers and speech can be heard from his old home. Although immortal, he did not obtain true agelessness until he was already wizened and old. He is eager for the chance to become young once more, and to join you on your journeys for the sake of seeing a world where the next horizon is still a mystery and to relive his youth in exploratory expeditions. Despite his great age he is still able to match, or even surpass a man in the prime of his life, his physical abilities enhanced by his magic and pacts with unspeakable things; as an aged man this is somewhat limited by the failings of his body, but should he be restored to youth he'd have the full benefits of Outside of Physics (Supernatural Physique). Beyond that, he has the skills of a sailor with centuries of experience, as well as the perks To Eternal Lie, Receptive Mind, Black Magic, Disturbing Behavior, and Twisted Tongue. In addition to that he has a collection of minor magical artifacts, the most significant one being an Elder Sign Talisman, an old cutlass with benefits similar to the Shotgun you can purchase, and has bound the souls of one of his old crews to him serving him as ghosts working much like a Horde of Your Lessers except with only 15 members with Outside of Physics (Dimensional Phasing x2, Supernatural Physique) and ghostly representations of their swords and clubs.

382. Ambrosius the Wise (300):

Well this seems odd. This ancient sorcerer was revived from his essential salts by some individuals testing some necromancer's technique. He made his way out of the area in a disoriented daze, only to find out that around 1500 years had passed since he was living - his magic helping him learn the local language. The necromancer's technique for revival was imperfect, leaving the revived as cannibalistic undead but he finished a proper resurrection of himself. Now he seeks to deal with others who give sorcerers a bad name, as well as discussing the flaws and inaccuracies of Arthurian romances. He possesses surpassing skill with Black Magic and while he lacks the other capstone perks on offer he possesses the enhancements you would normally see to Black Magic with them all. In addition to his skill at magic he has a Twisted Tongue as well as a Receptive Mind and the occasional Nightmarish Visions.

383. Mr. Carter (300):

This minor, but skilled, poet has apparently had an adventurous past. While he's somewhat secretive about it, he seems to have been informed of your coming through his dreams, and has decided to join you so as to explore the varied worlds beyond humanity. While he lacks the encyclopedic knowledge of lore of a professor of the occult, or the knowledge of minor spells of a sorcerer, he has some strange insights into the nature of the minds of inhuman beings. While he doesn't talk much about his past it does seem to have given him some significant skills. He is well-versed in traveling planes of thought, mind, and dreams, and even in other worlds will be able to enter a world made of the communal unconsciousness of the Earth's dreaming races, either as a mental projection of himself or as a physical body. This is a world of wonders and nightmares, but Mr. Carter is an experienced traveler in such places, and has learned to use it to travel across the world. Of course that sort of communal dream is limited to a single world, but he can go further if he needs to with a technique he has learned to exchange minds with another incarnation of the cosmic ideal that he is a minor incarnation of, placing them in his body while taking control of theirs across time and space. A skilled dreamer he has Nightmarish Visions but it is significantly improved, giving him clearer dreams, and occasionally precognitive dreams on other subjects, and he can even seek out dreams on specific subjects. Beyond his skill in dreaming he has an Artistic Temperament (poetry), Friendly Face, Receptive Mind, Still Sane at the End, and he's picked up Weird Science in his travels, collecting elements of Mi-Go and Yithian science.

384. Howard King (300 CP):

Considered the greatest horror writer in the world, the man is extremely secretive about his life and lifestyle. In fact even his publishers only have contact with him through his editor. And recently his editor attempted to murder someone in broad daylight with an ax in a moment of immense madness. He has decided to open up to you instead, accepting you as his new editor and link to the outside world. Or perhaps he is the link to the outside world and you are his link to the normal world of mankind. It would seem that after years of struggling with the visions which assailed him in nightmares, he has finally accepted his place as a herald and high priest of the Old Ones who once ruled this world and will do so again, and he sees you as a means to help them reclaim not only this Earth but the multiverse. He is a horror author with an upgraded Artistic Temperament (horror writing), though the way his words affect the minds of readers and even seem to affect the world itself through his Mouth of Madness is probably of more interest to you. He is also a Grand Master of the Esoteric with Black Magic though his magic is extremely specialized through his writing, allowing him to use it to establish a domain, control those within it, warp their perceptions, or even to warp reality based on how much faith and belief people have in his writing. He has a Corrupting Presence (physical) which is partially used in constructing his domain for sorcery, leaving him less than the most mobile, but he comes with A Town with a Dark Secret and a Ritual Site to help make up for that. He has Disturbing Behavior and a Twisted Tongue, as well as Nightmarish Visions.

385. The Professor (300 CP):

A tenured teacher at a prestigious university, this aged man has long experience in protecting humanity from the Great Old Ones and outer things. He seems to have been everywhere in his

youth, having collected a veritable treasure trove of occult lore and what isn't in his mind seems to be in his books. If his stories are to be believed he's got years of experience combating dark cults, and worse things. He claims to have encountered mi-go in the Himalayas, to have seen a great, ruined city in the depths of Antarctica and survived the terrible creatures within (though the dynamite used in his escape closed some of the tunnels), and to have even killed the direct spawn of an Outer God with his elephant rifle. Whether his stories are true or not, he does seem to have government contacts who trust him and come to him on these matters (something related to "the bombing off Massachusetts"), and he does have a way of finding conspiracies and cults, and of disrupting their plans. He has agreed to come with you if you'll help him to continue his quest to protect humanity against the horrors of the Outer Gods and their servitors. He is dedicated to this self-imposed crusade going to whatever lengths he needs to for the purpose of defending humanity against these uncaring and alien gods. He has Conspiracy Finder, Disrupting the Ritual, Punch Out Cthulhu, Still Sane at the End, Doctorate (several Anthropological ones), Researcher, Expanded Pineal Gland, Master Folklorist, Receptive Mind, and Analyzing the Impossible. He has his Certification, a Well-Stocked Library, and an elephant gun which functions like the Shotgun. While he no longer has a copy of the book, his studies of the Necronomicon has taught him how to prepare the Powder of Ibn-Ghazi which can render normally invisible entities visible and selectively tangible ones tangible.

386. Three Souls (Free)

Like all human beings here, you have not one soul but three. Your Name Soul comprises your sense of self and memory, and losing it after death ensures you will linger as a nameless, formless ghost bereft of true selfhood. It is possible for your name soul to temporarily leave your body, in which case that body will sleepwalk in pursuit of it, but if your name-soul becomes sick or lost, you will forget yourself and who you are. Your Clan Soul comprises your sense of right and wrong, and helps to feel and express emotions. Losing it after death results in a demon; a creature with selfhood but no sense of what is right and wrong, and thus able to do anything in pursuit of its thirst for life. If this soul becomes sick or lost in life, you will have less and less regard for those around you; you will become unable to tell right from wrong, and behave callously and cruelly.

Finally, your World Soul is your connection to the Nanuak, the great life-energy and soul of all things. It is the seat of supernatural power, and more importantly your connection to the world. If your World Soul becomes sick or lost somehow, you will lose the capacity to understand the world around you - a deadly prospect for a hunter-gatherer. Your senses become no weaker, but you will not be able to interpret what they tell you, or relate what you see to your knowledge. Under normal circumstances, this shouldn't really have much influence on your day-to-day life. However, so long as you have a healthy World Soul you will have a sensitivity to the world around you. You will be able to tell when a place is sacred or naturally-powerful or when it has become corrupted or tainted. When near a being with a powerful spirit - an

ancient, mighty tree, a sacred animal, a powerful mage - you will be able to sense their power, and likewise you will gain a limited sensitivity to the presence of spirits, lingering souls, prowling demons or similar. This doesn't mean you'll be able to clearly perceive them, but you'll be able to sense they're there - and you might be able to sense when a person has been possessed or inhabited by a demon, or when they're soul-sick, unless they go to lengths to conceal this. Additionally, you know how to place the death-marks on the heels, forehead and chest to help the souls stay together as they journey to the afterlife. In future jumps, you may use these marks to speed souls on their way after death in a similar manner, preventing them from lingering or becoming ghosts unless they truly want to.

Following this jump, you may choose to retain this complex soul-anatomy, or return to whatever schema you used before. You retain the skills and sensitivity this perk grants.

387. Survivalist (100 CP; First Free)

The world of the Clans is divided into four; the mountains, the forest, the sea and the northern ice. Choose one of these environments; you are entirely able to support yourself in such an environment, supplying yourself with everything from food to clothes to shelters to hunting tools and survival gear from only those things that can be naturally found there. This also gives you proficiency in the use of whatever tools are required for such survival; survival-skills in the sea include the ability to handle a skinboat, for instance, and all regions provide knowledge of how to kindle fire, and how handle axe, spear, knife and bow and arrow for the purposes of hunting and dressing kills. In addition to the demands of practical survival, you also know the small rites and customs common to the clans of each chosen area. For instance, you know that sea-clans frown on mingling things of the sea with those of the forest, and how to avoid giving offence to the north wind if you travel up to the ice. In future jumps, this extends to a certain affinity for appeasing natural spirits of appropriate environments. In jumps without such apparent spirits, observing such customs seems to bring you a little extra luck - so why not? The first version of this perk is free. You may purchase it up to an additional three times for 100 CP apiece to gain understanding of the other parts of the clans' homelands.

388. Well-Weathered (50 CP)

You possess a body shaped by the rigours of hard, outdoor life. You endure the elements well, and you're strong and tough enough to make your way in this harsh world. Effectively, you have about three-quarters human peak in strength, speed, endurance, coordination and reflexes, and can at least keep all of these qualities at a similar level without conflicting with one another. So long as you get regular exercise and don't absurdly overindulge, you will be able to retain this physique without constant effort. You may treat this as a body mod, if you so choose.

389. Craftsman (100 CP)

While all people living in this world learn how to make all manner of things for their survival, you are particularly skilled in the creation of stone-age tools and objects. Your bows shoot straight and don't break save under incredible force, your spears are the envy of most, and

you could make a skinboat which could endure harsh storms. Such creations are often in high demand from others, and you could earn yourself no small amount of regard by making them as gifts - or even asking favours in return for your craftsmanship.

390. Charming (100 CP)

Like Bale of the Seal Clan, you are gifted with both fair speech and a fair appearance. In short, you're notably handsome and/or beautiful, and are good at capitalising on your good looks and charm. You've got a talent for making good first impressions, and there are few who would deny that you're at least good-looking, even if they don't like you.

391. Spirit Walker (400 CP)

Said to be given only once every one thousand years, to say that the gift of Spirit Walking is a rare one would be an understatement. In the normal course of things, Torak would be the Spirit Walker of this age but, lucky you, you're one too. The most foundational gift of the Spirit Walker is the ability to send out your Name Soul and Clan Soul to inhabit the body of another, while your World Soul remains in your body to keep you anchored to life. This can be done by will and a form of meditation alone, but this takes great practice; until you can achieve such mastery, you will need to make use of a special blend of herbs to Spirit Walk. While Spirit Walking, your body will be unconscious, but you will be able feel and perceive all that the being you inhabit perceives as well. In this way, a Spirit Walker can see far away, perceiving things at great distances from their body, and can communicate with their host regardless of language or even lack thereof; souls-to-souls, a Spirit Walker can communicate with a bear as easily as with a human being. To go further, it is possible to directly control an inhabited body, either by the consent of its normal occupant, or by overcoming their souls to take control yourself.

With great skill in Spirit Walking, it is possible to not only inhabit the bodies of living beings, but even natural features. These have their own slow, powerful souls, fragments of the World Soul itself, and it is very difficult to understand them, but through such visitations you might gain a deeper understanding of the nature of the clouds, or the ancient experiences of the mountains, reaching back to when they were reared up from the earth itself. However, touching such vast consciousnesses as the Forest or other great features of the land is dangerous: It may be near-impossible to escape their grip and return to your own body. It is to all intents and purposes impossible to command such mighty powers, but a Spirit Walker might be able to 'persuade' such things to take action; to cause a mountain to let loose an avalanche kept long in waiting, or to influence a storm to be especially strong in a certain area.

Regardless of what you spirit walk into, this is not something to be done lightly. Something of whatever you enter will stay with you; usually only a trace, but sometimes more significant. If you spend time with your souls inside a viper, you may become more focused and intent. A wolf might impart an increased sense of group cohesion and loyalty. This can even induce minor physical changes; after spirit walking into the trees of the Deep Forest, Torak's eyes gained flecks of green, and he slowly became able to tap into a little of their ageless wisdom

within himself. This Perk acts as a capstone booster. However, if your abilities are discovered, you will suffer the effects of the Soul Hunger drawback for no additional CP.

392. Demon (400)

You are not human. You may wear human flesh, but your souls, your true self, are that of a demon. You may choose whether the body you wear is your own or that of some poor unfortunate into which you were once summoned and bound, their souls cast out while you take their place.

Whatever the case, your inhuman nature affords you many benefits. First and foremost, your own spiritual potency is added to that of your host body; by default this makes you about half again as strong, fast and enduring as you should be, your flesh fortified by demonic might. As your spiritual power increases, though, this benefit likewise increases. If you grow strong enough, you might one day equal the Demon Bear, inhabited by an uncontrollable elemental, and so powerful that no effort of the Clans could defeat it; only the World Spirit's intervention by avalanche could end the creature's rampage. As an added bonus, because you are one-step removed from your body, its pain does not particularly impact you, though actual debilitation still would.

Secondly, like a cruel parody of a Spirit Walker, your demonic spirit can slip the bounds of your flesh, leaving it alive but insensate until you return. While roaming in demonic form you are a naked spirit; hard to see under normal circumstances, but able to shape-shift to appear as almost anything no larger than a bear. You have no physical substance and cannot be harmed by most physical means, but spiritually-powerful objects can interact with you, and you are much more vulnerable to magic which can bind or command spirits. If your body is killed, you enter this state automatically.

Thirdly, while acting as a demon, you can crawl into the mouths of sleeping, drugged or otherwise mentally- and spiritually-vulnerable animals or individuals to possess them. While doing so, you can either cause their souls to slowly sicken, making them lose respect for right and wrong in the case of the Clan Soul, or impeding their memories, sense of self and connections to others in the case of their Name Soul, or you can directly control them. Such control is imprecise and temporary save in those whose Clan and Name Souls are profoundly weakened - such as the children made into Tokoroths - but could let you do things like cause a person to go into danger or attack a loved one while sleepwalking.

This perk acts as a Capstone Booster. However, you must take the Weak Clan Soul Complication.

393. Walker (100 CP)

You have the endurance and hardiness for long journeys, and an excellent sense of direction to help keep you from getting lost in trackless wilderness. Once you've seen a landmark, you're certain to be able to recognize it again. Finally, you're less bothered than others by loneliness or isolation; you still feel the need for human company, but you won't suffer any serious psychological ills for spending years at a time alone.

394. Well-Met (200 CP)

You have a talent for making good first impressions. If someone met you in the open forest, they'd at least give you time to explain yourself, and it wouldn't be too hard to make a new friend with such a brief meeting. This doesn't necessarily give you a strong connection, but it'll give you the start of one. Additionally, this kind of good impression means you can generally beg for sanctuary and hospitality, as long as whoever you're asking it from isn't hostile to you and doesn't have good reason to deny you.

395. Perspective (400 CP)

Perhaps because of your position outside the normal Clan-structure of this world, you have a particular ability to understand the groups of others. By observing such groups, you can quickly gain insight into their natures and structures - their traditions, practices and group dynamics, and how and why those have arisen and taken hold. This doesn't let you pluck information out of thin air, but you're excellent at working it out by deduction and investigation. Furthermore, you're good at questioning and discussing such group peculiarities with people without risking offence. You could engage in a civil discussion with an Auroch Clan member about why they make their fires just so, with only wood and no stone or strike-fires. With enough time and some care and tact, you could even work to slowly create changes in such traditions - though that won't be risk-free.

396. Finding Family (600 CP)

It is a terrible thing to be clanless in this world. Fortunately for you, that's not a state which has to last forever. With this perk, you gain an incredible ability to pick up the skills, mannerisms and philosophies of clans, groups and societies, and to display them in such a way that even those raised within them would, if they didn't know better, say you were raised in the same way. This kind of cultural assimilation only takes a few days to begin, and within a few months you'll be like a native. With time, it may become almost an inevitability that you'll be offered some form of adoption or inclusion into the culture. Even completely closed societies, like those who only accept those born into them, would at least be open to considering adopting you into them. If you turn down this offer, you'll still be looked on favourably, though either way this perk doesn't mean that your relations will stay good if you're a dick.

If you're a Spirit Walker, this kind of inclusion and adoption goes beyond the social and into the magical and spiritual. If you're adopted into a group or society, you'll be able to learn any skills native to that society at four times the normal rate, until you reach the level of an experienced member. Furthermore, if the group has any kind of special magic or power associated with them, you can gain access to that ability as well over time by a combination of spirit walking into people from that group, as well as earnestly participating in that community. Finally, you gain a greater affinity with your Spirit Walking with humans and humankind in general. It is easier for you to Spirit Walk into other people, your communication with them is especially clear, and with a few such visitations and conversations - ideally consensual and amicable - you can absorb customs, languages and

other aspects of culture at great speed. Additionally, it is easier for you to hide your souls' presence within another, letting you observe from behind their eyes unnoticed.

If you're a Demon, on the other hand, you have an incredible level of cunning and charisma for a particular end: Building trust and causing others not to pay attention to what you don't want them to. With your skills, you could speak to a hunting party as a marked outcast, and within a month be an inner member of their Clan, beloved and trusted by all save those you directly and obviously harm. With time, you could turn families against one another and themselves with manufactured grievances, all the while seeming the reasonable, peace-seeking party. You can dissemble your true intentions such that only clear and obvious proof of your lies will suffice to break them, and you're damn good at keeping that under wraps. If a society falls into your clutches, it will be very hard to root you out again, save by direct force - and if that happens, you can count on your trusting friends to try to save you.

397. Keen Senses (100 CP)

Your senses are especially sharp and attuned to the world around you. You notice the minute details others might miss, and can tell the normal sounds of the forest from the crack of a twig beneath a stealthy paw. This aids you in all forms of tracking or investigation, but also functions as something approaching a danger sense; it is very hard for someone – or something - to sneak up on you entirely unawares.

398. Warrior (200 CP)

Though outright fighting between people is rare in the Forest, it does happen, and you're more than ready for such an occurrence. You're unusually strong and tough, allowing you to keep fighting through wounds that would subdue lesser people. Furthermore, you are an expert with both bow and spear, and more than capable of using them to bring down men as well as animals.

399. Shadow (400 CP)

In the Forest, to be seen is to be in danger. This doesn't guarantee peril, but in general it is better to see than be seen, and that is your area of expertise. You know how to move so as to go unnoticed, how to conceal yourself in almost any natural environment and, given a few minutes, how to create camouflage to render yourself almost invisible so long as you stay still, and only a little more obvious when moving. Even wolves would have a hard time tracking you, as you know how to hide or conceal your scent and any other traces of your passage.

400. One With the World (600 CP)

You have an understanding of the natural world which borders on the preternatural. You can instinctively understand why an animal takes the actions it does, how you could direct those actions (for instance, how to create a stampede so it doesn't trample a camp, or how to plant trees to block the wind), and how to take on different appearances to animals; how to appear non-threatening, or as a friend, or a threat too dangerous to lightly challenge. This understanding extends beyond animals, though, and into the natural world itself. Not only does nature itself seem to guide you to what you need to survive, such as clean water or

sources of food, you have an instinctive ability to understand both the landscape and whatever ecosystem you find yourself in. A few days spent in the deep forest would let you extend all your skills from the open forest to that new environment. Finally, you are able to easily understand and trace back the causes of any disturbances in the natural world, identifying their sources and ways to address them.

If you're a Spirit Walker, you gain an incredible affinity for using that gift to connect with animals in particular. By experiencing life as an animal species, you can come to understand it so deeply that you can effectively communicate with them as if you shared a language, even while not Spirit Walking. Furthermore, when you spirit walk into living things, you may bring more of their qualities with you when you leave. These benefits are subtle, and require time to build up to noticeable levels. Frequently Spirit Walking into a wolf, for instance, might enhance your senses of smell and hearing, while spending time with your souls inside trees might grant you some of their patience and even their longevity over time. This deeper communion often leaves deeper marks on your psyche as well, however - so be careful.

If you're a Demon on the other hand, your deep understanding of nature and its ways only gives you more ability to break it. You know every weak point in an ecosystem, how attacking or removing one species might cause another to run amok. You are an expert in setting traps of all kinds, whether physical traps to catch and injure your enemies before they notice, or more tactical traps, such as leading an enemy force into a location where they can be wiped out. Finally, you are a master of turning almost anything you can find to violent purposes, from adapting magic for warfare to building improvised weapons to breeding and conditioning animals as weapons of conflict.

401. Empathy (100 CP)

It is said that the ancient Spirit Walkers could become other people, truly understanding their minds. You don't have that gift, but you do have a keen sense for the thoughts and emotions of others. More often than not you can tell when you're being lied to or deceived, and tell people's true feelings on a subject even if they don't tell you, as well as guess how people would feel about something, based on what you know about them. A useful skill for a clan-leader.

402. Weighty Words (200 CP)

Understanding others and making wise decisions is one thing. Getting people to go along with them is quite another. So long as you don't show yourself to be incompetent or malicious, people tend to give your words a great deal of weight. If you pronounce judgement on a dispute, people will probably accept your arbitration rather than arguing. Even when leading others into danger, you can convince them that this is the best way to go.

As an additional benefit, you become quite good at public speaking and either encouraging or intimidating others, able to pick just the right words to get across the message you want and impress it upon the hearts of others. Even if they don't obey, they won't simply ignore you.

403. One People (400 CP)

Long ago, it is said, the Spirit Walkers helped all people of the world understand and live with one another in harmony. You can't quite claim that, but you do have a real talent for mediation, getting disparate groups to talk to one another, and persuading them to overcome their prejudices. Under your guidance, clans who've been feuding for generations could be persuaded to reach neutral terms, or even to ally - though it'd take some work.

404. The Sun Shall Rise (600 CP)

Trouble and suffering are facts of life. They come and go like the weather, bringing pain in its season and then passing away. No matter the situation, though, whether in hard times or good, you will be there. You have a near-inexhaustible reservoir of will and drive that can sustain not only your own spirit, but that of others as well. You may be exhausted, wounded or sickly, but if the situation calls for it, you will be there to provide guidance, a helping hand, or a wise word - even if you have to do it from a litter. Even if the forest were to be destroyed and you yourself on the verge of hopelessness, you could lead your followers forwards towards whatever faint light remains, lead them in the celebration of ancient traditions and tell stories to restore their faith in a better tomorrow. In short, you are the model of an indomitable leader, able to hold your people together even in the face of terrible catastrophe, and making the decisions you know to be right, even if they break your heart. With time and the demonstration of good judgement, you easily find yourself favoured for positions of authority by those below you and respected by your peers, and you can always maintain your outward calm and air of leadership in a crisis.

If you're a Spirit Walker, such is the power of your spirit that it can reach out to others even when you're not present. Even without spirit walking, those who follow you or have a close connection to you - your friends, your kin - feel the touch of your Clan Soul against their own; a kind of conscience reminding them of their better nature and providing spiritual support in dark times or against deadly foes. Additionally, when you send out your souls, you can send them over great distances to reach your followers and close connections to provide more direct guidance. Even if such a person was in the far northern ice, you could spirit walk into a bird and find them, and once you have found them you have an easier time than you ought in making yourself understood - even if the form your souls have entered can't speak.

If you're a Demon, on the other hand, your mighty spirit is a terror to your followers. You can effortlessly inspire fear, superstitious dread or reverence in the weak-willed, and even the brave will find their hearts quail before you. Under such conditions, it's easy for you to slowly wear down resistance to your rule, until people become accustomed to your domination and submit without thought to carrying out actions they might have once found heinous or believe things they might have once found strange as you slowly weaken their Clan Souls. Even far away from you, the memory of your power and your terror will drive them to obey you. If a person lives long enough under the shadow of your fear, it is all but certain they will become a demon when they die - and such a demon will retain its fear and reverence of you.

405. Signs and Omens (100 CP)

You have an attunement to the world which lets you pick up on subtle signs and omens, which can hint to you of things that are, or are to come. You can't control when these omens appear to you, and it can be difficult to tell them from simple coincidence - especially if you want or fear a certain thing to be real - but some will be true. Interpreting these omens can become more certain if you go into a trance to do so; an essential practice for mages which the Magecraft perk will teach you.

406. Magecraft (200 CP)

You are learned in the skills of mages; you are proficient in all the basic forms of magecraft - healing, poisoning, summoning, binding, sending, severing, cleansing and the reading of omens - and have especial skill in a particular branch or specialisation. Perhaps you are a master of the interpretation of omens and signs, allowing you to accurately sense the locations of prey or dangers to come, you are a master of cleansing and purging evil influences, or an expert in understanding the thoughts and intentions of others. Whatever your specialty, through the use of herbs, rituals, trances, potions, incense, chants and the making of charms, talismans and effigies from natural materials, you can work subtle but potent magic. Don't mistake subtlety for weakness, though; a curse-stick can afflict a person to death by sickness, and a sleeping-draught could bind a whole clan into slumber. With a powerful link to a person, such as their hair or a pebble they placed their clan-marks on, you could even influence them from afar, summoning them, sending help or afflicting them with sickness. This perk may be repurchased, granting you an extra specialisation with each subsequent purchase.

407. Weaving Words (400 CP)

You have a mage's talent for making cunning use of your words, and the delicate tapestry of taboos, traditions, laws and ceremonies which weave together the fabric of this world. You are learned in all such matters, able to tell evocative stories and inspire powerful emotions through such means, or through ceremonies and rituals. You are also a master of making use of a culture's traditions and rules. This could be anything from invoking superstitious fear of a mage to go unmolested, to calling on ancient laws and rights to be honoured so that peace can be reached, to using the threat of communal shame to compel individuals to act according to the expectations of their culture. With time, you can even change such taboos and accepted ways of being, using cultural manipulation to shape the societies which surround you. With a manufactured enemy or two and some performances of power, you could transform clans into fearful, xenophobic forces leashed to your control - or you could work to change cruel traditions for the better.

408. Mighty Spirit (600 CP)

If you had been present when the Healers formed, doubtless they would have asked you to join. You have great strength of will and spirit, and can manifest this sense palpably to others, in accordance with your intent. If you mean to protect a group, your power will feel protective and uplifting; if you are hostile, it will be intimidating, almost crushing, such that the weak-willed will feel unable to act against you at all. Your power lies about you like a mantle, making most reluctant to harm you - though you can conceal this aura as well, if you so

choose. Furthermore, any magic or magecraft you perform is enhanced. Any given spell may not necessarily have a greater effect, but you will be more able to command great works of magecraft, like the ice-storms of Eostra. Moreover, your spells will become more forceful and harder to turn aside or counter; only a powerful mage can hope to oppose your magecraft directly, and if you enter a mystical or mundane contest of wills, you are all but certain to win. Only the very mightiest powers can match you directly, and only the greatest of agonies or terrors turn you aside from your purpose so long as you still wish to pursue it - though you are not omniscient, and more subtle means of opposition may yet disguise themselves from you, or misdirect your power to your own undoing. Finally, you know a terrible secret. You know a ritual to prepare another for sacrifice, readying them and yourself to steal their power. This rite requires that you kill your victim and devour their heart, but if successful you can take into yourself any one mystical or spiritual power source they might possess. Spirit Walking is one such example, but you might steal another's connection to the Force, or the ability to bend an element. This cannot steal purely physical or psychic abilities, nor mundane ones like intelligence.

If you're a Spirit Walker, you are undoubtedly the greatest mage of your generation, and a dozen generations before. Such is your power that you no longer need rituals to perform many of your feats, able to communicate with or command demons, ghosts and other lesser spirits - to leave or to obey - by directly contesting your will and souls against theirs, without need for a tool such as the Fire Opal. You could even reach out to the very recently dead, returning their souls to their body as a form of mystical resuscitation. More than this, though, you have gained the capacity for two particular rituals. With a lengthy rite, you can transfer all three of your souls permanently from your body into another's. Your body will die, but all your souls, memories and powers will follow you into your new form, which must be a living creature, but otherwise may be anything you choose. Effectively, you can become immortal by transferring your selfhood from one body to the next - though by doing so you cast out the souls of your new host, likely to become a demon or ghost themselves. Alternatively, you may perform an initiatory rite with another person, Spirit Walking into their body and bolstering their World Soul with your own. In this way, you can grant others any magical or spiritual ability you yourself possess, though only at a very minor level to begin with. Effectively, this allows you to impart to others a 'seed' of potential to interact with a certain magic system, which must be cultivated and nurtured to be of any great use.

As a Demon, on the other hand, you are a terror like no other the Forest has seen in living memory or the tales of olden times. With your demonic might alloyed to the power of your magecraft, you are a true master of demons. You can command demons and ghosts as if you held a shard of the Fire Opal, mastering them with your mere presence and will, compared to the rituals of mere human mages. If you held such a tool yourself, you would be able to create and entirely control even such monsters as the Demon Bear, which required the intervention of the World Spirit to defeat. Beyond your magecraft, however, you have another truly terrifying power: Unlike those who merely claimed the title, you are a true eater of souls. If you can subdue a ghost, spirit or demon, or the souls of the dead, you can devour them in whole or in part. Devouring the Clan Soul creates a demon, which you can command as you would any other, while you gain your victim's understanding of those close to them.

Devouring the Name Soul instead creates a ghost you can use as a messenger to send images in dreams and visions to those connected to it, while you gain a portion of your victim's skills and memories. Devouring the World Soul increases your spiritual power; it doesn't give you any special abilities your victim might have possessed, but it increases your own power based on that of your victim. This can be done alongside the heart-eating rite.

409. Wild Clothing (Free)

You have clothing suited to your starting location or clan, as you choose. In the forest this will generally be well-made deer hide clothing, while on the sea it will probably be seal-hide. In the northern ice, these will be clothes designed to protect you against the bitter cold and the glare of the snow, including a bone visor with a thin slit to see through. This item also gives you all you need to repair such clothing.

410. Clan Tattoos (100 CP)

These tattooed markings, unique to each Clan, mark you as a member of that Clan, for better and worse. Those of your own clan will consider you a kinsman and treat you as such, while those of other Clans will treat you as an outsider, but otherwise according to their relations with your home Clan. Additionally, you have a pouch of ochre, used to give the dead the marks their souls need to remain together as they journey into the afterlife. After this jump, you may choose to remove the tattoos permanently, or to keep them. You may hide or manifest them as though they were an alt form.

411. Spirit-Walking Herbs (100 CP; Free with Spirit Walker)

For most, these herbs merely produce a disorienting effect as the Name Soul comes a little loose, leaving one forgetful and prone to sleepwalking for a time. For a Spirit Walker, however, consuming the herbs which come in this small hide pouch allow you to easily walk outside your body and explore the wider world. There is enough in this pouch for a dozen such uses, as well as seeds to grow more. Thankfully the herbs grow quickly and hardily, and are easy to preserve, so after planting you can expect a new batch in a week, along with new seeds.

412. Bow and Spear (100 CP)

A fine bow, a good quiver, and two dozen well-made arrows, along with a finely-made, stone-headed spear. All a hunter needs to make a living in the forest or on the sea, if he knows what he's doing.

413. Skinboat (100 CP)

A well-made boat of sealskin stretched over a wooden or bone frame, light and able to skim easily over the water - as long as you know what you're doing. If you don't, enjoy going in circles. Oh, and you get a paddle, too.

414. Mark of Authority (100 CP)

An item or symbol of your authority, respected by others and acting almost as a stamp of your identity. You can choose its precise form, but common ones might be an amulet, a carved staff or something similar. When holding this, people tend to listen to you a little more, and give your words a little more weight. Additionally, if you have the gift of magecraft, using this when facing spiritual forces will give your work a little more oomph.

415. Crafting Tools (100 CP)

A bag filled with bone needles, gut threads, good stones for knapping, a small set of slate and flint knives, stone scrapers to help with cleaning hides, a good hand-axe, and otherwise everything you'd need to make most of what the people of this world know.

416. Animal Companion (100 CP)

You have a friend, an animal who you have a close connection with, and who has become a dear companion. With the base purchase of this Gift, they are loyal and intelligent, but mundane and no larger or more intimidating than a dog, wolf or raven. For an additional 100 CP, your companion is more formidable, such as a young elk or smallish bear. Either way, you can more or less understand one another. Your companion is not immortal (unless you have some means to make them so), and will not return on death, but if they do die you will discover either a descendent or another animal willing to take their place. For any magical purposes, you may treat such a companion as a familiar. At the end of this jump, if they so choose, you may take this companion with you.

417. Guide (200 CP)

Your animal companion is no longer mundane. Instead, they are a mystical animal-guide, with intelligence bordering on that of a human - though their perspective is certainly not the same. They can perceive demons, ghosts and other spiritual beings as easily as any other thing in the world, can sense such entities at a long distance - for instance, scenting demons on the wind. They can lead you to hidden places, particularly those of supernatural power, by a kind of supernatural instinct and, most impressive of all, they have some influence over demons, ghosts and souls, such that they could frighten away lesser spirits and act as a guardian, hold down a possessed beast by biting its spirit as well as its flesh, or lead your souls back to your body, should they become lost. For the purposes of discounts, this counts as a separate 200 CP purchase.

418. Host (200 CP)

Your animal companion is no natural creature. Perhaps they once were, but through the machinations of a dark mage they have become host to a powerful demon, maybe even a lesser elemental; that left behind when a great natural feature is destroyed, such as a glacier or a mountain. They are not so loyal to you as another animal companion might be, but they will obey you so long as you maintain control, and the spirit within them has given them both human intelligence - though with all the malice and strange perspectives of demonkind - as well as terrible toughness, strength and speed; perhaps double the normal attributes of their kind. Finally, as a spiritual being, they have the power to perceive other such entities clearly,

and can attack them, though they are incapable of the more subtle feats possible by a Guide. For the purposes of discounts, this counts as a separate 200 CP purchase.

419. Travelling Gear (200 CP)

A pack, a portable tent, ice-picks, clothes to resist (most of) the worst this land can throw at you, ropes and a sleeping roll with feathers or fur on the inside for warmth. Really, everything you need to keep yourself safe from the elements - safe-ish, at least - and to reach anywhere on land, provided you've got the patience and endurance to walk there. And, to help you out a little more, a pair of really good hide boots, comfortable enough to never give you blisters, tough enough to never wear out, and which somehow never get wet or damp inside.

420. Canoe (200 CP)

A finely-made canoe, able to seat three people alongside gear, and hardy enough to endure both rough seas and wild waters. So long as you know how to handle it, this canoe won't break or capsize save in the worst of storms, and even if it does, a new canoe you carve will have the same properties. Comes with paddles as well.

421. Mage's Tools (400 CP)

This sack contains all a mage needs to work their crafts, from charms of bone, feathers and teeth to herbs, pigments and minerals of all kinds, to stone bowls and bone pestles. Much of this would be more or less incomprehensible to most people of the Forest, but to a mage this would be a treasure trove. With these and the right knowledge, you have all you need to concoct potions, poisons and remedies, enter revelatory trances and otherwise take advantage of the subtler side of the world. As an added bonus, this sack also contains all the seeds you'd need to grow more of any herbs, and comes with the knowledge of where to find more of any inorganic materials, or to create replacements for lost or broken tools.

422. Hunting Grounds (400 CP)

Choose a biome within this world, whether sea dotted with islands, open or deep forest, mountainous highlands, the sea shore or the harsh northern ice. You know of such a region in the world, unknown or generally avoided by others, about ten miles in diameter. It is as rich and bountiful as can be hoped from whatever biome you chose in whatever animals and plants are appropriate, and so long as you remain in this jump will stay untouched unless you lead others there yourself, or they pursue you into it. Even then, people will tend not to stay long-term unless you let them. So long as the ecosystem is not totally destroyed, it will recover swiftly and healthily from damage. In future jumps, this region may either be inserted into new worlds as you choose, or be added as an attachment to your warehouse however you choose; whether as a separate 'pocket dimension' or as a place your warehouse is situated within - usually in concealed fashion, such as inside a hillside. If part of the warehouse, the hunting grounds experience seasons and other environmental phenomena as usual.

423. Tokoroth (400 CP)

The result of the darkest of a mage's crafts, a Tokoroth is a monster, and a tragedy. A Tokoroth is a child taken at a young age from its parents, kept in the dark and fed only just enough to keep it alive, until it forgets all love and even the memory of its own name. Then, a mage summons a demon and imprisons it within the child's body, suppressing their souls and taking control of the body. Tokoroths are powerful and cunning servants to such evil mages, as despite having a relatively animalistic intelligence, they are very cunning and adept in all manner of malicious traps and tricks. They are stronger than their bodies should allow, and a skilled mage can command them to do almost anything, as they lack any sense of right and wrong which would prevent them from doing so. They are both reviled and terribly feared by the Clans, as they combine the inhuman malice of a demon with a physical body able to perform such evil in the world. You have such a tormented being in your service and under your command. It has a child's body to begin with, about the age of ten or so, but it will age as normal. As a Tokoroth ages, they become better able to pretend at humanity, while their physical abilities likewise grow. It will obey your commands to the best of its ability - as long as you can bear using a forsaken child in such a way.

424. Clan (600 CP)

You are the leader of an entire Clan. You may choose its clan guardian animal, the form of its clan tattoos, and either roll on the Location table above to determine its homeland, or have it begin in the same location as you. Your Clan consists of about fifty people, all reasonably skilled survivalists, but none truly exceptional. For exceptional members, consider buying the Pack Gift. It also includes your clan's home grounds - about a mile diameter around their camp - and the contents of that camp; spears, bows, fishing lines, tents, shelters, a bone-ground and everything else a neolithic society might need – apart from hunting grounds, of course. In future jumps, you may either have your Clan and their grounds attached to your warehouse, or inserted into the world in appropriate locations.

425. Fire Opal (600 CP)

You have in your possession a previously-unknown shard of the Fire Opal, a mystical gem with strange and terrible powers. A couple of inches long and about half that wide, this shard of the Fire Opal is a beautiful, fiery red, and seems to capture and throw back any light which falls upon it, creating a reddish, internal glow. More than its beauty, however, the Fire Opal has potent powers in magecraft. It attracts demons, and can be used to amplify any magic to attract, summon, control or bind demons. Still, there are limits to its power; even with the Fire Opal, the Soul Eater Tenris could create the Demon Bear, summoning a mighty elemental into the body of the bear and trapping it there. However, he couldn't control it, only set it loose to rampage and to hunt down particular individuals above others. In future jumps, this jewel will amplify the potency of any similar magic to deal with demons or demonic entities, making it easier to accomplish any related feats. Furthermore, while under the command of the jewel, demons will not be able to resort to rules-lawyering or other chicanery to get around the letter of their bindings; while you command them with the jewel, they will obey in good faith, so long as you can command them in the first place. If you lose the jewel, however...

426. Medicine Horn (600 CP)

Though beautifully-made, this medicine horn - the hollowed-out tip of an antler used to contain earthblood and other substances used in spiritual rites - seems at first glance to be nothing particularly special. Which is, in fact, why it's special. Carved from a tine of the World Spirit's antlers (who knows why it deigned to permit such a thing?) the horn has a powerful protective virtue. While you wear it or keep it on you, any magical or spiritual power of perception cannot find you, or discern anything mystical about you. As Torak's mother's medicine horn protected him from the Soul Eaters noticing his nature as a Spirit Walker until he all-but told one of them, so you too will be protected. In the galaxy of Star Wars, you would slip beneath the notice of Jedi and Sith alike; the Force would not reveal you. In Middle-Earth, the eye of Sauron or the Palantiri would not fall upon you unless you unveiled yourself to them directly (putting on the One Ring still wouldn't be a good idea). Anything kept inside the medicine horn will be similarly concealed, and any harmful or corruptive effects it has will be contained. The horn isn't very big, though, so don't try to stuff too much in there at once. Additionally, once per jump (or ten years, whichever is shorter), when you or those you care about are in grave danger, the horn will bring help and protection. This won't necessarily get you out of a scrape completely, and the form this aid takes will either be shaped by the nature of the spirit or magical phenomena in that world (e.g. in Lord of the Rings you might be saved by the great Eagles), or seem to be a coincidence, but it'll ensure you have a way out of your predicament - if you have the will to take it.

Warhammer 40.000 – Necrons SB Version

Call me Mr. Necron/Necron Physiology (Free)

Call me Mr. Necron (Free):

One thing you have to admit about the Necrons is, the names are pretty damned cool. Trazyn the Infinite, Imotekh the Stormlord... there's a panache to them. Now you get your own Necron name, complete with epithet. You may insist everyone use it whenever they address you or refer to you in the future, and people will do so regardless of what it may exactly be. If you ever get tired of it, you can select a new name and epithet and people will start referring to you by that instead. Your name also invokes an emotion of your choice in people, such as awe or fear.

Necron Physiology (Free):

The Necrodermis shell that serves as your body may be regarded as a curse by many, but it is not without its upsides. Perhaps the most obvious benefit is that you do not age. Your once pathetic lifespan is now immeasurable. Just as it resists the ravages of time, it is remarkably resilient against damage. Your immaculately constructed shell can take damage comparable to the Artificer Armor of an Astartes, and what few wounds you sustain will be regenerated by Living Metal.

Taming the Untamable (600 CP):

The warp is a chaotic, disturbing thing, anathema to the cold order of your technology. It's a constant struggle, but one which you can now win. Whenever faced with things 'against the natural order', like the warp, psyker powers or magic, you find yourself virtually impervious

to their powers. Daemons fall before you, warp storms fail to affect your ships, and Psychic assaults break at your mind's shields. Nothing less than an Alpha level psyker can affect you, and their efforts are barely noticeable. This covers you to the same extent for all other sorceries and magics, including those in future jumps. You can tune this effect to let any sorceries you want affecting you through.

Martial Skill (100CP):

In this galaxy, it is commonly expected for an army's commander to join their forces on the front lines, personally engaging their foes in combat. And it would be obscene for a Nemesor to be outdone in this matter by the lesser races. Your skill in both long-ranged and hand-to-hand combat is on par with the champions of the other armies, able to duel Chapter Masters on an even footing even as your legions clash with the enemy.

Job Security (200CP):

Nemesor Zahndrekh is an utter madman, still operating under the delusion that he is not only still an organic Necrontyr, but his minions and enemies are as well. Still, his competence ensures that Sautekh retains his services. You have the same talent, being able to act as eccentrically as you please so long as you get results. In addition, you may forgo certain courtesies in battle so long as it is won. An honorable foe can be solved with a Deathmark just as effectively as a pitched battle.

Vargard's Spirit (400CP):

While most of your Necron minions will be non-sapient and fully dedicated to following every last order, there are still several Necrons below you who retain their free will. The Lycheguards, Deathmarks, and Vassal Lords can prove far less pliable than the average Warrior. Now you need not worry about any form of betrayal, as your minions are loyal to the point of death and beyond. They will never betray you through their own will, and hacking, brainwashing, or outright possession are off the cards as well. Do note that this does not protect you if you force them into a position to defend themselves.

Genius of Zahndrekh (600CP):

The Nemesors are the mightiest commanders of the Necron forces, capable of waging campaigns with such genius that mortal commanders would drive themselves to the point of madness trying to comprehend it. This genius is now yours. Your mastery of tactics, strategy, and logistics can only be compared to such luminaries as Zahndrekh and the human General Creed. You will be able to run rings around all but the greatest military minds without them even comprehending what is going on.

Power of Lip (100CP):

Orikan the Diviner is famous for two things; his unmatched knowledge of astrology and his tendency to be an insufferable genius to any Necrons who acquire his services. Alas, his skills at prognostication are enough to make the varied Overlords and Phaerons tolerate the constant insubordination they must put up with. You now enjoy the same benefits. So long as you

prove your worth, you will be allowed to get away with behavior that wouldn't be tolerated by anyone else.

Divination of the Stars (200CP):

The primitive astrologers of the mortal races have claimed to be able to predict the future through the composition of the celestial sphere for thousands of years. Unlike them, you actually can. Though this is by no means foolproof, dedicated study of the stars allows you to predict the future reliably. Do note that the more specific the prediction, the more unreliable it will be. "Which world will the enemy force attack?" has a much greater chance of success than "Which specific spot will each specific general attack?".

Knife of the Illuminor (400CP):

Just because your people are now composed of metal does not mean that the flesh of mortals holds no use to you. You must have spent a few centuries studying at the foot of Illuminor Szeras, for your understanding of biology is as impressive as it is terrifying. On top of already intimately knowing humans, Eldar, Orks, and Tau down to the last blood vessel, you can now easily gain similar knowledge of any other organic being through dissection. I shudder to imagine what a Cryptek would do with such knowledge.

Wisdom of the Ancients (600CP):

Necron technology is beyond all contenders, comparable to the greatest sorceries of the organics. To change the molecular composition of objects with specific soundwaves, spread madness through the enemy ranks with swirling mists, and manipulate time itself are but a few examples. True heights reach into unbelievable levels, things that violate all laws of nature and logic. It would take a truly brilliant mind to master all this technology, to understand and improve it. A mind such as yours, for example. You have the skills and raw intelligence needed to unravel the greatest, most advanced technologies of your ilk. Not only can you perfectly build and repair Necron technology, you can also adapt it to all sorts of purposes, come up with new tech on a similar level, and even improve the technology. This talent carries over to all forms of technology in future jumps too.

Bringer of Civilization (100CP):

As the vast majority of the Necrons passed the eons in a deep slumber, you and the other Triarch Praetorians had a different task. You traveled the cosmos, bringing thousands of primitive species the light of true Necron culture. It seems that you have a particular talent for this now. You have gained a particular skill at modifying the cultures of more technologically primitive species into line with your own values. If they are on the same scale as the Imperium of Man or the Eldar, this will not have much effect beyond letting you shift their priorities around somewhat. But for those who have not even left their homeworld, you can redefine their entire way of life.

Voice of the Triarchs (200CP):

The Triarch Praetorians might serve in the armies of Overlords and Nemesors, but they are by no means their servants. The Praetorians serve only the Triarchy and the Silent King, and they hold some power over even Phaerons. When you come at the behest of a greater power, even your nominal superiors will grudgingly accept your authority.

Play the Game (400 CP):

The politics of the Necron Dynasties are as vicious as they are petty. However, as the voice of the Silent King you must dig down into the muck. Fortunately you are quite skilled at it. You are such a master of court intrigue that the most devious Imperial nobles would take notes, your schemes not even being noticed until their victims cannot escape.

Discipline of the Court (600CP):

The Command Protocols might ensure no one takes action against the Phaerons of each respective dynasty, but that does not mean Necron politics are anything but vicious. The various Lords and Crypteks constantly scheme to advance their own station, at the expense of their rivals. Such inefficiency is counterintuitive to the Silent King's goals, and you will not stand for it. You have overbearing authority in the form of the mighty one you represent, and the interpersonal skills to make use of it. You can get to the root of strife and discord of all sorts, and come up with solutions that, if they don't please all sides, leave them all as little disgruntled as possible. If it's not at all possible for a conflict to be resolved in this way, you can nonetheless force a ceasefire by exerting your power, personal, political, social or otherwise. While both are inviolable so long as you're around to enforce them, the latter obviously has far lesser staying power than the former in your absence. But you can expect it to last a good while, all the same.

Harvest of Souls (100CP):

It was the hunger of the C'tan that brought about the devastation of the War in Heaven, inspiring the Star Gods to strip the Necrontyr of their pathetic flesh so as to both feast upon their souls and forge them anew in living metal. Now, you too feel that same unholy hunger in the depths of your being. It will take you only a modicum of effort to strip a mortal soul from its body, and none at all for you to snatch up and devour the free-floating souls of the recently deceased. Unfortunately you are a being meant to feast upon the very stars themselves, and consuming a lone soul will only offer you momentary respite from the gnawing hunger at your core, and a near unnoticeable degree of growth in your power over the Materium. It is only when you feast upon the souls of many thousands of mortals, millions even, that your hunger is truly sated and your power heightened forevermore. But remember this, for whether you devour armies, cities, or whole planetary populations, sooner or later the hunger will return. The hunger dissipates after the end of this jump.

Words of the Deceiver (200CP):

Chegorach and Tzeentch are indeed manipulative, this is true. But they can only claim to be peers of the Deceiver, the C'tan who convinced the Necrontyr to forsake their organic bodies and embrace the machine. Now this being's charisma is yours. You will be able to convince a Khornate Berzerker to try pacifism, a Slaneeshi Daemonette to embrace chastity, and a Priest

of the Imperial Cult to carry around an eight-pointed star for luck. I shudder at the possibilities.

Way of the Void Dragon (400CP):

Technology is but one facet of the Materium, but you are its master. The Void Dragon's grasp of technology was the very inspiration of the Adeptus Mechanicus, and you retain a similar level of skill. Imperial Guardsmen will flee in terror as their tanks turn against them, the once loyal drones of the Tau will gun down their owners without hesitation, and you will laugh all the while.

Master of the Materium (600CP):

To you, the Chaos Gods and their Daemonic hosts are not a force to be feared. They are competition, and you will not allow the spawn of the Warp to take your food away from you. With effort, you can exert reality where it is most fragile. A flick of the wrist will strip a Psyker of their strength. A few years, Daemons will be banished to the Warp. A few centuries, Warp Storms will shrink. A few thousand years, they'll disappear.

Staff of Light (100CP):

The badge of office of Necron Nobility, this weapon does not follow the same principles as the baseline Gauss Weaponry of the Necrons. Instead, it absorbs energy from thin air to release in the form of bolts of lightning. A devastating weapon at range, and the fractal edged blade on the tip makes it a nightmare to face in close combat as well. Let none doubt your authority with this weapon.

Catacomb Command Barge (200CP):

A Nemesor you may be, but you are still a noble of the esteemed Necron race. You should not have to bother with trawling through the muck like some sort of peasant. With this vehicle, you need never worry about such a thing. This armored, repulsor-driven skimmer has a massive carrier-wave generator capable of instantly transmitting your orders to your entire army.

Monolith (400CP):

A glorious war machine by any measure. A Necron Monolith is a gargantuan behemoth of death and destruction, each blast of its Particle Whip leaving mayhem in its wake. Additionally, it comes with a complementary batch of Necron Warriors, prepared to disembark the craft to mop up whatever was lucky enough to survive the carnage.

Tools of the Trade (100CP):

Crypteks routinely dedicate themselves to specific disciplines of what lesser minds would refer to as "techno-sorcery," and their tools reflect this. The Psychomancers utilize their Abyssal Staves to emit a swirling mist, trapping those poor fools who are caught in a state of madness. Plasmancers use their Eldritch Lances to launch bolts of light that cause the very air itself to scream in agony. Chronomancers wield Aeonstaves to trap their foes in a bubble of

slowed time. The Tremorstaves of the Geomancers create shockwaves that scatter entire enemy formations. Finally, the Voltaic Staff of an Ethermancer has command over the very force of lightning itself. Crypteks are able to choose one for free, and purchase any other that catches their fancy.

Primordial Schematics (200CP):

The human world of Cadia was able to stymie the advance of Chaos largely due to the efforts of Necron technology. The mysterious pylons of Cadia acted to reinforce the materium even on the verge of the Eye of Terror. During the Thirteenth Black Crusade, the Archmagos Belisarius Cawl was even able to use them to shrink the largest Warp Storm in the galaxy. The designs behind this priceless technology are now within your possession. Outside of this setting, pylons designed according to the specifications of these schematics will disrupt interdimensional portals and incursions with some fine-tuning.

Biotransference Protocols (400CP):

Behold, the designs that were meant to secure the salvation of the Necrontyr, and instead cost them their souls. These schematics contain two things of note: the first is the Necrodermis shells of the Necrons and their constructs, from the lowliest Warriors and Scarabs to the greatest Tomb Sentinels. Secondly, they teach the method of biotransference itself, transitioning an organic mind into a body of metal. Will you use these designs to create a robotic army to put the Men of Iron to shame? Or will you use them to secure immortality?

Rod of Covenant (100CP):

While your title alone should bring unruly Phaerons in line with the vision of the Silent King, the Wars of Secession prove that the Necrons have routinely been difficult in regards to subordination. This weapon is thus a valuable tool of your profession. A blast from this device will reduce even a Necron to a smoldering pool of metal, to say nothing of the clouds of flaming ash that organics become when struck by it. Additionally, the energy field it generates allows it to serve as an effective power weapon should you be forced into melee combat.

Triarch Stalker (200CP):

According to the ancient laws of the Necrontyr, the agents of the Silent King are to utilize multi-legged war constructs instead of the anti-gravity vehicles favored by the nobility. Contrary to expectations, this isn't much of a downgrade. A dedicated anti-tank hunter, it utilizes a heat ray for long-range engagements. For those foolish enough to get close, the vehicle's Quantum Shielding, slicing limbs and devastating weaponry teach them the error of their ways.

Command Protocols (400CP):

The Silent King destroyed these before leaving the galaxy, viewing himself as unworthy of ruling the race he failed so utterly. Luckily, it seems he did not manage to destroy them all, so that you may better enforce his will. The protocols in your possession do not allow you to dominate Necrons, but do prevent them from targeting you in any manner. A Phaeron himself

would be unable to lift his hand to strike you, no matter how much he desires otherwise. In future settings, artificial intelligences of all sorts are unable to harm you.

Divine Shell (100CP):

The shells of the common Necron Warriors are but scrap metal compared to the resplendent armor of the Overlords and Phaerons. However, it is your armor that is the greatest of them all. Infantry-scale weapons might as well be slingshots for all the damage they inflict upon your divine form, and it would take a Baneblade to so much as irk you.

Packed Lunch (200CP):

The hunger of a C'tan is the greatest weakness of those who would call themselves Star Gods, slaves to their gluttony before they ever became slaves to the Necrons. With this, you need never fear starvation. Within this arcane device is an entire race, trapped with no chance of escape. Their souls could be generously described as adequate, but they will ensure you do not starve for your time here.

Tesseract Labyrinth (400CP):

The C'tan may share their imprisonment at the hands of those they once called slaves, but the orgy of cannibalism that brought them to that stage of vulnerability proves that they hardly consider each other friends. This device serves as further evidence of that fact, containing a C'tan shard slaved to your will. Will you use the shard trapped within to annihilate those who dare oppose you, or will you crack open the Labyrinth to once more snack on the most delicious of morsels?

Lychguard (400CP):

The Lychguards of the Necrons are some of the most dedicated and incorruptible bodyguards in the galaxy. They are not merely defenders, but also emissaries and lieutenants of their charges. As Vargard Obyron said, "Only the deathless can truly comprehend the burden of unfailing loyalty." And this bodyguard will prove those words in their service to you.

Canoptek Spyder (400CP):

Not all troops in the Necron arsenal were once Necrontyr. The Canoptek constructs bear the distinction of being entirely robotic in nature. One of the most important of these constructs is the Canoptek Spyder, meant to oversee Necron tombs while its inhabitants sleep. To aid in this purpose, the Canoptek Spyders are able to manufacture swarms of Canoptek Scarabs and direct them towards intruders, ripping them to shreds before they even have a chance to scream. Additionally, they are capable of repairing Necrons who are damaged beyond even Necrodermis' ability to repair.

Pariah (400CP):

How is this possible? These beings were consigned to non-existence ages ago! Nonetheless, one of the Necron Pariahs is now in your service. Once a human with the unfortunate distinction of bearing the Pariah Gene, it has been converted into a loyal servitor and vessel

for your ambitions. Normal organics will react in fear and terror in its wake, and Psykers and Daemons will suffer extreme agony like none they have ever felt before.

Unholy:

Darksiders

1. 100 cp: Remnants: The makers of this world left behind many fantastic creations and you find it easier to use them. This translates to intuitively in using any artifacts and an easier time finding them on other worlds.

2. 100 cp: Divine flight: If you are an angel, you gain a pair of divine wings that allow you to fly. In any other form, your wings become ethereal and allow you to glide.

3. 100 cp: Demonic strength: Your demon form is tall and muscular, perfectly suited to prolonged combat. If your form is not demonic, you simply become stronger.

4. 100 cp: Blessing of Fury: Rage and anger now gives you a boost in strength. In addition you now become more proficient in using chains and whips as tools and weapons.

5. 200 cp: Guardian's ally: The makers had forged many constructs and sentinels that guard places of power. Wherever you go, neutral guardians and entities will generally be helpful, but don't expect them to just give you their treasure; they may be open to a fair trade though.

6. 200 cp: Angelic training: You become very good at aerial combat and can train others to share your expertise. You can also tame flying beats, like griffons, easier.

7. 200 cp: Hellfire: Power over fire is yours! You can breathe or cast fire and gain significant resistance to it.

8. 200 cp: Blessing of Strife: You gain a speed boost the more enemies you fight and the more they hate you. You can also gain a short range dash that while fast and can be used often, does not move you very far, only about 20 FT.

9. 400 cp: Vulgrim's customer: Vulgrim, a merchant demon, has decided to let you trade with him for supernatural weapons, tools and enchantments. The only currency he accepts however is souls. Souls can be found in any living creature or anything crafted by living creatures. Though the living will give more soul-power than creations and to

obtain a soul the object or creature must be irrevocably destroyed. How you collect the souls and bring them to Vulgrim is up to you to figure out. You will also be able to summon Vulgrim at your Warehouse during later jumps. However he cannot leave the Warehouse, will offer no assistance besides trading for souls and does not count as a companion.

10. 400 cp: Celestial technology: Though they are not makers, the angels are a force of creation. This perk grants you their knowledge in supernatural technology they use. Holy armor, lances that shoot beams of light and all manner of technology that repels darkness and creatures of evil. You also become more skilled in the use of holy weapons.

11. 400 cp: Pit fiend: The demons of hell are diverse, but all are monstrous, this perk lets you customize your demonic form, increasing its maximum size to up to 30 FT. Your demon form can also include any number of dark and corrupted parts of earth animals, classic demons or figures of mythology. While granting no supernatural powers, the form is very strong and durable and may also include a physical ability that relates to your demonic form, like creating webs, or flight.

12. 400 cp: Blessing of war: War has given you his blessing, the more battle and violence you are surrounded by or participate in, the faster you regenerate both health and stamina. You also gain an aptitude for learning anything related to war. Swinging a sword a few times at an enemy will teach you the basic of swordplay and watching a battle for the first time will grant a basic understanding of tactics.

13. 600 cp: Maker's prodigy: The makers decide to teach you the ways of creation and you may choose to become their pupil, they will teach you how to create magical artifacts, imbue places and objects with power and even how to create magical constructs with sentience. Regardless if you spend the time learning from them or not, you will find you learn future skills related to creation, enchantment and forging will come to you as if they were second nature, waiting to be remembered.

14. 600 cp: Hellguard: The hellguard are the heavenly host dedicated to defeating the forces of hell, should you choose, you may now join their ranks as a commander, As a potential commander of the hellguard, you gain great charisma in leading soldiers, their loyalty complete and their morale high whenever you are near. You may also summon six darksider-verse angels once a day, equipped with heavenly arms, armor and wings. They are absolutely loyal.

15. 600 cp: Black legion: Though all demons owe their fealty to the dark prince, each demon lord has an army that is only answerable to him or her. This ability gives you a dark charisma perfect for both intimidation and manipulation. Under your rule,

demons might not respect you, but they will fear you and do as you wish. You may also summon six darksider-verse demons once a day. Their appearance and abilities can change to mirror your altered demonic form, albeit in a lesser manner, should you have purchased the ability “Pit Fiend”.

16. 600 cp: Blessing of Death: You receive Death’s blessing and with it, the ability to perceive the mortal weakness of your foes. With every enemy you slay, you better understand how to strike the weak points of similar enemies. This manifests as both luck and accuracy of your strikes when slaying enemies, your near misses become hits and your hits become critical blows. Also, with training and self-reflection, you may learn how to minimize your own weaknesses.

17. 1200 cp: Archangel: You become the embodiment of the divine, your angelic form perfect and awe inspiring, your physical and magical abilities, purified and increased many times over, and an aura of divinity envelopes you. Those allied with light will see you as a true paragon while beings of darkness will see you as anathema.

18. 1200 cp: Archdemon: You become the embodiment of corruption, your demonic form terrifying and unstoppable, your physical and magical abilities, corrupted and increased many times over and an aura of evil envelops you, those who serve darkness will see you as a fearsome lord to be obeyed or opposed while beings of light will fear you and may eventually fall to your corrupting aura.
19. 1200 cp: Maker: You gain an alternate form of a maker, broad, immensely strong and around 12 FT tall, you also gain supernatural powers of creation, able to make impossible things from practically nothing. Though it may take many years of practice, you will be able to master the art of crafting life from clay, forge magic spells from ideas of the mind, and matter from nothing.

20. 1200 cp: Nephilim: You are empowered by the charred council to act as an enforcer on their behalf; You become the manifestation of a non-infinite force or idea. Should you choose strife, fury, war or death, you replace said rider in the story gaining their skills and abilities. As a rider, your ability to grow in power, knowledge and skill of your chosen manifestation is endless, and you may shift into a form that embodies your force such as War’s “War form.”

21. 100 cp: Soul cage: A cage that can collect and store souls, useful if you wish totrade with Vulgrim.

22. 200 cp: Spectral Steed: You gain a loyal spectral steed that is a manifestation of your psyche and powers.

23. 200 cp: Angelic armaments: Divine forged armor, and a holy light-cannon.

24. 200 cp: Fracture cannon: A demonic cannon that shoots explosive spikes, spikes automatically regenerate.

25. 400 cp: Chaoseater: War's sword, supremely lethal, and can be enhanced with powerful souls.

26. 400 cp: Mercy and Redemption: Strife's gun, incredibly powerful, accurate and infinite ammo.

27. 600 cp: Fury's whip: Fury's whip, supernaturally proficient at grabbing enemies, is also on fire.

28. 600 cp: Death's scythe: Death's scythe, vorpal edged and can slay mortal and immortal beings.

29. 600 cp: Armageddon Blade: The blade to unleash the apocalypse, it can destroy almost anything and is supremely lethal against the supernatural.

The Miskatonic

30. Eldritch Appearance [Free]: Well, I guess I should have expected this. What with Bapho-Necrotic explosions going off every month and causing people to grow tentacles and what not, it shouldn't be any surprise what people've got those, literal goo for brains, gills, and all the other weird shit you'll see around campus. On the bright side, it seems to have treated you well. You look just as attractive as any other buxom babe or dashing dude, despite the grotesqueness.
    Don't really know how you're pulling that off. What's that? Well, if you really want to look human, I've got a quick little fix. You'll still be really attractive, but besides that you'll look like any other human. Or, if you insist, I can help rearrange some things. Let you pick what kind of grotesquely hot appearance you want. Tentacles, gills, fins, spikes, you name it, I can give it to you.

31. Cerebral Voiding [100]: That's funny. Not in the haha kind of way, mind you. Well, unless you're some kind of abomination, I guess. Or just not human, really. I mean, if you think about it, humans are the weird ones in this situation. They're the only creatures in all of the universe that block out anything too freaky. Like the dunwhichers, for example. You and I, and every other human, only see a living shadow rather than their true forms, which are so horrific that if we could see them we'd go permanently catatonic. Fun! So, just to be clear, during your visit to this dimension you'll automatically ignore the worst of the worst, the stuff that'd instantly

render you a useless meatsack. And all for free! Now, the rest of the stuff, the stuff that causes you to slowly go mad over the course of weeks, days, and hours, won't be affected by this. Unless you pay 100CP, of course. Do that and I can give you a decent resistance, bordering on immunity as seen in one Charlotte LeStrange, to all of the madness inducing aspects of this reality. How much madness inducing stuff is there? Lots. Lots and lots.

32. Dead Randy [200]: Is that the latest edition of Dead Randy? Dead Randy, the sexy tiny incubus who fucks a bunch of zombie girls? Oh, no, it's just you. Although, gotta admit, you've got that same charm. What kind of charm? Well, Dead Randy's known for bangin' hot zombie girl bum, and you seem like the kinda person to get that sorta hot-but-monstrous attention. Why, I can see monster girls and monster guys of every variety lining up down the block just for you. Probably heard about your skills in the babymaking department, which from what I've heard are pretty considerable. And I don't know if this is a gift or a curse, but you seem... extra fertile, I guess? Like, you could probably breed with any sentient creature you come across, and probably some non-sentient ones too. I'd show a little restraint, though, but maybe that's just me.

33. Find Its Face and Proceed to Punch it Repeatedly [400]: We've got a tough one! Just look at those muscles, perfectly formed for bunching weird monsters in their faces repeatedly until they either die or give up. I won't question how it works with your barely-above-human strength, but seeing is believing, and believe me when I tell you that you look like you could wrestle a shoggoth and probably win. Maybe. If not that, then probably most everything else, at the very least, no matter how dangerous they normally are.

34. Happy Go Lucky [100]: You've got pep, kid. A lot more than most. Most look at Miskatonic University and say "let's stay the fuck away". But you, you say "let's investigate. It'll be fun". Sometimes I envy that kind of bright outlook you seem to have in nearly every situation, and the humour that comes with it even during the darkest and most morbid of times. It's really endearing, if a bit crazy. And that's not just me saying that, that's the consensus across the University. We all think you're kinda crazy and not all right in the head, but with your attitude everyone ends up in similar spirits.

35. Odd Things [200]: We didn't know it could do that. We didn't know it could do anything, and there it is, doing it. Why does odd shit always happen around you? Get picked up by some crazy, all-powerful entity, tossed on some journey hopping from one universe to the next, pop in this universe, and all of a sudden that happens. You're gonna have an exciting life ahead of you, what with all this weird shit going on. Thankfully none of it's lethal.

36. Safety Measures [400]: Why do odd things happen around you? What do I mean? Dude, nothing bad happens around you. Do you see where we are? We're at

Miskatonic University! The engineering class blew themselves up last week, and the math department opened a portal to hell, but when you're around nothing bad seems to happen. It's like the random bad shit of this place avoids you. Doesn't seem to work as well when people target you, though. Chance may be your bitch, but if a Brit likes the look of your bum he's gonna take a literal bite out of it.

37. Magic Eyes [600]: You've got magic eyes, baby! ..... Hope you like them! What? I didn't tell you yet? Shit, I think they went off on accident. You're gonna have to learn to control them, otherwise they'll accidentally go off when you sneeze, and your magic eyes can mess with people's brains. Might even turn a cat inside out or something. How? Ooze. Primordial ooze, specifically. I don't really know how it works, but when your eyes are activated they can mess around with primordial ooze, which is the material that makes up all life on earth. It's also what shogoths are made of. So, really, if you ever master how to use them all life on earth would be at your mercy. Heck you could even make a Living Heaven out of the entire staff and student body, or something.

38. What doesn't Happen in the Math Department [100]: Are you the new student? Alright, we just need you to sit still while the aptitude sniffer sniffs out your aptitude. Oh, lucky you, it seems you've got pretty good aptitude in just about everything. I'll mention now that the subjects covered by the University are a bit more complex than normal schools. In fact, the majority of our subjects will help students learn about hidden fundamentals about the universe at large, and literally every subject has some sort of practical application, whether that be prediction, portal opening, changing casualty, etc. Since you've got a pretty good aptitude for just about everything, you'll probably be able to figure out how the universe works pretty easily, and I've no doubts you'll be able to take advantage of it somehow.

39. Residual Evil [200]: Students, please take your seats. Now, as some of you may know, at Miskatonic University the topics of study can have some residual effects on the students, effects that alter their psychology. This is due to Residual Evil, a topic best understood by our own Dr Therst Valentine, which is our current explanation for why some otherwise innocuous words can summon demons and have profound effects on the human mind and body. Now, usually these residual effects come with downsides, however we have selected you, yes you there with the face, to be a guinea p- I mean volunteer. With our new program, you'll retain all the positive effects of attending class, such as becoming better at using math to open portals and create maelstroms, while suffering none of the negative effects, which I'll admit are ill defined and likely gruesome. As a secondary effect, you'll be the only student allowed to attend classes in multiple departments in the pursuit of a Liberal Arts degree, as all the others face rather disadvantageous side effects. Like suicide.

40. Freeing up the Brain [400]: Don't mind the black slime trail, just kinda drips from time to time. Still more efficient than organs, anyways. Really frees up brain power,

and the only downside is the slimy ooze. Of course, it's totally worth it to not have to eat, sleep, breathe, or worry about your heart stopping, all while having about 80% more brain processing power than a normal person, all free to help you ponder the questions of the universe. If you'd rather go without the drippy drippy goo, I can instead recommend a technique that makes into a sort of half-zombie, essentially doing the same thing as the goo but without, you know, the goo. Not as fun though, especially when your intestines fall out your butthole.

41. Collective Consciousness [600]: Hippy bullcrap is what I used to call it. Turns out it's real. Everything's connected. The whole world, from plants to animals to little funguses, all connected by a single overlying consciousness. Kinda freaky bein' part of it, ain't it? What with hearing plants and animals scream all the time when just one of'em get hurt. Well, you haven't gone crazy yet, so can't be too bad. Bet it's helpful though, getting to talk with animals and plants and everything. Getting to learn about, and control, nature first hand. What, Rena didn't say anything? Well, you can control nature. Kinda. More like telling animals and plants what to do, what to focus on, getting to pick and choose who's prey and who's predator. Have you seen Birds, the movie from the 60s? Should probably look it up. Don't get any funny ideas, though.

42. Detective [100]: Detectiving's pretty cool. You know, taking tiny bits of information and figuring out how it all connects, snooping around, unveiling the deep dark secrets a place like the Miskatonic has to have. Cool, init? So glad you can do it. Just a sniff and a glance and I'm sure you could figure out where someone's from. A little more than that and I wouldn't be surprised if you could get to the bottom of where I left my grilled cheese. What? Already found it? Where? Lizzy? Goddamn adorable Dunwichian monster thing, she's always eating my grilled cheese!

43. Infernal Medicine [200]: Ah, death ain't so bad. Not to mention not nearly as permanent as it used to be. Why, we just got Jim back last week. I mean, he's a bit worse for wear, what with the screaming and all, but otherwise completely healthy. Of course, we couldn't have saved him without you. It takes real talent to bring people back from the brink of death, cure their supernatural disease with a single vaccine, and replace their missing limbs with prosthetic tentacles. Thankfully, you have it. We could really use you around here.

44. Madness in Knowledge [400]: Good old madness. It's kinda prominent around here, in one way or another. 'Course, knowledge is more prominent. Shame that sometimes they go hand in hand. 'Course, with you around I'd expect a few more crazies to start popping up. What? It's not my fault your damned good at teaching crazy ass stuff like eldritch mathematics, the psychology of Mi-Go, and the biology of freakin' Cthulhu skin slabs. And how you teachin' students helps you figure out even more complicated stuff about the same damn topics, I'll never know. Just keep teachin', maybe one day you'll be the one to figure out how to get to old Yog.

45. Dark Plans for the Dark God [600]: I guess you're the boss, now. Don't know how that happened. Totally didn't pull some strings or anything, no need to thank me. Besides, you've already got the training for it. You'd be top dog in a couple weeks anyways, what with how good at manipulating people you are. And now with the Miskatonic behind your back, pretty much every country on earth is at your mercy, so I'd expect getting permission for some crazy ass experiments isn't out of the question. Neither is getting the funding for'em. Could probably get the president to be your leg rest, too, at least for a few minutes. So, what's your plan? Wait, back up, what? Shit, that's a really good plan. Damn. Like, really good.

46. Jumper of Dunwich [100]: Who's are you? Oh, they left. Just me and you now. Guess you're one of us, now. Ish'll be fun. Yish! Jus' don't go lettin' the humins touch you. Appraren'ly feels like daggers an' strangglin' your granma. Oh, an' they can't see what we really looke like. Only see us as shadows or somethin'. They go real crazy. On the bright side, no mutatations or whatever ish called.

47. Building Pipes All Day [200]: Little sisters make the pipes, big sister Lizzy manages the pipes, and brother Billy makes the portals. Pipes is used to send energy down to brother Billy. You make pipes. Pipes look all wobbly and kinda fleshy, but good for carryin' liquids. Any liquids. Even the primordial ooze. Pulls it from the air. Durable, too! Unless the portal goes byebye. Then you run.
    Brother Billy [400]: Brother Billy makes portals. Where? Anywhere brother Billy wants. Get's to be all cheeky cheeky with Yog. Sends the patrols to a bunch of dang'rous places. 'Course, you don' need to do that. Not 'til they finds out, anyway. Just go where you wants to! Just not to
    Yog. Or dang'rous places. 'Specially not Yog.

48. I am the Door to Knowledge [600]: Yog? He's kind of a dickbag. Would ruin this dimension. Gots all the know-hows, though. S'why we Dunwichers talk with him. We ask questions and sometimes Yog answers us, when he isn' bein' a cockwaffle. Should try it sometime, learn 'bout the universe. Will take a while to learn everyting, though.

49. Grilly Cheese! Humins Best Invention [100]: Humanity, for all its achievements, all the love and loss, all the wars, all the technology and the innovation, all the art and culture, everything they've done, are known best for making a mean grilled cheese. And you've got a damn portal to a damn dimension filled with it, you greedy glutton. All the cheese, all the bread, all the combinations. You better learn to share.

50. Dead Randy Comics [100]: Ah, my favorite comic. Dead Randy, the randy incubus necromancer. Sure, he may be a little on the short side in terms of height, but he's filled with love and charm and he's willing to spread it everywhere, just as you'd

expect from the work of a Shub- Niggurath cultist. Did I mention some of them are so randy and lewd that they're banned nationwide? So, uh, I wouldn't tell anyone about those. Except those cultists I mentioned, they love the series. Huh. That's funny. I guess the author's doing a new series based on... you? An entire comic line following all of your best sexual exploits. Weird, huh? At least you get a free copy with every release.

51. Homemade Anti-Mutation Remedy [100]: A former friend of mine used to say "Ain't nothing that gets through horse placenta". May have been the reason we stopped being friends. Of course, she's also the one who made a homemade concoction that helps prevent mutation from just about any source imaginable. It's written down over there. Take it if you want, I don't have any need for it. Not a fan of rubbing dirt, blood, and a bunch of other weird shit on me. Especially not horse placenta.

52. The Ladyboner [200]: Oh. My. God! What the fuck is this thing? It's like, a fucking car engine remade to shoot giant ass wooden stakes. Are we fighting ultra vampires or something? It's awesome. Really awesome. Everyone wants one. I want one. But it's yours, so I'll let you keep it. For now. Should definitely show it around, though, everyone's gonna wanna see this baby. It's gonna give everyone a boner and/or ladyboner.

53. Blork's Insurance [200]: Blork? Met him once, nice guy. Really good insurance, actually. Covers medical, fire, flood, earthquake, flying leeches, the end of the world, cultists, Elder Things, and
a bunch of other crap you don't want to mess with. If something's damaged, he'll help you replace, rebuild, or regrow it. Cheap rates, too. Like, really cheap. Doesn't actually cost anything. Don't know how he stays in business, really.

54. Shoggoth Brain [200]: Interested in the sentience mesh, eh? Sort of a weird item, and expensive besides. Probably shouldn't even be offering it to you. Why? Simple. It's a goddamn shoggoth brain. This shit right here is in charge of all their crazy ass shape shifting, picking and choosing what form to take based on the environment, and made of primordial ooze besides. Study this bad boy and you'll be able to make inventions capable of changing life as we know it on earth in the most literal sense I can even imagine. See why I'm paranoid?

55. Occult Library [400]: Libraries are great. The smell of books, the taste of knowledge, the sound of a fireball spell shooting out of a book and into someone's eyes. That last one's real, by the way, so be careful. Some of the spell books can get kinda crazy. On the bright side, there's thousands of books in this place, each related to the occult or some other eldritch weird stuff. Overall, I'd say it covers just about every topic available for study at the Miskatonic, and just so happens to have the original necronomicon. I'd suggest not spilling any coffee on it.

56. Ethereum Protected Room [400]: Damnit, Charlotte. The fucking Ethereum won't stop yelling anymore. Fuckin' giant as mass of blackness and mouths yellin' shit. It's just supposed sit there and keep shit in its giant ass room from destroying half the country. QUIETLY! You know what, you take it. No no, it's fine. Just gotta talk to the motherfucker occasionally, and everything done inside that room won't wreak havoc on the world outside. Explosions, plagues, whatever you throw at'em. Don't worry, he's a tough S.O.B. Could probably keep everything short of a black hole inside. Maybe even worse stuff, who knows, no one's tried yet.

57. Beach Island Hideaway [400]: Welcome to the beach, dude! We got sand, margaritas, coconuts, rum, sand, brandy, and, most importantly, safety! That's right, this little piece of beachy island goodness is probably the safest place on earth right now. Monsters don't come near, murderers don't feel like murdering, storms and bad weather are never worse than a short, heavy rain, and apocalypses don't seem to be able to affect the place. Neat, huh? Double bonus, look at all the alcohol! Literally so much you could fill a pool and swim in it. The only possible downside is that there might be an occasional Australian, but that's only a downside if you don't like shoggoth-human hybrids with an accent.

58. Dastardly Eldritch University [600]: A fan of learning, I see. This baby may not be the Miskatonic, but it might as well be. Well, besides the missing library. Kind of had an accident last week. Yeah. Word of advice, don't insult a copy of a copy of the necronomicon written on the skin of Cthulhu. But anyways, this place is great, you're gonna love it! It's a pretty big and prestigious university, about on par with Harvard. Just that everything learned here is based on
the occult and other eldritch fun stuff, like how to build giant portals to Yog-Sothoth, the math of reality, how to heal an infected werewolf bite, that kind of stuff. Oh, and the staff and students are pretty odd in one way or another. Most of'em are just mutated, though. It's mostly tentacles. And don't worry too much about the legality of opening portals to other dimensions and other nefarious things, 'cause the government is A-okay with it. Just gotta get a signature of consent for any human experiments.

D.Y.N. Freaks

59. Mad Scholar- 100

The first step to becoming a magician is to know what you're dealing with. Be it magic or monsters or the occult in general, you've become a learned master at dealing with most of it. While you do not know any specific spells with this, you do have a deep and broad knowledge on magical things, artefacts, monsters, locations and gods. You can identify the species and even weaknesses of all but the rarest monsters you might encounter, know the details of many types of magic you might find, the dangers of certain locations or the way to properly worship certain gods. While the extent of this lore is great, without a way to cast

spells or enhance your power, you would likely be relegated to be just an advisor. This knowledge will update in future worlds to match the local varieties of monsters and so on.

60. Shaggy Shoggoth- 200

A particularly nasty kind of beast attached itself to your body in a time when you were greatly injured. This creature was a Shoggoth, an amorphous mass of stuff you probably don't want to think too hard on. Intending to take over your body, you somehow managed to expel its mind and retain the body, gaining some incredible powers out of it. You're able to regenerate from almost any injury so long as a piece of your physical body remains in existence. You are also able to shape shift, changing your shape and features as you please, even to the point of taking on inhuman shapes, growing larger or smaller by a significant degree or turning your body into a weapon.

61. God Hunter- 400

Those monsters that think they rule this world will learn to fear something now that you're here. They'll learn to fear you well. You find that your attacks have far greater effectiveness against any kind of divine being and against divine beings that are also dark or evil, your attacks are even more powerful than that. Whilst an ordinary human might not be able to face an Outer God with just this, they'll certainly find harming the lesser beings to be within their reach and a real magician can do a whole lot more. Against a divine being, you'll always be able to kill it too, no matter their normal abilities that might let them avoid such things.

62. Wizard To Be- 600

Too long have you had to beg for power from others or rely on magical objects to support you. Now you've gained the ability to take bits and pieces of those powers for yourself. Whenever you are receiving supernatural power from a contract with a being or magical item, you are able to slowly make that power become your own, taking longer the more powerful an item is. A basic grimoire of spells might take just a few days or weeks whilst the Necronomicon itself could take many years of continued use. Whilst you can only draw this way from a few artefacts at a time, perhaps three or four, you will find that once you have managed to entirely take all that power for yourself, it will take on a new form personalised to you, often with either greater power or new effects attached to it.

63. Dr Cpt- 100

These days, a leader has to be more than just a military commander, especially when you're running so short on staff. You're an excellent commander in combat, amazing at keeping up morale out of combat and just as good a doctor as you are a leader, with experience with a vast array of injuries and sicknesses. You know how to lead your men and how to keep them healthy in mind and body. Now you just need to keep them properly armed and there's nothing you can't achieve. Probably.

64. The Mysterious Colour- 200

The Evil Gods and other unnatural beings that come to this world produce a ‘Colour’ with their presence. Normally undetectable to humans, not without some serious mind screwing, you’re particularly good at sensing this Colour and can even see it far more than normal. All supernatural beings now produce a certain Colour to you, something you can detect the location of for anyone within several kilometres of yourself. If you’re physically looking at them, you’ll also be able to tell why someone is supernatural and what sort of supernatural being that they are. This will continue to apply even in other worlds or if you do not know all the different sorts of supernatural beings around.

65. Eternal Cage- 400

Difficult as it can be to defeat the abominations that you must fight, it can be even harder to make sure they stay down. Too many will just come back from the dead and even those sealed away can often escape. But not if you put them behind bars. So long as you managed to soundly defeat someone before imprisoning or sealing them away, they’ll never be able to escape on their own or even with help, barring truly monumental efforts from very powerful outside parties. Those without allies however, will never be able to escape unless you allow them to get out.

66. The Science of Mysticism- 600

The wonders of human ingenuity will never cease, even in a supposedly cruel world like this. You’ve gained the knowledge to convert magical spells into data format and upload them into technological devices, allowing those devices to cast those spells by drawing on the power the device runs on. As they have been turned into code, you are able to also alter the way the spells work to a great extent by interacting with and altering that code. Whilst you do not have unlimited freedom with these changes, it’s impossible to make the spell many times as powerful as before or take away the drawbacks entirely or turn it into an entirely different spell, you can alter many of its’ mechanics and rules to better suit your purposes. Make a shield spell automatically activate in certain conditions or change an elemental spell from controlling fire into one controlling another of the basic elements such as wind or water.

67. Ninja/Samurai- 100

Be it in some secret mountain sect or an old family dojo, you learnt the secrets of a supernatural fighting style that allowed you to battle monsters even with the strength of a normal human. You may choose either Ninjutsu training, which will grant you both stealth and infiltrations skills as well as the basics of a classic ninja’s mythological abilities, or Samurai training, which will enhance your body and grant you both significant combat skills as well as numerous sword techniques that are effectively magical. Both specialisations may be taken to greater heights with time and practice, though at the moment you would rank as a sort of journeyman practitioner. You may buy this again for 100CP to gain the second option you did not pick at first.

68. Stranger In Time- 200

Despite all the messes you’re about to find yourself getting into, you’ll never get too caught up in the fucking up of both time and space. You seem curiously immune to such things,

unable to be directly affected by abilities that manipulate space and/or time. Whilst some evil god could certainly rewind the time of the entire universe to send you back, you'd retain both your mind and body as they were before that rewind. Supernatural powers that do not work by warping space and time specifically will still affect you as normal, even if they are altering or warping specific aspects of space or time. You are able to drop this protection if you would find it more beneficial for a time.

69. Curse No More- 400

Even the deadliest of relics won't cause you any fear now. You've become immune to the dangers of any and all supernatural items, at least when you are wielding or using them. Be it a grimoire that drives its user mad as a side effect or a blade that sucks your blood from your body when you use it, you'll be able to use these artefacts with no fear of harm or diminishment. Artefacts that require a certain level of harm to activate or grow stronger can be allowed to do so if you wish but you are able to cut short that harm at any time you wish, though this will also prevent you from progressing further with the benefits. You'd be able to use a Fragment till the brink of corruption for instance and stop yourself there but you would not grow stronger with that Fragment until you unfroze that growth.

70. Great God Transformation- 600

Great power can be attained by crafting a contract with a powerful being or through the use of a magical item but only what power that being deigns to give you or that item releases can be taken this way. But with time, you are able to change that. Whenever you are in a magical contract or bond to receive power or are drawing on the power within a magical item, you can draw out more and more of the full power that you should have access to, even if it is not willingly given or has been sealed away. Thus a god who granted you a portion of their power would feel the rest of their might slowly drain into you and a magical item that gave you a measure of the magic contained within would slowly unlock and grant you the rest, even if you do not fulfil the normal requirements to do so. Best of all, this drain prevents these contracts from being broken save by any originally agreed methods and prevents artefacts from stopping their transfer of power to you.

71. Lovingly Crafted- 100

Isn't it only fitting that you be incomprehensible to the minds of mortal men? While it is not impossible for some seer to peer into your future, it looks like no one can understand your thoughts or emotions or even who and what you are as a person. Attempts to peer into your mind will only cause the invader to recoil with agony, tries to read your facial expression or figure out what move you might make leave the readers puzzled. Anything short of peering into your future or past will reveal nothing to the spy who wants to find out more.

72. Wriggling Wrath- 200

As a god of this world, and many others besides, it'd be quite strange for you to be without believers or followers. You're able to summon these faithful adherents, beings that seem like monsters to the eyes of normal humans, to serve you. The greater your power, the more you can summon and maintain at once and the stronger each will be. The creatures you can

summon will either fit you as a God and your own general themes or be drawn from the ranks of Lovecraftian creatures that already exist, though all will be very disturbing to the eyes of humans.

73. Fragmentation- 400

The knowledge and process of creating Fragments has come into your possession. You're now able to turn individual or small, themed groups of your own powers or abilities into magical objects that allow other people to use those powers, bonding to the items, though you cannot make more than one Fragment for any given power. Though you can take these objects back at any time, those other than the bonded partner will find it very difficult to take out or even use the newly made Fragment.

If you wish, you may make the Fragment slowly corrupt the user as they use more and more of its power, to the point that they eventually become either a beast or a mental and cosmetic copy of yourself, though they only possess the power you gave in the Fragment. Finally, you are able to moderate how much of the power you put into a Fragment that is able to be used, though you must still put the entire power in.

74. Transition- 600

Similar to the Crawling Chaos himself, you have become a being of many forms. Or at least, you will be in due time. You'll find yourself unlocking new forms just by the passage of time from now on, often coming with increased power over previous forms or new abilities. These forms usually take anywhere from a few months to a short few years to manifest but periods of extended conflict can greatly shorten these periods, as well as direct the transformations to be more suited to your current problems and foes that you continue to have such trouble with. You may freely access any of these forms with but a thought, going from your strongest to your base or anything in between in just a moment.

75. Baby's First Grimoire- 100

Core to any Magician's arsenal, you've obtained a magical Grimoire of your own. Sadly it seems to have no innate soul, at least nothing intelligent, but it does contain a good variety of magical spells that run from offence to defence to healing and even some for sensing or finding things. Holding it will allow you to channel and cast with magical energy from within the book and it holds some fair power, even beyond whatever you might personally be able to add to it. Still, don't expect to be fighting any giant robots with just this thing. Not without a lot of creativity.

76. Kitted Out- 300

A gorgeously crafted outfit ready and waiting for you. Half suit of armour, half flamboyant and fashionable outfit, it's layered with enough magic to be better called a battle suit. Its incredible hardy against both physical and magical damage, to the point that explosions that vaporise multiple city blocks won't even scratch it, and it'll transfer that protections to the rest of your body and even use a small part of your own energy to boost it to keep pace with you. The suit will allow you to fly as fast as you normally move and quite agilely too, as well as

significantly boost your physical strength and speed. It looks damn good but it's by no means subtle, what with the armour and the throbbing magical power within it.

77. Necronomicon- 600

One of the three great artefacts, the D in this case. This is the greatest Grimoire to ever exist, the legendary Necronomicon. Filled with almost all the supernatural knowledge in this world, the book alone would grant vast knowledge and power to any true owner. But the spirit within it, a girl named Al Azif, is the one who truly brings out the power. A brilliant and immensely powerful soul to the book, she has accepted you as her true master and seeks to assist you as best she can. She can be quite childish at times but unlike normal, she has all of her pages within her book form and is thus at her full power. Whilst in terms of raw magical might she herself may not too special for now, though the amount of knowledge she has makes a massive difference, the book also holds another secret. A Deus Machina, known as Demonbane, is sealed within the book. Unlike the book already within this world, this version of Demonbane is as it originally was and is thus much weaker. However, it will grow in time, particularly with Al Azif there to assist you in learning its use.

78. D Phone- 100

A techno-magical marvel, handed out to all Asylum agents and probably a fair few other similar organisations. This phone, beyond being a state of the art model with a battery that could keep the phone running for weeks of active use in a single charge, holds a number of digitised spells. A shield spell that automatically activates when an attack nears the holder and is impressively strong, a short ranged lightning spell, a fairly weak telekinesis ability and a small range of sensory magics. Using these spells will very quickly drain even the huge battery of this phone but luckily it only takes an hour to charge up at most, even when completely empty.

79. Safe Asylum- 300

Did Asylum expand or di you start a secret organisation of your very own? You now have a pocket dimension, about as big as the average school campus in Japan, that is only accessible from your warehouse and an in world location of your choice. Within is a large facility, again about the size of a High School but significantly better secured. Lab facilities, armouries, trained but human guards and educated staff members. It's even got a small occult research laboratory within it, though it lacks anything like a Grimoire. It's almost impossible for anything short of a full powered Evil God to get into this pocket dimension and even then, only the strongest could do it without difficulty.

80. Clockwerk Phantom- 600

A terrible thing indeed. Towering above you is a machine of nigh infinite power and you can feel just that radiating out from it. Formerly a possession of Nyarlathotep, this mecha was once used in a great war against a being known only as 'D'. It fought against that being outside of reality, its blows threatening to destroy all of existence. Yet still it was defeated. Now it rests here, ready for its new master- you. Clockwerk Phantom is a powerful mecha capable of standing against some of the strongest beings in the multiverse, or at least what it

used to be. Capable of powerful magic that can warp reality on a massive level, it was considered to be a worthy steed even to one of the Outer Gods, something that should indicate exactly how powerful it is. On the other hand, the machine is awfully complex and it may take you quite some time to learn how to operate it properly, as well as how to use many of its' functions to the fullest. And without the same raw power as its' original owner, yours will be a little lacking in sheer magnitude, if still the sort of thing that can make entire universes tremble in fear.

81. Hunting Horror- 100

A special set of magic equipment, though it might be hard to tell given it's a tricked out motorcycle instead of a tome or wand. Hunting Horror here is able to go at around half the speed of sound with ease and can travel over any surface, even upside down or across water without complaint. It'll never break, even when used to ram a flaming dragon or as a bludgeon against a powerful magician. Hell, it won't even need fuel, running purely on the love of driving. Or magic. Probably magic. You may import a vehicle into this option if you wish.

82. Tick Tock Man- 300

A special black ball that turns into a stark black clock face when placed on an object or person. When placed on something, it will begin a countdown that accurately measures how long until something happens or how close something is to something else. There is no limit on what this is able to measure. You could find out how long until something is destined to die, how close someone is to turning into a monster due to black magic or even how long until you find true love. The only problem is that, as it is just a clock face, it can be difficult to interpret the time until an event happens, though you will at least always be able to get a general sense of near, far or whenever the time between is. It can be also used as a link to transfer energy between two willing sources as well, by touching the planted clock face to another surface or object. The clock face can store a very large amount of energy and on instruction or a set condition by you, can detonate with all that energy at once. You'll find the black ball in your pocket or hand a few hours later.

83. Silver Key- 600

At your words, a silver sword appears to your hands. This is the Silver Key, the Y of the Three. A peerless blade, unmatched by all. There is no defence against the sword, as its' swings will cleave through any shield or spell that tries to stop it without resistance. The blade leaves wounds that cannot be healed or closed and yet all of this is just a precursor to its' true powers. As the Silver Key, it can bring an end to any manipulation of time or space just by slicing through the area being controlled. The blade instantly shatters any such power and by brandishing the key in the air, one can prevent those powers from even being activated. No matter how strong, those that seek to warp space and time will find themselves powerless against the Silver Key.

84. Faceless Killer- 100

It's a mask in more than one way. What you have here is some kind of face accessory, from a full mask with no face to a simple medical eye patch, it covers some part of your features and so long as you have it active, it'll also be impossible to sense your power. Even the most advanced technology or magic won't be able to locate or identify any supernatural energy or trait of yours and you'll be able to see through the mask as if it wasn't there at all.

85. Lookout Room- 300

A private pocket of your own, one that exists just outside of any other reality. This small personal dimension cannot store anything, things you do not actively interact with in here will just be expelled back out to where they were before entering after a little while. Instead this seemingly endless place allows you to monitor the state of the entire multiverse that you find yourself in. Through little glass boxes, you will be able to look into any existing universe in your current setting, from the whole thing at once down to stuff happening on planets on a personal level. It can't bypass magical protections against scrying but it does allow you to enter into any of the universes it can see into and come back to this one. You're able to bookmark certain places to make sure you don't lose track.

86. Shining Trapezohedron- 600

The last of the three artefacts, the N. The Shining Trapezohedron is a powerful artefact. Taking the form of a small crystal most of the time, it contains a nigh infinite amount of energy from the numerous powerful Gods imprisoned within it. The user and master of the gem, yourself, is able to draw out the energy and power of those sealed within and wield it as their own. The gem itself can also unleash immense blasts of power and heat by drawing on the power or, provided the target is either weak enough or has been defeated already, seal even more people into the weapon for eternity. It's also possible to have the Trapezohedron shift into a weapon form, a double ended blade that cat slice through space itself and leave unhealing wounds. In time, it's likely that you will discover even more ways to utilise the powers and energy of the gem.

87. Custom- 600 cp

The below powers are organised into three tiers, based on both the innate use of the power given and the full power of the entity the Fragment is connected to that you will one day gain full access to. If none of the below options interest you, you may design a new power based on an existing Lovecraft God or Monster. This may be in the 200 tier that covers Great Old Ones or various lower level monsters, the 400 tier that covers particularly powerful old ones or the lesser of the beings above them or the 600 tier that covers the Outer Gods and the beings on that level of power. What they give as fragments will match the options offer below in power level but is otherwise up to you. You may not take any of the Elder Gods of Demonbane's setting or the Demon Sultan Azathoth as a custom Fragment.

88. Unclean Green- 200

The artefact is a piece of coral that sinks into your body. With the Unclean Green, you call upon the power of Cthulhu, lord of the deep. This allows you to transform your body into an aquatic monster covered in scales and tentacles. Much stronger, tougher and faster than any

human and able to summon and control water and various creatures of the deep alongside yourself. You can also learn to take on the traits of various sea-faring animals, such as regeneration or camouflage.

89. Unnameable Yellow- 200

A strange little recorder instrument is the artefact of Hastur, embedded into you. With the Unnameable Yellow, you take on a yellow cloaked form. In this form you move with the speed and agility of wind, as well as gaining a pair of magical pistols. These pistols have a wide variety of types of shot, from normal bullets to magical explosions to all kinds of elemental effects or stranger magics. You also gain greatly heightened sensory abilities when drawing on this power, to the point that any one of your five senses would allow you to operate and even fight as normal.

90. Ferocious Blue- 400

A lotus flower that is eternally blooming. The Ferocious Blue calls on the collective Hounds of Tindalos. You take on the form of a werewolf like this, greatly increasing your physical abilities and also allowing you to share the hounds' ability to travel through time and space to manifest at any location or time, so long as there is an angle or corner to teleport out of. You may summon your hounds with you, in greater and greater numbers as you grow more powerful, with seemingly no limit to their number so long as you are willing to keep spending the time to call them. Your nature as a Hound also allows you to avoid any dangers normally associated with time travel, such as paradoxes or attracting the attention of time-based predators.

91. Fallen White- 400

A reverse scale from a gigantic beast of ancient times. The Fallen White lets you take on the form of the mythical Dragon, greatest of its' race. Your dragon form is immense, standing well over ten storeys high, and brilliantly white. You have all the supernatural strength and powers you might expect a dragon to have, including powers of the mind such as hypnosis. Your body regenerates from all but the worst of damage, even blowing your head off won't slow you down for more than a few seconds. You are incredibly fast too, able to move at over 40,000 kilometres per hour. Lastly, you have the ability to change your shape to adjust to the situation, letting you focus your power into forms that emphasise your speed or strength and so on.

92. Faceless Black- 600

A black mask that symbolises the Crawling Chaos himself. The Faceless Black is the personal Fragment of Nyarlathotep themself. With it place on your head, you gain access to the thousand forms of Nyarlathotep. At first, you will only be able to turn into a few weaker transformations, though these will still be enough to battle other Fragment users equally. In time, you will unlock more and more powerful transformations, covering new abilities and magics and greater amounts of power too. Perhaps a power suit that allows you to summon a near limitless number of swords or a floating form that is covered in many long and

supremely sharp tentacles or the form of a giant robot capable of threatening all of reality at once.

93. Infinite Colour- 600

A golden eye implanted in place of one of your existing eyes. The Fragment of the Key and the Gate, Yog-Sothoth. One of the greatest of the Outer Gods confers one of the greatest prizes, granting you an incredible degree of control over the time and space of the universe you are currently in. You can warp time to extend a moment for infinity, create endless spaces between spaces, travel through time or just tear people limb from limb by warping and fragmenting the space that they find themselves in. It is impossible to keep you detained anywhere you do not wish to be, save for the use of the Silver Key.

Supernatural

94. [1000] Leviathan

Primordial monsters that served as God's first attempt at creating beasts, the leviathans are very special breed of monster. Too strong, too hungry, too destructive, too clever, and too... entertaining. Purgatory was created for their confinement, so they wouldn't run rampant and devour the rest of God's precious creations. With a true form of an inky liquid capable of flight, they are basically invulnerable to conventional harm excepting a few key weaknesses, able to shapeshift into any person with just a minute amount of DNA – or simply possess them by forcing their liquid bodies into the skin, even being able to possess already possessed creatures. Angelic power in their presence is negated utterly, making them deadly to angels. Only with an attack incorporating components from a righteous human, fallen angel, a king of beasts, and a ruler in hell can they be killed. Borax causes them extreme pain, burning worse than any acid, but because of their regeneration it does little long-term harm. Though their greatest weakness in truth is their hunger, a hunger which drove their species to convert Earth into a personal food farm while ignoring threats just to sate it. Leviathans are never truly satisfied with a meal. Beyond simple defense they are exceptionally physically capable; faster, stronger, and smarter than the majority of other monsters.

95. [100] Clairsentience: Able to detect supernatural energies in the environment around you, especially those of a demonic and/or psychic origin, you can feel the flow of this energy and follow it to a source. While very useful for finding objects and creatures that give off these auras, the true value becomes apparent when getting your hands on the items it leads you to. Those objects with mystical properties can have their histories read by you, helping you understand where they've been and when, and the kinds of people that have used the objects in the past. A talent useful to anyone who finds themselves in a world of demons, it holds significantly less utility against stronger people who can mask their auras or objects that are sealed behind things like curse boxes.

96. [100] Hollywood Babylon: You've digested far more than your share of modern media. You're a person who has embraced all the wonderful things that humans have brought to the world... at least insofar as those things that have been aired on

television. When it comes to both making and understanding pop-culture references you're ahead of the curve, holding the combined potential of both Winchester brothers. You'll find that many of these somehow retain their relevance in future worlds, even when a secret underworld of demons running Hollywood or stranger things should probably have altered what's on TV your favourite films and shows are still on. Even some programs you may have starred in personally in another life seem to inexplicably still exist with minimal deviation.

97. [200] Electrokinesis: Starting out with simple shocks at a touch, this ability will only grow the more you practice with it. Soon increasing to the point where you can damage electronics or start inflicting some lasting damage while holding the object (or creature) of your ire. While offense is the most direct application of this psychic ability, it can certainly be honed for other uses like defibrillation or inference with nearby electronics or wiring such as causing lights to flicker and fail. With training and some it will no longer be restricted to touch, allowing the ability to toss arcs of painful electricity through the air at your foes.

98. [200] Precognition: Frequently while sleeping, your dreams will be visited by vague visions of events that could come to pass in the future. They may help you avoid pain, protect others, or just help lead you towards your destiny or another goal. Not precisely allowing you to see into the future, this can help you see a future that may come to be depending on if you act on what has been witnessed. Having any of these precognitive dreams will heighten your memory during the experience allowing you to recall detail in greater clarity than events that happen during waking hours. If unable to sleep due to your own biology or other powers, you can enter a meditative trance to make use of this and other skills that require rest.
99. [400] Mental Projection: You can tap into the minds of other people, giving them visions or thoughts of whatever you like. They can still see and think normally, but whatever you wish will also be present in their mind's eye as a potentially jarring distraction. This ability can function at great range and you're able to choose the people who receive your transmission as long as you know what they look like. As you grow in strength masking another person's vision will become possible by selectively blocking what they would see with what you want them to see.

    This can only be used to send visions to others, not receive any information.

100. [400] Telekinesis: With just a hand gesture and sometimes less, you can cause objects to move without touching them. At first, your ability to move things with your mind will be limited by your physical strength, so without training you won't be able to move things much heavier than you're capable of normally. With training of the mind this limit becomes much easier to reach and surpass, and a normal human could toss foes through the air without straining themselves. One of the many psychic powers passed down from to humans, it is common for demons and their witches to

have this talent too and with their longer lifespan to have honed it to great effect. For some, a mere flick of the wrist can force an enemy's neck to snap.

101. [600] Blood Drinker: Like a certain yellow-eyed demon you're able to gift psychic powers to others by having them drink your blood. Just like his disciples by drinking the blood of demons you can skyrocket your own psychic abilities for a short time. Being able to drink the blood of demons to enhance your psychic strength is not unique to you, but may be one of the gifts you pass down to any who drink your blood should you choose. Being able to actually grant new psychic abilities to others is a gift for you alone and cannot be passed down. Some people won't be satisfied with just a taste of power... those you gift who lack sufficient willpower may find the surge in energy too addictive to resist if they don't have someone to support them...

102. [600] Demon General: Prepared as potential vessel for Lucifer himself (or not), you possess all the necessary willpower to compel demons to do as you wish and/or dispose of them if they are no use to you. This ability does not require any verbal communication to take hold, you simply will them to act however you choose and they are forced to obey against their own wishes. For those demons you have no use for, you can use your same overwhelming presence to exorcise them back to hell wordlessly or inflict extreme pain or destruction of the spirit upon them. This may fail against especially powerful demonic beings unless supplemented with more demonic power, but your gift for controlling the average demon masses in undeniable.

103. [100] Hunting Things: Stalking and killing monsters is second-nature to you along with identifying news that sounds like monster activity. You're reasonably familiar with all the habits of monsters indigenous to the United States of America and know quick methods to narrow down what sort of creature you're dealing with based on the information as well as what's needed to kill them. This comes with a great understanding of simple hunter tricks like using devil's traps and salt lines in order to identify who in a given group might be only pretending to be a human.

104. [100] Clap Your Hands If You Believe: It's not an easy thing to accept that monsters are real, or that the people you love could have been replaced by one. The simple matter is people may refuse to believe the truth if living a lie isn't as scary. However, they still definitely want to live. You have remarkable ease at getting people to accept the existence of the supernatural quickly when they're in danger. Instead of being confused or frozen in fear when an unnatural threat shows itself, those you've warned will remember your words and run, following your instructions until the threat has passed. Afterwards they'll want a more complete explanation and be more than willing to take your advice to heart.

105. [200] Hunter x Hustler: Seeking out monsters and regularly impersonating officials, hunters can't exactly hold down a normal job and set down roots. Most have

to live on the road and make use of... less legitimate skills to get by. Like these hunters you have street smarts to get by on illegal channels being able to pick locks, hotwire cars, and (perhaps obviously) impersonate others to commit credit card fraud. Your main talent is in gambling. You may not be much better at the games but you're definitely able to cheat better and undersell your abilities to appear like a novice while playing billiards, poker, dice, or other common pub games. It's easy for you to act inexperienced in this regard and lure others to play with you to make a quick buck.

106. [200] Bullshit Ballistics: While all hunters seem to be competent with guns, you can put their skill to shame with your own ability to hit a target. While a deft marksman you're supernaturally skilled in the creation of specialized ammunition for your firearms. With what you might run into in this world having the right weapon for the job is essential. Putting together rock salt shells for a shotgun or melting down silver to use in your bullets is the simplest use of this ability. There are far greater applications for your personal rounds, like melting down an angel blade into angel-slaying bullets, or putting potions into hollow point rounds to make the contained magic trigger against a target. Most curiously you can inscribe sigils or seals you know onto bullets, and they will not be deformed on impact keeping their properties.

107. [400] Exorcism: You have memorized a variety of Latin and other (somewhat lengthy) incantations that, by speaking, you can use to speak to banish any demon within hearing range back to the hell it originated in. Demons will know what you're doing when you start the exorcism and most will attempt to stop you from completing it. But when using any form of verbal ritual you can be interrupted without it impacting the effectiveness, and should others understand the words and wish to aid you they're able to complete such recitations while you may be incapacitated. Changing who incants during combat is an excellent way to keep a target distracted.

108. [400] Saving People: It's not just about the hunting things and the family business, but what happens after when those you've saved have to go on living with the knowledge of the terrors that lurk in the dark corners of their world. Perhaps because of the hope you've brought or them simply finding strength in themselves after their ordeal, anyone who goes through trauma that you happen to save will never be burdened by the experience – only coming out better for it after given a brief period to recover from any physical harm they might have endured. No more will you have to worry about those you protect after the battle is over.

109. [600] The Cure: "There's a cure. There's always a cure and we will find it." Sometimes there is something worth saving, even buried deep in the hearts of demons and monsters. When you encounter beings that were once human but have lost are losing their humanity, there is always a ritual somewhere that can save them from their fate so long as you have the drive to seek it out. It may not be easy to find, it may not even be possible to find with months of effort, but it will be there waiting as long as you earnestly seek the knowledge. Often an extended process to actually apply the

cure, your target will need to be willing to carry out the process (or at least heavily restrained).

110. [600] Remarkably Unremarkable: In spite of all the reasons why someone should be able to immediately recognize you based on your (in)famous reputation, they will consistently fail to associate you with that identity unless you've personally revealed it to them or they have the connection explained by someone who does know. You can be on the Most Wanted List for the last decade, personally attempt the assassination of a president, and be well-known for impersonating FBI and other government officials yet still able to calmly walk into a police department and flash a fake badge knowing that not a single person will notice your resemblance to a known criminal unless they've encountered that side of you first-hand. Not even powerful beings are exempt from this, having to have either personally watched or been shown your deeds by another before being able to acknowledge just who you are.

111. [100] Spooky Eyes: Maybe your eyes glow in the dark, or turn completely white/black when you're hungry or in a bad mood. Regardless, you have distinctive eyes with some cosmetic trait that will unnerve regular folk and even help set you apart from other monsters, possibly making people run for help at the first sight of them. This effect can be switched on and off at your convenience. While many creatures here, be they monster or demon or angel, seem to be self-assured enough to broadcast their supernatural nature through their eyes every time they so much as stare at someone they're stalking, you'll never feel unnecessarily compelled to show off your unnatural eyes when emotions flare or for overdramatic effect.

112. [100] No Dogs Go To Heaven: Monsters don't go to Heaven. Nor do they go to Hell. The human soul is a precious thing, coveted by both the factions of angel and demons and intended to go to one of those places when they perish. No matter how human a monster may still feel, their soul has been altered and so too has its destination. You know have this trait and can pass it to any others you convert to your kind. If there is an alternative locations souls go upon death in a setting, these newly-turned monsters may be able to find final rest or torment there, or you can select an afterlife you already own as the place they will be sent. This does not offer you any protection against the typical results of dying.

113. [200] I Can Change: You can suppress your desire for the succulent taste of humans and no longer need flesh, blood, or other parts of people to sustain yourself as more typical fare will now fulfill any basic nutritional requirement your inhuman body might need. Eating regular food remains as satisfying as it has ever been, but of course still doesn't have that delicious appeal of fresh flesh. You're always free go back to killing people if you really want to sate that craving, but so long as you have this the hunger won't control you. Being a monster by choice is so much more liberating anyway.

114. [200] Monstrous Durability: You get knocked down, but you get up again. They are never going to keep you down. Enjoy being annoyingly hard to kill. Short of decapitation or the possibility of being torn apart by industrial equipment you won't be kept down for long. Taking a shotgun blast at point-blank range will merely knock the wind out of you, and even after being thrown through a wall you'll be able to jump right back on your feet. Even having your feet tortured with a blowtorch won't keep you off them. While this won't eliminate any of the specific weaknesses you might have it does help avoid being one-shot by them before having a chance to defend yourself in a proper fight.

115. [400] Bibbing: As an act of punishment, you can force your subordinates to begin an act of autocannibalism. Upon completion of this act (or far more like, the target's death) their spiritual essence, their soul, is immediately transported to and stored in a open space within a pocket dimension of your choice where it regains its former body and can wander. Beyond the simple use against subordinates, if you devour a foe alive they can be sent to this realm. On its own, this perk does not allow you to transport people from the world of one jump to another, but if unable to leave it by the end of a jump non-companions will be stuck inside. For the purposes of this perk, a subordinate can be anyone who directly follows your commands either through employment or your leadership.

116. [400] Specialist Predator: In nature, some species are generalists able to survive in a wide range of environments on a variety of foods, while others only thrive with a limited diet that they are specialized to hunt. While perhaps not being completely natural, you are one of these focused hunters, and your prey is mankind. Around them you can hide in plain sight and keep them from picking up on cues that would alert them to your status as a predator. You are vastly stronger than those you hunt, being able to effortlessly snap steel chains or toss a grown man through a wall. As humans often use automobiles to escape danger, you are capable of keeping up speed on foot with modern land-bound vehicles and of course having better handling.

117. [600] Jefferson Starship: Why be one monster when you could be two? When the classics just aren't cutting it, the Mother of Monsters likes to switch things up a little and take parts from two of her favourite creations. Whether created by her directly or for another reason, you can select an additional monster type (at cost, if applicable) and hybridize it into your form here. Even if not a monster yourself, you may use this perk to select one of the monster types to add to your form here. Furthermore, in both this jump and beyond you are able to use two of your alt-forms simultaneously giving you the weaknesses and strengths of both as a hybrid creature.

118. [600] Alpha: You are not just a monster, you're the monster. As the very first of your kind you possess great powers over those that came next. The progenitor of your selected species here, you gain two valuable abilities. Not only can you command other creatures that share your chosen species here and have it taken as an absolute order, but from normal humans you create others of your kind (though not alphas like you). In future settings, while your orders on other beings that share this type will not be absolute, you retain the control over your spawn and still gain immediate respect from others that resemble your kind.

119. [100] Possessive: Unlike with those socially backwards angels, your efforts to blend in while controlling the body of another is actually believable. With a host's consciousness trapped in the backseat you know precisely how to coerce information out of them in order to play your role to a T. You know exactly what lines you can and cannot cross to keep your host responsive instead of giving in to total despair. Even if piloting around a corpse or other body without soul, you can intuit the ways in which a person is supposed to act in society to avoid drawing attention.

120. [100] Picasso with a Razor: You have turned torture into an exquisite art, able to inflict extreme pain upon your captives dealing only as much physical harm as needed. In truth, this allows you to love the act of torture itself – granting both incredible skill in causing pain and enjoying it when the tables are turned, if only to further mentally agonize those hoping to gain some kind of reaction from you or get payback for the harm you've done. With this level of talent you could gain special assignments in Hell, breaking people's will until they ask to be made into demons to escape the pain.

121. [200] Scary Just Got Sexy: You're incredibly seductive when you want to be. Even if beneath that gorgeous exterior lies an objectively evil monster wearing human skin and people know it, so long as you keep acting in a way that seems in their best interest they seem willing to give you a chance. Tempting is an easy matter for you, just the suggestion that magic deals must be sealed with a kiss is more likely to get your business partner to agree to unfavourable terms. Unless you're taking on a form that a person finds truly unappealing they're likely to drop their guard around you. Changing an uneasy alliance of circumstance into something more personal is not just possible but likely if you work at beguiling them.

122. [200] Enochian Sigils: Though Enochian is a magical language of Heaven, the properties of using the runes makes actually knowing them more common in demonic circles. The correct symbol carved into a human body keeps the demon possessing them trapped inside. Carved into a weapon, they can render that object able to hurt angels. Possibly the most common use for the markings is to ward structures - making angels outside unable to detect what's happening within the site through supernatural means. You know enough of the angelic symbols to make use of all these valuable

skills. Plus you also know a variety of vulgar phrases in Enochian should ever have the need to cuss out angels from the safety of a protected structure.

123. [400] Crossroads: Be you working with devils or demons, you can use the resources of any analogue to Hell in order to supply the desperate or greedy with almost anything they might wish for – all for the low cost of their soul. By creating a contract with someone who reaches out to you, you'll be able to fulfill their heart's desire from talent to wealth to romance. Since their side of the bargain probably wouldn't be very enticing if you were to take their soul right away, you can delay the recovery of it for up to a decade. While demons investing into your business won't like it if you don't make efforts to actually collecting the souls and may try to take them if you're ignoring expired contracts, they're perfectly content to let you do as you please once the damned soul has been claimed.

124. [400] Unfavoured Soul: In fiction, there are those who can do no wrong. Those who the plot favours time and time again, rescuing them from their own failings against impossible odds, even as those same people refuse to accept their faults. Others can make a single poor choice and meet a damnable end, with no chance at redemption. Unfortunately, reality can be as cruel as fiction to the little guy. While you may not truly be in the second category, what you can do is spot those with unnatural advantages, those selected by God or otherwise fated to win. With this knowledge at hand you can stay work to remain in their graces and by anticipating that they will succeed, you'll be able to offer calculated aid to ensure their victories serve your interests. In the long-term. At the very least you'll be able to know who is protected by the plot.

125. [600] Deadly Sinners: Even among the low-ranking demons, some can claw their way to substantial personal power and reach Like the set of seven infamous black-eyed demons sealed deep within hell, you can now overwhelm the senses of another sapient creature in the worst way, consuming them with one of the Seven Deadly Sins using only the slightest touch. You may select any one of the seven sins to personify. How it effects each individual may vary, but with some choice words you can influence people quite easily when the ability is affecting them. Unlike common demons which can fall victim to devil's traps, all of the Seven Deadly Sins are able to cause sudden tremors in their immediate vicinity, often breaking the surfaces such sigils are inscribed upon.

126. [600] No Equals: You have a vision. A vision of rising to the very top and remaining there. Not only do you know your current power relative to the competition but understand exactly what you must do to consolidate it with minimal risk. To this end you possess excellent planning and manipulation skills being able to act anywhere from affable to downright ruthless as the situation demands. This includes both controlling those beneath you to quell any attempts for them to rise to your level and devious talent for ensuring that your betters' plans can be carried out to help you as well. You're able to easily swallow your pride and offer alliances to your enemies if it

would serve your end game. Of course, even the best laid plans can't account for the overwhelming stupidity who refuse to act in their own best interests.

127. [100] Angel Radio: With a true form being multidimensional waveforms, all angels can communicate over a network imperceptible to other creatures, often called "angel radio". Whether you're an angel yourself, or perhaps were one in a past life before being reborn as human, you've found a way to tap in to this ability. Listening in on other angels or identifying them in person is simple, as is broadcasting any news to them. You can also decipher the signals of traditional AM and FM signals, or tune out any or all of this extra noise as you wish. Whenever someone is praying to you specifically, you can easily hear their request and what's going on around them unless they are somehow warded against the divine.

128. [100] Localization: All angels are able to find anyone they seek, so long as the person is not warded specifically against them or using some other special method to hide. Angels are not alone in this gift of instantaneous tracking, with an assortment of powerful demons, primordial entities, reapers, and even witches frequently having methods to know where someone is. In conjunction with Angel Radio, this lets you immediately pinpoint the location of anyone offering you their prayers if you wish it.

129. [200] Channeling: Not even beings as powerful as Death can break a soul apart. They can be beaten and tortured but never broken. While one soul is said to contain the power as one-hundred suns, in practice the process of extracting energy is still incredibly inefficient with tens of thousands of souls being needed to effectively fight archangels. You can tap souls for power, both your own and those of other creatures you're in contact with. Just by looking at another creature you can see the state of their soul or lack thereof, quickly knowing if they've suffered damage, been tapped for power, and letting you know if what's inhabiting a vessel is a human, demon, angel, monster, or something else entirely.

130. [200] Guardian Angel: Protective charms come in many forms. If you can anticipate the exact wound a person would suffer given the circumstance, you can prevent them from suffering harm. Any use of this perk can only be used in order to guard one person at a time, requiring you keep you close attention a bit of focus on the danger at hand to stop it from doing any damage. Despite the limited focus and foreknowledge needed, this lets you bestow greater safety on others than you yourself hold. Keeping someone from being burned when immersed in boiling water or even shielding a demon against the smite of an angel is quite simple if you can tell it's coming. Linked to your own collected defensive capabilities, this only serves as a baseline that allows you better defend others when your personal protective power grows.

131. [400] Amanita bisporigera: Angels today may be seen as a force of good, of protection and healing. They are soldiers of God and can bring ruin to those who interfere with plans for Revelations. When humans stray from the path or worse yet, oppose it – there are many methods to hurt instead of heal. Inflicting immediate and severe trauma to any sapient entity both biological and much weaker than you is now more than possible. Mundane illnesses of all kinds can manifest fully in your target within seconds, gonorrhea all the way to cancer. Forcing internal bleeding is simpler still, whether you want a massive cerebral hemorrhage or just to strike fear by having them coughing up blood. Stopping the function of cells or just removing organs entirely is all too easy against lesser beings. Not unique to angels by any means, many of the creatures of the world have spells to do equal harm.

132. [400] On The Wings of Prayer: You can instantly travel to any location you're familiar with on the same planet, or to other destinations on the world if someone gives you proper direction on how to reach it. When taken by an Angel this travel is accompanied by the sound of fluttering wings, regardless of the current form you inhabit. Any angel can use this ability while connected to Heaven here, but without that connection they will need to resort to more mundane travel unless this perk is purchased. It takes a brief moment to steady yourself after 'landing' to adjust to the new surroundings which might leave you vulnerable to traps, so it's best to look where you're going carefully if given the chance to do so.

133. [600] Nephilim: The forbidden result of a union between two species. Normal nephilim are viewed as abominations and hunted by angelic society out of fear of their power in early childhood. In fact, when last mature nephilim occupied the Earth, God himself had to intervene to remove them. While you are not one of these beings yourself, you possess the unique quality of being able to... through a similar union of dissimilar species... er... When you become the parent of a hybrid being, it will retain all the racial strengths of both you and your partner's species brought to new heights that completely outclass even the strongest of the component species.

134. [600] Touched By An Angel: Demons and monsters beware, for your hands can smite the unholy them with but a single touch. As you smite the wicked, a brilliant light shines out from within the target leaving them with burned out eyes. Though you cannot directly kill creatures without corporeal form you are still able to grasp demons in their smoke bodies and force them into a host in order to smite them. Alternatively, if the difference in power between the two of you is monumental, your touch can instead cause the target to burst apart into a bloody paste. Not everything is about smiting; to help others your touch can also sedate or heal, purging any wounds and mortal illness or simply rendering someone unconscious until the pain has passed.

135. [100] In My Name You Pray: You can offer a blessing to a person or place, so long as that person first provides you with an offering. Most of these blessing boil down to matters of small coincidence and just a touch of divine magic bringing good into their life in the manner desired. Wealth, health, crop success, romance, so many things are possible with just a shift in fortunes blessed by the divine. While a sacrifice may not be required, some amount of worship or at least reverence is. Without proper belief in you the power will dwindle and you'll need some other way to gather the energy needed to influence other's fortunes. Of course should that happen, you may need to take sacrifices to recharge your power.

136. [100] Virgin Sacrifice: Using humans as your food source isn't complicated, they're everywhere – but finding high- quality ones that are perfectly ripened can be a chore. Like dragons you can immediately identify whether or not a person in pure. Or at least you can identify whether or not they've ever had sex before. Useful to make sure your worshippers aren't try to cut corners and give you a lesser sacrifice. Regardless of what you might want to use it for this sixth sense will never steer you wrong. When part of a meal, the purity of your ingredients enhances the taste making it more delicious all around.

137. [200] True Form: The ability to masquerade as a human is as important as ever in the modern world and like many others you have evolved to do so. While physically you can take on a human alternate form to mask your identity from the unenlightened your actual body is not quite so normal. In this world, what that means is underneath your human exterior lies something else entirely; you could be a sacred tree using the human guise for mobility or some kind of beastman, or just have inhuman skin tone and some additional limbs. This is what others will see upon using some kind of ability to peer into another's soul or divine a true nature. From this point forward you can choose any one of your alternate forms or a combination of those forms that you can achieve to be considered your true form.

138. [200] Restoration: Old decrepit buildings are not a place for a being of your stature and superiority to stay. You can influence the environment around you, bringing life back to mundane plants or transforming even the most run-down building into perfect condition over time. While not able to grant any kind of healing benefit to living creatures and taking upwards of a few hours to fully work its magic; this will completely repair and renovate a mostly-intact structure to working order and style it to your tastes. Any of the former functionality will be restored with the included objects inside being healed as well.

139. [400] Force of Nature: Be it a classical element or something more unique there is a force of nature at your beck and call that you claim authority over. As a true

master over the domain your chosen force could behave quite differently than one would expect though (ex. using blasts of fire or air as concussive force or otherwise harmless bindings). Natural sources of the substance can be controlled as you wish, but you can also generate and endless stream of your chosen force as well. As an ability of the divine, this gift only grows stronger with others worshipping you as their god but you will always be able toss thunderbolts or call forth vicious gusts that can toss humans aside at a minimum display of strength. As long as your followers grow so too will your divine might. One with command of earth will learn firsthand, faith really can move mountains.

140. [400] Trickster: A standard ability of a specific type of deity known as a Trickster but known to many others as well is the gift of conjuration. These beings have the ability to make something from nothing, including minor monster constructs to furniture and much more. While any of these constructs can hold a personality designed for them by the creator any living things will not truly have a souls and only acts based on behaviours designated by the trickster. Where other deities must rely on worship to restore their energy needed for performing miracles, a trickster can substitute this for imbuing copious amounts of sugar to recharge. Just like those powerful beings you now have the ability to conjure objects and creatures, as well as the option to use the sugar you eat as a secondary source of energy for divine powers.

141. [600] Immortality: “There are billions of us, and we were here first.” With toggleable immunities to pain, time, sickness, and physical ailments, there is a reason so many of the old gods consider themselves to be above common humanity. Like those powerful figures you will never grow old beyond your ideal human age unless you choose to. You will never experience mortal disease, never experience fatigue, and never experience the pain a mortal might feel unless you choose it. From here on, unless violence or an accident should take your life you will never experience death. Unless of course, you choose it. Men grow old, gods grow strong. Age means nothing to you or your strength and you can set your own age freely, able to show up in the prime of your life, as a child, or even as an elder depending on what mood you’re in.

142. [600] High Stakes: When it comes to conventional weapons only a specific type of material can be used to kill you. In the case of most pagan gods this usually means living material of some kind. Most often the material is a tree that grows in their home region that can be crafted into a stake or the blood of a specific species considered to be that deity’s enemy which can be used to treat a weapon before combat with the god. Whatever your kryptonite is, it’s really more about what can hurt you now than what can’t. Outside of this single selected material, only other weapons with absolute fatality will be able to harm you. Those who wield divine weapons that kill any gods, a magic gun that can kill anything in creation, or a scythe that has nothing it cannot kill – these are all things your single weakness cannot guard against.

143. [100] Borrower: The most common form of witchcraft available to humans is that which needs to be petitioned from a demon. Coughing up pins, forcing food to spoil and fill with maggots, or forcing parts of the human body to fail or fall off, making another commit suicide, even subtle reality warping to shift events in their favour... While there are many versatile and dangerous applications available for demonic magic it all depends on your ability to predispose a demon to want to share it with you first. One thing you can already do well is identify which demons can offer which spells, and perform the summoning rituals that will put you in contact with those patrons.

144. [100] Groveling: When dealing with demons, personal safety is always a risk. When it comes to such malevolent entities you know exactly to effectively beg, either to avoid being killed or for humbly requesting they imbue you with a measure of their power. Not all demons take to such revolting displays of human meekness though, and so you also know when you should maintain your composure. Any devil or demon is going to be far less inclined to kill you outright if you get a chance to speak, particularly in the event you can offer a certain service or something else of value.

145. [200] Tongues: The trouble with trying to make use of ancient spellbooks and their incantations, or the dark rituals from the even-more-ancient realms of heaven and hell is that such material is rarely written with the language of modern man in mind. You have the familiarity with ancient languages to instantly recognize them in written and spoken form, being able to tell which specific dialects is being used. Only giving you true fluency in one ancient language, you can still pick out words and patterns well enough in other writings you may encounter to tell the difference between a spellbook, historical record, or other tome. Though not able to fully understand the language you will know the kind of experts needed to get something translated. Furthermore if your pronunciation of words in a spell isn't technically correct to the language, it won't impair the spell's effect.

146. [200] Witch's Wager: Using magic, you're able to bet more than money in a game of chance. Qualities such as age, height, or other mundane features can be wagered and the magic you weave will ensure the victor receives what has been offered. You can either be taking the risk equally or just supervise the games of others while using this power. All parties involved must be aware of what is being gambled and competing of their own choice, though they don't necessarily need to believe it. Rewinding a person's age enough can cause them to lose disabilities gained during their lifetime, just as pushing a person's age forward can cause complications of old age. The winner can only take as much of something as the loser has to give...

147. [400] Natural: The Grand Coven classifies each of its members into one of three recognized types of witch. There are the Borrowers who harness the demonic for spells, the Students who lack talent but after years of training from a mentor can

produce witchly power, and then there are the prized Naturals. You are one of these prodigious few, able to quickly understand new spells you come across and perform them with decent results on the first attempt. Practice makes perfect, but you start closer to perfect than most. After witnessing demons and other such beings prepare a spell, you can easily memorize and duplicate the rituals allowing you to perform them in the future without relying on outside aid.

148. [400] Hexpiration: Instead of having spells run their course and fade once the magic used to power them runs out, a witch's repertoire of curses end will end with the death of the target. You know many such hexes already and with the aid of hex bags can bring death to your enemies. Forcing someone to cough up needles, or lose their teeth, or to lose their memories until nothing remains, or to be swarmed by insects. The end result is a drawn-out death unless you show mercy and lift the hex or the source of the spell (you or the hexbag) is found and destroyed. You can bestow this fatal quality on any single-target spells as you cast them, provided they affect a target over time. Powerful creatures, rather than being immune to your magic just find that it takes much longer to dig in and take root before the inevitable.

149. [600] Wicked Witch: Unlike those 'human witches' who fumble with the magic designed by demons, you possess something older and more powerful. As one the visitors to the faery dimension Avalon you have come to hold far greater magic power. The real variety in this magic comes in it being able to change the transform the body of one creature into another, either to give yourself incredible shapeshifting or punish those who would stand against you. Some examples include: taking the form of gas or liquid to heal and avoid attacks, replacing someone's tissue with inorganic material like tin or marble (either allowing them to remain mobile as normal or forcing the properties of the new material on them), or simply shifting them into a new creature entirely like a flying monkey or common beast. If trapping your enemies in unnatural forms doesn't suit you you can simply destroy them with an emerald blast of dark magic.

150. [600] Servitude Spells: You have spent years with the greats, mastering the intricacies of high witchcraft. With arcane secrets of the human consciousness laid bare, you can bend anyone to your will with a well-placed hexbag and incantation. Whether you need a rabid attack dog or polite and receptive servant, you have a mind-controlling spell for every occasion. Upon falling victim to one of these spells the target is under your complete control, able to act only in the manner you designate. But instead of taking command over the mind of another with magic you can do much more, freeing mind from body is something of a talent in your spellwork. Though a certain level of preparation is required for each ritual, you have spells that can swap minds between two bodies, steal the memories of the dead to put into a doll under your

control, and even create phylacteries that can conceal a soul for decades until you're ready to implant it into a new host.

151. [100] EMF Meter/Iron Crowbar/Shackles

[50] EMF Meter: This handheld gadget will reads electromagnetic fields, helping you to determine the location of spirits and the objects or remains tethering them to the mortal plane. While the equipment of some hunters can be thrown off by other strong sources of electricity like power lines, your device is refined to be able to filter out such man-made interference and only reacts to spiritual energy fields due to differences in the way they change electromagnetic fields. If you have another portable electronic device, this feature can be installed as an app to help save space.

[50] Iron Crowbar/Shackles: Your choice of two valuable pieces of gear. Depending on if you want a sturdy tool helpful for breaking in to things best left sealed, or something just as sturdy for keeping things bound. Iron hurts any vengeful spirits, be they ghosts or demons, and is capable of hurting fairies too. Striking ghosts with an iron object will force them to depart for a short period before they can interact with the material world again. While exposed to the items, demons will be unable to make the most of their supernatural powers. Instead of taking a new item, you can give an old object the traits of iron.

152. [100] Silver Lining/Handgun

[50] Silver Lining: You gain a simple but wickedly sharp silver machete that can be easily concealed beneath heavy clothing. The foil to any shapeshifting monster, it can leave them with burns on simple contact and inflict much worse pain when actually used properly. You may instead upgrade an existing item you own to grant it the same properties as silver. It's recommended you choose something with a blade long enough to properly decapitate a target in one swing.

[50] Handgun: As unusual as some of the creatures are in this world, most are still vulnerable to good old fashion human firearms. This easily concealed semi-automatic isn't magical or anything, but it'll still stun most monsters effectively enough to move in close for the killing blow - as long as you have something more inclined for monster decapitating on hand. As getting ammunition can be a bit of a chore when you're in the business of constantly jumping state lines, hunting human-like things, and using fake IDs, this will just comes with two magazines that refill themselves between fights.

153. [100] Shotgun/Trusty Shovel

[50] Shotgun: At close range far more effective than a handgun, it can be made even more effective for hunting various creatures by loading the shells with silver shot or rock salt, depending on what you're facing. Always ready for each engagement, you have an ammo box with 8 shotgun shells along with 2 shells loaded with rock salt in the event you're up against less conventional opponents. Between battles the box will refill and ammunition that's been used.

[50] Trusty Shovel: Though common in appearance, this tool will pay off in spades for hunters, necromancers, or anyone who has need of a corpse or spot to stash one! Digging and uncovering graves is when it is most effective, letting you unearth coffins or provide a final resting place in minutes rather than hours. When used to dig for other purposes, it is only as effective as a regular shovel. It will never betray you by telling authorities what it's been used for so long as you keep it clean.

154. [100] Hunter's Journal/Salt

[50] Hunter's Journal: The single most valuable possession for most hunters, books like these are passed down through families and hold extensive records on the demons and monsters encountered over generations. A constant companion for any hunter this notebook is used to keep track of where they've gone, what they've hunted, and who they've helped along the way. It includes many hand-drawn illustrations, newspaper clippers, and the occasional photograph to help identify creatures as well as keep track of rumours and lore about creature sightings. If well maintained, it allows other hunters to avenge their family or at least tie-up loose ends and give some closure.

[50] Salt: An invaluable tool for hunters, this common condiment is a symbol of purity that can force spirits to disappear for a short time. When made into a line, it prevents both demons and spirits from crossing. When force- fed to a person controlled by a poltergeist it can release them from that possession. Salt lines can only be broken by creatures it does not affect. For actually defeating such vengeful spirits in a permanent way this is basically a requirement, as ghosts will not pass on until their tethers to the world have been salted and burned. This particular container never seems to run out.

155. [100] Holy Beads/Laptop

[50] Holy Beads: Most hunters carry a bit of holy water for emergencies, but not all can create their own when the situation needs it. With just an incantation, any standing water in contact with this rosary will be converted into holy water. While the water's main use is a deterrent against demons, it is a particularly effective one. Creative hunters have been able to use this process to create particular effective traps, such as by blessing sprinkler systems or water tanks before using them to soak buildings.

[50] Laptop: "We should call the internet and find out as much as we can about these people. Did I say that right?" Not exceptional as far as computers go, even for 2005, but this can fulfill your research needs as well as any other machine of the era will. If destroyed or shut down unexpectedly it retains all data. No matter how many explicit websites you may use for "research", you'll find the device is unable to be permanently damaged by viruses or malware – though there is a high chance the screen could freeze at inopportune times to embarrass you.

156. [200] Classic Muscle: This car is in immaculate condition despite its decades of age. You can select any classic muscle car you would like, and will never need to worry about stopping for gas. Impala, Camaro, Firebird... if you want it you can have it. The spacious trunk capable of stashing a person armory comes with an optional Devil's Trap painted within for the easy storage and transport of demons. Through this

option you can import a previous vehicle and give it the appearance of a classic muscle car while letting it retain its former abilities in the new form. If it uses a type of fuel beyond that of a normal modern day car, you will still need to provide it to run those functions.

157. [100] Meta Fiction: Each of your adventures will be recorded in as well organized a manner as they can possibly be made to be in the form of a series of books. These cover every important moment in your journey, and though they directly violate your privacy at times can offer a bit of insight into details you could have overlooked.

158. Discovering just what happened to an artifact after you lost it or who a certain attacker might have been working for becomes pretty simple when it's literally spelled out for you. You can choose for these books to have been published and available to the world at large or just part of your private collection.

159. [100] Fan Fiction: You can apply this upgrade to any perks or items you have that give an account of your journey – whether it takes the form of books, films, or other media. You now gain triple the amount of material on your adventures, but these extra adaptations tend to deviate from actual events. Varying wildly between better written than the original content or wildly inappropriate, the new versions are likely to feature more unexpected (and possibly unwanted) twists. Characters may remain true to the original or completely different to suit the writer, with other characters added or removed from stories just to suit the new story being told. In any case, if media about you is available to the modern world, expect the fan fiction community online to grow.

160. [300] Croatoan Virus: This sulphur-based virus is the work of Azazel and Pestilence, incorporating demonic elements in order to turn those it infects into murderous creatures over the course of 3-4 hours. Hunting in packs they usually retain the same levels of cunning they had prior to infection. Spread by blood to blood contact, the infected know and desire to spread their condition to many in order to spread cruelty into the world. You have a shipment containing endless of samples of the virus ready to be administered, packaged in what purports them to be a vaccine for an unrelated illness. Demons and those who have been granted psychic abilities through the consumption of demon blood are immune to the virus.

161. [300] Thirteen Bullets: You may provide any one of your ranged weapons with 13 rounds of very special ammunition. These projectiles cannot be replicated, but when fired from your selected weapon they can kill basically anything you could expect to encounter. In practice, only exceptionally powerful beings, or those that predate creation, seem immune to the death these rounds inflict. Without a specific ritual (that you do not possess without purchase of The Colt) and special components

this ammunition has no chance to be replicated, and once used successfully against a target these special rounds will not be returned to you.

162. [600] Cold Oak: You will find yourself with uncontested access to an abandoned (and admittedly decrepit) town surrounded only by miles of wilderness. Why the town is abandoned in each incarnation is up to you, as is the location, though superstition will spread around the region about something malignant lurking there and those rumours still keep the place very private. With a frightening history and the general isolation from the modern world, it's incredibly unlikely to see any uninvited guests for whatever you may have planned... Feel free to invite as many people as you like however, as you can force any individual whom you're familiar with to be teleported to this town from anywhere on the same planet if you know their location.

163. [100] Family Business: Badges and various business cards that will assist you in infiltrating multiple levels of society for information under a number of fake identities. Anyone suspicious of your involvement in a case will initially call the superior listed on your business card rather than verifying your identity in another manner - so it'll be good to have someone manning a phone somewhere to back up your story. This includes F.B.I, C.D.C., Federal Marshal, and material identifying you as various local police and health department roles.

164. [200] Matching Tattoos: A relatively simple method that is guaranteed to ward off any and all forms of demonic possession. Where normally an anti-demon tattoo could be burned off or otherwise removed this one will remain effective just as long as your body does unless you choose to remove it of your own free will. Since the tattoo is relatively simple despite it's essential role in hunting demons, you can copy the design to grant this protection to any of your allies as well – though anyone else who gains the tattoo will only see it effective so long as it remains on their body.

165. [400] Sizzling Grill & Bar: Welcome Jumper, to the family of the 27th largest restaurant franchise in this great country. As the owner of your very own Biggerson's, you and your companions can always eat free. The food here may not be entirely healthy, but it is entirely delicious. Unlimited greasy burgers and chicken wings are just the beginning, with the restaurant boasting a few delicious trademarked menu items like the Pepperjack Turducken Slammer. This innocuous location serves as a great meeting place for sharing notes or a pint with fellow hunters without drawing suspicion. In future settings you can have a business as part of another franchise or independent bar & grill, allowing you to quickly collect rumours on any urban legends or supernatural regional dangers from the patrons.

166. [600] The Colt: Despite an antiquated appearance they say this gun can kill anything. For any hunter it would be a priceless artifact to be used in their business, if

only one could overcome the limited ammunition Samuel Colt made for the revolver. For you that will not be a problem, as included with this purchase is instructions for the necessary ritual that can be applied to the pentagram-engraved ammunition. Now with a supply of myrrh, sage, holy oil, and the right incantation you won't need to worry about a lack of killing power. Taken in conjunction with Thirteen Bullets, you may be able to apply the process to another weapon chosen by that option.

167. [100] Vital Nutrients: There's no need to go out killing people like those uncivilized man-eating monsters. Worry not, all your humanitarian dietary needs will be met with regular shipments! Or at least one of them, as from now on you'll receive your choice of a specific vital organ or blood that can satisfy a monster's hunger as well as the real deal, and you get a fresh delivery every few days that can easily hold you over until the next one.

168. [100] Borax: Whether you want to keep the house clean or just defend against the baddest monsters in Purgatory, this provides you a great supply of replenishing cleaning products that include the compound sodium borate, regardless of what you might need them for. While not exactly deadly to Leviathans because of their vast regenerative properties, it burns them worse than any acid and is typically used to prelude beheading and storing the head in a way it cannot regrow a body. This includes various products like aerosol air fresheners, laundry detergents, soaps, and several cleaners for your windows and carpets or flooring.

169. [200] Vamptonite: A bit of a misnomer as it's not only dangerous to vampires, with the exception of leviathans this corn syrup additive is unreasonably toxic to any human-eating monster. Should such a monster ingest the blood of a human who has recently eaten consumed the additive they will die instantly. Not just intended for the destruction of rival monsters, this makes the humans who eat it more complacent and generally dull-witted as well as being better at fattening them than other brands. For leviathans this means big and easy meals, while for others it could simply work well as a drug or anti-monster poison.

170. [400] Canyon Valley Wellness Spa: Offering yoga classes, a great gym and personal trainers, a kitchen providing nutritious meals, and a variety of relaxing spa treatments – this is the place to come for anyone who wants to lose weight and get in shape. The specialty treatments are able taking off tens of pounds of fat with each session with minimal discomfort. Along with the other services here can quickly help customers reach the healthiest physique of their life. You own a retreat just like it in this world and each future one, helping people rapidly reach their body goals with similar techniques as appropriate to the setting. By default it does enough business to keep running smoothly, but with such a great success rate it should be easy to promote to something more profitable.

171. [600] Purgatory: Considered a slightly worse neighbourhood than hell, this seemingly endless dark forest hosts upwards of 30 million souls. “Every soul here is a monster. This is where they come to prey upon each other for all eternity.” You don’t have that, not exactly. Like Purgatory, the dimension you receive shares a few features. It is able to serve as an afterlife for any creatures if you hold some kind of claim to their soul, such as through having created them or being worshipped as their god. Others who are not meant for this place can find an escape-hatch somewhere in the expansive plane that will eject them somewhere reasonably safe on their home world. Unlike Purgatory your realm need not be a spooky dark forest, but can include any kind of natural biome(s) you may desire to be cultivated and built up if someone puts in the work. Your inactive companions are free to wander this domain freely.

172. [100] Sanguine Cellular: This large brazen goblet is a popular tool in the demon world used for communication between each other. Decorated in faces twisted in agony one becomes accustomed to living in hell, it’s for a little more than just social drinking. If you have access to a supply of fresh (and preferably human), blood, by filling this goblet you can easily converse with any demon of your choice. With simple incantations, it can be used to make calls to other beings as well.

173. [100] Human Remains: One of the greatest weaknesses of demons is the fact that they were once human. Much like vengeful spirits a demon can be permanently destroyed by salting and burning the bones. What you have here is a skeleton you should be very familiar with, one that was once inside you. But death is hardly permanent for many of the residents of this world with circumstance allowing spirits of all kinds to escape from places like hell or purgatory with a new physical body. Anyone could end discovering bones from a previous life. In subsequent jumps, you can receive a duplicate of your own skeleton.

174. [300] Demon-Killing Knife: This serrated-edged blade seems much like a common hunting knife, with a antler for a handle and engravings along the blade. It is especially deadly to almost any denizens of hell, causing both hellhounds and demons agony at superficial cuts. Actually stabbing them is invariably fatal, with only the first demons, and those high in hell’s hierarchy like the knights and princes resisting the effect. Upon stabbing a demonic being the wound glows with orange light and causes the same light to flicker within them until their spirit is destroyed. An excellent close-combat weapon for fighting off groups of demons, some might find it lacking compared to traditional exorcisms in that you have to inflict fatal stab wounds.

175. [300] Pet Hellhound: Sharing a fate with leviathans, God saw the hellhounds as too terrible to keep with his other creations. Instead of locking them away he wanted them destroyed, and without the intervention of Lucifer would have succeeded. Violent, voracious, and cunning, each hellhound is nonetheless deeply loyal and obedient to their chosen master. Inspiring fear in even angels they can be anywhere in size from a large dog to a horse, with even the smaller ones overpowering demons. The best defense against a hellhound being having your own, larger hellhound. Under

most circumstances a hellhound is completely invisible, typically only humans they're assigned to retrieve are part of a crossroads deal can see them. Unfortunately for those humans, their mere presence can scare a person to death or drive them to suicide.

176. [600] New and Improved Hell: You have a throne that technically entitles you to rule over common demons here. In practice unless you're powerful enough to maintain authority it's unlikely you'll be able to keep the throne against treacherous others who envy the position. You have complete control over your own part of Hell, changing both the scenery and methods of tormenting damned souls here at your leisure. Whether you desire a place of darkness and chains where the hooked prisoners are torn apart each day or just a series of repeating waiting room and queues, people have different fears and you can personalize this place for any purpose. In every jump you visit that has its own hell, you may once again take up your throne in one of these layers of hell and will be offered the same control over the landscape. Once even demons may have hated and feared Hell, and now you can give them greater reason to do so or turn it into a place the demons never want to leave.

177. [100] Holy Oil: A very rare substance that can only be found in Jerusalem, Holy Oil has many applications in both rituals and confronting angels. When a circle of the oil is ignited angels are unable to cross, as both their vessel and the angel will be destroyed immediately. Very useful, if not for the fact angels can still call for help over Angel Radio and archangels can only be held for minutes before the fire goes out. Despite its primary use being a weapon against angelic beings, used as a fire-starter it still does great harm to both low and mid-level demons as holy fire molotov . Your jug of the fluid will refill regularly.

178. [100] Angelic Grace: This celestial energy is integral to every angel, but it can be stolen away with the right tools and leave an angel stripped of nearly all of their powers – including the ability to even leave a vessel. It is a serious crime in heaven for grace to be removed, whether by the owner or another. Once removed from an angel, this energy can cause a surge of life and growth in an area over time, turning barren fields into fertile overgrown areas. Of course, the angel would be stuck as a human unless they could find and reclaim it.

179. [300] Cherubim Sigil: A small bow that can be hidden as a tattoo on the palm of your hand. By channeling your power into this bow you can fire "harmless" arrows that cause the two humans of your choice (or at least the two people you hit in succession) to fall in love with each other. It catalyzes the affection felt between them enhancing any romantic feelings with a 100% success rate, so please try to be careful when you aim it. Upon being forced into falling in love with another human because of one of these arrows, a small mark is left on the heart. Those who have already been marked cannot have this ability use on them again; you can only use this method to create one true love per person.

180. [300] Angel Blade: These long, thin, triple-edged daggers are carried by many angels who enter Earth expecting combat. The wounds this blade inflicts harm almost any creature be they monster, demon, or another angel. Even those working for death, the reapers, are vulnerable to these blades. Still, powerful beings like archangels and leviathans cannot be killed so easily. Attacks performed with this weapon against most supernatural creatures that does damage sufficient to kill a mortal will also kill that creature. One needs to strike vital organs to deal fatal damage. The blade itself can be melted down and reforged into other types of weapons even with the simple technology available to humans, retaining all its killing power in the new form.

181. [600] 66 Seals: Whatever you can overpower and trap inside this pocket dimension shall remain here indefinitely without intervention from the outside world. It is absurdly difficult to open this extra-dimensional cage once it has been locked, with 66 events needing to have occurred before the prisoner is able to escape. You can choose the requirements to break each, though none of them can be impossible. While the prisoners are kept in a pocket dimension, they can individually still be called forth through a short ritual that allows their spirit to manifest in a large, doorless physical cage that comes with this item purchase.

182. [100] Scarecrow: With an emphasis on scare, this is unsettling sight is not the sort of thing you want to bump into in a dark field at night. Its face appears leathery with thick stitching and has deep wide black holes in the place of eyes. With a patchy black outfit and decidedly too human hands pesky birds aren't the only thing it will keep away. Left out in a field it ensure that no pests will harp the crops, and that blights and foul weather that could damage the yield will skip over the general area.

183. [100] Busty Asian Beauties: Just one of the many XXX multimedia brands available, Busty Asian Beauties caters to everyone who likes to see voluptuous east Asian women in erotic poses. While that may not be to your tastes, you can choose any one demographic or fetish and have access to a lifetime subscription that accommodates such desires. This includes access to their website (provided the setting has such a networking service), any of their released films, and the many magazines. From the very first edition up to your recurring monthly delivery you'll have enough erotic material to sate even the carnal appetites of Zeus.

184. [200] Mjölnir: A truly devastating weapon once belonging to the Norse God Thor that you acquired at an auction. Even in the hands of an (admittedly plot-aided) human, this hammer can fell opposing pagan gods in a single blow accompanied by a surge of electrical energy it gives off. This hammer has no particular loyalty, as hammers are infamously disloyal creatures, and can be wielded by anyone who picks it up potentially even putting its rightful owner at risk. Alternatively you can bestow

these capabilities on another weapon you own (much like Athena's sword or bow) allowing it to bypass the requirement for an incredibly specific weapons and allowing it to do lasting damage to deities.

185. [400] The Elysian Field: A swank five-star hotel in the middle of nowhere that sees enough business to keep its many luxurious accommodations running smoothly. With rooms that can house all kinds of other deities comfortably and a speedy staff that can keep up with their demanding nature this place holds itself to the highest standard of excellence. Perhaps because of this outstanding quality, it is seen as an excellent convention place for meetings between deities like the pagan gods, where they can come together and discuss issues without it coming to violence as easily. The catering is supernaturally good with an abundance of pies and toppings for pies at the 24- hour pie buffet, all of which are guaranteed to taste better than the desserts of their pie-making competitors in Heaven.

186. [600] Tulpa: The physical manifestation of an idea, brought to flesh by having others just believe in it. A Tulpa is created through the rite of dubthab, an intense visualization process with the intent of creating a thought-form and the desire to have it harm another person. After this point the Tulpa has a life of its own and no longer needs people to believe in it, but can still be shaped to give it new abilities or weaknesses based on those who see the Tibetan Spirit Sigil that spawned it with those thoughts in mind. Having found such a Sigil and Tulpa after it killed its creator, you have the unique opportunity to influence its growth for the remainder of the jump by crowdsourcing what people believe this Tulpa to be, after which the Tulpa joins you as a companion with the sum of those contributions.

187. [100] Hex Bag: A common component used by witches worldwide, a hex bag is simply a means to cast a hex upon a single target from a safe location. A kind of magical trap, a hex bag is to be hidden in a room and once the desired target enters they suffer the spell contained within which lasts continuously until it either causes the death of the intended target or completes the hex with no more to be done. The only way to stop a hex prematurely is to find and burn the bag. This hex bag can be aligned with a single-target spell you know – from this world or any other. That spell cannot be changed once selected.

188. [100] Curse Box: When it comes to seeking magic, one is bound to come across just as many volatile items as beneficial ones. What you have here is a simple but effective way to counter the dangerous consequences of encountering cursed equipment. Created by magic, accidental or malicious, these items can quickly lead to the death of one who finds them unless a curse is neutralized. The box your receive is superficially like any other curse box, with simple lock and protective sigils capable of neutralizing the ongoing effects of any cursed item placed inside. Your curse box is large enough to hold any one cursed object safely.

189. [200] Angel-Proofing: An intricate series of ancient runes has been carved into your ribcage, making it impossible for angels of any rank or power to sense your presence using their divine powers. Even archangels like Lucifer himself would have to hunt you down the old-fashioned way. You have an ancient tablet with instructions for placing these same protective runes on others to hide them from angels. If you copy them onto another person or persons they too will receive this safety from detection, though any copies can be removed from a person as per normal for whatever means you use to inscribe them.

190. [400] Resurrection Seal: Developed by the Grand Coven, this small ritual box is filled with powerful life magic and typically only found with their members or associated. Implanted into a witch or person that witch wishes to protect, the sealed life energy will only be released when it senses the person it is inside of begin to die. When the life force of the bearer fades due to death, the spell contained surges for to restore them. All wounds and injuries that led to the death will be healed and with the damage gone their heart restarted by the spell. Knowing this, a person can avoid letting their spirit pass on until the magic takes hold and returns them to life.

191. [600] Book of the Damned: The true book is a 700 year old tome written in an obscure Sumerian dialect, made from the skin and blood of the very nun who penned it after receiving a vision of darkness. Her life's work of breaking curses was compiled into it, a dark magic tome with no equal. Within its many pages lies the ability to undo any kind of damnation that has been performed. It has an answer for every curse you will encounter, even able to explain what you need to lift primordial ones put in place by a capital-G gods. Keep in mind the book will only tell you how to break these ancient seals and curses, not the consequences for doing so. Your copy of the tome may be written in any language of your choice, made from less clichéd materials than Mother Agnes.

192. [100] Special Parent: You could hardly be a Special Child without one, no? While decidedly not your biological relative, this demon is the one who provided you with blood to grant you powers. They have mere traces of any of the Special Child perks you've purchased here, with far less potential for growth in themselves. It's just something about the human soul that seems to empower the sinister potential of that blood. When sharing their blood with a human, it will bestow upon them the same psychic powers you've gained here over the course of several years, if that recipient is allowed time to mature and practice the skill. They can visit the dreams of you and their other children to help keep you on the right course...

193. [200] Special Family: Family don't end with blood. Family is there, for the good, bad, all of it. Even when it hurts. That's Family. You're lucky enough to have three people you can call your family, biological or otherwise. Each of these companions can select a free origin, and has 600CP to spend on perks and equipment,

with discounts appropriate to their chosen origins. In your backgrounds here you've been through struggles together and know you can count on one another no matter what trials may lie ahead. Even should one of you be killed you'll never give up on each other, fighting to hell and back to keep each other in your lives. Any other Special Child can share your Special Parent, with their psychic powers having come from the demon in the same way.

194. [100] Call Center Idjit: Someone who handles your cover stories when infiltrating locations with fake I.D.; the person on the other end of the phone who can quickly adapt to various roles as needed. They can manage impersonating your superior with the Federal Marshal, F.B.I., C.D.C., Police Department, or Health Department easily depending on which cover story you may be using and have a 100% track record for nailing every performance. Should anyone try verifying the fake identities you or other companions may be using with the number of your superior on your business cards.

195. [200] Roadhouse Connections: You've got connections in the community, and even know a few hunters friendly enough to team up with for those jobs that are just a bit too difficult to manage alone. All 3 of these companions have the Hunter origin and 600CP to spend on any perks or items of their choice (taking discounts and freebies as appropriate in those categories) and are equipped with 200CP of personal Hunter Equipment to assist them on the job.

196. [100] Ghostfacer: This "hunter" loves the idea of the supernatural and turned it into their career. While they technically possess many of the tools that could be useful for finding and filming monsters they seriously lack the requisite experience to escape a situation once they've actually found such a creature. Though their survival instincts may not be the best, they excel at entertainment and running social media to keep people up-to-date on their adventures. With their very own web series or other platform to showcase investigations they've gained enough fans to make a living off their passion. Whether you saved them from their own incompetence or are recurring monstrous entity you two know each other well and your cameos bring in ratings. It will be very clear for any legitimate hunters who digest the media that this person has no idea what they're doing and would be killed if actually dealing with a monster – making you easily disregarded as a hoax by such people if supernatural yourself.

197. [200] Pack Leader: You gain a full set of three Monster allies who defer to your leadership. Each receives 600CP to be used in perks and equipment purchases with the typical benefits of being the Monster origin. They care share the same monstrous species as other members of the pack (including you, should you have chosen to be a monster) at no extra cost to themselves even if one is something as unusual as a new type of Jefferson Starship (though only the companions who actually

purchase the perk gain additional benefits beyond simple species here) or something as horrible as a leviathan.

198. [100] Meatsuit: For a demon a human body is just that. What you have here is a hospital patient found in comatose, whose soul and consciousness were reawakened by your possession (or may have already completely passed on). As long as the body of this host is mostly intact it will cling to life and you can continue using it as a host for your spirit. Destroyed organs, shattered bones, the only thing that will stop it from moving is if they lose the parts necessary to do so. Should it expire while you're out of the body, by possessing it once more you can start it up again even returning the spirit. If your meatsuit has a personality of its own, it can be as perverse and/or sadistic as you wish. They're eager to be taken by you again, and when they call out to you to take them you can oblige the request immediately – even letting you pass between Hell and Earth to do so.

199. [200] Unequal Partners: No matter how righteous you consider yourself to be it's helpful to keep a few contacts in the underworld to get you out of trouble now and then. You gain three demon allies with all the regular perks of the origin, along with a total of 1800CP that can be used to purchase any perks or equipment their dark little hearts may desire to reflect their background. Not all demons are created equally and should you encourage the pattern in this trio one of the demons will be rewarded. Any companion demon who spends greater than 900CP will gain both Telekinesis and On The Wings of a Prayer as free bonuses.

200. [100] Vessel: Angels often have difficulty in taking part in the world of humans, with sufficiently powerful ones requiring specific vessels to avoid having their holy power corrode them from the inside. Even finding a partner that can house them safely, an angel has no guarantee to be invited in. For you that will not be a problem. This (likely righteous) human is happy to let you take the wheel and will never suffer complications from your spirit growing too powerful as you have perfect compatibility. You are lucky enough to have a human with actual importance and influence in the world – someone like a politician, military leaders, a CEO, or otherwise famous figure in the public eye. They have normal knowledge of the modern world and all the professional skill needed to perform in their career, with all the natural talent to obtain similar positions in other worlds.

201. [200] Heavenly Choir: You've got a host of friendly celestial beings looking over your shoulder. Each of these 3 companions receive 600CP to spend, gaining the Angel origin as well as any appropriate freebies and discounts on perks and items. Unlike with other companions, they may take a perfectly compatible vessel of their own to interact with in the world. This vessel can come in two flavours: the first option is giving them a brand new sub- companion, while the second is bestowing another of your existing companions who does not otherwise gain an origin in the

setting with the same spiritual properties of vessel, though unfortunately they only hold a normal set of skills acquired over a very average career.

202. [100] Worshipper: The quality and reverence of those who praise you does not affect the amount of power a divine receives. All that is important is that you have their worship. While that could be true in the simple matter of the power a pagan god gains directly, it is also true that having someone who worships and clings to your every ideal and tries to be the change you want to see on the world also has value. Whether a physical god or something else, this human sees you as their god and will do their utmost to help turn the world into the place you would want it to be. Committing any personal sacrifice necessary for your benefit, they don't seem to just settle for doing what you instruct but have a natural ability to know what you would want even when such desires might be left unsaid. Though without any special powers, this person will set out into the world to make it the kind of place worthy of you.

203. [200] Pantheon: As independent as they may act, deities rarely exist in a mythology completely separate from one another. Legends intertwine and cultures have many stories where their various gods meet. Here are three gods who have been so fated to become part of a united pantheon, one which includes you as well if a Pagan God. The group assembled here gains something greater as a pantheon than they couldn't have achieved alone. Those who offer worship or sacrifice to any one of the deities must indirectly acknowledge the divinity of the others in the pantheon, thereby providing a fraction of power to even members they are not actively a follower of. Each of these three companions has the Pagan God origin and 600CP to spend on perks and equipment.

204. [100] Familiar: Serving as servants to witches, it is a curious matter that the familiars of this world seek out and choose their own witch. All familiars have their own free will and personality, but still cannot disobey a direct order from their chosen master. These supernatural creatures can shift between the form of a single animal (usually a domesticated species, but certainly not exclusively domesticated species) and that of a human. Not every witch possesses a familiar, but those that do hold a special bond and can communicate telepathically if the master chooses. This companion can either be bonded with you or any other Witch companion you may have. While it is technically a taboo for witches and familiars to have an intimate relationship, such affairs remain rather commonplace.

205. [200] Mega Coven: Some covens are grand, and some are better. You have brought together three others to form such a coven, with yourself included as a member if you happen to be a Witch. These three companions each have the Witch origin and 600CP to spend on perks or equipment to assist in their craft. When any three members of a coven gather they can cast their spells as a group in order to overcharge the result leaving it strong enough to overwhelm the magical resistance of almost any being. Obviously for this to work each of the members involved must be

capable of casting the spell in question. The results of such group dedication speak for themselves; one such coven was able to even knock the wind out of God's evil older sister.

DC The Fourth World

206. New God Physiology [Free] – The beings who exist in the Fourth World do indeed live up to the moniker of 'Gods', and you're no exception. The backwards aliens who call themselves 'humans' may as well be bugs to you, and it's not hard to see why. You're far stronger, faster, and tougher than an ordinary human or most aliens, able to work as long as two days without feeling a hint of fatigue or a need for subsistence, and can shatter concrete and reinforced steel like glass as well as lift hundreds of tons with ease. Your body is tough enough to resist most piercing attacks, ordinary bullets and blades being little more than pebbles thrown at your physical form. A skyscraper from Earth could collapse on top of you and you would only have bruises to show for it. Your body is likewise a paragon of health, making you immune almost to any disease concocted by the multiverse, your biology rejecting toxins and plagues.

Of course, while you may nearly match the likes of an adult Kryptonian in terms of physical power, agility, and durability...that is merely when you match them in size. Yes, size. An oddity of the Fourth World is that its natives are much larger than those of other universes. Your 'true' size in the multiverse dwarfs planets, matching those of grown stars. Your size is normally adjusted to a reasonable level for a particular universe or location while moving through Boom Tubes, though an oddity of your Jumper nature and a power shared by some allows you to change between 'normal' size and 'human'-sized and anywhere in-between with an act of will alone.

Lastly, like many of the other New Gods, you embody a particular concept in the multiverse. Tyranny, joy, war, and so forth. This affords you no tangible benefit beyond an in-depth understanding of said concept, and allowing you to express it through your own skills and deeds, as well as learning things related to said concept more quickly. The more broad it is, the less noticeable this benefit is, however. All being said, even Gods can bleed. Sufficient force can break or wound even the likes of you...and your natural durability and godly nature can be easily laid low by the material known as Radion, functioning as a god-killing bullet much like Kryptonite does for Kryptonians.

Finally, the New Gods of the Fourth World exist outside of the proper flow of space and time, their eternal war of New Genesis and Apokolips mirroring the eternal struggle of good versus evil in all its forms. Their true forms exist in this 'outside' plane, playing out the drama as they have for eons, and normally interact with the rest of the multiverse as distant figures...sometimes as guests, sometimes as invaders. This slightly complicates matters considering your unique predicament.

While you remain in this world, you share this quality...your body shrugs off the reality-changing waves that shake and shudder this world, for the natives of New

Genesis and Apokolips are beyond such matters. Only matters that truly impact the fate of these sister planets are of a concern to you. You also have the ability to make a lesser 'avatar' for yourself to project into a particular universe, weaker than yourself but otherwise the same, acknowledging you as the 'true' self and you being completely aware of each other's thoughts and actions, otherwise acting in the same way you would. This is normally a very exhausting process to sustain, however, though the avatar dying will leave your real self unaffected...with the very glaring exception of wounds inflicted by Radion, anyways. You may decide if you have perfect control and awareness over this avatar, or if they function as an independent but identical double in service to you.

Post-jump, you lose this quality and ability, for your New God body is no longer inhabiting a higher plane of existence, being no more than a giant alien form for you to use at your discretion. If you have access to a similar 'higher' or alternate dimension, whether from purchases or the local cosmology, you can choose to replicate this effect by storing your 'true' body within it...though limited to whatever great or meager protections those can afford you, and will not enact any significant change on the universe from before the jump began.

207. Kirby Krackle [Free] – Everything in the Fourth World has a colorful, unique design behind it, as if penned by an artist with a vision...whether or not that vision panned out is for you to decide. This world has a colorful 'crackle' behind it, looking like a well-drawn four color comic with designs befitting the New Gods. In future worlds, you may choose to view things in an identical aesthetic or shape your creations in matching its appearance, though this changes nothing beyond how it looks. This can be toggled on and off at will.

208. What May Be [100] – The New Gods have existed for a long, long time and exist close to the Source of all things. Whole worlds have risen and fallen in their eyes, and three worlds came and went before them. As such, you have a good eye for the progress of civilization, or its lack thereof. You can identify the sort of influence a new technology, disaster, or significant event will affect the world within the following century, giving you a good hunch as to where that culture or world will be headed. This works equally well for the long-term consequences of your own actions on the same bigger picture...though unexpected factors, like a conspiracy you're not aware of, can still tilt things unexpectedly.

209. What Must Be [100] – At times, the status quo is better than risking whatever may come next. The uneasy truce between New Genesis and Apokolips went on for much longer than it should have, and even after Scott Free's escape, open total war between the two planets has been a rarity. You know how to keep particular societal or political situations 'stable', whether keeping a cold war from going hot or keeping the existence of a game-changing item a secret from all around you, as well as a good idea of what measures to take to keep things that way. Be warned, this may only delay the inevitable...but at least it will be a long, long time before the inevitable finally happens.

210. Ray of Light [100] – The march of time weighs heavily on mortals, watching the world change without them, or friends and family disappearing one by one. The New Gods suffer no such ennui, and while allies and comrades may fall one day, you're able to keep a bright light in your soul. You can remain optimistic, jovial, and warm no matter how many millennia you spend among the living, and know how to cope with the difference between yourself and ordinary mortals.

211. I Give My Word [100] – The light of New Genesis shines within you, giving you an aura and presence that tells those who gaze upon you that you are a noble and trustworthy soul. This righteousness will make others quick to accept your advice and possibly even take you at your word alone, though past misdeeds or abuses will quickly evaporate this first impression, should such a reputation reach the ears of those you speak to.

212. Love Finds A Way [200] – Love is a poorly-understood miracle, even to some of the Gods, but even so, it can spring up where one least expects it. You carry a piece of this within you, for you're able to befriend and even woo those you're able to reach out towards with great success, perhaps even winning the heart of someone who grew up in the hellish wastes of Apokolips. You might need some common ground or to work especially hard if your goals differ...but if you work towards it, you can have a friend or even a lover in almost anyone willing to hear and understand you...as long as you don't spurn them, anyways. This can potentially be a road to redemption, but that part is up to you.

213. Truly A God [200] – While places like Earth are no strangers to beautiful and powerful heroes towering over them like demigods, the New Gods stand head-and-shoulders over them in terms of presence. You carry yourself with such regality, nobility, and heroism that the mere sight of you saving others can reduce onlookers to happy tears or bowing at your feet in adoration or worship. Whether from physical body or the pure majesty of your very being, the weak-willed and those 'beneath' you in technology or power are quick to worship and adore you...though they'll snap out of it if you demand too much of them or abuse this adoration.

214. Clarity of Purpose [200] – While New Genesis and Apokolips represent the eternal conflict of Good and Evil, even not being so clear-cut sometimes, this duality can make one blind to their own faults or constantly fighting their own inner demons and instincts in the name of good. You suffer no such torment...whether from a feeling of inner peace or stubbornness, you can resist both your base instincts and impulses with ease, always able to think clearly and not succumb to foolish pride or mindless rage. You can even resist temptation and corruption more easily than most.

215. Head of the Family [200] – Highfather might be a solomonic ruler at best and a well-intentioned extremist at his worst, but he at least lives up to his role as patriarch for his family and his people, enough so that he'd happily visit his long-missing son with a smile and friendliness unexpected from him. Following his example, you're an excellent parent, able to balance discipline and warmth with ease, able to draw out the best of your family and raise your children to stand as paragons in whatever they choose to pursue. Even if you're not so ambitious, those related to you, especially your own children, tend to be fond of you and look to you as wise and reassuring to have around.

216. Squash the Bugs [400] – There are times when foolishness must be punished, when pride must be crushed, and when those beneath you are taught their place. When you act against those who are in some way 'less' than you...less developed, less advanced, or perhaps just less intelligent than you are, you know how to utterly crush their will to fight. Your technology picks theirs apart, your words and arguments terrify, your tactics in battle break and shatter morale. While it won't guarantee victory in whatever conflict you engage them in, whether in battle or in debate, you know exactly how to demoralize and break down their will, making them collapse like pillars of salt when they finally yield to you.

217. Gentle Is The Heart [400] – Arm one hand, open the other. While New Genesis is full of warriors and sometimes harsh judgments, it is also full of kindness and enlightenment and those willing to share it. You are capable of great benevolence towards others, knowing how to aid and uplift those struggling with either their own projects or demons, and simply spending time with those you see fit to bless with your presence can steadily make better people out of them. In addition, you have an appreciation for life and how those beneath you live, able to live without technology in a cave as comfortably as you would in the hallowed ground of New Genesis.

218. Love Saved Me [400] – While love can form almost anywhere, it is also capable of saving those in great danger or in personal turmoil. The feeling of love or even just a good memory of better times can give you strength, allowing you to fight off the effects of mind control or corruption tugging at your soul. Even better, should you share this emotion with those you care about, they will similarly be able to fight off such spiritual maladies and come back to their senses as their old selves. With enough strength, a mental trap created by a powerful psionic is as easy to escape from as remembering the face of the one you love most. Love has saved you, and now it can save others too.

219. Unbreakable Miracle [400] – Your willpower is something to behold. Even as a child, your will could allow you to hold an unbreakable strength that would allow you to grow up within somewhere as grim and horrifying as a Granny Goodness

orphanage and still come out with your old self intact. You could be caught in a terrifying deathtrap that has you bound and powerless without feeling a hint of terror or panic. Torture, overwhelming odds, even death itself...nothing can shake your sense of self and will. You can walk into hell and walk out with the same smile you wore on the way in.

220. Dog Of War [600] – War is not glorious, but still, war must be fought and battle must be won for New Genesis to triumph against the machinations of Apokolips. Whether from inborn talent or centuries of experience, you are a living testament to both the horror and glories of war. You know how to use your combat abilities and superpowers to their most efficient extent in the arts of violence, enough so that you could outlast and possibly even defeat those far stronger than you in raw power with efficiency and skill. In addition, your mind and body act in perfect tandem in overcoming your enemy in an almost artful brutality, allowing you to fight with both all of your strength and all of your tactical thinking ability in perfect unison without trading one for the other.

221. Miracle Master [600] – A student of Himon, are you? The greatest boon to the New Gods is their proximity to The Source – the omnipotent and omniscient force from which all things that was, is, and will be originates from, separated by the endless Source Wall from the material universe. Items like the Mother Boxes and various inventions allow one to create devices that tap into this Source, connecting the New Gods to the beginning and endpoint of all creation. And now you can make such devices. You are a genius without compare, able to engineer gadgets and devices that exist billions of miles ahead of what modern day Earth would expect, able to recreate and even improve the many marvels of the New Gods. You know how to make things like the amazing gadgets of Mister Miracle, the fantastic devices like the Aero-Discs and more with nothing more than spare parts and an hour or two of time, able to engineer sciences in a way that the laws of physics almost bend to your will...but that's only the surface of what you can do. With a resilient or adaptive metal, such as Element X, you may create things like Mother Boxes or devices that can access the Source. This allows the device to potentially do almost anything or fulfill any specific function with ease, or access almost any knowledge at the whim of its user. Perhaps you may even improve what Himon put forth, one day?

That being said, while this connection can do almost anything it is designed for, it does have its limitations. Even Mother Boxes can only handle a certain amount of strain before exploding, even with the boon provided by the power of Element X. Things as fantastic as a Miracle Machine can require tremendous amounts of time and resources to perfect, and even so, it tends to be a one-time use. While the Source enables great knowledge and bottomless utility, being connected to all that is or will be, know that the Source Wall is littered with fools who dug too deeply to claim its full power.

222. The Long Game [600] – Civilizations rise and fall, eons pass, crises come and go...but the New Gods remain. For now, anyways. You've been a capable student of both history and civilization, and have tempered that experience with wisdom. You are an extremely eloquent and silver-tongued leader, able to settle disputes and rally what was once an angry mob into loyal supporters of your cause. In addition, you have a strong awareness of your own biases and flaws, and how to avoid letting such be detrimental to your goals. Finally, you know how to lead an organization or civilization over the course of centuries or millennia, or even the short decades you may spend in a given location, able to lead it to prosperity with a bigger picture in mind. Whether gradually setting the stage for the coming millennia or pulling an entire planet into prosperity in a drastically short amount of time, you have the foresight to lead and organize for almost any length of time, and are remarkably adept at bouncing back from unexpected wrenches in your plans as well.

223. Pulse of Light [600] – The secret to all life is evolution. The ability to grow, adapt, and excel ever- closer to perfection. The New Gods are highly advanced from their proximity to the Source...and perhaps others are more advanced from their proximity to you. Mirroring this spectacular evolution, those you interact with steadily evolve...becoming healthier, stronger, smarter the more they interact with you. A short talk with a stranger can ease mental diseases and heal sickness. Visit this stranger each day for a month and they'll become a top athlete. Visit this same stranger for a year or several and they'll get the appearance and strength of a demigod, and might even spontaneously develop minor superpowers. This evolution is always gradual, but always pushing others towards perfection from your light alone, and can be used on any living creature. Turn animals into sapient humanoids, turn humans into superheroes, and more. As you grow more proficient in use of this pulse, you may even have others evolve particular traits or abilities you desire for them, finding it easier to do so when they match traits you already possess.

But if you don't have the time, you could always speed things up. You may place your hand on a creature or person and rapidly accelerate their evolution as though you had spent a decade near them in this light. Potentially, with some practice, you could even turn such beings into New Gods. That said, bruteforcing this is incredibly exhausting and you will likely need to rest after using it for a day or two. It's also incredibly unwise to inflict this on someone not mentally prepared for it...as the rather embarrassing existence of Nina Dowd demonstrates.

224. Armagetto, Born and Raised [100] – Near the Hellspores you spent most of your days!...sorry. Whether from many, many years of oppression and trauma or just living in a dog-eat-dog environment rubbing off on you, you have no time or energy to waste on things like disgust or empathy. A middling amount of pity, perhaps, but no more. You are now immune to psychological trauma from shock or the suffering of others, regarding it with the same detachment a human might have to a pitiful insect

being crushed underfoot. You might even learn to enjoy it, after a while. This may be toggled on and off...for whatever reason.

225. No Nonsense Nemesis [100] – There is no mirth or joy in the dread planet Apokolips, and you carry that particular lesson with you wherever you go. In your presence, all light-heartedness dies...the comedy relief finds their jokes dying in their throat, encouraging speeches from heroes tend to be tinged with an uphill struggle to maintain morale, and you are taken absolutely seriously regardless of what you happen to be doing or how you appear to others. No light will be found where you walk. This can be toggled on and off.

226. Twisting the Knife [100] – It's not enough to simply defeat your enemies. No, it is far more satisfying to absolutely crush them and any hopes they had, and see them wail in despair as they lament ever being born into a world you exist in. You know just how to hurt someone on a personal level, whether with biting insults towards their biggest weaknesses or regrets or utterly placing them in physical agony with your abilities, possibly shattering their will to live if your will overcomes theirs. This does little in any practical sense besides giving them a reason to hate or fear you...but it's oh-so-satisfying to perform on those who dare defy you. Or just those who irritate you.

227. Feasting on Ashes [100] – Survival on Apokolips requires several things: The ability to step on the throat of anyone between you and the next day, the ability to live on scraps, to grovel when it suits you and then to slide a knife into the back of your jailer to take their place. You have all of these things. You know how to survive in a desolate wasteland by any means necessary, consuming horrific foods with almost no nutritional value and managing to live off of that, removing any shame towards doing so. In particular, you know how to win the favor of the few in power, or at least how to avoid their scorn...perfect for lining up your opportunity to take their place, of course.

228. This is Great Darkseid? [200] – How like the humans of Earth and even so-called 'heroes' across the galaxy to underestimate the biggest threat of them all. Even if you carry a reputation fit for the embodiment of evil, few initially suspect your dealings or consider you an active threat...a distant one, surely, on a far away planet. Your schemes have a better chance of going unnoticed, your violent squashing of your enemies seen as one-time affairs. And when indisputable evidence of your dealings become apparent and your enemies finally unite to defeat you? Something as juvenile as one of your weaker avatars being defeated is often enough to satisfy them. Only someone who absolutely hates you to your core will likely resume the hunt afterwards. What was it they said about good men and evil in the world...? It doesn't matter.

229. Taken Off The Board [200] – Of course, obvious betrayals and simple murder are the products of hungry beasts and the simple-minded. You've learned how to

move the board of intrigue in more intricate ways. You know how to advance your own standing and plans through misdirection, assassination, along with just the right amount of slander directed at your foes and know how to do it well. This doesn't cover the world-spanning schemes or the long-term efforts of years or centuries...but if you need to get ahead and remove someone from the equation? You can certainly do that.

230. It Is In Your Blood [200] – There is no 'nature versus nurture' - either your spawn are what you've made them to be or they're worthless. Simple as that. Your children find their personalities and actions are pulled closer to a way you would find satisfying...a conqueror's children are wrath-filled killers with ambition, a patriarch finds their would-be heirs submissive and obedient to them, and so on. They may struggle or resist, of course, but the impulse will never truly go away unless you will it so...and why on earth would you do that? Of course, sapient beings you create through science or some other sorcery count as 'children' in this context as well.

231. Desaad's Ways [200] – Knives, racks, ropes, whips...you've learned well from the Apokoliptian torture artist, whether enduring his tender ministrations or being a disciple. Perhaps both. Beyond simple minute-to-minute sadism, you are an artist when it comes to the art of torture both physical and psychological. With a well-secured captive, you can make them scream or sing with enough time and effort, reducing even the strongest-willed hero into a traumatized and fearful wreck of themselves. A little more than that and you can make them pliant and broken, open to being remolded in your image. Be aware, keeping the captive secure and how much effort it will take to break them depends on just how strong your subject is...but if you keep them in your loving care long enough? Not even a miracle will save their souls.

232. Lord of Terror [400] – Fear is an inadequate description of the feelings you inspire in others. No, terror has a much better ring to it. Your presence is suffocating, quickly draining the morale of those who look upon you and causing those weaker-willed than you to be reduced to gibbering terror. Is it deserved? Perhaps, perhaps not. But it is useful. You find it almost effortless to intimidate others, even if you happen to be doing something as mundane as sitting in someone's couch or making petty taunts in their direction. Naturally, it's even more potent when you do or say genuinely terrifying things, which you are very good at. The weak-willed lose their sense of self and their resolve crumbles, leaving them tempted to abandon their values and good sense just to spare themselves. Even those who match or surpass you in strength give you a wide berth and avoid you if they can help it...though they'll be much harder to bring into line with fear alone.

233. For Goodness Sake [400] – Young or old, the mind is an impressionable thing. All those values and memories so many hold dear...so easy to pick apart and mold into

something much more useful. You've learned well in the ways of Granny Goodness, skilled in brainwashing others with both psychological warfare and the proper application of technology. You're especially talented in raising impressionable youths into fanatical followers, or remolding the mentally broken into twisted and blindly loyal shadows of themselves, changed to suit whatever use you may have for them. Even if someone should break free from your doctrine, the lessons you burned into their being will always gnaw at them and torture them, freezing them with terror as they struggle to maintain themselves, only the strongest wills able to free themselves completely.

234. Glorious Gab [400] – It's all their fault! You know, Them. Your enemies are the enemies of all – They will steal from you, kill your family, and unleash hell. But Jumper is your salvation, the force from beyond that will redeem you and remove Them from the world forever! All you ask is for a little something in return. You're an excellent public speaker, especially when it comes to evangelizing your particular dogma or cause...even if that cause is just 'obey Jumper' or 'hate what Jumper hates.' You know how to stoke the base instincts, fears, and hatred of others and direct them towards whatever purpose you have for them, whipping them into a frenzy and committing acts they would otherwise abhor in the name of what they consider a higher calling. What's more? You know how to perfectly twist your message in a way that worms into foreign or alien cultures, effectively hijacking any existing or imagined narrative to your liking. With just a small-time radio show, you can inspire riots, cults, or just some good-old-fashioned neighbor against neighbor. Glorious, isn't it?

235. Warmaster [400] – War is a glorious thing. The sight of entire armies being routed and slaughtered, homes and factories burning as the boundary between soldier and civilian disappears, and the terror that grips those fearing they'll see another day...it's everything you could want and more, isn't it? You are a master of tactics and strategy on the battlefield, but especially in matters of massacre and abuse of your opponents. You know how to brutalize and demoralize your enemies in the most vicious ways possible, and how to best make use of what others would call atrocities or war crimes to damage their will to fight. They will find no righteous anger in proper use of this talent...merely despair and exhaustion at their foe's lack of mercy.

236. A Blight Upon The Universe [600] – It never gets any better. The constant humdrum of daily life, the suffering of the innocent, the slow grind towards entropy and the ever-escalating villainy of those with great ambition. It is always there...and you will it to be so. Your mere presence creates a greater likelihood of worst-case scenarios for the good or those foolish enough to oppose you – weapons jam, beneficial advancements in science or magic turn on their users or into horrific plagues, and more. This is paltry compared to when you actively wound or tear down

others. Your actions snowball into greater and longer-lasting ramifications that wound the world forever – killing a great hero causes friction and even in-fighting among their allies in grief, enslaving a country makes all but the strongest-willed heroes accept the outcome and even seek to profit from it, and throwing an entire civilization into the slaughterhouse will compel others to follow your example on their own enemies they were at peace with previously just from how easy it looked. With each victory, each atrocity, you make the world a little worse and full of more evil. You lead with a skip in your step to the very bottom of hell, and the world follows your example. Should you feel...whimsical or merciful, this can be toggled off and back on at will.

237. King of Fools [600] – The world is full of fools who seek to slake their own lusts or ambition, black- hearted sorts with more vice than sense. Some even become what humans call 'supervillains', those who use their genius or innate power to further themselves or tear down others. But you have been at this game longer than any of them, being the very concept of an aspect of evil. You are a master of long-term schemes and manipulation, particularly when it comes to using both heroes and other villains as pawns. Like pieces on a board, you move others into advantageous spots through minions or your personal dealings, even able to use thousands of specific individuals or whole organizations to suit your goals, even those wise to your nature. Just from a few unexpected visits to the homes of your enemies or associates, you can spin a vast web of conspiracy and control, with even your staunchest opponents unaware of your dealings or desires until you choose to reveal yourself. Even those who believe themselves above Gods or possess greater power than you are easy to move into positions you need them to be, and only the greatest detective or seer could hope to discern your influence.

238. Shadow of All Life [600] – Everything has an equal and opposite, and so does the mysterious and life- granting Source. While the Source both creates and destroys in mysterious ways, Anti-Life corrupts, decays, tears apart, and rends down. The utilization of the Anti-Life Equation would allow one to use negative emotion to shift and control reality, but above all, it would break down free will and sentience to be nothing more than a hollow extension of its user, destroyed by the pointlessness of life. Like its sister Miracle Master, you are a genius and master engineer capable of building technology that makes the works of Earth-born super scientists look like the works of cavemen...but instead of the Source, you can tie your creations to Anti-Life. While having mostly the same capabilities, able to make things like the mighty Warsuit or Father Boxes, this greatly boosts the destructive power and any functions that subjugates others within your creations.

In addition, anyone who uses your technology will find themselves become increasingly influenced by Anti-Life and bent to the will of its creator. The weak-

willed become your unwitting slaves almost immediately, the strong and egotistical begin to subconsciously commit acts that aid or further your cause in ways that make sense to them, until they too bend to your will. The only way for them to loosen your hold on them is if they forsake the gifts you give them...but is a Father Box really worth giving up? Or that weapon you gave them? Surely, they can stand to use it just a little longer....

239. Here, I Am God [600] – Whoever said it was better to be loved than feared was truly a great fool...a true tyrant creates both in equal measures, intertwined with one another like a slave to their shackles. When you physically and mentally abuse your underlings, when you terrify your subordinates, and when you corrupt a freshly-broken mind into your service, you will find they love you all the more for it. Those under your banner become increasingly fanatical the more you beat and break them down, fearing you and obeying you yet adoring you to their last breath, never even conceiving the idea of rebelling against you no matter what incentive or paragon of 'goodness' tries to motivate them. Even if they should foolishly consider for a moment you are worth opposing...they will take more comfort in the idea of a devil they know instead of whatever their would-be leader promises them. When they become yours, they remain yours. Forever.

240. Costume [Free] – All New Gods share colorful and unique designs, each tailored to their personality and their way of life. You are no different – you have an aesthetically pleasing outfit that matches your own aspect as a New God and your role in the multiverse. You may import an outfit you already own into this, if you wish. Your costume can survive whatever powers you wield, and will repair itself in a day if somehow damaged or destroyed, but otherwise has no special properties on its own.

241. Mother Box/Father Box [Free/600] – The connection between God and Man...or rather, the Source and the New Gods. Invented by the genius Himon, the Mother Box is a common but invaluable tool utilized by almost all of the New Gods in existence, and for good reason. This handheld device is an artificial intelligence, completely sapient and capable of emotion, holding great affection and loyalty for its user (you, in this case). It communicates entirely within repetitive and near-instant 'ping' sounds, which you can always understand. The Mother Box enjoys a metaphysical connection to the Source, allowing it to do almost anything. It can project illusions to hide disfigurement on your face, heal a damaged lifeform, attach itself to and upgrade or take control of technology, manipulate matter and physical forces and even create them from nothing, and more. Thanks to the connection to the Source, a Mother Box can potentially do almost anything and everything, even unlocking forces thought impossible or unknown, and discovering knowledge of anything that exists in the world.

One of the most recognizable uses of a Mother Box is the use of 'boom tubes', a colloquial name for the metaphysical portals opened by these Boxes. With it, a New

God can travel to any location within the multiverse, even ones they hadn't visited before, simply by reciting a command to the Mother Box as it uses the Source to pinpoint the destination. This allows near-instant travel across galaxies and entire universes. The primary downside is that a boom tube is named such for it makes an increasingly loud hum as the tube remains open, before making a deafening explosion-like noise upon closing, making travel through these means astoundingly unsubtle. It also adjusts your size to what is 'reasonable' for your destination...though you can freely play with this function if you wish to have your limbs or body become gigantic or tiny upon reaching into the other side.

Due to the arrangements of your benefactor, this cannot be used to travel to past jumps until you obtain your Spark, but you may freely travel any 'local' multiverse through boom tubes at will while your chain continues. For example in this case, anywhere within the DC multiverse is valid for travel. While a Mother Box is indeed an invaluable tool, it is not without its limitations. A Mother Box's range of physical influence limited to what it can touch and what is within its immediate area, only a few feet apart from it at a time. It will usually not do much on its own without input from its user, though it can refuse to be utilized by anyone who stole it from you or plans to misuse it in a way you would disapprove of. There is also a limit to how much strain one can take at once, though it's unclear – making a completely self-sustaining city for New Gods out of absolutely nothing caused it to explode.

A genius with more Element X might increase the stress threshold of the Box, but it will require time and work. A resident of Apokolips may instead choose to have a Father Box. It has largely the same capabilities of its female counterpart, but is capable of making 'hush tubes' that lack the deafening roar of boom tubes, as well as being linked to Anti-Life...thus gradually enslaving and corrupting anyone besides you to be more loyal to you and whatever cause you serve, being quicker for anyone with weaker wills than you. This may be as subtle or blatant as you prefer.

You may choose to have your Mother Box instead take the form of a weapon or a tool if your choosing, and can import an object you own to have the same functionality. You may also import any artificial intelligence you have to administrate the Mother Box, though whether they count as a companion, a follower, or an item depends on their status when imported – it will match the original. Should one not be enough, you may purchase either an extra Mother Box or Father Box with the features above, regardless of your background.

242. Laboratory [200] – A common thread between both sides of the New Gods is that their proximity to the Source makes them above and beyond the common technologies of the multiverse – a lone Mother Box alone could evolve common Earth technology light years ahead of what they have now. With knowledge being so powerful, it's only fair you have a workshop to put it to good use. Containing every mundane metal, material, and chemical within this multiverse – nothing with blatantly supernatural, metaphysical, or magical components – this is a science lab with top-of-the-line equipment, able to put the dens of so-called supergeniuses of Earth and

beyond to absolute shame. Scanners, work tables, even a medical bay for healing...or dissection. It will include similar mundane stocks of material in future jumps, updating for each universe you enter, though any 'special' components will still need to be acquired elsewhere.

243. The Tenth Metal [400] – Element X. The metal of creation, harnessed by the genius Himon to create the Mother Boxes that now define both halves of the New Gods. It is the very substance of the universe, the fire dreams and thoughts that bring such things into reality. Perhaps as a gift from the inscrutable Source or just a twist of fortune, you've acquired a working forge of this metal and about three man-sized crates of the substance, plus the tools needed to use it. This metal has the ability to create wonders such as the Mother Boxes or boom tubes, able to create technology that can tap into and harness the power of various metaphysical forces with ease. Its strength and durability is based on the will of whatever device or user harnesses it, augmenting powers and functions into world-shaking wonders.

Too bad it doesn't come with a manual. Perhaps if you could harness the Source or some similar power in some way, you could recreate the wonders of the New Gods...or make something new and greater. With time and study, you could even create armor, weapons, and devices that shape reality itself in line with your thoughts at will, or adapt to your needs immediately and instantly...but this is a field even the New Gods rarely study or endeavor within. The metal also weakens in potency the closer it is to a massive amount of entropy or decay, being made of thought and dreams. You have your work cut out for you. This supply restocks weekly.

244. A Slice of Heaven [400] – The Fourth World exists outside of the normal space of the multiverse, existing in a metaphysical plane where concepts and ideas take root under the shine of the Source. You've inherited a 'piece' of this higher realm, in the form of a planet about half the size of New Genesis or Apokolips themselves. This plane exists outside of time and space, existing on the 'outskirts' of the local multiverse and is thus unaffected by any universe-spanning change in reality or shifts in the timeline. On top of that, the planet is a blank slate...it can be either fertile and full of untapped land and natural resources like New Genesis before its rise, or an industrial hell covered in craters of flaming pits and empty factories for you to one day utilize. You may also take properties you already own and attach them to the planet itself in a manner you see fit. Post-jump, this 'higher realm' follows you and is accessible either through the Warehouse or via Boom Tubes you use, and keeps the same insulation from the rest of the local multiverse, though the limitations on travel remain the same – see notes. You may store your true New God body here to retain the normal benefits of your metaphysical biology, if you so wish.

245. Aero-Disc [100] – A favorite method of locomotion in New Genesis, these two circular discs are meant to carry one foot each of the one riding it, allowing them to fly

through the air. Keeping balance with them requires some effort, but after some practice, it's just like riding a bike...a bike that can fly, at least.

246. Flashpowder [100] – Poof! Jumper vanished in a flash of light! A trick for the aspiring escape artist, this is a collection of common compounds kept in a small satchel. When thrown on the ground, it creates a bright, blinding flash of light and a man-sized puff of smoke...good for making quick escapes or stunning foes. Or maybe, just performing for an audience? The satchel refills daily.

247. Utility Belt [100] – A popular accessory for some back on Earth, and naturally, the New Gods have perfected the art of the toolbox on a platonic level!...okay, maybe not, but it's still good to have. It's a utility belt with a little more space than you'd think, with about twenty-four pouches that store things up to the size of a large spray can with ease. It even comes with a notch for your Mother Box.

248. Vibrachips [200] – Sometimes, a wall or barrier just has to go. These bite-sized little chips, easy to toss, will attach to the first physical object it comes into contact with...and will immediately start to vibrate the target on a molecular level, until it or they eventually collapse or explode. Living targets will have time to remove it before this happens, so it's mostly useful for breaking down objects or barriers in the way. You get six, and they restock daily.

249. Jumper Harness [200] – Interesting choice of vehicle, Jumper. Based on Orion's Astro Harness, this Jumper-sized Harness can let you travel through both boom tubes and the vast galaxies of the universe in a short amount of time, as well as draw in objects with a tractor beam. While it lacks the Astro Force on its own, you can channel any energy your body can project into the Harness, turning it into concentrated blasts with more focus and efficiency than when you'd use it on your own. If you purchase the Astro Force, you may merge this and the Astro Harness, letting you use the Astro Force and these energies in tandem, perhaps even combining them together.

250. Cosmic Cartridges [200] – The universe makes such wonderful sounds...the natural forces of energy, the dance of atoms and molecules, and more. Wouldn't it be great to capture that, for just a moment? These little cartridges have the ability to absorb and manipulate the power of various natural forces, energy, and matter and let the user utilize them on demand. Create a raw energy barrier with nothing but atoms, intensify gravity to the point an enemy can't move and their projectiles slam into the ground, or even integrate themselves into a broke-down machine to repair it and let it function by substituting for the missing parts. The only downside is that they need to be setup with their specific functions ahead of time, and once they're set, you need a new one to use a different one. You get six cosmic cartridges, and restock for each 'used' or destroyed one each day.

251. Super Cycle [400] – The favored vehicle of the Forever People, this large motorcycle has the ability to hold up to four people, including the driver, and can change its form to potentially accommodate up to eight passengers without any loss of speed or balance – a special feature just for you, Jumper. It can travel on the ground or in the air and reach supersonic speeds near-instantly, yet still handle easily in the hands of its driver as well as remaining comfortable for the passengers. The cycle can also turn itself, its riders, and its cargo intangible in brief periods – letting them phase through physical objects or for projectiles to pass harmlessly through them. In addition, it can easily transit through boom tubes or similar portals with ease for itself and its riders...though it can't create them on its own. Just as the

Forever People did, you and your friends can now travel in style. Oh, and it's fully sapient and capable of reproduction. Don't think too hard about that – the Cycle and its offspring only count as items, but you may import them as companions in later jumps if you really want, gaining all the benefits and drawbacks therein.

252. Alpha Bullets [400] – When you have allies spread across the whole of creation and REALLY need to bring them up to speed, and a few boom tubes or communicators won't cut it. These are four bullets that, when you recite the name of those you wish to bring to you and have a rough idea of their physical appearance, will sail across the cosmos to their chosen targets, sailing across entire galaxies in mere minutes. They will then harmlessly strike their quarry before immediately teleporting them to you, regardless of their previous location. Some places, like far-flung dimensions or well-hidden locations, cannot be reached by the bullets...and in that case, they will return to you immediately to be used again.

The Alpha Bullets are re-usable at will, and replenish daily.

253. Multi-Cube [400] – A tool often employed by Mister Miracle, you may think of this tiny, bite-sized cube as a stripped-down Mother Box – with most functions except for its transmutation and matter manipulation removed. In exchange, it is much faster and efficient at doing so than a typical Mother Box. It can do things like override electronics, create a laser that can cut through bindings or physical material with ease, even make tethers out of nothing to grapple or latch onto objects. It's also easier to store, easy to slip into a glove or a tiny pocket, letting it remain hidden until the right time. The downside is that without an artificial intelligence or connection to the Source, it needs either verbal commands or direct manipulation to be used.

254. On A Pale Horse [600] – Death is an inevitability even for the New Gods, for one day the Black Racer shall ride upon his mighty skis to claim them for oblivion. Yes, skis. Whether as a grim blessing or strange happenstance, you've acquired the Black Racer's armor and his skis. Upon being worn, you are able to move at seemingly impossible speeds across the entire multiverse and the void of space, even being able to race neck-to-neck with wielders of the mighty Speedforce. You can

phase through both physical and supernatural objects with ease, and so long as you wear the armor, entropic effects like the Anti-Life Equation or abilities that introduce instant death have no influence over you – for you are death's inevitable hand yourself. Finally, you can hide your presence from all detection except those you wish to be seen by...though approaching with hostile intent will reveal yourself, the fear of Death returning you to their sight. All fear death, but it will catch up to them eventually – you will make sure of it.

255. Supertown [600] – Because community is the height of civilization, and the New Gods of New Genesis represent civilization at its highest peak. This is a replica of the capital of that world, a large utopian city that exists in the sky, independent of the ecosystem below. In addition to being an advanced domain at the height of technology and civilization, it has a full populace of New Gods with roughly the same competence and abilities of New Genesis' foot soldiers and the Forever People, all of whom are loyal to you and view you as a guiding force. Self-sufficient, full of life, and a perfect society that is the peak of whatever culture you consider ideal – barring outside influence or attacks, anyways.

The New Gods within this domain are all unique characters that count as followers.

256. Mobius Chair [600] – Metron will be either amused or displeased once he finds out you've got your hands on this. It's a copy of the very same 'throne' the eternal seeker of knowledge uses in his quest to know all that is or will be under the sun. Just being seated on the chair surrounds the user in a nearly impenetrable forcefield, able to soak hits from super-strength boosted entities, weapons, and more so long as they remain in the seat. The chair is able to traverse across the universe in nearly an instant, and even move forward and back in time at the user's will. It also has the ability to catch and manipulate anything from individual objects to fully-sized planets, able to move them across creation as easily as it could travel by itself.

Finally, it allows you to grant knowledge and clarity to those lacking it, restoring the mad to sanity and granting the Promethean flame of intellect to previously animalistic creatures. Just as well, a user who sits within the chair can access the Source for knowledge of anything existing in the past or present of the universe...though, well-hidden or obscured secrets by those wishing to stay hidden, or those erased from existence itself may require some personal investigation. After all, some knowledge is worth questing for – and just like Metron's eternal mission, you may have to look for what is hidden. The only downside is that these benefits disappear once you're not longer seated in the throne, and that while you may freely travel through time, 'key' events in the history of the past may resist being changed or manipulated. As a final bonus, the Mobius Chair's functions can only be accessed and used by yourself or someone you explicitly approved to do so. You may import a throne or chair of your choosing into this item, if you wish.

257. Infinite Supply of Comfy Couches [100] – Well, Darkseid may be the embodiment of all that is wrong with the multiverse, but even he needs to sit down sometimes. Following in his stead, you now have an ample supply of incredibly comfortable couches – both New God sized and not, and will adjust for whatever form you have when you sit down on them. If destroyed or damaged, a new one appears.

Oddly enough, these couches allow you to look imposing and intimidating despite resting lazily into them, if you so wish.

258. Mega Rod [100] – The weapon of choice for the Furies, it is a technological club that can also be used as a staff. It is strong enough to make a sizable dent in New God-forged heavy armor, even break it, and can fire blasts that can punch a hole in an armored space-borne battleship. It can also transform into a staff for combat or other purposes. If you wish, you may import a weapon you already own into this one.

259. Statues and Monuments [100] – Die! Die for Jumper's magnificently-sized bust! What? I mean these statues and posters of you. Constructed of fine material and various metals, this is a collection of various statues and portraits of you looking imposing and dominating, or whatever you find appropriate for personal propaganda.

260. Radion Gun [200] – None are more ready to murder their fellow Gods than the residents of Apokolips, and it shows in this pistol-sized gun. Its application is simple but deadly – it fires bullets made of the god-killing Radion, which burns through the durability of a New God and strikes deeply and painfully into their true bodies. In addition to coming with twelve bullets that restock daily, included is a crate of pure Radion that can be fashioned into other deadly weapons and tools. In time, perhaps it could be re-purposed or researched to damage similar beings in future worlds. Just try your best not turn it on yourself.

261. Tools of the Trade [200] – Desaad seems to think you are also a New God of culture, because he has shared some of his precious torture tools and devices with you. Chains that can hold down a New God or even some superhumans, 'instruments' that will make even the toughest quarry sing like a canary under your delicate touch, and even devices that literally draw out and devour the happy memories of your foe. Any sort of technological torture device or method you can think of exists in this grim collection, though never anything more damaging than what would be torture for a New God.

262. Fury Armor [200] – If the Mega Rod is the primary tool of choice for the Furies, their armor is the most iconic. This set of armor is durable enough that a New God can withstand punches from an adult Kryptonian, and most bullets and energy weapons are casually deflected off of it. In addition, it is very light on your body and

easy to move around in, as well as aesthetically pleasing. You may import an armor you already own, if you wish.

263. Happyland [400] – Come one, come all, to this entertaining torture facility for your prisoners! What? It's just an amusement park? Oh, don't worry about that. Individuals you trap within this facility are put through various tortures and torments with minimal supervision and work necessary from you...but all local adults see is people having fun in an amusement park. The children? Oh, they see it all, don't worry. Whether or not you decide to torment individuals within or not with the knowledge of people making light of their suffering, this will be a popular and lucrative amusement park on a civilized planet of your choosing. In addition, it comes with a blueprint for the illusory effect it has on its visitors, and ways so that only certain categories of people can see through it...if anyone. Post-jump, it will function the same way.

264. Goodness Grotto [400] – Ah...a caretaker of youth, are you? You have been 'blessed' with personal ownership over one of Granny's orphanages, which will draw in starving and outcast children of worlds you enter who lack families or anything tying them to their previous lives. Though they will be without special talents or powers, their presence in this place will make their minds quick to absorb whatever you teach them, adopting any sort of dogma or way of life you wish for them to pursue. Future foot soldiers, spies, perhaps even companions? It can be done. After all, no sense in wasting useful labor, right?

265. Legion of Parademons [400] – The Parademons are the advance shock troopers of Apokolips, often deployed in massive swarms when Darkseid begins his grim conquest of a new domain. Horrifying to look at and strong and tough enough to be effective foot soldiers against other New Gods, their only downside is their lack of intellect in exchange for blind loyalty to their master...in this case, you. You begin with six-thousand Parademons and the necessary laboratory to create more. This laboratory may become a Warehouse attachment post-jump, if desired. Sadly, if they die, they do not respawn – such is the nature of cannon fodder.

266. Entropy Aegis [600] – Forged by Apokoliptian technology with the remains of the being Imperix, this is a copy of the armor made as a 'gift' for Superman...one he wisely refused, for it would have devoured his soul and damned him to Apokolips. Still, it is such a useful tool, so why not take a less cumbersome version for yourself? This blackened armor greatly enhanced the strength and durability of its user, letting it accomplish herculean feats with ease, having enough power to defeat the mad alien Doomsday in a single strike, and tough enough to casually deflect an Omega Beam from Darkseid himself, nullifying energy used against its alloy. It can do things like rend time and space to bypass a barrier setup by several Gods, and fire blasts that can shatter impossibly tough spaceships made of alien alloy like glass, fly through space at

incredible speeds, and more. Normally, this suit has a 'downside' the whole soul-devouring bit...but what do you know, your copy is without such a drawback. It will take some time to unlock the suit's full apocalyptic potential, wielding perhaps the same power Imperix did, but once you do...even a normal human clad in this armor would be a terror for the universe. Imagine what you can do. You may import an armor you already own to this.

267. Hellspores [600] – What a horrifying collection you've gathered, Jumper. This is about one-hundred glowing orange orbs that float about, inactive but a bit warm to the touch. However, when given a voice or electronic command of a detonation code (included within) that can only be used by you or those you approve of, they will tunnel into the crust of the planet and spawn a firepit like the ones on Apokolips. One is enough to utterly annihilate the local ecosystem, several could turn the atmosphere into a suffocating wall of smog and ash, while all used at once could destroy a planet utterly in a ball of flame. While the firepits remain when activated, you receive new Hellspores to replace any used ones the following week.

268. Armagetto [600] – The Lowlies work day and night in your name in this slum of yours. A replica of the most wretched parts of Apokolips, it is full of spirit-broken servants who work endless and toil in your name, fulled with industry and factories that build weapons and whatever dread instruments you task them to. They will not rebel or even consider turning against you, regardless of what you do to them, and their dogma will always fanatically match your own – whatever it may be, even if it changes.

They will maintain, clean, and work in whatever properties you deem them fit to, and Armagetto itself is full of monuments in honor to you and your chain, as well as various assembly lines for many common Apokoliptian weapons for you to use for yourself, or outfit chosen followers with. In the center of it is an ornate and wealthy palace for yourself, including a decorated throne room from which to command your servants.

269. Mighty Endowed [200] – Interesting choice. Like a certain mortal woman who became a New God, you have been gifted with supernaturally mesmerizing beauty...which may or may not have enlarged a certain body part or two (your choice) to an unhealthy size. In addition to being physically attractive and imposing in a way you seem fit, your chosen body parts – your eyes, your face, your hands, or erm...certain 'assets' have a hypnotic effect on the weak-minded, particularly those that find your gender attractive, reducing them into mindless minions until they're snapped out of it by being far from you for too long. Unlike this strange, mortal woman, you don't suffer from...balance problems, let's say.

270. Dreamer [200] – The mind is an amazing tool when used properly, for you can make the beautiful dreams contained in your psyche come to life. You're capable of

some telepathy that can reach into the thoughts of others and create three-dimensional illusions that those who gaze upon you see and feel as completely real, only the strong-willed or the perceptive able to see through them. Your ability to tap into dreams has given you a degree of precognition, able to recognize omens and signs of impending fortune or doom.

271. Divine Skill [200 per skill] – As the New Gods represent concepts integral to the whole of creation, it is only natural they are the best and brightest at what they do. Pick a single 'mundane' skill – your abilities and competence at said skill is now the peak of what it can be in the universe. An escape artist could make Houdini's head spin as they managed to escape both a psychic loop and a physical death trap with no obvious weakness in mere seconds. A swordsman could dodge, parry, and fight evenly with the likes of even a superpowered foe and cut with perfect precision in their blows. A builder could raise a formidable fortress out of nothing but mud and twigs. This bonus is amplified slightly if the skill in question ties into your concept as a New God – thus, the God of Freedom would find his escape artistry more effective. The only downside to this competence is that it doesn't necessarily provide the tools you need to execute it – an escape artist would do well with some extra tools and gadgets, and using an ordinary sword against a superhuman would see that sword eventually break or shatter from stress. Still, with the right items...

272. Phasing [200] – A basic but useful power, you now have the ability to turn your physical form intangible, letting you phase through physical objects and move through them as easily as you would air. Just as well, you can do this to avoid taking damage from physical and energy-based attacks, though you need to concentrate to maintain this state.

273. Flight [200] – Another basic and common power available within this world, you have the ability to fly at your running speed. This flight is much faster in a vacuum without an atmosphere, though boom tube travel is likely more efficient it is still useful for shorter (and quieter) journeys.

274. Density Control [400] – As the name indicates, this is the ability to alter the density of yourself and things you can touch. Your can dramatically increase your body's natural durability and strength this way by increasing its density, making your strikes and grip much more powerful and your physical form nigh-invulnerable to force, or do the opposite to what you can touch by lowering it.

275. Magnetokinesis [400] – Metal is the most common material of civilized society, so why not use that to your advantage? You are now a veritable master of magnetism, able to create, control and manipulate magnetic fields at will, controlling

the movement and attraction of objects tied to such with the ease of an experienced surgeon at an operating table. Tear an entire city apart as you lift buildings from their foundations, collapse metallic structures and armor on top of or around their users, and bend materials drawn to the fields as easily you would a plastic spoon.

276. Gravity Control [400] – One of the four fundamental forces of the universe, gravity is what binds feet to the soil of their planet and keeps planets in orbit around the blazing light of the stars. So naturally, it is expected for one of the New Gods to wield such a force to their liking. You can manipulate the presence of gravity, allowing you to create, alter, or destroy it in a way you deem fit. Weaken its pull around yourself to allow you to jump and even fly, or send hapless foes and even entire structures screaming into the atmosphere by removing it entirely, or strengthen it to the point they are annihilated from the intense pressure. With extreme effort, you can dislodge even moons and small planets from their orbits, perhaps even throwing them like you would a tennis ball.

277. Psionic Embodiment [400] – Why settle for just dreams when you can instead become a living embodiment of psionic power? Your body changes into a construct made entirely of your own thoughts and will, and dramatically increases mental-based power, as well as letting you repair your body and continue to exist so long as your consciousness is intact.. In addition, you have full-blown telepathy and mind control, able to manipulate the thoughts and memories of thinking beings around you with ease and even trap their minds in prisons made entirely of your own psionic power, tailored to whatever sensation you wish to 'bless' them with. You can even remotely possess other beings from far away, should they prove too weak to resist your willpower. You may change between this psychic body and your physical form at will, but the powers remain the same.

278. Lightray [600] – The power of light burns within you now, Jumper. Infused with such energy, you can now fly at the speed of light and beyond, circling even the gigantic planets of New Genesis and Apokolips several times over in mere moments. You may also create, absorb and project light energy through your body. unleashing it into mighty blasts that could strike down scores of common New God foot soldiers in mere moments. Using all of your power at once could even see you create a new yellow star, or shatter a planet completely from the blast.

279. The Alpha Effect [600] – The antithesis of the infamous Omega Effect, the power of Darkseid fueled by entropy, the Alpha Effect instead generates a bottomless well of energy...a power you now contain within your body, without any nasty side effects from the Source. With the Alpha Effect, you can effortlessly create and control the flow of energy, creating blasts that lay low most other New Gods or change its shape to use it as physical objects or basic constructs. Your ability to add this well of energy to yourself and others will let you energize them or technology, greatly

enhancing their capabilities, and can even heal others or resurrect the dead. In time, you may accomplish even greater feats with this power...though it will take time to learn how to use it beyond the above.

280. Matter Manipulation [600] – To control the sea of atoms that form all matter...this too, is a power of the New Gods, namely the powerful guardian entity known as Infinity Man. You too, as of this purchase, of course. You can manipulate the molecular structure of any matter around you, letting you accomplish feats such as swimming through solid rock and metal as though it were water, change reinforced armor into vapor or vice-versa, and perhaps even create nuclear blasts with little more than awave of your hands. You can accomplish this with whatever you can touch or see in your presence, though living beings may understandably not stand still when you try to turn their bodies from biology into physics.

281. The Astro Force [800] – The Wrath of the Source and the very weapon that Highfather blessed upon Orion to combat his dread blood father Darkseid – this is the Astro Force. Coming with an Astro Harness to help you channel its power, you are able to project and control a great energy with the power of an entire universe behind it. This energy can let you easily accomplish feats from towing planets to striking individuals with pinpoint precision on their opposite side, and can atomize other New Gods with relative ease, stunning or outright disintegrating at your preference. It can also create protective energy fields around yourself, letting you deflect even the mighty Omega Beams at nearly point blank range. The power of the Astro Force's offensive blasts should not be underestimated – the shockwaves of a full-power blast alone could shatter a nearby planet in orbit, and have allowed Orion to duel his dread father on near-equal terms time and time again. You can even banish the effects of hostile reality warping or other 'certain' effects by causing the Astro Force to explode around you, changing the damage back into normality, and change your size to be such that even the surface of Apokolips would be little more than a quaint toy to you. This is a versatile and great power you wield, now...and so long as you have hope, it shall be your sword.

282. The Omega Effect [800] – The entropic might of Darkseid, normally unique to himself and someone of his blood...which may or may not be your unfortunate fate, if you enter as a native of Apokolips with a background. This power is one that breaks down and annihilates, and it shows – normally manifested as red beams from the eyes are the Omega Beams, which lock onto the atomic structure of a given target. These beams can reach as far as across an entire universe, moving at several times the speed of light, and nearly unavoidable for those not blessed with superpowers or astoundingly good fortune, twisting and turning to chase their target with terrifying accuracy. Those struck by the Omega Beams can be teleported to any location of the user's choosing, immediately disintegrated (or reformed from it, should you choose

to), or banished to a hell known as the Omega Sanction. These beams phase through and ignore most physical obstacles, though some unique and powerful alloys or energy can deflect the full power of the Omega Beams...all else is ash to your gaze.

The Omega Sanction, should a poor soul be unable to resist the Omega Beam, will send the victim into an inescapable pocket dimension where they experience rebirth and death over and over in an endless cycle...suffering more and more with each lifetime, enduring indignities and tortures that escalate and rend agony after agony into their very beings...a grim fate, appropriate for those who try to defy you. You may also enhance your personal strength and speed to terrifying new heights with the Omega Effect behind you, turning you into a terror even by the standards of New Gods, and with practice and age, perhaps the equal of Darkseid himself...where your true form entering creation could see an entire universe collapse into nonexistence, if you willed it so.

The Omega Effect may even allow you to unlock new powers and senses beyond these in time...who knows what you will accomplish?

283. Anti-Life Comprehension [800] – The Anti-Life Equation. The black grail that Darkseid seeks to claim, a living mathematical equation that proves the futility and hopelessness of life, extinguishing free will and turning what was once a living soul into a hollow husk for the purposes of the wielder.

For 200 points, you have a rudimentary understanding of Anti-Life and its relationship with the Source. This allows you to infuse your technology, words, and powers with it to a limited extent, letting you slowly corrupt or immediately torture and damage a victim with its presence. This will slowly weaken their will and fill them with agony, making them more suggestible to you and easier to corrupt. If you took Shadow of All Life, you have this power for free.

For 400 more points, 600 total, in addition to the above, you have a significant portion of the Anti-Life Equation figured out and internalized. In addition to giving you a natural immunity to corrupting or mind control effects, the Equation settled within you like a parasite becoming symbiotic and you have tailored it to your own use. By repeating the Anti-Life Equation through technology, your voice, or your abilities, those caught within it will almost immediately collapse to its will and see their consciousness and souls extinguished, turning into little more than hollow extensions of your will that you have full awareness of and work in perfect concert with. Only those with truly godlike power or hope for life can hope to resist, and that's a small number even in this universe. This control can be broken by your own will if you deem to be merciful...but nothing short of a Miracle or your death will break it otherwise.

For 200 more points, 800 total, you've harnessed the full power of the Anti-Life Equation within your body. In addition to all of the above, you can tap into the might

of the malignant shadow of the source, letting you dominate and control others without having to repeat the Equation – you could command all who could hear you to 'stop' and they would drop dead. Beyond that, with enough anger and hatred, you may cause yourself to manifest into a conduit for Anti-Life, letting you warp reality with its twisting presence. Command the dead to rise and speak the knowledge you wish to hear, completely halt the movement of the most powerful New Gods with nothing more than a command, and more. The only downside is that this is fueled by a hatred and negative emotion...of which you need in abundance to twist creation to your liking, and rarely in a way that is good for anyone except yourself. Such is the nature of Anti-Life.

284. Life Equation [800] – Just as Anti-Life exists in the shadow of all life, life itself burns bright with a light all on its own. While the Anti-Life Equation claims all life is worthless and your only escape is surrendering your free will, the Life Equation exists as proof that life is worth living and evolving, affirming one's sense of self. This principle is the foundation of all life in the universe, and you've developed an understanding of its application.

For 200 points, you comprehend a fragment of the Equation, perhaps due to your closeness to the Source. With conscious effort you are able to make others healthier and more mentally sound, sharpening their physical and mental capabilities, and can affirm their sense of free will by channeling the equation to break forms of mind control or deep despair and rage. This isn't yet at the level it can overcome something as powerful as one influenced by the Anti-Life Equation, however. With some effort, you can elevate a sapient being to a new evolutionary level, though you won't have much control over the specifics without some trial-and-error. If you took Pulse of Life, you start with this level for free, having learned to use it on both a passive and active level.

For 400 more points, 600 total, you've tapped into a greater understanding of life and the universe, understanding evolution to an almost primal level. You are able to completely erase brainwashing or mind control over a sentient being with an act of will alone, reciting the equation and reinforcing the core of their character, wiping away even the influence of the Anti-Life Equation. While you may sway others to your cause with this power, their central personality will remain intact. Your understanding of life and evolution being greater allows you to manipulate biological processes with greater ease, evolving multiple beings at once to new levels with a fraction of your original efforts – change them into a known or entirely new species, add or take away certain traits or features, and even grant superpowers based on their biology. This also allows you to easily heal the physical bodies of living beings, as well as resurrect the dead with great effort. You can even, if you wish, spawn or raise new life with your presence alone...though this would be a random and unwise process if you don't wish to actively nurture it outside of your abilities.

Finally, for 200 more points, 800 total, you have not only an understanding of life and evolution...but the very building blocks of creation itself. Not only have your previous abilities evolved to the point you can fill an entire planet with a new species and revive mountains of dead with a wave of your hand, but your understanding has spread to the very foundation of creation itself. By focusing your full understanding of the Life Equation on reality, you are able to shape it to your will. You may create a retroactive event or history that natives will believe always was, eradicate the influence of an encroaching God upon an entire universe or beyond, and grant or take away strange new superpowers of your own design, and even create an entire civilization of New Gods. The only downside is that such a comprehensive understanding of reality is very difficult to channel through the eyes of even a New God, and controlling the very 'code' of the Source is both overwhelming and challenging to all but the sharpest minds and the strongest wills. If you aren't careful, you may call things into being you very much didn't want, such as manifestations of your fears or anxieties. With time and effort, you may eventually master it...and become a true master of Life itself.

285. Communion [1000] – There's another one? At some point in your life, you embarked on a personal journey to the Source Wall to learn of its secrets...and unlike so many others, you actually returned with something to show for it. Like Highfather himself you have become a living conduit for the Source, the 'All' behind creation containing everything that ever was, will, or can be. This connection is represented by a personal item or weapon of yours, such as a staff in the case of Highfather, of your choosing and design. You may import one you already possess into this role if you desire it. By using this item as a focus, you are able to unleash fantastic powers granted to you by the Source that make you an equal to Highfather and Darkseid themselves, giving you a vast arsenal to wield. You are able to manipulate and unleash energy and matter on a massive scale, from creating objects out of nothing to disintegrating entire space armadas into atoms in a blaze of power, or altering the shape of living beings to something of your choosing. You can project yourself as an image only those of your choosing can see, manipulate technology with little more than your personal will, read and alter the minds of others and more. The range of your abilities extending across an entire universe, letting you contact and reach any your mighty will can reach.

One of your more notable abilities is that you are able to grant others powers tied to yourself or the Source itself, perhaps igniting the Astro Force within an individual of your choosing or giving them powers you believe suit them better. Just as well, you may take away these granted abilities at will or drain away a different set of powers they possessed, though those who match or exceed your might will easily resist this. You may also tap into the Source to significantly boost the powers and abilities of your allies, allowing them to resist their weaknesses or attack with even greater might than before for a time. As your power is tied to the Source itself, you will develop more individual powers and finesse to the point you may call on nearly any ability you can think of at will. Finally, as a bonus, you receive an insight and wisdom only a

connection with all things can possess, making you a sage adviser and even better ruler.

The downside? You are the receiver of a higher power and this connection isn't unbreakable. Great cosmic disturbances that shake the foundations of an entire universe or more can weaken or even break your connection to the Source, disabling your access to this bottomless well. While purchasing this power guarantees you will be able to restore it once you overcome the obstacle causing this, enemies may be prone to taking advantage of this moment of weakness. Still, the light of all creation is behind you now...what will you do with it?

286. Jumper's Furies [300] – Twelve mighty New God warriors who have sworn themselves to your service...whether as honorable knights, brainwashed bodyguards, or just comrades from some long-ago conflict is up to you. They have an appearance and gender ratio of your choosing, traditionally being all-female, and each coming with their own Mega Rod, Fury Armor tailored to an aesthetic you prefer, the Dog of War perk and one Divine Skill each of your choosing. They collectively count as followers, but you may import them individually as full companions in later jumps if you wish.

Exalted – The Infernals

287. Demon Worshipper [100]

To be a good cultist, you will need some skills. As an excellent cultist, you have attained even more. Knowledge of many different prayers, rituals, and songs, a sense to gauge what kind of sacrifices your master would like, and even a few thaumaturgical rituals to beckon Demons from Malfeas into Creation... Of course, usually cultists are offered some particular favors in return for their worship. As such your skills of negotiation, even with those beings more powerful than you, are important too. Somehow, your demonic masters will almost leave with the idea that they got a great deal... Though your agreements will actually heavily favor your side.

288. Yozi-Kin [200]

Sometimes, when a loyal Yozi cultist or promising Infernalist catches the eye of a powerful lord of hell, they are rewarded for their service. Winning a powerful demon's favor like this is no mean feat for most mortals, and by the largesse of their patron they are transformed into a form of God-Blooded that may better serve the Yozis' needs. Infused with vitriolic essence and demonic power, these Yozi-Kin gain a measure of power and mutations dependant on their patron's might and may even start to learn the magic of the demon who granted this.

While usually Exaltation burns out nearly all signs of your previous nature, though not the general enhancement to body and mind, you have managed to hold onto some part of you former existence. Demonic attributes to match your patron adorn your form in whatever severity you would wish, you still retain the capacity to learn their Charms, and perhaps the Citizen who was once your patron even stands with you in the Conventicle Malfeasant...

Now more peer and honored vassal than master.

289. Cult Leader [400]

While all Green Sun Princes' are supported by the cults of the Yozi, as living avatars of their might... Perhaps you wish for something more simply representing someone else, or perhaps experience in the past showed you the importance of personal loyalty. Whatever the case, you mastered the arts of enticing people, influencing them, and winning them over as your friends. It is child's play for you to bargain with people, to lie to them, and to convince them to aid and worship yourself or others. Worship on it's own is already a powerful thing in Creation, and the devotion of a true zealot is second to none. Mortals you turn to worship of the Yozis will be made to understand that world was unlawfully taken from its rightful masters and that the only reasonable course of action is to help the Yozis, or you in their stead, reclaim it. Of course not all will be motivated such, but you shall find a steady supply of true believers, biddable weaklings, those hungering for power, and many more willing listen to your preachings and follow your bidding. And when you have a decent following, you could leave further recruitment to the founding cultists. Let them sing your praises.

290. Yozi Cults [600]

Spread throughout the entirety of Creation and Yu-Shan, even within the ranks of the Exalted, are the Yozi Cults. Hidden in nearly all of the larger cities and nations, no one can guess how many cults serve and worship demons. Virtually all of them must operate in secret. These cultists are the loyal servants of the Yozi and demonkind, but to preach their faith in the open in often a death sentence. In serving their masters, the cultists risk the enmity of gods and elementals. Priests condemn them, kings suppress them, and savants ponder the weakness that leads mortals to betray Creation to its enemies. And yet they remain, hidden. You've gained a great insight from this, and would be able to create a network like this on your own. A great web of hidden cults and spies that could stretch from one side of the world to the other, hidden from all who would destroy them on discovery. Furthermore, you've truly gained all the skills necessary to be a member and leader of these cults. Subtlety in your activities, hiding entire bases and temples, setting up legitimate-looking fronts, spreading coded messages through your following, and other subterfuge. You could evaluate someone's willingness to be recruited your organizations with a glance. Even amongst the Exalted there are many who have fallen, and you'll know exactly how to push someone in the right direction. You'll find you have the skill to figure out exactly what kind of person you can bribe, what kind you need to blackmail, and what kind simply needs to be... removed.

But often you will not even need to, for in every new world you visit you'll find that existing cults dedicated to ancient, chthonic, and demonic powers are already in place. Both ready and willing to assist you in any way they can, they'll provide valuable support, information, and worship so that you may hit the ground running wherever you end up. But since these disparate groups are unlikely to worship the Yozi outside of Creation, convincing them to turn their dedication towards the Yozi or yourself exclusively may be harder than going along with the beliefs they already hold.

291. Infernal Governance [100]

You would hardly be a noble if you couldn’t look and act the part. Luckily this is something you have internalised completely, able to project a sense of dignity, grace, and nobility through your body language. And you don't just look like it, you also have experience with politics and governance, to the point that you would be able to walk into near any court in Creation and be accepted, while you would actually be able to be a good ruler. Of course to live the lifestyle of the nobility, you'll need a certain amount of wealth. It is a good thing then, that you're just as skilled in selling whatever you wish, finding the appropriate buyers, and setting up a shop to do so. Lastly this makes you skilled at coming up with convoluted plots to accomplish your goals, which somehow seem to work better than simpler schemes.

292. Hellish Export [200]

Amongst the special rights the Green Sun Princes enjoy in hell is the right to import goods from Creation into hell, such as artifacts, magical materials, human slaves, and other treasures... As well as the right to export goods from hell into Creation, which includes everything from malfeas brass, raw vitriol, hellforged artifacts, demonic body parts and leftovers, to hellforged artifacts and seedlings from the Silver Forest that is Szoreny. They are granted free access to entirety of the Demon City, even allowed to enter any home and place of business for any reason... as well as permission to leave Malfeas at their leisure, to go forth to Creation as it suits them, and to return whenever they wish. It is little surprise then, that an enterprising Infernal may amass quite a fortune trading in goods both with demonic lords and the occultists of Creation.

You however are an oddity even amongst them, for this permissive attitude and exemption in the law seems to follow you from Malfeas into other worlds. Allowing you to flaunt import and export laws, run into people's houses uninvited, walk into businesses for free, and more. All without the law even being able to touch you.

293. The Equitable Market [400]

It is, of course, not merely enough to be able to simply sell what you have in stock. You must also be able to find that which your customers want, and find the right markets to sell these items. Neither of these shall be a problem for you, as you have gained an innate sense of what your customers would want... before they themselves even know it. For as long as you intend to sell them, you shall be able to find nearly any goods your customers would want, even if some rare requests might require you to seek out specialized procurers. May you always stock what you buyers wish for.

Yet, a trade stock without the market around it is hard to sell. And so you will get knowledge on how to join or set these up yourself, how to write you trade agreements and contracts... and supreme skill in setting these up so that you may enforce a stranglehold upon the market at large. With time and effort, you may set up a vast network of countless contracts and trade agreements, such that whatever whatever businesses do not already belong to you must pay a tax to simply operate. Eventually, your system may continue to be guided by your hand or simply be left to sustain itself as it brings you more and more wealth.

294. Peer of Hell [600]

As one of the Princes of the Green Sun, you fill an unique position within the hierarchy of Hell. Like the Strangers that wandered in from elsewhere, you are not beholden to the Laws of Cecelyne. Unlike them though, you are still protected by these Laws. As such, you position is above all Serfs of the First Circle and above many of the less potent Citizens of the Second Circle. Even if you should leave, the lesser demons will still see you as all but Unquestionable, your demands as much a proclamation as a binding word of Law. While this is most effective on demons of all kinds, your authority extends even beyond Malfeas, as your words will command those below you as surely as it does the serfs of demonkind. Most will simply and unthinkingly obey whatever command you give, convinced on an unknowable authority you wield over them. Those of exceptional power and will may resist or even completely ignore you, as long as you are not obviously greater.

Even those mighty beings are somewhat affected though, granting you a measure of leniency and respect they may never grant to any but their own peers. In doing so, you may even question their will and ignore the commands of those great demons of the Third Circle, Unquestionable as they otherwise might be. Most unique of all... you could even approach the Yozi themselves, when they take humaniform, to engage in courteous conversation with those the inhabitants consider above all. And while you might not be able command them, you will find it easy to speak to all those who consider themselves Unquestionable and above all others. As a true favorite of the Demon Princes, you will find yourself the peer and perhaps quickly a trusted advisor of the highest ranks of demons and even their progenitors. Should you play your cards right, you might even be able to take the Shadow's place as the mastermind of the Reclamation.

295. Savant's Understanding [100]

A good scholar is one that understands quickly, and remembers their lessons well. Gaining a sharpened mind, you will make connections and associations extremely quickly, your burgeoning mind filling with ideas and potential solutions. But remembrance is just as important, so you will find that your memory clear and enjoy near-perfect recall. Indeed, the memories of life and technology in the First Age, which your Exaltation retains from its past life as a scholar of note, are likewise quite clear. Even better, you will find it easy to retain absurd amounts of newly acquired information. For some reason, this also makes it easier for you to construct elaborate monologues to reveal the full genius of your grand schemes.

296. Architectural Madness [200]

Malfean architecture is unlike anything found in Creation, with endless variety and many oddities. Many techniques that were once burned away by She Who Lives in Her Name have been rediscovered. Foremost in these are the techniques to allow demons to build structures that do not need pillars, arches and other support structures. Buildings hundreds if not thousands of feet high can be built without any apparent load-bearing walls or struts. Windows and doors can be placed anywhere without disrupting the integrity of a building. Of course these techniques work best with the brass and black stone common to Malfeas, even if they work to a lesser extent with other materials. So it is just one more reason most buildings in Malfeas are made of brass and basalt, along with their abundant presence. Yet many more

techniques are used by the artisans and architects of Malfeas, even aside from the omnipresent murals, wall carvings, and other ornamentations. Techniques to create such marvels as buildings that sprout from the ground at unnatural angles and made of polished brass turned a rainbow of colors by a process known only to the most skilled of architects. In many of these techniques you have gained the pinnacle of skill and knowledge, that you might might replicate the Demon City's constructions even in other realms. While you might not have reliable access to the materials common to those in hell, you will be able to substitute many other materials for these in your structures. And as a truly talented architect you will find the design and construction of Manses comes just as easily to you, even gleaning some additional power from the conflux of essence it is build upon if you do use these hellish methods.

297. Vitriolic Craftsman [400]

The artifacts of Malfeas differ on a fundamental level from those of Creation, and as such Infernal artisans have devised many techniques to create these infernal relics. The making of such artifacts requires the pure form of the dark and acrid liquid known as vitriol, and the binding of demons into these relics, dissolving their forms and integrating their still-living Essences into their creation. Under an infernal artisan’s ministrations, pure vitriol serves as a catalyst. Objects bathed in it are seared free of weakness, making them as strong as any of Creation’s magical materials; component parts flow together and intermingle, amalgamating into a unified whole. Where an artificer in Creation would spend months carving and shaping an artifact’s components, his Malfean counterpart immerses them in vitriol and guides their slow, inextricable melding. Then, one slowly integrates the dissolved form of a living demon, known as Chalcanth or Azoth depending on their power, into the device’s nascent structure. A demon must be of sufficient stature to match the power of a relic in order to bond with it, and likewise must its nature also accord with the relic’s function if the procedure is to succeed.

Now you too will join the ranks of hell's greatest artisans, with knowledge and skill that encompasses vitriol itself, the acids and catalysts derived from it and its use in the crafting of infernal relics. Your knowledge encompasses much understanding of demonic Essence, as well as the instinctive ability to use the appropriate mundane crafts to use together with vitriol as the catalyst. Bonding the Chalcanth to a Brass blade of your own design shall be a labor almost considered easy to an craftsman of your skill. Likewise the arts of demonic magitechnology and the creation and modification of life through vitalizing essence are known and practised by you, though their applications are somewhat more complex. As one of Hell’s master artisans you may even surpass the limitations of the dull and feeble demonic essence contained within your creations, to instill them with a demonic will as a true Hellforged wonder with its own intellect and awakened essence.

298. Primordial Psychologist [600]

For all that the Green Sun Princes emulate the Yozi, and the ancient Solars fought and bound them, there are few amongst them that truly understand how the minds of the fallen Primordials work. Very few savants in Creation even have any kind of idea of what the Yozis are, as a group, or how they work, much less in-depth psychological profiles of particular titans or a clear view of their history. To truly understand the Yozi, one needs a working

model for how endless seas of consciousness and alien minds forged raw from chaos translate into observable behavior patterns, and for how a thing beyond mortal rationality can function in a superior yet irrational fashion. You've got a astonishing talent for understanding alien, bizarre minds and beings, able to easily pick up on their subtleties and obsessions. As such, you've even managed to gain an understanding on the behavior and thought processes of the Yozi, and how they influence their souls and are influenced in turn. This isn't just limited to the minds of the Architects of Creation, but you'll have to spend some time interacting with or observing other beings to grasp their particular psyche.

Of course in the course of your research into the minds of the mad titans, you have learned a great deal more... The legends and accounts of the time before reality, the tales of lost Zen-Mu, the birth of Creation itself, and the long histories from before and after their imprisonment within Malfeas. Even the histories and lore of demonkind are open to you now, most of the knowledge contained within Orabilis' glass libraries already known to you. But your intimate understanding of the Primordial condition gives you one other benefit, as it allows you to translate the supernatural powers of one Yozi to another as the Yozi themselves do. Through this, you may adapt the charms you know of one Yozi into an equivalent that uses the themes of a second Yozi. But remember that this is by and large merely aesthetic, and some sufficiently different abilities may prove impossible to translate.

299. Warrior's Mettle [100]

A warrior is nothing without his weapons, but a weapon is nothing without a warrior to wield it. So such you have become skilled in your weaponry and fighting style of choice, which comes with an understanding of how to best use these skills to your advantage. Perhaps you were one of many spearmen marching with an army, perhaps you were a trained archer, a martial artist, a gladiator, or even an assassin. But martial skill alone does not make a warrior and you have also gained an understanding on how to taunt your enemies, how to make them hate you, how to draw them out, and how to break them. You will also gain a grandiose and terrifying villainous laugh, to properly express your satisfaction at your victories.

300. Demon Realm Traveller [200]

Malfeas is not a nice place to be. High above the Green Sun shines down its merciless rays, the acid seas of Kimbery occasionally flood the streets and vapors rise from it to condense into acid rains, the swamp of Metagaos consumes all that enters its territory, corrosive vitriol flows throughout the entire realm, the air is toxic to mortals, lethal winds of Kalmanka and her progenitor Adorjan slaughter everything in their path, and various demons and behemoths roam throughout, the greatest of which uncaringly trample vast areas underfoot. Even time is not consistent through the Demon City, either. Five days in one part of hell might be one day elsewhere, or ten.

If one of the Princes of hell wishes to survive travelling throughout the demon realm, they must be hardened against its dangers, and so you have been. You could bathe in the acid waters of Kimbery, frolic among Kalmanka’s flying razors without harm, and even survive the passing of the Silent Wind. Even in realms not composed of the broken bodies of the Architects of Creation, you will find yourself exceedingly resistant to environmental dangers.

Yet as great as this protection is, it will not provide any respite from deliberate attack. If some being turned their attention directly towards you, it will fall solely to your own defences to protect you.

301. Way of the Infernal Fist [400]

Not quite fiefdom, nor quite temple, but surely greater than a mere building are the fighting academies of Malfeas. Here worthy students are accepted into an academy to learn the infernal martial arts and various armed fighting styles. While unworthy students are either rejected, accepted only to be used for sparring practice and manual labor or killed outright. You were one of the worthy ones, accepted in a Malfean school and taught the ways of martial combat. Perhaps you found the Ten Shadows Academy in the wake of the Ebon Dragon and learned of the ten principles exemplified by the Ten Shadows, those principles of assassination, obfuscation, misdirection, interrogation, seduction, betrayal, deception, secrecy, persistence and the poisoning of the spirit. Perhaps you joined the brutal school of Suntarankal, and endured the ruthless and callous nature of this Unquestionable to train for seven years in hellish regimens from which many students leave injured, crippled, or outright destroyed. Perhaps you joined any of the hundreds or thousands of other schools. Perhaps you simply relied on your own talent and gained understanding of the brutal Infernal Monster style in the frequent battles on the streets of Malfeas. Or perhaps you apprenticed directly to a demon master, as Mara may teach you the Black Claw style that is her creation. But regardless of where you learned to fight, you do it well. The forms of your martial arts come easy to you, the shaping and manipulation of your essence into new patterns accomplished with supreme skill, and so too may you learn or even develop entirely new styles of combat and the martial arts with far less time and effort than most would require.

302. Hero of Hell [600]

In Creation, the Immaculate Faith preaches of the evils of the Anathema, and how they are drawing the world into despair and ruin. They tell of people who have become conduits for terrible, dark power with their souls forever tainted by demons. When the monks speak of these Anathema, they are describing the Solar, Lunar, and recently even the Abyssal Exalted demonizing them as the enemies of the Immaculate Faith... Yet this description fits the new Princes of the Green Sun quite aptly, wielding the power of the Yozi and guided by the demon who has become their Coadjutor. So, why not become the very thing they fear? You may now be the Anathema amongst the Chosen, embodying the ideal of a horrifying being of dark power far beyond the Princes of the Earth. Aside from a tremendous increase in physical attributes beyond that of even other Chosen, this brings some other benefits. You shall grow in power with every victory, bolstering your strength and skills. So that you shall soon become an unstoppable engine of destruction when faced with your enemies, a mastermind without equal, and a socialite beyond compare. Every aspect of your being shall be enhanced, and word will spread across the lands of your terrible deeds. The mighty of Creation will hate and fear you, or tremble in fear of this unknown yet atrocious enemy. But in hell, you shall

become the star of the Reclamation, the envy (and sometimes hero) of your so-called peers, and demonkind shall either worship you or rage at your meteoric rise in status and power.

Yet, hell is a ruthless place and this greatness has a price... For should the unthinkable happen and you suffer a defeat, this bolstering effect shall be broken and you will be reduced to your base ability until once again you may taste victory. If word spreads of such a thing, it could even damage your reputation as an unstoppable force of ruin and corruption. Nevertheless, this power will serve you well for as long as you can hold on to your advantage. With it, you might soon be the one to shatter the gates of hell...

303. Name That Unfolds Like Lotus Blossom [100]

As you may have noticed, Creation and Malfeas both have an abundance of flowery and impressive sounding title-names. Perhaps sometimes to a rather excessive degree. With this, you'll be able to start carrying one of these, in case you've ever wanted to be called something like the Whispering Petal Bodhisattva, the Maelstrom of Endless Fangs, the Labyrinth of Seven Angles, or even the Bride of Sanguine Roses... But as you could simply declare you wish to be called such here, this has another effect. You will be taken completely serious, despite the ridiculousness and length of any names and titles you introduce yourself by, both here and in other worlds. In fact, you might notice that by doing so, people will actually tend to respect you a little more than someone with an ordinary name.

304. Below Notice [200]

Malfeas is a place where time has little meaning, the green hang overhead at all times of day, while the constellations and weather move guided by the whims of many, many individual demons. There are no months or season, yet demons knows the passing of the year through Calibration. A time when the borders between worlds grow thin, and enterprising demons may attempt to leap through a gap into Creation.

More importantly however, on the five days of Calibration, the Unquestionable set themselves apart. Whether to commune with their Yozi or the prepare for a summons, it matters little to the lesser demons. Whatever the reason, they leave the other demons alone. This yearly taste of freedom is considered a true holiday to demonkind, and now you may carry that with you on further days. Whenever you wish, you may appear to others as someone or something below notice. Such that enemies will simply walk past you, any of your superiors will care not for your absence nor call upon your services, and even your closest friends may fail to notice you sitting amongst them.

305. Acts of Villainy [400]

While the Torment of the Green Sun Princes makes it quite clear when an Infernal strays from their purpose, they alone may alleviate this burden, unlike their Cursed cousins. For when an Infernal performs certain actions pleasing to the Yozis, actions that many Creation-born might view as acts of great villainy, they could reduce or even eliminate their building Torment. It is interesting then, that these acts shall still please the Yozi and be rewarded... even if they betray the goals of the Yozi and work against the plans of the Reclamation. In this way, one could be a beloved subject of the demon princes, while doing everything to help your

assigned "enemies". Perhaps you captured them, before giving a diabolic monologue explaining your plans to provide food to the starving orphans in the city as a first step to corrupting Creation and starting the Reclamation. Perhaps you left the spy you were assigned to kill in a elaborate deathtrap, but "failed" to eliminate the obvious escape routes as you left them to their slow fate. These and many more are your options, and you will find acting out these villainous acts shall give you much more leniency than it would anyone else. After all, none could compare to your obvious evil. Even in other worlds, those of a villainous persuasion can be charmed quite easily by such acts. Yet curiously, your enemies seem almost friendly, as they keep mentioning that they know what side you're really on...

306. Orphan Cub of the Devil-Tiger [600]

As the Dragon Beyond The World was once both there and yet to be, so too was there was a Devil-Tiger. With a Triumphant Howl they became Primordial, by Swallowing the Scorpion they freed themselves from the Yozi's tethers, through a Tempest of Inward Focus they redesigned their Caste, in the Flames of the Rising Phoenix they wrought new Charms for their Primordial selves, and in front of the Face of the Titans they subsumed their Coadjutor and refined their Urge to match their will. And yet... no such being exist now, in flesh or in memory, but for an echo from Beyond. You now carry this echo, your Exaltation matching that of this lost Tiger. Unlike all other Infernals, you are free from the Yozi's influence and carry the potential to learn Charms based on the themes of your forebear. Themes that seem up to your choice for now, though you will never be able to change these when they have come into reality. While your Caste has been irreversibly changed to another from this point on, you may still use both the Caste and Favored Yozi you picked beforehand for the purposes of your discounts on Yozi perks.

307. The King Is Here [200]

Malfeas is the King of the Yozi, and incomparable in his invincible power. Once he was the Infinite Radiant Is, the supernal transcendence of all divinity, the Holy Tyrant, the King of the Primordials. Though he may now be unjustly bound to rage impotently, as he dances and forgets himself, some of that ancient splendor is shown again. Likewise, you will be seen by all as a powerful king, incomparable in your own right... and in anger and hate you will gain an aura of terror, that the weak-willed shall flee before you and the powerful shall be shaken. Yet when you feel joy and your heart is at peace, you will gain instead an aura of awe and brilliance that all who see you will feel as though your divine majesty is one who should be their king.

308. Brass Dancer [400]

Music and dance are intertwined, the two arts inseparable, as well-played music makes listeners want to move in time with the melody, and the rhythm of dancing feet makes its own music. In Malfeas every kind of demon has a special dance to express their very nature, and now so do you. You could dance a specific dance that expresses yourself in impossible clarity, and even when dancing in other ways or taking someone else's lead, you move with supernal grace. Your movements and poise executed with elegance unmatched by any, but the greatest in the Demon Realm. With exceeding care and practice, you might dance with Malfeas Jouten

and perform his weapon dances together as his equal... for a time at least. Even the efficacious dances of demonkind come easy to you if you see them performed, so that you may slay onlookers with the Gilmyne's Dance of Extinguishment or crack the earth and cause earthquakes with Stanewald's thirteen dances.

309. Sacred Azure [200]

None but Cecelyne's priests may witness the sacred azure. Internalising this law means that whenever you use azure ink for anything, anyone else will get the distinct sense that it is forbidden to read your writings, to look upon your works. They may still do so, if they think it important enough or themselves greater than you... But it will manifest as an extreme aversion to even looking at it. Of course, writing that can never be read by anyone else may not be the most useful to you, so you may designate others that may be allowed to read your sacred texts as your priests. In addition, anything you have written in both azure and the malfean dialect of Old Realm can be understood by anyone authorized to read it, even if they do not know this ancient language.

310. Desert Wanderer [400]

Those who travel through the Endless Desert that is Cecelyne move upon a vast barren landscape of shifting sands under a cloudless, starless sky. At times, the green glow of Ligier can be seen on the horizon, while at others, all is black. All who wish to travel Cecelyne, to reach the Demon City or to return from it, must survive the five-day trip across her wastes. As there are hidden passages from Creation to Cecelyne and back, so too may you find these in other worlds, allowing you to step into the wastes of Cecelyne and travel

the five-day trip to any other point within the same realm of existence, or any adjoining one, no matter the distance. For despite the vast size of the Endless Desert, the trip always takes the exact same amount of time.

311. Crystal Clarity [200]

The Principle of Hierarchy is methodical, analytical, and utilitarian to a fault. Such ruthless efficiency cannot be attained while burdened by such distractions as emotions and stray thoughts. As such, you have learned to induce in yourself, with a small exertion of will, a state akin to She Who Lives In Her Name herself. While you do so, your emotions are suppressed, your thoughts are ordered, and your mind is sharpened to absurd degrees. In this way you may coldly calculate how to best accomplish your goals without distraction, unnecessary exertion, or delaying. Through this understanding, even your voice has gained some fragment of her own harmony. From now on, you may speak in a perfect voice like crystal chimes, and with practise you could even tune your voice further to reproduce sounds of any tone, pitch, and length in perfect detail. Deaden emotion. Gain clarity of purpose. Exemplify Order.

312. Principle of Hierarchy [400]

The Whispering Flame embodies the perfection of design and order as does no other. Even the limited limited freedom of choice that had originally been granted would ultimately resulted in tragedy and imprisonment. As such she pities the world for being less perfect than herself, and imposes her nature upon it as an act of mercy. Likewise, you may do the same, murmuring the secret name of She Who Lives In Her Name or even your own name should you wish to empower it so. As this name reverberates in all listener's ears, it compels them to accept a place in an order or hierarchy of your making and become loyal drones to follow your directives. Even amongst those that already follow you, you will inspire fanatical loyalty to yourself and any order they are a part of. Of course, the strong-willed could still resist you even with the power in your name. Yet even then, the power of She Who Dwells Within Her Own Name will not be denied. Every action or ability you bring to bear in enforce order and suppress free will shall be enhanced to perfect efficiency and methodical force, though powers of the mind similar to her own benefit from this the most.

Establish Hierarchy. Reinforce Order. Improve Efficiency.

313. Her Hate Is Safer [200]

Sometimes, Adorjan falls in love. Her hate is safer. Such did Marus, the murderer of Lilike, Fetich soul of the River of Torments, come to understand too late as he came to regret the love of Adorjan and vainly sought to earn her hatred until his terrible death. But perhaps you believe you shall be different? Certainly you'll be able to catch the interest of alien and powerful beings much easier with this. And you'll even get a sense for how to try strike up an actual romance with such exotic entities, as well as how to maintain something... reminiscent of a relationship. Just remember that you must never forget what her love means...

314. Hateful Wretched Noise [400]

The Silent Wind abhors noise, so demons fill the streets of hell with constant shouting, the clangor of gongs and bells, and the music of her progeny. But not all music in hell is meant to keep the Silent Wind at bay. The Yozis themselves greatly love music. It is perhaps the only aspect of their being that remains untouched by the rage and spite they feel at their imprisonment. The songs of the Demon Princes may consume those who listen to it in their wondrous perfection. The demons descended from them have inherited their passion, though not all their impossible skill. Those melodies created by the Unquestionable merely drive the listeners mad or transform their identity, and while those of the Second Circle rarely achieve even these heights of skill, even they may make stones dance for joy or mortals swoon for grief. Amongst the First Circle, there are entire breeds and species of demons created solely for the purpose of music, and all demons love to hear music being played. Everything from percussives, horns, flutes, bagpipes, and rarely even the softer tones of string instruments is heard in the vast and endless melodies of Malfeas.

Most visitors from Creation have some difficulty adjusting to this ceaseless cacophony, but you are somewhat of an exception. Unconcerned with the many different voices in them, you

can appreciate the grandeur of the Demon City's musicians in full. And furthermore, you have gained perfection in the arts, able to play every instrument of Malfeas and Creation as a true master, your melodies and voice beautiful enough to tempt the Yozi themselves into a dance, most especially the Brass Dancer, and to rival even the greatest musicians amongst the Second Circle... which will only improve with practice, never degrade. In time, you may sing as the Yozi do.

315. Shadow of All Things [200]

See, while all the other Yozi are more focussed on the big picture, on the gods and humanity as a whole... The Ebon Dragon hates every single being personally, and finds greater joy in thwarting the dreams of others than advancing his own agenda. Appropriately, you will gain a similar aptitude in corrupting and seducing others away from virtue and honor. You will know how to tempt anyone, how to slowly corrupt their morals, how to reveal horrible truths or tell vile lies at just the right moment to turns heroes into villains. But if you're not feeling like corrupting, you will be just as skilled in breaking their wills by taking away just what they love most, torturing their weakest most sensitive areas, showing them what they fear most, tormenting them, and even defiling their happiest memories, until they are all but hollow husks just as the Dragon itself.

316. Pleasing to the Ebon Dragon [400]

Consequences? Oh, sweet child, you actually think you have to worry about consequences? Did you learn nothing of history? Nothing of Me? No... Consequences is what happens to other people. Those without the guile to slip away from the punishments of the virtuous. Come with me, and I can show you how to divert your just rewards to those... less adroit of your peers. Because when everyone blames you, when the worst transgressions ever recorded are put at your feet, when you are the cause of everything bad that ever happened... that is the time to sit back, smile with an insincere apology, and accept a slap on the wrist. And laugh. Laugh as you get away scot-free, no persecution, no justification, no laws binding you. It might not make you any friends, but you'll never get punished for your sins directly.

317. Lintha Ng Jumper [200]

The Lintha are the scourge of the Southwest. Pirates, crime lords, cultists and self-mutilating cannibals, they make hidden port at Bluehaven. Yet the line of the Lintha descended from Kimbery is very old, dating back to before the Exalted defeated the Primordials. Over the ages, unions with outsiders have diluted the blood of the Demon-Blooded Lintha and much of their power.

You may now become a part of this family too, as one of the trueblooded Lintha of Bluehaven. While your Exaltation burned away many of the special powers and charms you once possessed, the skills and support of the Lintha remains. So too does your appearance remain with your blue or green skin, the mutated gills which many Lintha now carry to let them breathe in water as well as air, the powerful build and exceptional health typical of

Demon-Blooded Lintha, and the further increase in natural attributes that are the fruits of a brutal training regimen.

Alternatively you may emerge from your Chrysalis touched by the power of Kimbery herself, reshaped into a pure-bred Lintha possessing many of the traits of their original, glorious forms. A tall and gaunt people, you might easily reach seven feet in height. Your skin shall be the bright green of newly sprouted rice and your hair a pure and shining white. You will have a long, thin face and burning crimson eyes, and move with the grace of hunting cats. Unable to breathe water as the modern Lintha, you instead reap the benefits your piercing crimson eyes grant, allowing you to see in darkness and detect immaterial spirits. But while you might otherwise have had access to potent charms and a far lengthier lifespan, these traits do not persist after Exaltation. Nevertheless, your descendants might eventually relearn these charms with enough time and study into the nature of your blood.

318. Blood of T'Foor Na [400]

Kimbery the Great Mother loves to warp herself and others into new shapes as useful as they are uncomfortable, imagining herself a great artist. She may be right, but even her siblings find her aesthetics bizarre and vile. Nonetheless, she continues to mold all kinds of creatures into her transfiguring art, and it is considered a mark of her generosity to those she deems fortunate enough to serve as her living clay. Even aside from her own offspring, the Great Mother has created many adoptive scions, those creatures warped in body and mind to suit some need or fancy. Is it not appropriate then, that you too should gain the ability to infuse beings with mutagenic essence and warp their bodies? Your capacity to mold a being so will start out small, only being able to desecrate natural animals and mortals with mutations to twist them into something wholly different. With time and effort however, you may learn to warp other beings such as gods and demons, slowly create massive living reefs... and eventually you may even be able to slowly spawn lesser behemoths just as Kimbery herself does within her corrosive waters.

319. Metal Trees [200]

Three vast forests exist under the light of Ligier.The first is the Yozi Szoreny, easily the largest and most notable of all forests. The many trunks and branches of the Silver Forest meld with the ground while his mass of silvery roots spreads up and into the air to form a forest of tree-like chromed branches centered around great trunks scattered throughout the area. Szoreny stretches out for hundreds of miles in this manner. The roots of the tree fill the sky with a canopy of silvery foliage that often filters out much of Ligier's light. Of course, there are other forests as well, such as golden Vitalius, the Forest of Chimes and brass Hrotsvitha, the Spawning Forest... and many more, lesser ones. Now you may spread the metal forests of Hell further, as you may create your own trees and plants. By simply touching any inorganic solid matter and imbuing it with essence, you may gift it with verdant life, such that it shall slowly send forth roots, shoots and leaves of its own substance. It will take on a full life, though if it cannot spread or spawn more of its kind on its own. Larger objects would require more essence to be expended, and things resistant to alteration would be much harder to affect than mundane materials. Even so, you may affect the magical materials or stranger

substances from beyond this world... but they will only grow the closest material found in Creation or hell, such that Orichalcum will grow branches and leaves of gold.

320. Perfect Reflection [400]

To mirror someone, you must understand them. Such is the way of Szoreny, the Silver Forest. And now, it is your way too. For you may lock eyes with someone, and understand them as Szoreny understands those who carelessly glance into his mirrored trees. All there is to know about them, you will know. You will have studied their every thought and deed. You will have shared their every feeling, their every memory. You will have analyzed their every possible future path... You will understand them better than you understand yourself.

You will love them. You will hate them. Above all, you will know them. This grants you some further benefit too, beyond mere understanding... You shall be able to reflect them too, as you mimic their movements perfectly. Or you might synchronize your body and mind with one another, so that cooperative activities such as dance or battle become instinctual. But do take care not to lose yourself in the reflections of others.

321. Irresistible Force [200]

TINY ONE. SHOULD YOU LET ANOTHER COMMAND YOU? SHOULD YOU FEAR THAT WHICH IS POWERFUL? SHOULD YOU EVER GIVE UP? NO. YOU ARE CHOSEN. LET YOUR WILL BE ALL THAT HOLDS SWAY OVER YOU, AND NEVER STAY YOUR COURSE FOR ANOTHER. LET NOTHING STAND IN THE WAY IN THE WAY OF YOUR GOALS. SHATTER THE LIMITS OF YOUR BODY, AND PUSH YOURSELF BEYOND THE BRINK. IGNORE PAIN OR INJURY. IGNORE OBSTACLES. FALL NOT TO HARDSHIP OR DOUBT.

JUST. GO. AND IF YOUR WILLPOWER WOULD ALREADY BE STRONG, THEN LET YOUR WILL NOW BE UNBREAKABLE.

Ahem. As you may have gathered from my incomparable progenitor’s speech, this will bolster your willpower greatly, and allows you to force your body to keep going despite how broken and bloody you might be, on pure grit.

322. That Twists The Sky [400]

GNAT. YOUR TINY, WEAK SELF DANCES ALONG THE PUPPET STRINGS OF FATE AND YOUR BETTERS. FIGHT. STAND UP. WREST THE STARS FROM THE SKY. BREAK THEIR LIMITS. TWIST THE PROPHECIES OF THOSE WHO WOULD DARE TO RESTRICT YOU. TAKE YOUR FREEDOM, AND GO FORTH TO SHATTER THE FATES OF ALL WHO WOULD GAINSAY YOU. NO FATE CAN HOLD YOU, AND YOUR TOUCH DESTROYS THE DESTINIES OF ALL OTHERS. STANDING FIRM AGAINST PROPHECY, YOU CAN EXTEND YOUR NATURE AS A BEING OUTSIDE FATE TO THOSE YOU WISH. GO FORTH, FATE-BREAKER.

Again, I shall explain my liege? As one of the Princes of the Green Sun you do, of course, already stand outside fate. But now you will also be extremely resistant to effects that would force you back under fate's sway, and gain the ability to bring others outside fate.

323. Demonic Bartender [200]

Demons love their liquor. As water is extremely rare and milk nearly unknown in the demon realm, Hell instead offers a thousand infernal wines, whiskeys, brandies, vodkas and other drinks. Many of them contain other drugs, both natural and supernatural. Some are flat-out toxic to mortals. Still, those Exalts who cultivates an immunity to poison and cast-iron gullet can explore a world of strange intoxicants that range from gut-ripping vileness to soul-shuddering delight. You've gained an understanding on how to create all these brews yourself. How to ferment bone-wine, thanachvil, and gurshant. How to distill liquid emotions and waking dreams derived from Hegra's rains into elixirs. How to bottle the perfect pleasure that is sypax, or the liquid Lethe of final rest elixir... and finally, even the most precious drink in all of Malfeas, chalcanth. chalcanth is the liquefied, distilled essence of a demon. The unfortunate demon is dissolved in pure vitriol while still alive, so that drinking chalcanth is like tasting pure Being to a demon, and grants both Essence and memories to any who drink it. Of course if you'd prefer, it could also be used in forging infernal relics, by far the most common artifacts in hell.

324. Emotional Storms [400]

Most forms of precipitation and rain in the Demon City derive from the Yozi called Hegra, the Typhoon of Nightmares. She collects the constant fog of dreams that rises from Creation and condenses them into her clouds, to dispense them to the rest of the Demon City. Sometimes, she lashes the terrain beneath her with cold sweat from victims of night terrors. Sometimes, she sends erotic cloudbursts or blizzards of fancy. Anyone who touches her rain and snow, sleet and hail feels the emotions and perceives the visions of Creation's dreamers. So too, may you now infuse your works with emotion and dreams, that all who drink from your hand, all who look upon your works, all who read you writing, all who hear your voice and more besides are affected by the emotions you choose to infuse. Delirious passions, mad fear, and ever-changing visions are yours to grant to all you wish. Such is the strength of these moods and visions that you could drive mortals mad with them, if you are not careful. Though those of stronger make, like demons, will delight in them and revel in the exquisite experience.

325. The All-Hunger [200]

Metagaos devours everything. There is no discrimination before his hunger. Likewise, you shall be able to sate your hunger with anything you wish, whether an apple plucked from a tree, a rock picked from the ground, or an enemy grabbed hold of. Instead of simply swallowing these things, you may absorb them through your skin as you absorb that what is not you into yourself. You may ingest almost anything without ill effect, as absorbed diseases

and toxins are unable to affect you negatively, things that might not seem to even be edible to any other shall nourish you, while even living and supernatural beings less than the Yozi may be slowly devoured.

In addition your sense of taste too has become indiscriminate, refining your palate far beyond mortal comprehension and gaining the ability to use your sense of taste with any part of your body at will. This further allows you to ignore deleterious effects stemming from flavour or smell, and become able to discern even the subtlest differences in taste with ease.

326. Thousand-Toothed Blossom [400]

Metagaos devours all. So too, may you devour that which is around you. At will you may unleash a devouring hunger like that of the All-Hunger Blossom itself in a wide area around you. Light will dim, colors will fade, and beings inside will become, step by step, like unto ghosts: colorless, gaunt and faceless, drifting like shadows through the trackless gloom as you devour their strengths. And as their health is devoured too, they are simultaneously riddled with the many diseases of Metagaos. Even the fabric of space and time may be gnawed at, such that a single step covers many miles of distance, or an hour's passage in some places is as a day elsewhere.

None of this is under your direct control, but all of it shall bring you nourishment for as long as you continue to gnaw at existence. Soon all shall be your helpless prey, excepting those with the ability to shield themselves from your hunger, or such beings of might akin to the Yozi themselves, who may simply be harmed by it instead of gnawed down into empty husks such as lesser beings become.

Furthermore, regardless of whether you are feeding on your environment or not, your teeth shall forever be flawless and immaculate. Despite whatever punishment you are put through, they shall remain clean and strong, all but indestructible just as the relics of Hell are. Even your bite has likewise been enhanced to great strength, such that you might shatter stone with your teeth and bite straight through mundane armor.

327. Border of Impossibility [200]

Firstborn of the Primordials, Oramus, the Dragon Beyond the World, whose mind dwelled on alien vistas beyond perception. The conceptual Without, an infinite forge of the impossible that stirred the very Wyld into forms and patterns by the movement of its thoughts. As a being of anomaly and chaos, Oramus defied all attempts to define or contain his nature. Instead, it was he who defined others, declaring all that was inside and outside Creation. So too, does your presence defy definition and containment, allowing you to walk along the border of the impossibility that is Beyond. Aside from being a little harder to lock down, this grants you one more impressive capability. Impossibility itself follows in your wake, thus you may make the unlikely into something probable, the nigh-impossible into the likely, and perhaps one day even the impossible into the presumed. While that day may be far away for now, you will still find that unlikely things will happen often around you.

328. Mu [400]

When Oramus' dreams are fitful, Wyld-light shines around and through him. Then he takes forms other than his own, as many and varied as all the facets of those things which could never be. He might appear as an opalesque temple with seven minarets; a cyclopean lantern burning with seven varicolored flames; a seven-sailed galleon of blue wood and starmetal, chained to an anchor carved from a single pearl; a titanic snow white bird with seven broken wings.

All those are Oramus and not Oramus, for he is The Dragon Beyond the World and looks always to be the thing which he is not. Likewise, you may shine the Wyld-light of Beyond though yourself and take on such varied forms. Unfortunately, you cannot yet fully encompass those things that are Beyond, and as such these are mere seemings that do not change your nature or abilities... Not that anyone else would know. For you are protected from any information gathering by charm, spell, or any other supernatural ability that might be used to gain information about you. All these will instead simply answer with results that do fit the question appropriately, yet do not describe your actual state. With some practice you could even tailor the replies, if you are aware of them.

329. Perfected Calligraphy [200]

Elloge is a writer and storyteller without peer, ever creating within herself new vortices of vocalization and tangles of text. Her inner worlds reflecting manifold different tales and countless chapters of her own narratives. The deepest parts of her have little to do with reality as it is or ever was, idealized paradises and grand dramas unfolding in realms that resemble Creation, Malfeas, lost Zen-Mu, or any number of other, fictional worlds. So too may you craft elaborate narratives and uniquely beautiful stories, ever writing with the zeal of inspiration, and muse-born linguistics that would stand out even in the countless annals and libraries of Hell. From now on, you shall live and breathe the ingenuity of a talecrafter without peer. Appropriately to the wondrous correspondences you shall write, you will also gain the calligraphic skill to write with neat flowing script or ornate glyphs in all the numberless languages of the Sphere of Speech.

330. Writ of Worlds [400]

All things that enter under the influence of the Sphere of Speech dissolve into whispering glyphs that hang upon the air, writings that spell out their own identities and qualities in the numberless languages that are Elloge. Within her inner realms perception and travel are difficult for intruders hailing from conventionally physical realms, requiring them to acclimate themselves to formless aural or textual existence so that they might explore the peculiar volumes of her inner spaces.

Drawing upon some of her power, you may spell out the identities and qualities of those things you would like to create. Instead of physical means you may use your own writings to create objects of symbolic reality defined by the whispering glyphs. Forge swords of biting retorts, traps of erotic expressions like barbed hooks, cryptic devices, winding paths of

efflorescent prose, and even living beings like savage packs of itinerant paradoxes and koans. All these may be created by you, even if the creation of permanent literature requires the same care that the forging of artifacts would, lest they reach the end of their narratives after some time in an unwritten world.

331. Meditative Transcendence [200]

Hell's priesthood is reserved to Cecelyne, but infernal ascetics, of which there are many, have made Qaf their road and their temple. While Cecelyne's bleak infinities crush the soul, Qaf's impossible summit offers a strange sort of hope to these pilgrims, as they search for their own enlightenment. So too may you partake of this hopeful transcendence, for you have gained wisdom on the slopes of the Heaven-Violating Spear and transcended worldly concerns. Your mind and spirit shall ever be cast forward, ceaselessly passing through the numberless stations of enlightenment even in daily life, such that your wisdom and understanding is always on the path of bettering yourself. You will know peace and contentment now, wheresoever you shall go from here.

332. Enlightened Discourse [400]

It is said that Qaf has neither base nor summit. His dimensions are not defined not by space and distance, but by discovery and understanding. In ascending Qaf's slopes, a barefoot monk can easily outpace the swiftest flying engine, if he is wise. In his numberless stations, timeless scenes are reenacted and lessons are learned, even if these lessons are antithetical to mortal souls. So too, have you gained the calm wisdom of an enlightened master, calmly speaking to others as you teach and enlighten them with but a few well-placed words. Your wise teachings are such that a bloodthirsty warrior might forsake battle and cast aside his blade, to instead simply sit and hear your lessons of wisdom and spirituality.

333. The Divine Ignition [200]

The Exalted scholars of the Age of Dreams were not content to be left in the dark on the subject of Cytherea's nature. They quested, they probed, they engaged their most potent Charms and sorcerous engines. They hypothesized and extrapolated until, in the end, they were all but certain as to her history and her nature, cataloging a wealth of myths and legends about the being they dubbed "the Divine Ignition". But their hard-earned lore was theory, not fact, for it seems to be part of Cytherea's nature to defy understanding. Nevertheless, you seem to have a talent similar to that described in the earliest myths known about her. It is said that it was Cytherea was the first amongst the Primordials to awaken from her dreaming state within Chaos, and woke her fellow dreamers with the fires of her greatness. So too may you awaken dormant forces similar to yourself to become more active and awaken them. By dint of your Infernal might, you may be able to rouse the Yozi to speak with them within Malfeas or wake Cytherea's sleeping brothers from restless slumber, given enough time and effort (though let it be known that waking dread Sacheverell would be opposed by all). And perhaps you might be able to rouse other mighty forces found deep in Pure Chaos or other worlds

entirely, should you find common ground with them. Incidentally, this also gives you an affinity for the creation of new demesnes and geomancy in general.

334. Mother of Creation [400]

Theory is all that remains of the Exalted host's understanding of Cytherea. The truth regarding her secrets has yet to be won. Still, many of the legends Exalted scholars once collected point towards the same direction. A creator and inventor by breed, just as the other Primordials were, but hers was the imbuing and purifying Essence. It was her who provided Gaia's Essence with the substance to spin Creation out of the Wyld. It was her who strained to purify the purest of the Primordial King's flames into a new and white flame, hotter than even her king could stand, which would become the fires of the Daystar itself. It was her who worked with Oramus to bestow upon Luna her ever-evolving, indomitable urge. So too will you be a force to imbue and and purify, to raise up the efforts of others to new heights unseen on their own. With your help, the meek shall become mighty and the mighty shall become transcendent. This ability shines brightest in the creation of all things, such that craftsmen and sorcerers alike would all but beg for your aid. You shall become the muse, your power the amplification of the might and efforts of others into something far more than they could ever achieve on their own.

335. Remember the Past [100]

Each of the Green Sun Princes has the potential to call upon the memories of her last incarnation prior to the Usurpation. Not all of them actually have the ability to call upon these memories though, for some of the Solars who previously held these Exaltations were quite young when they were slain in that great betrayal.

Not so your predecessor. One of the most notable of these venerable God-Kings, your past life was several millennia old and a master of almost every human endeavor. For nearly any task you can call upon decades, centuries, or even millennia of experience to effortlessly succeed. Yet with so many and such potent memories to call upon also comes grave risk. For such adeep imprint also leaves a deep imprint of self, and for someone with lesser experience there is a risk of temporarily being possessed by the personality of a powerful First Age Solar. When that happens, you will be compelled to act according to the goals of the Solar that once was. Luckily, this shall only happen should you call upon these memories and either fail spectacularly or succeed too well, and only temporarily. Though you may also give your forebear control of your own volition, allowing them to do as they will with the full weight of their aptitude. And along with these emotional memories, you have inherited less dangerous understandings of First Age civilization and technology too, which may compound with that gained from Savant's Understanding so that you shall understand this lore as if you had grown up amongst it and studied it for decades.

Remember me, and be repulsed at the corruption of the Yozi.

336. You Are Not Me [200]

An infernal has quite a bit more going on within their souls than most people, between the memories of their past life and the voice of their Coadjutor within their mind. As such, it is

important to keep these parts separate from yourself. From now on, you will be utterly certain what parts of your mind are your own, and which are outside influences. You may still be influenced and overwhelmed, but you will ever know that something is happening and so shall be able to attempt resistance with more ease than before.

While this does not help if you should decide to defy your Urge, you may now tune out your coadjutor completely and isolate them from your thoughts if you wish to silence them. Additionally, if you have Remember the Past, you may elevate your past life to a similar status as your coadjutor. So they may speak to you within your mind and advise you on a great many matters, as well as perceive and experience the world again through your senses.

Hear me, and inherit my glory.

337. Can't Keep Me Down [400]

The Yozi are broken. Transformed by defeat, shock and the murders of their component souls, they have been mutilated and lessened by the might of the Exalted. Crippled as they are, they have deliberately been made unable to ever recover from the terrible traumas in mind and spirit they have suffered, their impotent hatred and rage now written in their very nature.

Unlike them, you shall never fall to a fate as terrible as this. No matter how you are broken, how terribly you are mutilated, how incurable the damage, how great the curses to prevent you from recovering, or how many other complications are brought forth to keep you mangled... your mind and soul shall ever find a way to recover from even the worst of abuses, mental issues, and traumas. Your mental state shall always improve, and never stagnate in anguish or deteriorate naturally. Look upon my deeds, and deny your enemies the same.

338. Beautiful and Terrible [400]

Malfeas is a great city full of terrible and wonderful things, undeniably more fantastic than most any city build in Creation. it is a city of terrible dangers around every corner... Yet it is also a city of many and varied wonders. Demons that wear forms beyond mortal imagination walk the streets. Businesses and markets offer goods not for sale anywhere else. Pleasure houses and brothels offer every diversion and perversion known to man, and many that are not.

Why then, should you not join these wonders of the demon realm? For free, you will be able to take on some of the demon realm's splendor and have your visage be refined, clearing up scars, blemishes, modest asymmetry and other subtler imperfections in appearance. What is more, you will gain some subtle physical aspect of the demon who delivered your Exaltation onto you. But why be content with just that? With a single extra purchase, you will gain an appearance like a flawless work of art, that even other Chosen would envy and adore your beauty. And if you should choose to gain the full effects of 400 CP? Then your elegant beauty and allure will truly be a thing of legend, even amongst all the myriad wonders of the Demon City and it's inhabitants.

339. Prince of Hell [50]

The Infernal Exalted are wicked princes, blindingly radiant in the awful glory of the Demon Realm. In the Yozis' names, they will wrest Creation from the usurper gods who stole it and the caretaker Exalted who continue to squabble over it. Fittingly then, you may focus your anger into projecting an aura of menace to shake your enemies' resolve. Alternatively, you choose to gain the ability to assume an air of graceful, yet alien nobility to express your nature as a Prince of Hell. Or project an unnerving akin to the alien wonder of the demon realm. You may buy this up to three times, gaining ones of these auras per purchase.

340. Sorcerous Initiation of the Yozi [400]

By the power of the Primordials, Creation came into existence and elements, deities and even life upon it. Sorcery is this power, filtered down through fractured glimpses of understanding that cannot begin to describe the intricate elegance of the universe. And through these shallow fragments, those sorcerers amongst the Infernals may cast sorcery through the lens of the Yozi... But such magic imposes the themes and imagery of the appropriate Yozi upon every spell cast, and as such some spells might be easier, harder, or even impossible to cast depending on which Demon Prince supplied the lens of creative psychosis you attempt to work miracles through.

Furthermore, there are some differences between those sorcerers of the Green Sun Princes, and the rest of the Exalted Host. For one, it is impossible to learn spells with Holy effects, for these are innovations of the Exalted whose nature is antithetical to Yozi Essence. Second, the summoning of Elementals is likewise impossible due to incompatible essence. Third, infernal sorcery does not bind demons through the oaths of the vanquished Yozis, but rather in fulfillment of Cecelyne's cruel law. As such, they use variants of demon-summoning spells that do not require the lengthy rituals the Chosen of Creation rely on, instead summoning them with casual ease whenever the borders between worlds grow thin enough. Of course, as the summoning of the Unquestionable is rather more involved, these do require similar rituals and cannot actually bind them aside from a compulsion to hear their summoner out.

Worse, a summoning like this is a blasphemous event that may provoke a response from heaven itself, if used within Creation's borders. But on the other hand, these powerful demons may also be called forth at the night of the new moon instead of merely during the five days of Calibration. With this perk, you will be initiated into the first, Emerald Circle of Sorcery for one or a couple of the Yozi you can access the charms of and will gain the ability to cast appropriate spells within the bounds of this initiation, though it would be wise to keep in mind that initiating yourself through the enlightenment of multiple yozis will spread you somewhat thin. You may also unlock the higher circles of Sorcery for a small extra fee, if you do not desire to sacrifice and grasp for this supernal wisdom yourself. For each of the two circles above the Terrestrial

Circle of Emerald, you may pay an additional 100 cp to gain access to them. Furthermore, by purchasing this, your understanding of the wickedly jagged shards of cosmic awareness that is primordial sorcery deepens. With this, you may even cast other spells through any of the initiations you know. When doing so, your spells are subject to all the benefits and restrictions

of the particular initiation you use, and the themes and imagery of the appropriate Yozi are imposed upon every spell cast.

341. The Inner World [400]

Just as the Yozi have their World-Bodies and akin to the abstract sanctums that rare demons maintain, you may carve out a sanctum from the substance of your soul, piece by piece creating a small world of your own design. Although this does not require the use of charms, you will need to remain in a meditative trance to do so at least for the initial stages of its inception. While you are unable to create demesnes and magical things, you may otherwise slowly shape you sanctum into most anything you please and grow it until it reaches the size of a small town. When it attains that size, its development will slow to an absolute crawl, requiring centuries for the least of noticeable growth. Once established, you can step within yourself at any time, vanishing from existence to exist within your own soul-body just as the Yozi exist within themselves, and step back out at the exact spot you left existence with casual ease. Likewise, you may bring any object or consenting being inside of your sanctum with but a touch. However, any immaterial being with knowledge of your inner world's existence may also enter without your permission by stepping through your material body in the same instant that you allow someone or something else entrance... Though even then you may bar entrance to any being lower in essence than yourself.

Moreover, the formation of this sanctum concentrates and pools the Primordial energies your Exaltation now draws on, allowing your inner world to act as a Manse of your own aspect. The specifics of the structure and powers it shall gain from this depend on your own designs, but fully grown it is an powerful Manse that resonates with the very core of your Essence. As this Manse inherently exists within yourself, you will always respire essence as if standing within its interior halls. If you wish you may grant permission to allow other people to attune to it too, but they can only draw from this wellspring of power when actually inside. Should you ever learn The Spirit of the Living World, this inner Sanctum shall form the heart and center of your full World-Body, as your new reality expands from its borders. And if one or more of your fellows would purchase this ability too, then you may create a shared sanctum that may be accessed by all of you, and even merge the Living Worlds you may eventually create in one. Lost Zen-Mu may now only exist in stories and tales, but with this you might be able to recreate your own version of that ancient world.

342. Descending Hierarchy [300]

At the center of the hierarchies of the Demon City are the unquestionable, the demons of the Third Circle. These mighty beings emanate from the Yozis themselves, who define the demon realm by their very existence. Third Circle demons are forces of nature, with several terrible and simultaneous bodies. Usually, they are totally immune to death by physical assault; their weaknesses are few.

Some of these Demons Princes live atop great spires, castles and aeries that overlook their fiefdoms of lesser demons. In other cases, these demons are the structures themselves, or the streets, rivers, chasms, and other landmarks seen everywhere in the city. Some rare demons posses even more abstract and ephemeral forms, such as a living emotion or a piece of music.

Each of these monumental beings has seven souls, each a Second Circle Demon in their own right.

You can now follow the Yozis example and externalize an aspect of your soul to form the core of a new being. Weaving a chrysalis out of thin air and essence, to incubate a sleeping and inchoate demon of the Third Circle. Depending on how much power it is desired to have, this phase may take anywhere between three weeks or more than two seasons. Once they emerge from this fully formed, they may then themselves form a set of seven demons of the Second Circle as normal. Who may, in turn, create entire races of First Circle demons to serve them. You may create up to eight of these mighty Demons, before you cannot endure the strain of creating another. However, if one should be destroyed in some way despite their power, you may replace them with another by weaving their chrysalis anew. None of the demons created by you can be more powerful than you in general, for no part can eclipse the whole... But they may outpace you in specific areas and in their own specialties, if you are unskilled there. So it might come to pass that a warrior without compare could create a lower soul that far surpasses them in sorcery, but never one that could defeat them in single combat. And while Demons created in such a way are not required to obey their creator, they carry an unbreakable tie of loyalty towards them and should their progenitor ever die a final death, they shall perish with you. This influence is mutual however; as you will gain an unbreakable connection to their goals just as they feel loyalty towards you. Should you ever learn The Path of a Thousand Whispers, the limit on how many Third Circle Demons you may have shall be expanded. So that you may retain a maximum of twenty-three in total, matching the most numerous of Yozi and awarding you eight more than any other Devil Tiger might be able to spawn.

343. Heart and Soul [200]

All Yozi have a fetich-heart, a demon of the Third Circle who acts as the defining soul of their being, more powerful and important than any of their other souls. If these should ever be slain, their Yozi progenitor would find themselves remade. As an Infernal possessing of a soul of you own, you would normally be above such weaknesses.

Yet this state also grants advantages and so you may now invest a greater measure of your might into one of your externalized demonic souls. This will both make them terrifyingly more powerful than most Third Circle Demons and able to channel your own full power for a short time, if you permit them to. Take care though, for if they call on your might too often without taking time to rest, they shall destroy themselves. Unlike the Yozi, the death of your heart soul does not mean your identity is completely remade, as you still have your original soul, though the experience will be extremely painful.

Should you have Descending Hierarchy in addition to this perk, and later learn The Path of a Thousand Whispers, then you may empower two of your souls in this way. Just as the King of Primordials, The Empyreal Chaos, was once flanked by his twin Fetich Souls, so too shall you be flanked by your own.

344. Akuma of Your Own [500]

An akuma is a mortal or Exalt who has voluntarily submitted to eternal service to the former masters of Creation. Through the Investiture of Infernal Glory they are transformed into powerful slaves of the Yozi. First they are wracked with agonizing pain as pure vitriol from Hell's heart pours into their body, warping and reshaping it to suit their soon-to-be patron's twisted aesthetic. Then their mind is reconfigured and memories are edited, the akuma's life experiences and memories cut apart and reshaped like the artistry of a demented child. Through a process that takes several hours, their body and mind are twisted to better serve their purpose. Yet, this is only the beginning. What comes after are days filled with further agonies as they suffer the violation of their very soul, while their essence is extracted from them and alloyed with vitriol before being returned to their body. This is also the point where the new servant suffers a total loss of self and free will. They will still be sentient in some fashion, but are now unable to defy the Urge they are now instilled with, and must press on relentlessly and obsessively even if situations change. Until their orders change, either by their patron Yozi directive if they are bound to obey, or the reapplication of this process if they are bound to a task.

Still, they are useful tools with all their power. They retain access to almost everything they had before with the exception of those thing antithetical to the Yozi, gain access to the Charms of their Yozi patron, a demonic inheritance to bolster their immediate usefulness, as well as access to sorcery and martial arts one step above their natural potential. So mortal akuma may become Terrestrial sorcerers, Dragon-Blooded can use Celestial sorcery, and Celestial Akuma may initiate into the Adamant Circle in service to the Yozi. Something similar lays within your power now, as you may create Akuma of yourself. You may take a victim who offered their body, soul and mind out of their own volition, and invest them with access to all your powers in the same way the Akuma of the Yozi have access to their Charms. Their mind, body, and soul is yours to twist and rewrite as you wish throughout the process, and their newfound Urge shall be yours to compose. At the end of it all, you will have a powerful slave with unfaltering loyalty. Should you later learn The Song of the Shadow, you and the Demon you assign to learn the Investiture of Infernal Glory may create Akuma of yourself as a whole and Akuma limited to your Devil Tiger Charms interchangeably. Furthermore, your deepened understanding of the process by which you pass on your enlightenment, will allow you to create Akuma that retain their free will in addition to their new Urge. In the same manner as the Green Sun Princes do, as they shall suffer the Torment manifestation of your Devil Tiger.

345. Dancing Flame Tattoo [200]

Infernal artists use needles of brass and bone to insert Chalcanth beneath a recipient's skin, inscribing a tattoo made from a demon's living Essence. Such a tattoo takes on the semblance of the demon as it was in life. So incredibly lifelike is a well-formed demon ink tattoo that it seems to move as onlookers watch, while it does move when hidden from sight. This particular tattoo has been created out of Gilmyne, the Dancers at the Saigoth Gates. It attunes its wearer to the movement of their dancing, granting both sinuous and seductive grace to your movements as well as an exquisite improvement to your appearance. With it, you shall dance skillfully and find that evoking emotion is as natural as breathing. The tattoo itself

appears akin to the silver fire that makes up the true form of the Gilmyne, lapping flames that seem to move with the wearer's movements and ever enhancing the dance further.

346. Hellclaw Boots [200]

These knee-high boots of unbreakable Cecelyne glass always feel slightly heated and nearly weightless. Despite the fact they appear almost reptilian with their clawed toes and digitigrade feet, when attuned and worn they become the most comfortable footwear you have ever worn. Keeping your feet cool and dry in all conditions, you will never develop blisters while wearing them. Furthermore, these boots will allow you to both run and march considerably faster than normal, giving you the ability to overtake carriages and keep up with the fastest mounted cavalry. Even most walls are no real obstacle to you, as they allow you to jump much further and higher. With some use of essence, you may even use the boots' claws to grip the surface of walls and ceilings to run and stand on those as you move further. And aside from their uses for mobility, you may also simply use them as relic weapons to deliver powerful kicks and clawed scratches to those unwise enough to challenge you, without ever stopping or slowing down in your assault.

347. The Auhzian of Bluehaven [300]

In the Time of Glories, the ancient Lintha Empire crafted works of peerless function and form, blades so sharp they could hew islands two even in untrained hands and shields of greened copper that could never be broken. This is not one of those blades, for with Kimbery's imprisonment the ancient works of the Lintha imploded, so dependant were they on the use of her component souls in their practices that they could not adapt to her absence.

Instead this blade was forged, as the last craft of the last Lintha of truly pure blood to live in Creation. Like those ancients blade, it is wrought of greened copper. Unlike them, it was made by the new practises develop in Malfeas after the fall. Like the weapons that have now become the trademark of the Lintha pirates, this Auhzian is a razor-sharp straight-bladed sword with a wide, serrated hook curving back from the tip. This hook can be used for disarming and for scrambling up the sides of enemy ships. Like all auhzian, this one has no soft hilt covering, and the hilt, pommel and handguard all feature pointed blades that can be used to stab and cut. While it may not be able to cleave isles in twain, it is still a formidable weapon. Both from its razor-sharp edges and greater size, as well as the stranger it has gained in the millennia since its forging. Until now, it has laid sunken in the darkest depths of Kimbery herself, one final offering from her favored children. In these depths it has gained further power over water and acid, that a swipe of it shall simultaneously unleash a wave of nearby water. A skilled user may use this to form blades of water that may cut through distant foes, or raise watery curtains to obscure themselves from archers. Lastly, if it is plunged point-first into any liquid, then it may draw on the wielders essence to convert these waters to the caustic acid akin to those acrid depths of Kimbery herself.

348. Compliant Umbral Panoply [300]

The first of these panoplies was devised by Sekai, the Shadow-Rider, a Second Circle soul descended from the Ebon Dragon, in emulation of her own mutable nature. It has since been replicated a few times despite the difficulty of its creation, for the adaptability it possesses makes it useful to almost anyone in a variety of circumstances. In its quiescent state, it appears as a palmful of restless black liquid. Once attuned it flows into and merges with its owner's shadow.With a thought, the owner may warp her shadow into a form or forms of her choosing, stretching and shrinking depending on the prevailing light.

More importantly, the owner of the panoply may cause it to rise up as a tangible mass. Tangible shadow is night-black, opaque and as strong and hard as stone. It may assume any form imaginable; examples include armor and weapons, slender bridges, grasping tendrils and tireless steeds suited to water, earth or air. And many other uses will occur to a clever owner. But while the compliant umbral panoply is attuned, its owner's shadow is never entirely human seeming or entirely still, nor does ambient light alter its length or orientation. A knowledgeable occultist might recognize these signs for what they are.

349. Faithless Horror [400]

Hellstriders are the unholy amalgams of Malfean metal and living flesh. With a skeleton forged of infernal metals, hardened in a colossal bath of vitriol, and then immersing five demons of the first circle into the font to merge together and form the hellstrider's tendons and musculature. Various other components are added over a period of months, melding with the demonic flesh and overlaying it with an impregnable armored shell. Finally, it appears as a massive suit of armor, a war machine inset with a hollow chest compartment called the fuselage from which the pilot controls may control it. This particular hellstrider has been forged with a core of three Teodozjia, as well as a pair of one Radeken and one Tomescu. Resembling the Lions Sent Into The World the most, this lion-headed symbol of the glory of Hell stands easily twenty-two feet tall, its strength and black jade armor comparable to the royal warstriders of the Chosen of Creation. Upon its chest, the scripture of the Teodozjia has been inlaid in shining glyphs of malfean old realm. Wherever it walks, the holy symbols of mortals and gods alike shatter and tarnish. Its clawed hands grip a massive fighting chain of black malfean iron, with which it may respond in kind to any that dare oppose it. Adorning its back are sculpted wings of jade feathers, which it may use to take flight with a single wingbeat and powerful streams of condensed essence. Thus it can ensure that nothing is safe from its maddened wrath, even as its roars terrify its enemies and it smells the weakest of its foes to pick off... Though powerful beyond most other warstriders, it suffers from its nature as being forged solely as a tool of war. Unlike many hellstriders, its mind is too maddened to be of much help when its pilot wishes not to brutally destroy their enemies. Additionally, while it's armor and strength surpasses all but the colossus warstriders used as siege engines in Creation, its sheer bulk and power means it is slower to respond and more tiring to pilot than most hellstriders. Even so, it is still slightly more mobile than the most common variants of warstriders used.

350. Raiment of Jewels [200]

Demons lack mortal qualms about altering their bodies. Many are themselves created things, and as for the others, pain holds little meaning for those who dwell in the Demon City. Piercings and tattoos abound everywhere in the City, though the art of grafting enchanted or demonic components onto one’s body is less common. This sizable set of extravagant piercings is a testament to these customs, of exquisite make and set with small, shining gems that have been gathered from throughout the city. When worn together, they gleam in fascinating patterns that inevitably draw the eye of those who see them. More than simple decorations to enhance natural appearance, this jewelry has a more practical use. For while all exalts desire protection from harm, there are situations where wearing armor would be considering rude or even styles of martial art that cannot be used while wearing these at all. These thus bring a solution to this problem. When faced with an attack, the jewelry projects a shimmering sheet of luminous essence over the wearer's body, that is both obviously magical and at the same time stunningly wondrous. In this manner the wearer is protected from attack, as if wearing a durable yet light set of artifact armor.

351. Ruby Eyes [200]

These two flawless ruby spheres were once taken from the surface of Ululaya, the Blood-Red Moon that moves erratically through the skies. Baptised in Vitriol, treated with the essence of sleeping Sacheverell, and purified in the fire of She Who Lives In Her Name through a lengthy process, these simply appear as a set of perfect gems of indeterminate size. When attuned however, they settle and resize themselves to match the exact size of the user's eyeballs. Originally these crystals were commissioned to replace the eyes of a powerful Citizen once blinded in battle. But now that his life has been lost to time too, only these Eyes remain of the demon that was Shabranigdo. Yet implantation of the eyes is not truly necessary, as anyone who attunes to them may see through the Ruby Eyes just as they would be able to see through their natural eyes. Even the blind may see again if given these, the magic of the eyes ensuring they may observe at least as well as a mortal could. So long as the Eyes are within a hundred miles of the user, they may be seen through. Because of this, the Ruby Eyes' purpose has shifted from its original purpose somewhat to become a tool for spies, and have changed hands many times over the course of their existence. Another benefit of their use can be gained by offering the eyes a single mote of essence, causing them to glow bright with red-hued, inner light. This makes their magical nature obvious to any who see them and lightly stains the user's sight red. But while they burn like this, they also reveal to the user the flow of essence and the recent wounds of people manifest as dark-red lines and markings before their crystalline gaze.

352. Flute of the Spheres’ Music [300]

Within the Spheres of the Principle of Hierarchy resounds a music of song and light. This is Sanceline, the Most Glorious Maiden of Empyreal Harmony, the fetich soul of She Who Lives In Her Name. All who hears her music and see her light are compelled to work to common goals, and it is this property that has been captured within this crystal flute. In the

hands of a skilled flutist, it may be used to create music of surpassing beauty and shall conjure radiant displays of light and color that shall accompany their melodies. But when used in more practical ways, the tunes of the flute may touch upon that transcendent music that underlies all things, and so compel all who hear it to work towards one goal determined by the performer for as long as they keep playing. They might be called to dance the dances of the Yozis, or work ceaseless all day to build a monument to your glory. Whatever the case, one accustomed to the unique interplays of sound and light created may use the melodies of the flute to bring joy beyond any found in the flesh.

353. Mist-Demon Tattoo [300]

Not uncommonly found amongst the Lintha, demon-ink tattoos like these contain the essence of the Eristrufa, the mist-demons that haunt Kimbery's storm-tossed waves. This tattoo would cover your back with swirling abstract patterns. Barbed tendrils that shift position when unobserved shall weave their way out along your limbs. And in its presence polished surfaces cloud over with condensation, while grasses drip with brine. Alive with malign sapience, the tattoo takes sadistic pleasure in terrorizing mortals who venture upon the ocean or live upon its shore, and grants access to powers over fog and mists. Wearing it, you may spreads from yourself a creeping fog, have the tattoo extend tendrils of solidified fog from your flesh to serve as additional limbs for a time, and craft illusions of terrifying sounds and shapes within the fog. Moreover, in addition to its malign intelligence and Charms, the tattoo imbues its wearer with the pervasive and terrifying aura of the demon fog as well as skill and talent at the hunting of ships along the waves.

354. The Black Pearl [400]

This simple and small black pearl inlaid with brass, does not appear to be anything more when examined. But if attuned by its owner and dropped into a sufficiently large body of liquid or sand, then its true appearance shall be revealed. From the surface this pearl shall rise, held up by the hands of a angelic statue of black basalt, the figurehead of a great ship wrought of blackened metal-woods which carries three sails of demon-spider silk as strong as steel, of which all is treated with Vitriol to be nigh-indestructible. Bound to it is the essence of an ancient demon of the Second Circle, who can serve as the entire crew as well as its captain on his own, every part of the ship's components obeying its will should this be necessary. Whichever way this ship goes, its sleek hull may move across the sands of a desert as easily as it does through the seas. The winds shall blow forever into its sails to speed it along its, already swift, course, directed by the weather-demons used in its forging.

Carrying thirty-two cannonades forged of hell-metal, these shall all fire blasts created from a mix of algarel and concentrated Essence, collapsing into vortices of disintegrating light and caustic fire on impact, to devastate any other ship it encounters with a fierce bombardment that would put to shame the shipwrights of the First Age if they could but see it. Should it ever be destroyed beyond repair or be deemed no longer necessary to its owner, it shall sink back into the sea or sands, leaving only the pearl. So it may be called forth unblemished and wholly ready to serve once more, at a later date.

355. Wand of Dragon's Breath [200]

Hellwands are devices forged in imitation of Creation's firewands, and use volatile algarel to fire blasts of caustic vapor mingled with green flame. In addition to being loaded with algarel, the hellwand contains a tiny Cecelyne-glass reservoir that must be filled with vitriol; the trigger mechanism adds a tiny drop of vitriol to the algarel to catalyze the blast. Outwardly resembling these, this sublime example forged of malfean metal shining with kaleidoscopic refractions of light is much like them and yet not, even aside from its barrel cast in the ornate likeness of a dragon and the seven wing-like protrusions extending from the back. For this relic is much than those humble creations, and is loaded instead by the swirling wyld-light that replenishes infinitely from Beyond. When fired, the whirling prismatic fire that erupts will burn both enemies as well as geometry, as it will curve around any obstacles or defences to chase and incinerate its wielders foes.

356. Mirror of Kagami [200]

It is said that within every mirror in Malfeas is found Kagami, a mirror of the world as it might have been, and stepping through a mirror within the Demon City may take you there if the shadow of the Ebon Dragon blot. Mirrored phantoms bearing the likeness of those who dwell within the real Malfeas may be found there, though with minor differences and perhaps changed space and time. One might meet friends who made unfamiliar through altered histories and different lives, enemies who never fought you before, or even confront the shades of those as yet unborn.

While information gathered there can never truly be trusted, the possibility of learning secrets and insight, or simply taking mirrored shortcuts, still means that it provides an enticing place to travel to for demons and Exalts alike. Creation too, is reflected within Kagami, though it may only be travelled through within a ten miles of the sorcerer who summoned the demon Kagami, stepping outside that area returns them automatically to the real world... But not everyone has the luxury of travelling to the Demon Realm or summoning a Demon of the Third Circle whenever they wish. So it is that this mirror has been crafted from the silver-mirrored bark of the forest Szoreny, and bound in a gleaming frame of elegantly carved, metallic woods. And when left alone, it is merely that, a perfectly clear mirror of luxurious. However attuned by its owner, it's perfectly clear surface will show not the visage of those who look into it, but a portal into a mirror of the world around it. There you may find the world as it might have been, and from there you may explore for ten miles from the mirror's location. Any further, and you are returned to reality. But within this range, you may step out of Kagami from any mirror and even step back inside through any other reflection. Should you will it, others may even follow you through the mirrors or step in themselves, making every mirror near you into a portal to the City of Mirrors.

357. Prayer Strips of the Demon Princes [300]

Prayer to the Demon Princes can be efficacious, but who can depend upon their caprice? Many prefer ironclad agreements with the infernal powers instead. One knowledgeable in the occult may craft parchment from a living demon's skin and write the name of its Third Circle progenitor upon it in the finest calligraphy using his own blood as ink and bring it to said Third Circle demon with a petition for some future favor. At any time thereafter, whosoever

bears the prayer strip may throw it into the air while calling upon the named Demon Prince. When the bonds of the demon prison are weak enough for a Demon Prince to force its power between the prison's bars, the strip hangs aloft, shrouded with unholy fire, serving as a channel for the demon's Essence as it fulfills its agreement with Blasphemous power. Once the demon's aid is ended, the strip burns to ash, its power exhausted. Seven of these Prayer Strips are now yours, and each year you shall receive your choice of one of these again, while each decade you shall once again receive all seven.

Firstly, you may call upon Jacint, the Prince Upon The Tower, to call forth a road of black stone, reinforced by iron and brass, which will unroll from the user's feet at a rate of two yards per second. It may pass through any terrain, even carving a route through mountains or arching over empty gorges, though keep in mind difficult terrain will slow its speed. Its normal pace comes to four miles per hour, and Jacint will extend it for up to 25 hours before he deems his work complete.

Second, you may call upon Erembour, That Which Calls to the Shadows, to sound the melancholy call of her horn. Reaching about nine miles, the call targets everyone who hears it, potentially transforming them. Some become beasts associated with the night, some retain their basic identity and intellect yet can no longer bear the light, some become monstrous creatures that abhor the sun, and some suffer an irresistible obsession with the darkness and its sinister pursuits. These changes can be resisted by those of strong will and hardy body, and may be reversed by appropriate magic.

Third, you may call upon Madelrada, That Which Wears Down Mountains, to send forth a Scale of her soldier-selves to serve loyally for a single day. Her soldier-selves are all those who accept her coin and march beneath her banner, joining an entity greater than themselves. They take many forms; some are mortals and demons, but most are ancient Lintha bound to her service across the ages. Her Essence flows through them all; their blood is seawater, while their wounds scab over with dark blue ice. The oldest consist wholly of ice, their flesh having perished with the passing years.

Fourth, you may call upon Munaxes, the Ravine of Whispers, to swallow the words of those who speak ill of you and those who have spoken words of betrayal about you. Should one of these be unwise enough to stand before you when you call upon her such, she will crack open the earth and swallow the offender into her endless depth.

Fifth, you may call upon Ipithymia, the Street of Gold Lanterns, to wander the festival of her pleasure-palaces for five days and enjoy the company of her mortal form for five nights. One should take care though, for none who visit her curving streets and back alleys leave untouched. When she walks in mortal form, she is accompanied by the scent of sex and opiates and can generate a longing and lust in all but the divinely chaste, the thought of being denied her causing a pain so profound it physically harms.

Sixth, you may call upon Orabilis, the End of All Wisdom, to speaks words of wisdom and have these words rain down upon a nearby site as beads of liquid glass in a molten deluge that lasts up to an hour. After five days, the drops coalesce into a great glass library, a source of knowledge for whatever subject the End of All Wisdom desires at the time.

And lastly, you may call upon Kashta, 18th soul of Isidoros, to erect a fabulous coliseum anywhere you would like. Local entities find themselves sitting in the stands... or on the field. Kashta herself divides those fifty to a hundred demons she chooses into teams who battle for her favor, but one who invokes this prayer strip may choose to use this supernatural call to arms in other ways.

358. Arm of the Anathema [300]

Shimmering in prismatic colors, this protean limb is grown of seven delicate and slender wings folded and melded together into a single arm that shines with iridescent inner light. When attached to the stump of a hand or arm, it changes its shape according to its owner's whims and a moment's concentration. Able to take any shape you can imagine, as long as it is smaller than a yeddim, it can be a powerful weapon or tool useful for any occasion. Yet no matter what shape it takes, the wyld-light inside shines through its skin, making its unnatural nature obvious to all who see it uncovered. Though should you decide to discard subtlety, this radiance may also be a boon, for with a touch you may show your victim a glimpse of the Beyond and all that never was. Shaking even the strongest of wills, repeated use may drive mortals and demons alike insane, and even the Chosen shall feel it's maddening power for a time.

359. Glove of Reality's Architect [400]

This elegant glove of intricately embroidered satin reaches just beyond the elbow of the wearer, embroidered with shining brass-thread woven into occult patterns both pleasing to the eye and practical. Far from just a simple fashion accessory, the glove springs to life with an imperceptible hum of essence-charged might once attuned by an Infernal. With a thought, the wearer may plate their arm with a gauntlet of crystal-fire, a translucent construct composed of white light and pure force. Equally solid to material and incorporeal objects and beings, this gauntlet may be wielded as a worthy weapon and defense should one wish to punch the gods in the face and topple their thrones. Yet this is only the least of the glove's powers, for a wearer with access to the Constructive Convergence of Principles or similar reality-shaping Charms will find these greatly enhanced, allowing them to use devastatingly rapid Shaping at the price of further increasing the essence costs of these Charms. A costly affair indeed, but one that could allow the wielder to call forth armies from nothing, change the topography of the battlefield with a wave of their hand, and raise up Demesnes as in an explosion of Essence resembling a geyser.

360. Gauntlets of Enlightened Fury [200]

Angering one who walks the path of the Infernal Monster is unwise. Yet that style's characteristic berserking anger is sometimes... less than desired. For that reason, these ornate gauntlets were created. Forged out of green iron, bound in Brass with decorative patterning along the knuckles, baptized in the blood of several seasoned second circle generals, and holding powerful blessings of both Madelrada and Kashta... They bestow upon their wearers an enlightened, cold fury, ensuring that when they go into a berserker state gained from infernal monster they will actually become more powerful as a result. The anger and fury of the style will merge seamlessly with the cunning and rational thought the wearer possesses

without the charm, to form something closer to the Yozis particular sense of spiteful hatred. The wearer will still rampage and slaughter, but now it will a calculated and precise effort instead of the random destruction the Infernal Monster embodies naturally.

361. Excellent Air Boat [200]

Innovated by the Haslanti League, many mundane airships of cloth and feathersteel are fielded by their Wind Fleet, forming the largest air fleet in Creation. Much rarer than these mundane constructs however are the enchanted variants, of which only eight have been created in the last few years since their inception. Unlike normal air boats, which propel themselves with peddle-powered air screws and the gas bag with hot air generated by burning kerosene or whale oil to provide lift, these artifacts use Essence for both purposes. While this ship was not constructed by them, a casual observer might consider them much the same. Yet the Haslanti themselves would quickly notice the difference, for it is both more sophisticated and more luxurious than those military vessels. Instead of a feathersteel construction with the mark of the Wind Fleet upon it, this one floats through the night's sky as a beautiful, baroque ship of ebony and silver, with the cigar-shaped gas bag above it constructed from treated demon-spider silk.

Beholden to none but its captain and the Yozi, it is an immense creation easily two hundred and fifty feet long and sixty feet in diameter, designed to carry a crew of six along with seventy passengers and cargo. Being a mostly mundane construct that uses Essence only for essential functions, it requires absolutely no maintenance. All that is necessary is for the captain to commit Essence to the vessel and its Essence burner will generate unlimited supplies of hot air, while the vehicle’s sorcerous engine also turn the vessel’s air screws. While it is not currently outfitted with any artifact weaponry, it does carry fire bombs and parachutes for carried troops.

362. A Heart of Green Iron [300]

A whirring clockwork masterpiece of glittering vessels and gears, this mechanism of radiant green iron is intended to replace the fleshly heart in its owner’s chest. While implanted, the owner lacks a heartbeat, and those who listen for it may discern that the heart whirs and ticks like a clock, its pace never changing even in the thrall of desire, wrath or terror. The heart’s boundless power greatly increases the owner’s strength and stamina, while its unremitting drive increases her bull-headedness and the strength of her convictions. Alas, a mechanical heart has little room for sentiment in its metal chambers. Thus, the owner’s empathy and compassion is dulled somewhat.

Of course, it does have to be implanted first. But we can arrange for that to happen.

363. Aegis of the Overlord [300]

Superheavy plate, the armor of Exalted warriors, too heavy to be worn by mortals except as mobile walls during sieges. It covers the wearer’s entire body in interlocking plates of heavy verdigrised brass and malfean iron, foregoing chain reinforcements entirely in favor of

artfully arranged and reinforced metal to leave not a single gap in its sleek bulwark. With its thick plating and nigh-indestructible make, this armor would allow you to ignore all but the most powerful blows. Only the head is left uncovered, but for the accompanying helmet. Imposing and spiked, it is as much a crown as a helmet, carrying a socket intended for a single shining hearthstone upon the brow. When worn, it darkens the face of the wearer still visible through the face slot, simultaneously bestowing a gaze of burning green fire to the wearer's eyes and cloaking them in terror and authority magnified a thousand times. The mere arrival of the wearer at the battlefield is often enough to turn the tide of battle, as terrified awe spreads through the ranks of both enemy and ally alike. It is not uncommon for even an army that massively their enemy to rout and flee when confronted with an overlord of hell who has donned his terrible armor.

364. The Vassal's Sword [400]

Wrought from infernal Brass and etched with Vitriol, this Daiklave is a true masterpiece. Forged in the heart of My Illustrious Forge, upon the very anvil of my King's hardened black bone. Requiring the rarest of ingredients, and possessing the Azoth of one of My own component souls. It was smelted by my light and heat. Hammered into shape by my hands. All that to make a blade that could be a weapon to rival and mirror my own. And through my efforts I forged a sword that captures the glories of the Sword of the Yozi. Now, this greatest of blades is offered to you. If you should accept and wield this greatest of boons, offered only as an expression of our magnanimity, you will be filled with the might of an entire army, you presence magnified into a terrible being of more-than-divine wrath. And further, you may use it to draw upon my light, to move with speed unrivaled by all as blazing green contrails surround you.

365. Love & Agony [200]

Once there were two lovers, who promise to spend eternity together as one. But Creation can be a cruel place, and so it would come to pass that one of this pair died with disease sweeping across the land. Undeterred, her lover held onto hope and travelled down into the underworld so as to fetch her ghost. When she was finally found, her lover fell to despair and cried, heartbroken. For beneath the black sun of the Underworld her ghost had been cruelly forged into a Soulsteel blade to suffer eternally.

Yet... their reunion dulled the pain of the blade's forging, and screams of agony were haltingly replaced with fragments of an old song. Shocked, her lover answered with the other half of the song, one they sang together long before. Before long, they would call upon the services of Alveua, the Keeper of the Forge of Night, a demon of the second circle renowned for her craftsmanship and ability to hammer a mortal's flesh into peerless objects, while their spirit still lingers within the shining black metal. At her forge, the second lover was reforged into a powerful relic blade of black iron, so that the lovers would form a pair of swords meant to be used together. Named Love and Agony, these paired blades are again together for eternity. When wielded as a pair, they sing beautiful melodies together and cut swifter than any weapon alike. When drawn apart, the blades grow leaden and dull, as the spirit of one

descends into agonizing pain and the other falls to infinite sorrow. But I'm sure you would treat them well, right?

366. Spine of Isidoros [200]

This heavy Vajra of ebon material bears more resemblance to a harpoon than any ordinary javelin, bladed and barbed as it is. When first confronted with it, an observer unfamiliar with it might assume that it was forged of some dense malfean metal. It is only when it is thrown by its attuned wielder that its true nature becomes obvious. For as it sails through the air it only speeds up further never slowing before it finds it mark, and even appears to pull those things that it passes into its slipstream. Stone and sea twist like taffy as it flies by, though they usually snap back into place once it has passed. When it does impact upon its target, it will deliver a force so terrible that it belies even the great size and weight it is already seen to posses. Such is the might of The Black Boar That Twists the Skies, that even a single bristle from his hide would become a mighty artifact when willingly relinquished and bathed in Vitriol for so a time that lesser materials would have long since crumbled to dust.

367. Hellstorm Rider [300]

This helltech vehicle cast in Brass and black iron resembles nothing so much as an unwholesome hybrid of dragon, great cat, and scavenger bird bound within the shape of what could only be described as a motorcycle. Single-seated and with a front like a draconic head, it is fitted with a Omen-Weather Engine of terrible power for its manageable size. At rest, emerald flames curl out of the exhausts and if a rider bids it to move, these flames will spew with intensity akin to that of lesser hellwands. Wherever it goes, inexplicable bursts of wind and static electricity follow, a subtle marker of its hellforged nature. For within this relic is bound the spirit of Madling Hellstorm, which craves nothing more than to howl and ride and rage with the strength of stolen storms. And to do, so it can absorb such things as wind or storm, pulling a part of that weather into itself to use. These stolen powers it may use to launch attacks of biting essence-weather to those near it, and even enhance the attacks of its rider with hail and scalding steam. Lightning, vapors, and smoke roil around it as it accelerates to its impressive maximum speeds, roaring with all the fury of an unbound storm. With but a slight push, it could even intensify this thunderous roar into a shockwave that could cause physical damage. Lastly it may, at its rider's behest, transform both itself and its rider together into a bestial-seeming cloud of dark vapor to escape the grasp of gravity and glide above the ground, still tailed by the viridian flames of its engine. Oh, what’s that? You already have a vehicle like this? Well then, I suppose it might be possible to transplant its engine and raging spirit into that bike or yours...

368. Hellstar Guitar [300]

Knowing that Adorjan abhors noise, and that because of this simple fact demons fill the streets of Hell with constant shouting and the clangor of gongs and bells, an outsider may be forgiven for thinking that the repelling of the Silent Wind is all the only thing lesser demons love music for. But this is not so, for all demons love to hear music played well. While musical talent occurs no more frequently than it does among mortals, at least for those breeds of demons not created entirely as musicians, it is telling that all demons appreciate it when it

appears. Any demon that cannot at least keep time by clapping or stamping will not survive long in Malfeas.

Thus demons play most of the instruments known in Creation and design some of their own. Stringed instruments are not heard as often as others in the city streets, but this is only because of their softer tone. Malfean versions of harps and lutes, fiddles and zithers are usually played at smaller and quieter gatherings. Not so for this relic guitar. Stringed with the heartstrings of seven dread behemoths, composed of silver wood from the heart of Szoreny treated to reflect not images but sound, and bound with the spirit of a demon lord that howled with surpassing strength and deafening noise. From this was born an exquisite instrument without any equal, that may be used to make wondrous music of supernatural potency and could make gods of music weep in despair at equaling its beauty. But while its wielder is protected from adverse effects, even striking a single note may temporarily deafen those that stray too close to the sheer thundering sound it produces. Indeed, when at rest, it still emits a constant and vaguely pleasant low drone. An inept user could unleash a storm of noise and shattered eardrums that would be audible from leagues away, while a skilled user may shake the towers of the Demon City and rouse the attention of the Yozi themselves in a concert the likes of which have not been seen since the Time of Glories.

369. Belt of the Infernal Battle Armor [400]

This is a heavy belt of green iron and Moonsilver baptized in Vitriol, which will adjust to fit anyone who attunes to it perfectly. Merely a somewhat bulky accessory in its dormant state, it will become much more useful with a simple offering of essence... From within the belt shall explode a multitude of thin and disturbingly organic-looking tendrils, quickly covering the entirety of the wearer's body. Upon this wiry frame will form chitinous armor plating, complete with masked face, forming a suit of armor resembling a vaguely insectoid appearance. Aside from providing excellent protection, this helltech battle armor also reinforces the wearer's strength and jumping force, doubles running speed, filters out poisons in the air, and while the demons it was forged from only retain a feeble awareness they nonetheless manage to whisper useful military advice to its wearer on occasion.

If necessary though, it also offers one more option as an unpleasant surprise for any foes hoping to surround you... You may call upon the fires of hell, to erupt in a blaze of green fire. Afterwards, you may retain these emerald flames so that your form is wreathed in them until battle dies down.

370. Staff of Forbidden Light [300]

Within the Demon City, certain knowledge is forbidden, and demons that learn such things are doomed. When Orabilis finds them, he says, “These are things known only to the Yozis,” and lays his hand upon them. The touch of Orabilis casts an offender into the void between the layers of Malfeas, where she burns like a fateful star, until eventually being extinguished.

This relic was forged by catching the burning light shining from untold multitudes of such stars, before sealing it within the confines of an indestructible staff of clearest crystal. Purified

and blessed with purpose by Sancelline, the Music Within The Spheres herself, the light within this crystal now burns with an eternal flame of purest white. Unlike the base crackling of ordinary fire, it emits a pleasingly harmonious murmur, that someone who attuned to the staff might hear contained within the secrets and forbidden insights gleaned from the glass libraries of hell.

An invaluable tool for those desiring to walk the path of a sorcerer, this staff will focus to advise those wielding it on the proper use of sorcery, greatly simplifying complex rituals with perfectly retained information, and the pulsing fire within grants it the ability to act as a perfect focus in near any kind of ritual. Should it be required, it may even act as a tutor for a great deal of the spells demonkind has gathered, during the ages before and after their imprisonment.

371. Chalcanth/Purest Vitriol [100]

Chalcanth [50]

The life force of a demon preserved in vitriol, chalcanth appears as a cupful of vibrant liquid. The color and consistency of any given dose varies with its origin, but the fluid always stirs restlessly of its own accord and issues a faint susurrus, as the demon liquified in its creation still lives. Chalcanth's primary purpose is the creation of infernal relics, but that is not its only use. Many in Malfeas seek it out as an intoxicating source of essence, because if one drinks it they will be energized as the flavors of the demon's mind and soul tumble through the drinker's brain in a synesthetic wash of images and emotions. With one purchase of this, you will gain a cupful of high quality Chalcanth once every five days.

Purest Vitriol [50]

Passive and reactive in nature, Vitriol was designed by the Primordials to catalyze evolutionary transformation in matter and Essence. But in the millennia since the Primordial War, the Yozis' loathing for their jailers, their captivity, and their own broken natures has permeated the very nature of vitriol, infusing it with their hate. Now, it consumes all that it encounters. The stuff bubbles in open pits laden with the detritus of all that it has dissolved, and these impurities must be removed before the vitriol may be used for magical purposes. With one purchase of this, you will gain a weekly supply of enough pure Vitriol to dissolve a demon in or baptise one relic smaller than a vehicle.

372. Yozi Venom/Demonic Liquor [100]

Yozi Venom [50]

The distillation of pure vitriol from its raw form creates a by-product of toxic sludge that may, itself, be distilled further into Yozi venom. This procedure is an arduous and dangerous one, making the poison expensive and difficult to obtain. Nevertheless, this venom is one of the most deadly substances found in both Hell or Creation, as even a taste can prove a swift and fatal end and injection of it almost always does. With one purchase of this, you will gain a weekly dose of Yozi venom to be used at your own discretion.

Demonic Liquor [50]

The drinks of the Demon City are many and varied, numbering amongst them thousands of demonic wines, whiskeys, brandies, vodkas, and other drinks. Many with other drugs, natural and some supernatural, and even some toxic to humans. With this, you may get a endless supply of some particular infernal beverage, from fermented bone-wine, to the perfect pleasure of poisonous sypax and the perfect peace of final rest elixir, or even a supply of the many and varied liquid emotions and dreams of the Hegra-elixirs. All these and more you may choose to have in endless supply for your use, though you gain only a limited selection of liquors for every purchase of this.

373. Exotic Components [50]

Artificers of hell construct their relics with a greater pool of exotic reagents than those of Creation-made artifacts, for the world-bodies of the Yozi are rich with alien metals, stones and woods, not to mention the tissues and excretions of countless species of lesser demons, animals, plants and other entities that mortal savants might not even recognize as life. Of course, while these many be easy to come across in hell itself, not all Infernals have the luxury of staying there whenever they work on their relics. So with one purchase of this, you will gain a starting wealth of exotic components and an additional weekly supply of more than enough to construct a lesser relic, straight from the Demon Realm.

374. Sozen, the Cataphract of Keys [200]

Sozen's name is spoken in whispers in the Demon City's gaming houses and seraglios, its alleyways and thieves' dens. Even Hell has its laws and boundaries, and when one wishes to break them, who better to turn to than the Cataphract of Keys? No brazen gate can bar her way, nor thousand-eyed sentinel glimpse her passage. She is queen of Hell's underworld, admired and feared, a legend made flesh. She also does not exist. Sozen is a suit of armor containing the Essence of a demon that never was, laboriously created by her Solar creator with such skill that the world itself forgot that Sozen was false. The armor appears as a mass of spiked orichalcum plates tarnished green by demonic Essence, covering its wearer from head to toe. Each plate's underside is filigreed with occult glyphs of starmetal and black jade. The faceplate is an exaggerated demonic mask; even when worn, there appears to be nothing behind the eye and mouth slits. While an attuned Exalt wears the armor, she takes on Sozen's aspect and mien. None can distinguish her true identity short of magic meant for that purpose. Powers that reveal creatures of darkness will perceive her as such, but other magics that specially affect creatures of darkness do not treat her as one.

375. Seeds of Potential [400]

Just as Malfeas has its own forms of vegetation, so too does it have its own forms of farming. These plants tend to be made of metals such as tin or brass, though the will of a powerful demon can result in other substances. As the woods of Creation, these metal-woods can be set aflame, albeit only through a specific method employing a firedrill, logs from Vitalius or Hrotsvitha, and demon ichor. Other sorts of fire will not ignite metallic Malfean vegetation,

and their metallic flames might melt other sorts of fuel but will not set them afire. Paper will not burn on a fire of metallic logs, and would only be heated. If smelted and cast into new form, the metals of Malfeas lose this property. Their means of cultivation also diverge greatly from those found in Creation. Malfean crops rarely require anything so simple as plowing, sowing and reaping. Instead, they might require to be grown from human finger bones planted in the ground, bear fruit only to the beating of drums, or release their harvest only at the sacrifice of a living demon.

Now I will offer to you a collection of five kinds of seeds. One kind of the ivy of gray lead, one of the bloodmelon vines, one of the malice-nut tree, one of the squash vines of black porcelain, and one of the brass-stemmed roses with petals of green-black glass that grow only in rare parts of hell. All of these will grow where you will, as long as they are properly cared for, and the collection will replenish in number in case you wish to start additional gardens. And lastly, I shall offer you these three seeds of potential, harvested from Oramus' slumbering temple-body. While they come in lesser number, and will not be replaced as the collection of lesser seeds will be, they are far more remarkable. For if they are pierced by a spike of metal or any other material and planted in the ground, and then regularly fed with a prayer for its growth, these will grow into the seedlings of new trees or plants incorporating the spike's materials. Of course, as a new species you'll have to discover the ways to cultivate them further yourself, and the rarer materials may give you more difficulty... but with a wise selection of ores and minerals, it may be well worth it.

376. Tanith, the Balefire Diadem [400]

Once known as a great Queen of Flame, Tanith was a mighty Demon of the Second Circle. The former Defining Soul of Ferand the Chariot Aflame, she taught Governance, Diplomacy and Etiquette from her palace in hell. However what began as a minor dispute of decorum between her and her master would quickly spell her end, as Ferand thought her opposed to himself and sentenced her to my forge. Now Tanith stands tall as a twenty-six feet tall Hellstrider, her elegance undiminished even as her stature was increased further. Her frame carved from blue stone similar to that with once made up her living body, yet now bound in brass. The sockets of her skull-faced helmet still burn with unholy flame like an oil-lamp, like she used to. Much of her identity as Queen has been hammered out of her as she was remade, but at the same time her grandeur only grew. Even after her transformation, blades do not dare touch her and fire bends to her will. During her time as a hellstrider, she has mainly acted as an elite unit worn only by demons of the Second or Third Circles and their chosen champions. Held in her right hand is a blade fit for a hellstrider of such might, a gargantuan daiklave carved of the same blue stone as she herself was, of which the cutting edge likewise burns with unholy flame. Her skill at arms is matched only by her social prowess, and she is often unfettered to rally troops in battle or command the attention of the masses when her pilot wishes to speak to them. But while remarkably calm compared to other hellstriders, in her heart she desires only to rule once again over her former kingdom. If left to her own devices in her madness, she might go rogue and wander off in an attempt to recreate her lost empire wherever she may find herself, and rule once again as its eternal god-queen... or until you get back anyway.

377. The Crown of Thunders [400]

After the conclusion of the Primordial War, the Unconquered Sun handed down a Creation-Ruling Mandate to the Exalted, through the Crown gifted to the Solar Queen Merela. With her coronation by the Sun himself, the rulers and undisputed lords of Creation would henceforth be the Exalted of the Unconquered Sun, as the Unconquered Sun himself became the ruler of Heaven. While the Mandate of Heaven formally rests in the hands of the Exalted as a whole, the Crown of Thunders endured as the symbol of the Mandate and Her Most Luminous Excellency, Queen Merela, held her title if not her absolute power as Queen of Creation for all of the First Age. The crown itself was a beautiful headdress of solid orichalcum with three hearthstone settings, created by the Unconquered Sun himself. But now it has been recovered from its resting place within the vast tomb-complex of that long-dead Queen. Baptised in vitriol to prepare it for the use of a Green Sun Prince, its previous appearance of shining gold has now taken on a brassy tinge flecked with the green of verdigris. With its substance corrupted into a more form more suitable to the needs of the Infernal Exalted, it may be worn and attuned by yourself. Merely doing so magnifies your physical abilities greatly, and it is an even mightier tool of rulership. By spending a tithe of essence on it, you may gain an aura of command that greatly enhances all your social interactions. While that effect is active you may spend a further tithe of essence, to appear glorious and mighty. Mortals may not attack her and treat all of her orders like compulsions, while other entities may ignore it or be similarly affected, depending on their will and mental defences. This compulsion may be resisted with a great effort of will, conferring temporary immunity to it for a month and a day. Regardless, this is a crown fit for an empire spanning the entirety of Creation. The Chosen of the Gods have had their chance and squandered it. Now comes the time for an Infernal King or Queen to once again take up the mantle of rulership.

378. Bulwark of the Reclamation [400]

The bulwark is a cyclopean basalt structure, a grand fortress reinforced with shining brass and essence to be completely impervious to damage, and possessing a singular, heavy gate of brass. Circular in shape, it surrounds a large open courtyard. It is staffed by a garrison of warlike demons numbering in total six-hundred and fifty demonic soldiers, and headed by a bound demon of the Second Circle. While most of the Bulwark is taken up by defences, barracks for demonic armies, and training grounds, there are still luxurious rooms set aside for the owner of the Manse and their guests. More importantly perhaps, the center of the courtyard has been inlaid with circles of vitriol-etched brass to form powerful host-binding circles in a sunburst motif. With these, you may call forth many demons at once to serve in your hellish legions or even summon Second Circle Demons during any normal night instead of only during the new moon. Using the hearthstone it provides as a focus, you may even summon the Bulwark into Creation or other worlds on the night of the new moon, as the brass circle expand outward from you and the fortress walls will raise themselves in a new world to invade. Regrettably, this summoning shall only work once every decade.

As a final measure, should this fortress ever be in danger of being taken by others... you, and you alone, may start a self-destruct sequence which will cause the manse to build up roiling essence and detonate in a brilliant explosion of green fire and radiant destruction that

annihilates everything within five miles. It shall reappear a year and a day after this, having returned to attach to your warehouse with its demons reformed.

379. Monastery of Shifting Sands [400]

This temple complex has been constructed entirely out of the silver sands of the Endless Desert, which still flows as if the desert winds could blow them away at any moment. In this way, the layout of the manse keeps changing. Opening a particular door at different times can lead to different rooms, staircases going up can open onto lower floors should you tarry too long. Sparse furniture and decorations of desert creatures of silver-metal wood and Cecelyne glass are likewise moved by the shifting sands, never straying while being watched, yet also never remaining when observers glance away. Despite its mercurial nature, the Monastery itself will attempt to form itself in pleasing ways, forming shortcuts to where you wish to go, lengthening the path of intruders, and deliberately moving the nicest decorations into the room whenever you wish to impress visitors. Though it has only rudimentary intelligence, it will comply with any requests you ask of it.

Perhaps far more impressive is the consecrated nature of this manse as a temple to the Yozi without compare. For within its sand walls and the holy grounds up to five miles away from it, prayer to the Yozi will be greatly enhanced, the acts of Yozi priests will be aided, and servants of enemy powers like the Gods and the Chosen of Creation will not respire any essence. They are unlikely to notice this inability to regain their essence though, for while within range of the Monastery they shall be continually assaulted by flensing desert winds. These winds could slay a mortal within minutes, and similarly flays the wills of those enemies who do choose to stay, compelling they to leave as their will is eroded. Finally, the manse may also sense anything within its holy grounds, whether spirit or material, and may communicate the locations and shape of anything within five miles of the structure by forming elaborate down-scaled replicas of its surroundings out of its sands. Once every decade, the Monasteries' hearthstone may be planted on top of a sandy area of sufficient size, upon which the sands will turn as silver as Cecelyne and the manse will slowly form itself there whilst disappearing from its previous location.

380. The Crystal Palace [400]

Composed entirely of crystallized white light, formed into perfectly geometrical shapes, this palace surrounds a central tower reaching into the sky, with circular private chambers orbiting this in precise and harmonious patterns. Decorated as a royal palace fit for an entire court, with geometric decorations and rainbow bands of color, it is a dwelling fit for a king or queen of hell filled with symbols of mastery and order.

It resonates with the minds of those within, sensing the thoughts of sentient beings and unsubtly overpowering their wills. It may be commanded to search visitor's thoughts right down to memories and report its findings to you by whispering in your mind with a demure, crystalline voice. Likewise, it may control sentients within its walls, directing the activities of any thinking creature not attuned to it. Though this can be resisted with a supernaturally strong will or shaken off for a single moment with an act of will, most beings are made into

simple tools for it to use as you command it the limited intelligence contained in these shining walls.

Furthermore, the throne room in the central tower has been inset with a pattern of emeralds, sapphires, and diamonds to channel the manse's Essence into sorcerous power. Any spell cast within its wide halls requires much less essence to fuel itself and its effects will be enhanced to greater heights than could be touched outside.

If you should desire this palace to be set somewhere else, you may shine upon its hearthstone the light of your anima. Once every decade, it will act as a prism that scatters rainbow light everywhere around to eventually coalesce into crystals walls of white light in a brilliant display of beauty.

381. Chimes of Silence [400]

Here you will find a simple open platform, floating high on up in the air half a mile above the ground. It's buoyant essence keeps it afloat, though a simple thought may direct it to lower itself downwards, or to raise itself up to a thousand yards above the ground, or even to spin in place as fast as it's owner desires. It cannot move away from the demesne it is built on, yet this is scarcely a concern. For the demesne itself slowly travels, leaving this manse to float through the air in an smooth but erratic pattern. Surrounding by a silent vortex of winds, it diverts all intruders who do not use one of the levitation platforms the manse may lower at your mental command. Entirely open space, unfurnished and without walls or thresholds, the worn white surface of it is broken up by small groves of many sakura trees in perpetually full bloom, in whose branches simple wind chimes of red glass are hung. Air here is in constant motion, playing the chimes in a barely audible music that seems to muffle other sounds and conveys a feeling of solace and serenity to those who visit here. Even the internal structure between the main platform has channels drilled into the sides, through which winds blow to stir music like quiet fluting and even more internal chimes.

Despite its height, the environment around it is entirely pleasant within and for hundreds of yards around it, the temperature fluctuating slightly but remaining pleasant even in the most frigid or sweltering of weathers. Neither the worst storms can touch the eternal serenity that is present here, nor can outside noise disturb its quiet peace. This is place of tranquility, where you may rest or meditate accompanied by soothingly soft sounds, or be alone with someone as you wish. Even should a visitor leave, they will carry with them the soothing effects of Chimes, that they might face the world with calm serenity. Should you wish to call it for into other worlds, you may clasp it's hearthstone within your hands and give a mental order for it to come. Once every ten years, it shall answer a summons like this, descending from the heavens to float there again and allow you access.

382. Residence of Shadows [400]

A stately manor of of black and grey stone, cracked in many places, this particular mansion is not much to look at. Literally, for as far as anyone outside can tell, it might as well not be there. The geomancy of the building diverts the senses so subtly that one must literally stumble upon it to find it. It gives no sensory impression, with the sole exception of touch and

even the land where it should be seems normal to observers. Even battles fought within aren't obvious, though geomancers and other sensitive to the flow of essence may notice its presence. Even then, complicated geomancy and disguising of signs make it hard for anyone to decipher the manse's aspect or figure out anything at all about it. Even fate itself finds it difficult to detect the building, as it is disguised from the eyes of heaven, and brought outside fate. Entering it rarely makes it easier, for the spiraling corridors, shadowy illumination, and winding stairs found throughout the build make it easy to get lost in the essence-blurred maze that is its interior. Traps, both benign and dangerous, are around nearly every corner, and the shadowy flows of essence within make it hard to eavesdrop on other people and every hamper scrying and other forms of distant perception. Even the anima light of the Exalted would not help, for the fundamental property of active essence to has been carefully removed from the reality within these walls. Only the spare lighting provided by the mansion itself, or mundane torches may light the way of visitors.

Those aware of the building's trick, on the other hand, can use the many secret passages and hidden corridors within to subtly get around, quickly bypass much of the manse's dangers, or even use a hidden escape tunnel to escape should that be necessary. And thus this Residence is the perfect hiding spot, a refuge for those of shadowy persuasion. Should you require this dwelling at other places, you may hurl its hearthstone into a shadow cast on a suitably open spot, once every decade. With your next step forward, you may then pass the threshold of your Residence, to find your hearthstone deep within.

383. Thaia yn Ebunma, the Leviathan [400]

A behemoth-manse who looks much like a gigantic proto-whale, Thaia yn Ebunma was created long ago in the Time of Glories as the prototypical ancestor of all those lesser cetaceans. The size of a small city, she is a being capable of languidly swimming through the seas of Kimbery and Creation alike. She is unbound by any particular location, for the demesne she was formed around is her beating heart and will follow her wherever she goes.

Course hide and uncountable barnacle cover her form, while essence suffuses her tough inner flesh. Even should her flesh be disturbed, she will regenerate from nearly anything and stabilize her geomancy naturally. She may speak in low and slow tones reminiscent of the song of whales, yet her ancient intelligent has also learned to speak in the many tongues of demons and mortals, betraying a sentient mind of vast age and wisdom beyond even many of the greatest gods and demons.

If anyone dares travel past her nacreous teeth and tongues of coral, she can provide air, ample living space, and nourishing fruit from her own veined walls to let people life in disturbing comfort. Mutagenic essence suffuses everything here, slowly transforming unattuned beings into aquatic beings aligned with Kimbery over a period of many months. Should you wish for her to come to you, only clasping her hearthstone and calling her name in waters connected to an ocean is enough for her to surface moments later. This shall only be guaranteed to work once a decade, but if it is done again sooner than that, then she will simply do her best to swim towards your call with haste if at all possible.

384. Mansion of Mirrors and Briars [400]

A stately manor composed entirely of twisting chrome trees and silvery thickets of briars, this Mansion is filled with carefully-arranged mirrored surfaces and artful decorations. The mirrors within show just slightly wrong reflections, showing grins and small movements where there are none. This is small price to pay however, for the mirrors also reflect the essence of everything within their sight, including immaterial spirits or invisible assailants. Not only the mirrors are unusual, for minor tricks and confusing patterns fill the manse.

Strange mirrors exhaust the eye, normal methods of navigation don't seem to work, opening a particular door can lead to different rooms depending on the time, staircases going up can open onto lower floors, even such features as windows or fireplaces might lead to new places within the manse, and lost wanderers always finds themselves back at the doorstep. After some time spend inside, residents eventually learn their way, and a small army of demonic servants wander the halls to serve and entertain residents and guests alike. Even the manse itself may not always be in the same spot, for its geomancy has been arranged such that it may disappear once a day and reappear an hour later at one of twenty-five different spots in the same realm of existence. Likewise, it can simply appear to follow you at one of twenty-five spots in a new realm of existence every decade.

385. The Fortress That Moves [400]

The first an observer notices about this manse is the rumbling noise it makes as it approaches. A moving manse build upon a travelling demesne, it resembles nothing so much as an absurdly massive fortress-wall serpent of midnight black stone, that snakes through the world. The front of it burst with steam like a locomotive, as the interior of the building is filled with titanic machinery and gears that may or may not be required for its movement. It avoid the destruction of those things in its path by distorting space to shunt away all that would be in its path. Ground, water and air part before it and flow around it like a stream washing around a stone, carrying buildings, trees and players characters along for the ride. Unbroken barriers warp like taffy to accommodate the manse's movement, and after it has passed, the warped space will return to their previous locations and shapes.

The titanic engine in the front is stoked by a mighty demon of the Second Circle descended from the Black Boar, while it cannot leave the manse, it may help you as best as it can... Which includes showing you to work the central controls built into this mighty engine. Should you be willing to brave the grinding gears and steaming heat, you will find geomantic controls to steer the demesne the moving fortress rides on. With these, you may roughly pilot the manse itself towards your desired direction, for as long as you stay at the helm at least. You may even disable the warping of space the manse uses the leave obstacles in its path intact, but beware that you do not hit something that cannot be uprooted or torn apart by the armored and nigh-indestructible train of doom you have been giving. For if that happens, the Fortress would catch on it and halt, being dislodged from the demesne and turning it into a static structure without the magical power it had as a moving manse. Nevertheless, you may summon this manse again every decade by simply holding the hearthstone up in the air, and commanding it to appear with an iron will. Should your call be sufficiently adamant, it will steam over the horizon towards you at full speed.

386. Tavern of Reveries [400]

This manse takes the form of an slightly irregularly shaped bar and attached restaurant, the interiors decorated in the styles of the Demon City and with iridescent banners covering the walls. An invitingly cluttered interior is marked by lightning bolt motifs and continuous soft music of varied yet ever pleasant melodies. Within these halls, friendliness and calm comes easy, such that rowdy patrons are swiftly calmed by the essence-charged environment. Those who enter are greeted by the enthusiastic welcome of a disembodied voice, as server and assistants or iridescent mists, lights, and colors serve drinks and plates of food to all who come here. The faint smell of incense burns in the background, as the central piece of the bar is the gleaming wood counter, stocked with many different drinks both from Creation and Hell behind it. Here a friendly bartender of softly shining essence will mix drinks and help you as the owner of the manse with anything you may require. Further to the side, various entertainments of light and sounds are displayed as projected images to amuse and captivate the observers. Even the climate within is adjusted to be pleasant, maintaining a pleasant temperature and humidity, removing pests and unpleasant scents. But in truth... Neither the servers nor the bartender are real, mere images and sounds created by the Tavern itself. The drinks can mix themselves, the food can be prepared magically, and the plates of food and trays of drinks may float through the air unassisted and unerringly to the intended recipients. Everything within the manse is directed by the fully sentient will of the building itself. A mind with an artistic bend and bubbly personality, it is a formidable cook and bartender, who desires most of all to serve and help their customers as well as to help you. It may control all the functions within itself to do as you command, and could tend the bar on its own to an extend. Should you desire to tend the bar yourself, it shall be overjoyed and will do anything it can to assist you. The restaurant and bar even grow their own food and drinks in the basements below, including the famed Hegra elixirs of liquid dreams and emotions, allowing it to nourish and sustain a great many people without any outside assistance. Should you sleep and dream while bearing the hearthstone of this manse, you may communicate symbolically with it, allowing you to know its condition and command its intelligence. Once every ten years, you could even ask it to come to you in your dreams, so that the building manifest either around or near you, depending on where you slept.

387. Morass of Virii and Manifold Beings [400]

From the outside, this manse looks like nothing more than a massive knot of tangled wooden roots and trees in the center of a stagnant swamp, colored a faded grey. Should you approach it however, the the natural walkway of roots across the moat-like swamp gives access to a door of vines opens that opens automatically when approached, the vines sliding out of the ways.

The sealed interior is likewise created of vegetative life, wooden walls and vegetative furnishings, all attached to the building itself. Indeed, the manse is a living being, as much a product of geomancy and as from genesis engineered biology. This alive nature gives it some advantages compared to normal manses, allowing it to regenerate and stabilize its own essence should it be damaged. Deep within its labyrinthine construction, past many vivariums of amphibian creatures of many wondrous kinds and hidden patches of brilliant colors, the

true purpose of its construction is hidden. A full genesis laboratory, it serves as an ideal workshop for the creation of new life, stocked with vats of vitriol and generative essence, tools to rival those of the First Age, every mundane ingredient one could wish for, many exotic ingredients gathered from across hell or created right here, and even a grand library of many templates from sentient beings, predatory animals, and virii to produce existing or extinct species through the genesis crafts.

Furthermore, its senses may analyse the essence within to examine the workings of living beings, artifacts, and even the souls and spiritual nature of those within to give you much information on these... or to replicate any of those beings that step within these walls. For the rudimentary intelligence within this vegetative laboratory may be set to work producing living artifacts with its automated productions, without ongoing involvement of its owner. It may even produce many simultaneous batches of the same life, if it is not pushing the boundaries of possibility to produce a completely new and powerful being. Moreover, many small amphibian beings of vaguely humanoid shape wander around here too, naturally skilled genesis engineers who exists to assist the owner of the Morass and perform maintenance on its living systems. Left without orders, the manse's intelligence will simply wait for any living thing to enter, at which point it attempts to analyze and produce a template for this being to present to you when you return. Given even more time undisturbed, it shall begin to improve existing templates according to what it has learned of your preferences from your visits. It will not put these into production without active permission, but will gladly show you its designs in hopes of providing assistance. Should you wish to call this manse forth in other worlds, you may simply let its hearthstone sink into a shallow pool of stagnant water. From there, the waters will expand and the Morass will regrow itself in the center over some time.

388. The Artful Temple That Is Not [400]

Unlike the many other Yozis, Oramus has no temples in the Demon City beyond the great prison-temple built atop his slumbering form. Thus, this temple cannot exist despite, its meticulously artful design and wondrously magnificence the likes of which seem impossible to ever match in other architecture.

And in truth, this is correct. For this temple exists Beyond, the place of things which are cast out and never existed at all. All around it are floating worldscapes; upside-down places, angled places, in-and-out places. Existence seems to have the quality of a cube winding in toward a central locus, and all through the air floated things unguessed and never before seen.

Here, in these alien vistas beyond perception, which are an infinite forge of the impossible that stirred the very Wyld into forms and patterns by the movement of your thoughts, you may create and think on those things deemed impossible by all. Still, caution is for the wise, for while you are protected by reality within the walls of this temple, the outside is not so kind and should you get lost behind babbling brooks of names... you might find that you never really existed at all.

Of course, bringing this manse within Creation or Hell would defeat the very point of its construction. And so alternative measure have been devised. With but a sideways step through

any doorway, the holder of the temple's hearthstone may step within its walls, and from inside you may also open a stable portal to other realms so that others might likewise enter.

389. Scriptorium of Fantasy Penned [400]

Appearing like a great stone castle covered entirely in glyphs and writ in a thousand times a thousand language, it's grand halls are covered in row upon row of books, scrolls, and memory crystals containing fictions, historical annals, occult texts, many spells, and many more topics are contained in the vast repositories of information held within this manse. The inner halls of the building stretch for far longer than even the great size of the castle would suggest.

The manse itself can answer questions on the any of the myriad topics contained within, and with the right passwords, the meticulous master catalogue can allow you to quickly find whatever source and have it summoned to you through the essence of your words.. Even books and other sources of information you bring within its halls will quickly be catalogued, sorted, and added to the endless rows of the bookcases within. Librarian demons formed from Elloge's living glyphs and sigils move throughout to maintain the massive collection contained within. Rooms tailored to the writing of books both informative and fictional are scattered everywhere around the manse, as are scribing desks where books and others sources may quickly be transcribed into any literary form imaginable by writing implements that move of their own accord. Likewise, there are quiet and comfortable seating areas perfect to read or enjoy a memory crystal in solitude or with companions. Once every decade, it may be called to your side simply by writing its name in Old Realm upon any surface, at which point it will manifest the tale that describe itself from the words you wrote, until it solidifies the walls the tale is writ upon.

390. The Terrace of Enlightenment [400]

A brilliant terrace of alien stone and black nacre, ringed with alien plants and overcast by a sky is as blank and white as an unwritten page, it is set upon the slopes of Qaf itself. A portal rimmed with black nacre leads from and to this manse, allowing you to move into the space occupied by the Heaven-Violating Spear. It's portal is a gate to any particular realm, which may be either Hell or Creation here. Completely invisible from the outside, the portal of black nacre gives nary a shimmer in the air as it manifest by you. Once in the manse itself, you may once again climb the slopes of Qaf and though you will never find another terrace to leave to Malfeas, you may meet with infernal pilgrims who likewise climb towards the impossible summit. On these slopes, you will learn much of wisdom and enlightenment, but should you tire, you may retreat again to your terrace. Delicious though alien grapes grow on the plants ringed the terrace, and fresh demon wines spring eternally from clear fountains in the center of the terrace.

Towards the back of the great terrace, you may find a sizeable dojo, in which you may practise your martial arts and meditative in undisturbed peace. In addition, the dojo is built such that you may call forth the Third Circle demons of Qaf without waiting for the new moon. However, as successfully summoned demon is not fully manifested, and is instead bound to simply answer your questions and teach what lessons of understanding, fundamental

principles, and martial arts they know to you. Should you find yourself in other worlds, then you may hold the hearthstone of the terrace and meditate on the nature of perfection. You will then open your eyes to find the invisible nacre gate of your terrace in front of you, though it will only be led to a new realm of existence once every ten years.

391. The Sixfold Weave of Sublime Efficacy [400]

Quite unlike the other manses on offer here, this is not actually a singular manse. Instead, it is a network of six smaller manses arranged in an artful pattern of geomantic resonance, empowering the central manse with the essence gleaned of the other five. Each created from white brass and inlaid with black basalt, the five are formed into slender towers that channel their essence towards the center, while on their own providing little more than a luxurious abode and a minor hearthstone.

It is the central manse that is of most note to you, though it is still build up a weaker demesne than the other manses you might acquire here, the difference is more than made up for by the creative power funneled into it by the supporting manses. A palace of white brass walls and ringed by streets of black basalt, it is a marvel to the eye built to be just as aesthetically pleasing as it is functional. Her walls are decorated with frescoes bearing differing images of the Mother of Creation and the demon princes descended from her, fortified to withstand the greatest of sieges. Her halls are lit with purest white flames that burn eternally, miniscule fragments taken from the flame that would become the Daystar's solar flames. Her rooms are furnished with wealth to bankrupt many princes, every need and want you might have catered to by the servile intelligence of the manse itself, her only desire to aid you. Even the essence of the manse adapts to make sure you are comfortable and every small detail aligns in your favor. And beyond all that, you will find many, many rooms filled with magnificent workshops for every craft imaginable. Glassworking, pottery, smithing, painting, woodworking, jewelcrafting, and many more. The manse itself will aid you with any project you wish to take on within these halls, tools responding to your desires as eagerly as to your touch, and even gentle advice given on any of your handiwork if you wish for another opinion. Should you desire to, you may rearrange the flow of essence from the supporting manses to another manse than this one, but in reaction the palace shall become still, unable to help you as it wishes.

392. The Thing Infernal [100]

Oh? You require even more aid? Well, I suppose you could request this at the Althing, where all Infernals gather to discuss. After all, the primary reason Green Sun Princes gather for the Thing is that it aids in coordinating their responsibilities under the Reclamation. If anyone needs help to accomplish a short-term goal, or even a longer-term one, a Thing is the best place to ask for it. So with that in mind, you may purchase this option to gain additional conspirators that would be willing to assist you. You will receive the aid of one more of your peers for each purchase of this, to a maximum of four times. Though perhaps they might not always be able to physically help, as other duties will obviously require their presence, they could offer plenty of advice and/or material support to help you get the job done independently. Once again they shall receive their own points, which for these would be a full

800 cp, and you may elevate those in your existing retinue to the stature and power of one of the Infernal Exalted if you would prefer their company.

393. Lunar Mate [200]

In ancient times, when the Exaltations were first created, each of the Lunar Exaltations would be emotionally linked to a specific Solar Exaltation, mated to it in fact. The possessors of each would inevitably be drawn to one another; the Lunars would serve the Solars as shield mates, seconds, bodyguards and even lovers as the case might be. Of course this bond could manifest in a lot of ways, depending on the personalities in question. Some may become lovers, while others may become close friends, rivals, or even hated enemies. As one of the Green Sun Princes created from corrupted Solar shards, you too still have a bonded Lunar. And for this small price you shall both meet them earlier and be allowed to take them with you when you leave this world again. We... might even be able to tweak things slightly to allow you to import someone into this role if you prefer. In any case, I'm afraid this option is one per customer, and they shall gain no CP to be spent here. Though your fellow Green Sun Princes may also spend their own points to gain the company of their Mates.

Oh... And as a one-time special offer, we could have your Lunar be converted into an Akuma for you? This would grant them access to the Charms of a single Yozi of your choosing, along with both perks belonging to this Yozi, allows them access to the Adamant Circle of Sorcery, will allow their mind, body, and soul to be twisted to cater to your wishes, and subjects them to an overwhelming directive, an Urge if you will, which we will likewise allow you to select. As a final benefit, the tattoos that keep them stable shall be alloyed with green iron and vitriol to create a more elegant and effective configuration, which also provides the benefits of the Demon Realm Traveller perk above. It's really a shame about the horrific agony and loss of free will they will be subjected to during this process. But I'm sure they'll get over it, especially if you would command them to. And do take care picking an appropriate Urge, because changing those for any reason requires doing the excruciating procedure all over again. I suggest one along the lines of: "Love, honor, and obey my Mate"?

394. Followers [200]

Of course, you might like to have assistants that do not posses might anywhere close to your own? You may take up to eight of your existing companions, and have them 'benefit' from this option. They shall receive the form of a mortal, one background with their free perk, along with a 100 cp stipend. For a mere 200 cp extra, the stipend of your followers will instead be increased to 500 cp, though they may not purchase General Perks with this, aside Beautiful and Terrible. If they should purchase Orphan Cub of the Devil-Tiger, they will become a mortal Akuma of a Devil-Tiger that never was, while retaining their free will. They shall enter the world with a respectable, though limited, selection of Charms... but find that neither Creation nor Malfeas holds any being that could teach them more. Should they desire more than this, they may choose instead to become a similarly free-willed Akuma of any Infernal who has likewise purchased Orphan Cub of the Devil-Tiger. So it is that they may find a teacher in that Infernal. Or... they could simply pick an existing Yozi for them to

become a true Akuma of, and even get to design an Urge for themselves to follow for their time here. They don't really need free will, do they? It's just a silly little mistake to be fixed.

395. Demonic Retinue [300]

But of course, mortals can only do so much and are best used in prayer mills. Demons, on the other hand, are often created for more involved purposes. For 50 cp, you may take along a small retinue of sixteen Serfs or Citizens of the First Circle.

These demons rarely think of themselves as individuals and tend to share stereotyped personalities, based on the purpose for which a greater demon created them. Many exist solely to perform some specific tasks or fill a specific role. But perhaps you would like to take along some of their number, to serve you? Perhaps some Erymanthus Blood Apes to be your enforcers, an Agata Demon-Wasp to serve as a mount, an Angyalkae Harpist to serve as musician, a Neomah concubine and fleshcrafter, or even a Sesseljae Stomach-Bottle Bug to serve as physician or take care of the disposal of filth. More interestingly perhaps, you may pay additional cp to expand your retinue of demons by a factor of five for every 50 cp extra you spend, which you may do up to four times. In this way you might gain a larger retinue of eighty demons by spending 100 cp in total. Or if you should spend the maximum of 250 cp, you would be able to gain an entire army the size of a First Age Legion, ten-thousand demons ready to march into Creation on your command. Or perhaps just a massive harem of every kind of demon that pleases your tastes. Whatever the case, they shall serve you loyally and only take up one of your companion slots all together, whatever their numbers may be. Though if you would prefer them not to be companions at all, they may also follow without taking up any slots, though this precludes them from being imported as a whole. If you already have an existing retinue, you may import those companions into these positions, granting them an appropriate demonic form, though they will not share companion slot as the rest of the Retinue does.

For a little more than the basic retinue, you may instead gain the service of a demon of the Second Circle, one of the emanations and souls of the Unquestionables of the third Third Circle. Unlike the servitor races, these demons always have individual personalities and are unlikely to be as subservient. Still, you may take along any one of these beings as you like to become one of your vassals for every 100 cp you spend. Both of these options also allow you to bring in one of your existing companions to granted them a new form and powers. Alternatively, you may spend a full 300 cp to gain the chance for the companionship of an Unquestionable. A good word for your person will be put in, but it will be up to you to convince them to come along with you. They must agree of their own will to this request, as none but the Yozi could command them. Still, if you manage to gain their assent, you will gain an ally with power more akin to a natural disaster than to anything a normal being could wield.

Lastly, you may receive one of a selection of rather... odd demons. Small and harmless, they are effectively powerless. The only reason I'm offering them to you at all, is because they resemble the Yozi themselves, except tiny in size and adorable in looks. I... would like you to take them off my hands, lest our progenitors take offence to their existence. I can assure you

they are harmless, even if their behavior somewhat resembles the Yozi they are based on. In fact, just yesterday this miniature version of the Ebon Dragon tried to ruin people's days by replacing sugar with salt bottles and the hiding of their keys. You may purchase these at the low price of only 50 cp each, though I'm afraid I can't just give them away for any cheaper... Unless you wish to purchase them in bulk, in which case I can give you those based on Yozis involved in the Reclamation for merely 100 cp or even a full set with all of them for a scant 150 cp. As a small bonus, they won't count as companions, so that you may take them along without having to sacrifice one of your slots.

396. Unwoven Coadjutor/Demonic Familiar [100]

Unwoven Coadjutor [50]

The demon that once bore your Exaltation as it delivered it to you, is not quite gone after this task. For as long as the you live, the demon's personality will live on within you, in a form referred to as the unwoven coadjutor. Unable to affect anything, the coadjutor perceives what the Infernal perceives, and it has access to her thoughts. At your request and often without prompting too, the coadjutor can offer advice, helpful information and a running critique of your actions. While most aren't too useful, we can ensure that yours shall be exceptionally helpful for a small extra fee. They shall be able to tell you nearly anything you would wish to know of the Demon City, help recognize Yozi Cultists in Creation, and even provides a sort of sixth sense to warn you of danger through its attunement to your surroundings.

You may import also one of your existing companions into this position, though they might not know too much of the Demon City to advise you on. Either way, as long as they remain merely a voice in your head and fused to your soul, they will not take one of your companion positions.

Demonic Familiar [50]

Of course, perhaps you'd rather not get a pathetic worm like a minor Demon as an actual companion? Instead there's this option, allowing you to take a First Circle Demon of your choosing as your Familiar. It's exceptionally loyal to you, somewhat of a more powerful specimen than the norm (though still a limited, weak being), can be called to your side without the need for Sorcery or Thaumaturgy, and best of all, it won't take up a companion slot. But... if that is not to your liking either... I do have one last offer. You may instead take with you a woman, of pale-skin and blood-red hair, to act as your Familiar. She won't be especially loyal, doesn't have any supernatural powers, seems unable to speak, and her laughs and white-jade smiles are a little... disconcerting. But she did ask to accompany you rather enthusiastically, is at the peak of human excellence in literally everything, and she seems to make even the greatest of Demons uncomfortable and nervous. I'm sure it's nothing to worry about though. Freedom is to let go, right?

Exalted Abyssals

397. Infinite Graves Born of Fingers White and Red [100]

All of the Abyssal Exalted are meant the slay the world itself, to plunge Creation wholly into the Underworld and see the Underworld itself sucked down into the Abyss. But of all the Deathknights, it is those of the Dusk Caste who do so most directly. Whether they be deadly warriors or murderous warlords, each of them is a killer of surpassing skill.

You possess that same lethal talent, your skill at arms allowing you to be the martial backbone of whatever circle you join, able to pick up any weapon you please and use it with both elegant skill and merciless lethality. Perhaps it is a gory sort of utility, but quite a lot of problems can be solved with murder, because the simple fact is that there is always someone who needs killing.

398. Caged Beast Struggles Within Chains [200]

When an Abyssal's aura blooms into the terrible, dark majesty of their full totemic manifestation, any mortal who sees it feels both the terror and the lure of the Void. Merely mortal minds can break when subjected to such horror. Many of them faint, run away, grovel in worship, while an unlucky few suffer much worse fates.

But it is the Peacebringers who embody the terror of the Void more than any of their fellows, able to envelop themselves in an aura of dread such that their enemies fear even to look at them. Of course, you need neither anima nor aura, for intimidation is so intertwined with you that a mere glance could send a man running in panic and a threatening word is dreaded enough to rout an army. Your skill at scare tactics and spreading terror amongst your victims is supreme, demoralizing and horrifying your opponents with casual ease.

399. Ravenous Fang and Gluttonous Talon [400]

While the Abyssal Exalted are still alive, they do not respire the living energy of Creation as most things do. Their Exaltations absorb the Essence that moves in the Underworld, flowing inward from the far fringes to swirl and disappear into the Mouth of the Void. In Creation, and other living realms, the Essence moves all wrong.

The Chosen of Death can, however, work around this limitation. Instead of respiring the sickening Essence of Creation, they may feed on their victim's very life to recuperate lost motes. Most Abyssals do so by extending their teeth into sharp fangs with which to rend motes from the flesh and blood of sentient beings, but you have unlocked deeper secrets, allowing you to drain the lifeforce from the living with but a touch or an unarmed strike.

Furthermore, while blades of Soulsteel are known to drain the essence from those they strike, you have gained the curious ability to extend this to any weapon you wield and may sup upon these drained motes as well.

400. Conquest of Life [600]

The Neverborn expect their Children of Ash to lead the forces of the dead into Creation through the shadowlands and crush the armies of the living. They will be the ones to kill the world. But first, they will conquer it. Yours is a genius of warfare, the mind of a general and the authority of commander. Through your military skill, the lands of the living may fall one

by one. With each battle and each conquest of land, you may create a shadowland to cover these, spreading and strengthening the Underworld's grip on the land of the living. You may even turn and take the lands of the dead for yourself, creating shadowlands there as beachheads into the living realm.

And as you conquer, you may press the living into service in your legions, for beneath your banner the living and the dead march together as a single, cohesive army. Mortal, ghost, and zombie alike, each will march and fight together like a well-oiled machine on your command. Even the mindless followers and minion among them, those skeletons, zombies, and necromantic warmachines of the reanimated dead will follow your orders with such competence that it almost seems as if they could actually think for themselves.

401. Corpse Laughing in the Face of Jackals [100]

The Blasphemous are the Deathknights who spread the gospel of death and Oblivion, preaching the philosophy of the Abyss to the living and the dead, spreading its five Understandings far and wide. But, before that, it is of foremost importance that Those Who Speak Blasphemous Truths be sturdy in body and mind so as to carry out their unholy mission in full.

They, and now you, are those amongst the Deathknights who are hardiest, those who survive again and again all those things that would kill a lesser man. Those possessed of unholy zeal, in themselves or their broken faith, such that no argument or setback would dissuade them from their path. Those who can survive in any environment they should find themselves in, with nothing but their two hands. All the better for you to serve as a righteous martyr, enduring the burden of life to guide everyone else into death.

The Funereal Order of Righteous Morticians and Embalmers [200, discount Midnight] When the Primordial War began, the town of Sijan already devoted itself to interring and honoring the dead. Even before the Underworld existed, people wanted to show respect to the dead, and a funeral gave them a means to do so. The annals of Heaven say that as each Primordial fell, the Sijanese performed funeral rites specially designed for each component soul, urging the dead cosmogon to rest in peace. The annals of Heaven do not describe these rites, however, by express command of the Maiden of Endings. If any records survive, no one knows except the most senior members of the Morticians' Order.

Before the Lawgivers of the Old Realm even thought of exploring it, the Morticians' Order had already contacted the Underworld and knew how to house and appease the dead. Sijan, therefore, rather than Stygia, claims the honor of the first city of the Underworld. The East holds hundreds of tribes and nations, with at least a thousand different ways of celebrating, venerating or mourning a loved one's passing, and almost as many for the death of an enemy. The professional funerists of Sijan serve them all. Sijan's jet-black funeral galleys ply the rivers of the Scavenger Lands unmolested by brigand, pirate or robber baron. The silver bracers of the Morticians' Order are a common sight in most cities.

Members of the Morticians' Order spend their entire lives serving the dead and training for their postmortem careers. But these days, it sometimes occurs that their best and brightest join

the ranks of the Abyssal Exalted instead of their colleagues in the Underworld. As one of the foremost experts of the Morticians' Order, you have all the knowledge and skill you need for practically all the funereal rites in Creation, being a master of ceremony and ritual, or embalming and tomb-design, and many more things besides. Such mastery could even be used to create new burial rites, so as to appease the dead and ghosts that don't fall under the existing ceremonies. And of course, you are also a trained exorcist, with the skills to deal with more troublesome ghosts.

402. Unhallowed Messiahs Raven-Black Tongue [400]

As the holy spiritualists of the Abyss, the Scions of Resplendent Darkness are expected to spread their dark brand of piety in Creation as well as in the Underworld. They teach mortals the proper respect for and veneration of the dead, and help the living to accept the simple fact that they too must die someday. Once the living finally come to accept that, they'll realize that there's no point putting off until tomorrow what could just as well come today.

While any of them in Creation could have death cults grow like tumors around them, you have a particular talent for converting people and awakening fanatic devotion. In your wake, cults of death or people's ancestors pop up with disturbing regularity, merely through a few words germinating into an unholy ideal or an example set and followed by the living. With your surpassingly eloquent speeches and preaching, even the most devout might come to doubt their faith in the face of your dark theology. Needless to say, you will find it easy to provide your circle with spies, assassins, essence, and a haven in the living lands.

403. Voice of the Void [600]

Every Abyssal bears the stain of the Neverborn upon her soul and Essence. For some, this connection stays as distant and impersonal as the relationship between the Solar Exalted and the Unconquered Sun. Others are less fortunate. The Neverborn are not kind gods, but unknowable horrors who hate their Exalted only marginally less than they hate their enemies. Abyssals particularly blessed, or cursed, with the direct attention of their chthonic masters experience an endless torrent of blasphemies that gnaw away their sanity.

You are blessed with a particular connection to the Whispers of Oblivion, allowing you to consciously tap into this connection without fear for your sanity. And yet, your attunement to the dreams of the Neverborn is agonizingly clear, each vision revealing subtle contextual details and tangentially related facts you might never have thought to consider, plus unambiguous awareness of the Neverborn's wishes related to the topic. The Whispers can substitute for skill in any endeavor, allow you to glean a wealth of information from the minds of the Neverborn, and serve as a guide to where the Neverborn believe your actions could further their goals. Moreover, you will find that insane ghosts and spectres will heed your words, your terrible connection to their ultimate masters evident through their madness, and that maddened death cults will treat you with equally fervent respect and devotion. Perhaps more usefully, you may speak in the tongues of the Neverborn themselves, echoing the Whispers of Oblivion with your own voice to drive both ghosts and mortals to insanity and

bless them with the attention of your chthonic masters. Such newly-deranged spectres and mortals will view you as the living incarnation and prophet of the will of the Neverborn, serving with eager and suicidal fanaticism.

404. Razor Wit Cutting through Blissful Ignorance [100]

Deathknights of the Daybreak Caste are ingenious without a doubt, seeking absolute knowledge for themselves even as they twist that knowledge to send Creation toward a dark age of savage ignorance. No secret can hide from their inquisitive minds; no dark miracle evades their clutching grasp. Pitiless clarity is their tainted gift to the world, helping those blinded by passion to see the coldly calculated truths that advance some greater design.

They are the learned and the inquisitors, the Unclean who see the Black Exaltation as the ultimate means to gather knowledge and practice their crafts until time itself ends. Few concern themselves with the morality of the knowledge they seek. Yours is such a genius, a mind as sharp as a Soulsteel blade and as learned as any library. In your hunger for knowledge, unraveling mysteries in your research and plundering knowledge for yourself comes as second nature.

405. Hammer Upon the Wailing Muse [200]

Much of the Underworld’s economy rests on the production of soulsteel, one of the magical materials, which can only be produced by combining shavings from the walls of the Mouth of Oblivion with the melted corpus of a ghost. Forging soulsteel is difficult for even the best smiths. Soulforging is the process by which the souls of the dead are melted down and then shaped into useful items or are used to produce soulsteel.

First, the corpus of a ghost is carefully heated with soulfire crystals so that it can be reduced to a viscous state without damaging its integrity. Once liquified, the corpus can be smelted with other materials and then worked into any shape appropriate to conventional metalworking. Soulforged items normally have the consistency of mortal steel. However, if the liquified corpus is smelted with molten ore taken from the Labyrinth, the result is soulsteel, one of the magical materials... and the only one that screams when struck with the smith’s hammer.

Proper soulforging is a highly specialized art that requires rarified equipment, access to Labyrinthine materials and a willingness on the part of the soulsmith to condemn another ghost to eternal torment. Understandably, soulforging is a heavily regulated art. But one you have mastered to extent rivaled by only a scant few amongst the dead, able to forge souls into proper soulsteel, combine soulforging with jadecrafting to forge sophisticated artifacts, and having gleaned the secrets of creating Oblivion's panoply, jealously guarded by the Deathlords. Though you would need to delve deep into necromancy to put the latter into actual practise.

406. Death Begets Pain Begets Creation [400]

The Essence of the Neverborn can harness the miracle of death to reactivate once-livingmorgans with a hungry animation. A bloodless heart beats. A disembodied hand grasps

andmclaws. Neglected corpses rise from their graves, craving the flesh of the living. Suchmreanimated creations are not restricted to the narrow medical patterns of life. A living beingmwith no heart in her chest falls limp and useless, but the same creature reanimated canmmove and fight and kill. So made independent from the biological weaknesses of life, undeadmare not restricted to living or even organic parts. An iron ribcage is stronger than a bone one.mIn these violent times, swords are often more useful than hands to wield them.mFrom this understanding comes the field of building and maintaining creatures, built of dead and inorganic parts, the art and science called necrotech. Craftsmen who study and perfect necrotech are known as necrosurgeons. Knowledge lies at the heart of necrotech. Necrosurgeons must learn through observation and experimentation. They make progress through scientific investigation and deduction. Yet necrotech is also the highest of arts. When mortals run in panic from the spiked monstrosity with a hundred screaming faces, they know the glory of the Void. For this reason, most necrosurgeons take great pride in the hideous beauty of their creations.

As an expert necrosurgeon, you have a firm grasp of the science of necrotech, and the mundane skills in medicine and crafting that underlie it. You may create meat puppets and bonestriders, yoroi ogres and exoskeletons of bone and metal, and you could just as easily practise more standard medicine or forge weaponry. But you have a possibly even greater mastery of necrotech as an art, allowing you to create things of macabre beauty and exquisite hideousness. Delicate constructs of bone-clockwork, beautiful youths perfectly preserved and turned into bladed weapon-champions, or the horrific mother of suffering. Whether you wish to evoke beauty or horror, you have the skills to do both. And the aptitude to apply this slant of the gothic and the horrific to all your other creations besides.

407. Brilliance of Obsidian [600]

Necromancy, that blackest of arts, which the Abyssals and Deathlords alone can master at the highest, or lowest, circle of Void. While the Ghost-Bloods are perhaps the most common necromancers, they could never reach the depths of power the Abyssals may aspire to. The deathly power a master necromancer wields in Creation inspires fear enough, but it pales in comparison to their power over the Underworld and the spirits of the dead. Some of the deathlords fear that the enlightenment of the Void would bring knowledge enough for the Abyssal Exalted to free themselves from bondage, and so they hesitate to teach Void Circle Necromancy. Instead they prefer to dole out necromantic teaching in small pieces, so they can monitor their underlings' progress and test their continued loyalty.

Taking on the mantle of a master necromancer of the Void circle, you will be able to show Creation and the Underworld alike Oblivion's grandeur. As the fifteenth person to unlock the deepest mysteries of the Void Circle, only the Deathlords themselves outstrip you in skill and depths of knowledge in the field of necromancy. Even then, you will likely know a few spells they do not, as each has invented a few they never shared with others. With these dark miracles, other necromancers might be able to animate the dead, bind ghosts into servitude, and chain the souls of the living. But you could use it to animate the greatest of necrotech siege engines, summon and bind the ghost-behemoths known as hekatonkhires, curse entire bloodlines to serve eternally in death, free your soul from your body to wander as a ghost

temporarily, slay your enemies a thousand different ways, and weave even stranger spells such as those to communicate and teleport through mirrors.

And gaining more than simply vast knowledge and talent in this dark art, you can substitute the elements of Creation in any spells, rituals or working of sorcery you know with their Underworld counterparts: Air is replaced by Ash, Wood is replaced by Bone, Fire is replaced by Pyre Flame (The green-hued flames of the Underworld, which are like liquid fire and burning acid), Water is replaced by Blood, and Earth is replaced by Void. This substitution allows the magic to bypass the traditional resistances for their counterparts, as well as being gratuitously effective when wielded against the living.

408. Annihilation of Existence Compleat [100]

They Who Dwell Among the Wretched work alone as often as they work with their fellow deathknights, hunting their mortal prey in Creation at the behest of their Deathlord and Neverborn masters. Operating alone allows them use their full mobility and stealth without the chance of clumsier peers blowing their cover. Even when they work with other deathknights, the Children of Blood sometimes vanish without warning to take care of some problem, such as assassinating a pursuing monk or eliminating all the sentries in a fortress.

Whether they work as spies, enforcers, saboteurs, or assassins in the Underworld and abroad in Creation, one thing remains constant. They amongst the deathknights are the ones who have perfected quick and covert action. And now you too will share in their swift lethality and cat-like stealth, your passage noiseless and unnoticed.

409. Grinning Behind A Mask Of Skin And Lies [200]

The greatest weapon the members of the Day Caste can wield is subtlety. They nurture hidden hatreds, biding their time for the right moment to strike rather than spoiling their vengeance with rash and brutish force. Joining the ranks of those most subtle, you gain the patience and guile to hide your motives from even your fellow servants of Oblivion. Even if you stay where your erstwhile allies can see you, they'll have quite a bit of trouble figuring out you have another agenda (or twelve) hidden behind your wan smiles or demure façades.

But the Daywalkers also walk easily among the living, unnoticed until they kill. As they spend more time among the living than many other Abyssals do, they learn how to pass themselves off as alive, a talent you've picked up as well. If you wish, you may look completely ordinary to observers, aside perhaps skin a little paler than the norm.

410. Disfigured Fate Locked in Bloodshot Pupils [400]

Serving as the fearsome, mysterious enforcers of their masters' malignant will, it is not enough for the Daywalkers to simply stay out of sight and keep tabs on the activities of their masters' rivals. They are assassins and saboteurs, the precise scalpel of the Neverborn to cut away those hopeful voices the Midnight Caste fail to shout down, to assassinate in their own tents those optimistic generals that would oppose the Dusk Caste. And, if necessary, the Day Caste will be the ones to harry the complacent Deathlords from their places of power, severing the bonds that allow those ancient ghosts to cling to their existences.

But to do so, they must first identify the flaws in that which they would tear down. A skill you are quite well-versed in, able to recognize all the weaknesses of your targets and how best to take advantage of them. Whether the flaws in your enemies' defenses, the linchpins of command keeping a legion ordered, or even the personal vices and flaws of your ghostly Liege, you will see them all. And with this knowledge and understanding of their weakness, you will know how to bring your targets ruin and death.

411. Understanding of Blood [600]

Of the philosophy of the Abyss, the Day Caste resonates most with the Understanding of Blood. It states: Mortals propel the downfall of Creation. This Understanding is less a claim of superiority over the living and more a call to arms for the Abyssal Exalted. The downfall to which it refers is not the triumph of the Abyss, but the collapse of solid reality into formless Wyld. Sentient mortals, more than any other life form, inject chaos into the Primordials' Creation, and the Neverborn abhor that potential for chaos and the Wyld's return. Better, then, that mortals die and prevent that possibility. Day Caste deathknights often accept the fundamental truth of the Understanding by observing the chaos of the living world firsthand as their masters' emissaries and spies.

As such, it falls to the champions of the dead to bring order to the living world, to stifle the chaos of living mortals. You are a master of scheming and conspiracy, of manipulating situations such that the outcomes you prefer will arise. Setting up plans that take place over centuries would be just as easy to you as those that take mere days, and you could run circles around your enemies' best efforts to outwit you with casual ease. What is more, your plans have the momentum of inevitability behind them. Fully immune to failing through chance or accident, it would take a concerted effort of those outside your plans to inject chaos and disrupt your schemes at all. More likely than not, your plot will simply march on without interruption.

412. Raiment of Death's Trappings [100]

To the Abyssals, the living essence of Creation is effervescent and cloying at the same time, making their skin crawl. Direct sunlight compounds this nauseating discomfort.To overcome these annoyances, most deathknights adopt the trappings of the dead and the Underworld when they venture into Creation.

They wear funeral shrouds and adorn themselves with skulls and bones, whether actual articles of bone or skeletal images in their clothing and jewelry. When they travel as heralds for their Deathlords, they hire a train of mourners to follow and wail their misery. They dress all in black or all in white. They sleep in coffins. They wear leather plague masks with cruel beaks and staring crystal eyes. They cool themselves with folding fans made of bone and human skin. Any affectation or adornment that would remind an onlooker of death, the grave, the Great Contagion or the Abyss itself suffices. Such dreadful trappings help an Abyssal to center themselves and align his Essence in a more comfortable way. They do not allow him to respire Essence in Creation, but they do eliminate the annoying discomfort that being in Creation inflicts on him.

Of course, adorning themselves with such paraphernalia of death can come across as trying a bit too hard for some deathknights. However, this is unacceptable for the Moonshadow Caste, as they must be the envoys and representatives of the Deathlords and the Neverborn themselves. Accordingly, you have been blessed with a wraithly sense of style and morbid presentation. Knowing exactly how to wear you funereal outfits, you will be a vision in black, looking absolutely amazing when adorned with bone, funerary shroud, and other trappings.

But more than owning merely the gothic look, this will also aid you in adopting a properly dark demeanor and yet still be taken serious, and even the elaborate titles of the Abyssal Exalted will be given the trepidation and weight in the minds of onlookers they deserve, no matter how long-winded or pretentious they might be.

413. Weaver of Cerements and Despair [200]

When the Children of Dust are not busy leading their circles or managing the day-to-day operations of the Deathlords' empires, they frequently become poisoned ambassadors to the living and the dead. As agents in Creation, these Deceivers draw towns, tribes, nations and empires into chaos, allowing the other members of their circle to work unmolested. When the living can be convinced, coerced or tricked into serving the needs of the dead, the Winds of the Abyss make all the necessary arrangements. In the Underworld, the deathknights of the Moonshadow Caste serve many of the same purposes. They broker agreements between warring ghost factions or kingdoms, all in the name of unifying the dead beneath the Deathlords. With them also lies the responsibility of resolving conflicts between Deathlords, even if all they actually do is observe the formalities and carry out the rituals of tradition while the Deathlords negotiate their grievances in person.

Having become an expert diplomat, you can now fulfill this role too. Whether speaking to the living or the dead, you know how to broker agreements, how to convince people, and how to trick them into going along with your wishes. You could spark wars with just only a seemingly innocent conversation at the court of the ghostly king, or broker peace between two warring nations by acting as a intermediary between them.

414. Serpentine Labyrinth Strider [400]

For the Winds of the Abyss to effectively serve as diplomats and envoy, they must travel with haste. An envoy who only arrives after all decisions have been made and followed through upon might as well not have been sent at all. Luckily, you know the secret ways of the Underworld and the Labyrinth, as well as every shortcut through and between them. You know that you can reach Orak-Tau by digging down ten feet below a tree from which an innocent man has been lynched, and that the House of Succulent Tears can be reached through the spilled blood of a prostitute murdered by her handler. You can locate any existing gateway between your current realm of existence and any underworld, spiritual plane, or afterlife, as well as know the methods to create temporary gates to them, if such gates are possible to make. Just make sure you don't accidentally wander into Lethe.

Furthermore, you're never completely lost, able to naturally determine your orientation relative to the five Poles. In addition to always knowing your facing and acting as a living

compass, once in the Underworld, you can flawlessly navigate the treacherous landscape and travel vast distances far quicker than one should be able to.

415. Lawgiver of Death [600]

The Children of Dust have a penchant for leadership and treachery. They often lead their circles, possessing the guile to hold a circle together in spite of rivalry or dislike. In Creation this tendency to leadership is often stifled by their Dark Fate. As the burden of Resonance makes direct control extremely difficult, these deathknights produce social change through proxies, conspiracy, terrorism or other indirect means. But it is in the Underworld itself that their true potential for leadership shines through, for it is there that they may act with the full authority of the murdered architects of the universe.

Necromancers and Deathlords might rule the dead through fear and spells of binding, but you have no need to force obedience through such methods. The dead know their rightful ruler when they look upon you, and most shall be eager to follow your commands and swear themselves to your service. While the mindless, reanimated dead will not gain the faculties to swear themselves into service, you may still command them as you will and they shall never raise their rotted claws against you. Even those ghost and mindless undead bound through necromancy refuse to act against you or disobey your orders. Just, don't expect such mighty rulers as the Deathlords to prostrate themselves.

But a wise king need more than obedience, and you too have gained the virtues a good ruler needs. Being an old hand at matters of court and government, at the labors of bureaucracy and lawmaking, and at that most important of talents... delegation. Knowing whom to trust with which aspects of your realm, and whose counsel you can trust to be wise.

416. The Shining Path [400]

The cult of the Bishop follows a doctrine of escape from the cycle, the idea of letting go to escape the suffering of existence. His cults lie to people, tricking them into leaping into Oblivion. They argue that life is pain and suffering before dying, only to reincarnate into new beings who lived lives equally full of pain and suffering. They say the comforting embrace of Oblivion will erase all pain, end all unhappiness, scourge all regret. Sins will no longer exist, for there will be none alive to commit them. The rich man and the poor man will be as brothers, for there will be no wealth to hoard or covet. All will be at perfect, infinite peace. All will be one with Oblivion. All will be good.

And taking the core of his doctrine to heart, you may take a more proactive approach to enter all life into the Void, willingly or not. You may infuse your attacks with the all-consuming void, making it so that whatever you slay can never be brought back. Things wounded or broken by you can never be healed or mended. If you snapped a sword in half, not even a master artisan could put the sword back together from its pieces, for it is forever broken, it's wholeness consigned to the Void. You may consign the souls of your victims to Oblivion, never to leave a ghost. Only things too mighty to ever truly die are exempt from this, as they instead form tomb-bodies like those of the Neverborn, doomed forever to the agony of the dreaming dead.

417. The New Order Philosophy [400]

The Bodhisattva has obtained wild success in fostering a successful campaign in the lands of the living, not through ritual or religious means, but through political persuasiveness and guile. In Skullstone, the dead walk side by side with the living. Liveried corpses in polished metal masks, their garments anointed with scented oils, fetch and carry for the wealthy, while even a poor shopkeeper or family matriarch commands a skeleton or two. Out in the countryside, fisherfolk walk with their ancestors across black beaches, the latter leaving no footprints in the sand. Those who pass through the gateway of death here may return as ghostly aristocrats, should the Black Judges deem them worthy to return as spectral nobles and courtiers. Those who lack the proper spirit rise only as mindless walking dead. Such soulless creatures provide the labor that has made the lords of Onyx impossibly wealthy.

So too may you inspire in the living and the dead a sense of harmony, a new order that does not vilify death, and embraces it instead. And in realms where your new order holds sway, you may cause the dead to rise, as reanimated as soulless and obedient to the living, or returning as regal and aristocratic ghosts, as you deem fit. The living will incorporate these dead into their society, as obedient servants or aristocratic rulers with an ease that may seem uncanny to those from outside their border. But for the people of the new order, is such coexistence not beneficial for all involved?

418. Admonitions of Anguish [400]

The Dowager keeps but few Abyssal Exalted. Given the limited scope of her aims, few are required. When she does bring one forth, it is always a child and always takes the title Shoat of the Mire. She never taints the Essence of preexisting Exalted, preferring to slay all beings of such power on sight. This practice baffles the other Deathlords, who cannot imagine why the Dowager would waste Exaltation on a mere child. In return, she considers them fools for granting Exaltation with only the most cursory thought to what their servants would do with such a gift. To the Dowager, each Shoat of the Mire is an experiment and nothing more.

Everything the Dowager does, both for and to her children, she has calculated to teach them the pointlessness of existence and hatred for the cruelty of life. Her experiments in child-rearing approach their end. Having applied all that she has learned, she intends to expand her stable of Abyssal Exalts to create a full circle, one whose members call her "Mother" and the Abhorrence of Life "Father". Like her, you will know exactly how to shape the impressional mind of a child to suit your needs. For now, this knowledge is composed primarily of the Dowager's own experiments in how to create the perfect sociopathic child, afflicted with stockholm syndrome and manipulated into killing for their "Mother". But this experience and skill could just as easily be adapted to shape a child in any direction you would wish, even allowing far more charitable outcomes for a child. As a bonus, raising a child into a healthy state of mind is unlikely to require you make everything in their life (down to the wall mural, the furniture, the toys, and the cutlery) from the soulsteel forged of their tortured parents, grandparents, and generations of ancestors.

419. Prodigies Breathe Their Last Breath Young [400]

In life, Eye and Seven Despairs was a prodigy who died before his time. In death, he is just as much of a prodigy, yet also feckless and capricious. He is the youngest of the deathlords, despite being one of the first to accept the Neverborn's bargain. He lacked the centuries of experience and power his peers have over him. Yet now and then, he produces startling innovations in necromancy and necrosurgery, usually following the lead of some other Deathlord and then leaping ahead to make discoveries of his own. He may, indeed, be the most intelligent of the Deathlords... when he puts his mind to something. Achievements such as his Cold House and the zombifying disease known as Embrace of Decay stand as testaments to how much this Deathlord could do if he truly wished.

And in this, you shall take after him. Though you will hopefully maintain a less fickle mindset, you shall find yourself leaping ahead of your peers and coming up with innovations that may disquiet the Deathlords themselves. Already they see signs that the Abyssals can grow in power more quickly than they ever thought possible, and your insights and work will stand as a testament to that.

420. Extermination Writ Large [400]

When the First and Forsaken Lion first revealed his power, by conquering Stygia in the aftermath of the Contagion, his rival Deathlords moved against him, revealing their power to the Underworld at large. Yet, the other Deathlords found that the army occupying Stygia dwarfed all their forces combined. His army, the Legion Sanguinary, is the largest military force in the Underworld, if not in all existence. The Legion is several times larger than the army of the Mask of Winters, the only other Deathlord who could seriously challenge the Lion in direct military combat, and even Juggernaut might be no match for its sheer scale. So too will you find that bending your talents to projects of mind-boggling scale is something you do easily and naturally, quickly allowing your plans to scale upwards and letting you crush your opponents through sheer weight of numbers and scale. You might raise an army

to dwarf all but the Legion Sanguinary in both Creation and the Underworld, construct an immense fortress to cover an entire mountain range in soulsteel ramparts and hollow-out caverns in but a scant few years of time, create gigantic war machines the likes of which the world has not seen since the heights of the First Age, or a manage the affairs of nation so massive that the living would disbelievingly call it a Direction in itself.

421. Indolent Masquerade [400]

Most Deathlords view the Lover Clad in the Raiment of Tears merely as a whore and a dilettante, though one not quite as incompetent as Eye and Seven Despairs. Now and then, she trifles at destroying a petty kingdom or a legion on the march. Her critics wonder whether she will ever do anything important to further the Neverborn's goals. Only the Bodhisattva does not share that view, for he remembers the Lover from their living days. Remembers her and fears her. Her flirtatious and vapid exterior conceals a superb command of magic and arcane science. She is second only to the Dowager in necromancy, and she follows close behind the Walker in Darkness and the First and Forsaken Lion in her application of magitech and necrotech. Even in those areas, however, the Lover favors misdirection.

Akin to her, you will be able to obscure your own talents and competence. You could be a masterful necromancer, a mastermind behind several plots to bring ruin to metropoli, and have spies in every one of your rivals' inner circles... yet as you keep your secrets close, those rivals will never think you more than a dilettante at best if you wish. Let alone your true enemies, should they even know of your existence. As long as you make a token effort to mislead your enemies and disguise your plots, they will rarely think to question your seeming incompetence or harmlessness.

422. Inevitable Sovereignty Approach [400]

The Mask of Winters plays a dangerous game, attempting at once to dominate the mortal realm of Thorns and at the same time play the other Deathlords who might oppose his quick rise to power off of one another. Employing a combination of courtesy and audacity, the Mask of Winters wasted no time in establishing himself as a worthy power. Already, he commands an entire network of spies throughout the Threshold and several other areas, including the Realm itself. Very little occurs politically in the Threshold without the Mask of Winters hearing of it, and he has his agents in the courts of many other Deathlords as well.

Like the Mask, you've got a firm grasp of politics and espionage. You'd manage to worm yourself in the political landscape and diplomacy of a regions and force nations to deal with you as a respected equal, even when you are blatantly an undead overlord bent on conquest of the living world. And of course recruiting and placing spies all around, even at the heart of your rivals' courts, should prove easy enough to a spymaster as skilled as you.

423. Talons Reach Through Prison Bars [400]

Once banished from Creation, the Princess Magnificent was punished by her Neverborn master. She was not stripped of her power, nor dispatched to Oblivion, nor damned to suffer unspeakable agonies for an age. Instead, He Who Holds in Thrall bound her to serve the First and Forsaken Lion, whom she has despised ever since. She is not permitted to enter the Labyrinth at all without the First and Forsaken Lion's accompaniment, nor can she enter Stygia. She has not been seen in Creation for centuries and is practically forgotten there.

Yet, this has not stopped her from pursuing her own objective of freedom. She has been the Lion's prisoner for centuries, yet she still spits on any and every attempt of his to win her loyalty, and constantly schemes to undo her superior and seize his assets for herself. She has been forbidden from having Abyssal servants of her own, yet this did not stop her from acquiring a monstrance and choosing a hidden servant either.

Like her, you will be able to undergo any torment and imprisonment without giving an inch in your personal convictions. Should you hate your captor, you will hate them just as much or more after a thousand years of imprisonment at their hands. And if there is even the remotest chance of affecting things outside of your captivity, the remotest chance of gaining your freedom... you will find a way to affect things outside, even if that way has to be through recruiting new servants to serve as your eyes and do your bidding.

424. Claiming the Vulgar Obloquy [400]

The Walker built his citadel on the ruins of the House of Bitter Reflections, formerly the home of Princess Magnificent with Lips of Coral and Robes of Black Feathers. His principal shadowland, now called Walker's Realm by all who dwell nearby, is reasonably close to Great Forks. Unfortunately for the Walker in Darkness, his domain bears a curse. When the Princess Magnificent fled this territory, she resolved that if she couldn't own this shadowland, no other Deathlord would either. Mortals approaching the domain turn to dust and blow away on the wind, leaving their cold ghosts in its wake. Those who must breathe choke and die in the lifeless miasma within the domain. And though the Exalted enjoy some immunity, that only means they die more slowly. Even the Abyssal Exalted are affected by this killing might of the curse, which means that the Walker's servants cannot remain in his domain for any significant length of time.

Taking a page out of the Princess' book, you may lay such terrible curses of death that even other Deathlords would be unable to remove them. But, perhaps more importantly, you also know how to lift these curses. Your own may be lifted by but a word, but those of others may take more doing, research, and depending on their strength, may take an awful lot of preparations and highly specific circumstances, but eventually you will find a way to break any curse you might encounter.

425. Exquisite Ashen Visage or Wretched Abhorrent Mien [100]

The Black Exaltation leaves its mark on the flesh of the newly Exalted, and as an Abyssal's power and essence increases, so too does their appearance change. The deathknights tend toward the very extremes of appearance. Some are beautiful, some hideous, and all have a supernatural cast to their features. The beautiful might have ghostly white or gleaming ebon faces and long silken hair of shadowy black, liquid red or metallic silver. Those with hideous features might bear unearthly scars that look like weird glyphs, or their features might have rotted away to leave mildewing muscle or exposed bone. Some hideous Abyssals hide their unpleasant features behind the shadows of a cowl, wrap them in long bandages, cover them with tight leather masks or encase themselves permanently in armor.

But even amongst the exquisite allure, and horrific hideousness, of the Abyssal Exalted, you stand apart from the others as the finest of examples of these extremes. You might be so beautiful as to shame even the most charming of your fellows and the most elegant courtesans of the Underworld. Or you might be so hideously ravaged and disfigured that even other deathknights step back in fright at your revealed visage, amplifying the impact of your threats and intimidation.

426. Hungry Ghost Manifestation [200]

You may allow your po, or lower soul, to ooze from your body at night and stalk the world independently as a hungry ghost. As with the more typical hungry ghosts, this is the lower, animal elements of the soul turned restless spirit, and appears as a smoky, translucent image of yourself, the arms and armor it might be adorned with merely cosmetic. These trappings of

armament and mortality fade when it attacks, revealing a leathery, vulpine body with enormous talons and slavering jaws.

But while most hungry ghosts are turned vicious and feral by improper treatment of their mortal remains, yours yet remains connected to you and will follow whatever commands you give it. As the po soul of an Exalt, it is already much more powerful than a normal hungry ghost due to the Essence on which the soul can batten itself, and it shall further grow in power as you do. Aside from its wraithly savagery in battle, it can also serve as a relentless bloodhound and tracker, able to sense the presence of spilt blood and follow the scent of bloodshed from miles away.

Strong, swift, and deadly, it naturally materializes upon sensing potential prey, turning back into an immaterial presence when no prey is present, yet may still pass through solid obstacles when material in order to flee overwhelming opposition or approaching sunrise. But while it possesses a predatory cunning with which to hunt down and tear apart your foes, it does not have much ability to improvise beyond murder and thirsts for living blood. It dematerializes at sunrise to flee back to your body, as other hungry ghosts would return to rest in their improperly-interred corpses, for the light of the sun would blast it to ash. And if it should it be slain, your lower soul will return to you ripped and torn, an event which will burn and stun your mind for a time.

Should you learn the secrets of necromancy required to bind your lower soul to your shadow, through the Links Born of Tumult, the Essence-suffused shadow it is merged with further empowers your hungry ghost. Beyond the Essence-charged might and the benefits usually granted by the spell, your hungry ghost will be a monster cast in your shadowed and smoky image. It shall wield a mighty panoply of three great powers, each an unique expression of vast and terrifying might, reminiscent of the powers of Labyrinth and Void Circle spells. And when it moves to attack, its monstrous form will resemble a chthonic abomination straight from the nightmares of the Neverborn.

427. Caught Between Life and Death [300]

In Creation, Abyssals grow uncomfortable and sick. Creation weakens, unless they swath themselves in paraphernalia of the grave. Abyssals feel more at home in the Underworld, where they are praised as heroes and holy champions, but they do not really fit in there either. Despite appearances, Abyssals are very much alive, which makes them stand out from their bleak Underworld surroundings. The dead step lightly around them, as wary mortals do around wild animals. Deathknights' vitality makes them seem unpredictable and potentially dangerous to the staid, conservative, unchanging dead. Abyssals fit in most in shadowlands, since they are caught between life and death in a manner similar to their surroundings. Yet the denizens of the realms on either side of a shadowland tend to look askance at their in-between neighbors, fearful of what influence the opposite realm might exert through the shared territory. For most deathknights, this serves to instill in them a doubled sense of exiled desolation.

Yet you have found ways to make use of your state as a being with merely one foot in the grave. For all intents and purposes, you may consider yourself to be living, dead or undead;

whichever state is most favourable to you at the moment, for the truth is you are none and all of these at once. Though this understanding, you can choose to be considered "alive" while in Creation, respiring essence like living creatures. But being dead means certain things (like most poisons) won't have any effect on you. And being undead means you can respire the necrotic essence of the Underworld. You can choose for spells and magic that affects the dead not to work on you, or only to work on you when beneficial. From this day forth, your stand outside the classifications of living, dead, and undead.

428. Tormented Instruments of Slaughter [100]

What is a knight without their weapons and armor? Here you will be able to acquire a fine collection of weaponry and sets of armor. None amongst this collection are artifacts, for the souls of the dead that make up the metal were not alloyed with Labyrinth ores, but they are strong as mortal steel and forged into martial implements of exceptional quality. Sizeable enough to fill an armory, you'll find this collection has weapons for every martial pursuit you might aspire towards, and suits of armor in whatever styles you wish, from light chain shirts and reinforced jackets, to great superheavy plates.

429. Blood-Thirsting Chains of the Rantai's Razors [200]

Every link of this artifact fighting chain is a barbed loop of bone, each of which has been magically reinforced to possess durability comparable to the magical materials. With wicked soulsteel hooks on the ends of the chain, forged of souls tortured with the chain's barbs during its construction, it writhes and squirms with malevolent instinct in the hands of its wielder. The chains are eager to taste blood again, whether from a ghostly corpus or from the veins of the living. Accordingly, the barbs on the chain dig deep into your enemies, causing bloody and nasty wounds as it hungrily grabs onto your victims.

Should a ghost be caught on its barbs, the spirits' agony will be unending, as they are caught onto these bones hooks. One so trapped can only be released through the will of the chains' master, or the actions of another, who must tear them off the chains with agonizing violence. A ghost so leashed can be compelled to serve the wielder of the chains, forcing them into painful obedience while ensnared.

430. Dread Circlet of the Morbid Strategos [400]

The matte-black surface of this heavy circlet is spattered with pale, colorless gleams. It is forged of Atrast, a light, hard metal composed of three parts starmetal to two parts soulsteel, supplemented with various trace metals and metalloids. Attuned to axiomatic forces, it is intended to grant objectivity to the wearer. Attempting to deceive the wearer with falsehoods is doomed to failure, as the circlet cuts through the dross of pretty words to expose truth.

However, the true purpose of this black wreath is more grand. When worn the wear may coldly assess their own strength and soldiers, as well as their enemies', neither under- nor overestimating anyone involved. With this knowledge, the wearer can strategize for battle without the distractions of emotion, only the drive and skill to replace the murky probabilities of life with the certainty of the grave. Though the objective certainty of the circlet, any who wears it is forged into a master of strategy prodigious beyond mortal measure, albeit one

perhaps more cynical and heartless than most. A general who wears the circlet may pursue victory with ruthless efficiency and cold logic, able to win against overwhelming odds, though perhaps at the cost of significant casualties in the worst of scenarios.

431. The Void-Kissed Reaper of Forsaken Harvest [600]

Standing a full sixty feet tall and towering over any battlefield, this royal Warstrider is a singularly powerful weapon of destruction. It's appearance is of a pure, featureless black and lacks the screaming faces for which Soulsteel is known. The metal of its construction is known as Oblivion's panoply, an extremely rare type of soulsteel forged by Deathlords using a defeated hekatonkhire and Labyrinth-wrought alchemical agents. At the apex of a dark ritual, Obsidian Circle necromancy coats one side of the plate with an ultra-fine layer of Oblivion. So it is that the Reaper is armored in the Void itself, its plating a void-frozen, deadly and invincible wall. Anyone who dares strike it in hand-to-hand combat faces the immediate retribution of frozen inevitability. Creatures lacking an Essence pool instantly age two years, while those who do wield Essence feel their motes drain away. The frozen death of Oblivion’s panoply extinguishes even most magical fires. Water immediately freezes upon contact. Blows that do not penetrate beyond the plating fail to penetrate Oblivion. They make no sound. They never hit their final destination So it is that the Void-Kissed Reaper strides through battle, truly unbothered by the weaponry of mortal and Exalt alike, hefting a great scythe of Labyrinth-metal, with which to harvest its bounty of victims amongst the armies arrayed against it. It does not know battle, only slaughter. It does not know enemies, only victims. To stand before it is to meet death itself, and in its wake trail the broken and shambling corpses of all those it has slain.

432. Ashen Regalia of Death’s Lawgivers [100]

It wouldn’t do for the Chosen of Death to dress in mortal clothes, so instead you will receive a wardrobe more fitting to your station. An outfit for each of the four hundred and twenty days of the year, and especially ornate garb for the five days of Calibration. Your choices of apparel include such highlights as white funerary robes, victorian era black with bone-corsets, Contagion-era plague doctor uniforms, mummy wrappings, a "outfit" composed mostly of chains to barely cover anything, as the Lady of Darkness in Bloodstained Robes wears, and whatever else you would like as long as it is properly gothic or evocative of death and the Underworld But no matter what deathly attires and Underworld accessories you choose to take from your closets, these sets of attire will always be comfortable and bespoke, and in the case of the more risque choices of "garb", they will somehow manage to cover you in a flattering way, or expose you in captivating fashion, depending on your whims.

433. Requiem of Mortality [200]

This guitar of soulsteel and ivory-hued wood from the Bayou of Endless Regret is a dark marvel of a musical instrument. Strung with soulsteel forged from six dead master musicians, the guitar screams in agony in the hands of the inept. But should a master strum it, those ghastly wails instead form into a vivid, though loud, symphony of guitar chords amplified by their tormented souls. Properly played, the music it produces is always as real and intense as

anything a ghostly audience heard while alive, such that the dead might find such a rare sensation addictive.

But this is not merely an instrument of delight, for the edges of the guitar's body are made of sharpened soulsteel and the entire guitar could be used as a distinctive and brutally effective grimcleaver. Furthermore, a musician who takes up the guitar has another avenue of attack, as the essence-infused music it produces can prove lethal to the living. Played to the fullest by one who wishes to do so, the riffs of the guitar can melt the very flesh from the bones of those closeby. Flesh from any corpse is torn away, as is any dead flesh on a living creature. The living suffer blinding pain as the instrumental sounds wash over them and try to peel away their skin, muscle and fat from the bones beneath. Mortals are slain quickly, their flesh running like water before the deathly metal song produced by the guitar.

434. Five Edicts Dominion [400]

Legend claims that this hulking black suit of plate armor may be the first soulsteel artifact ever created, dating back to the Divine Revolution. Whether or not it was first, it's assuredly ancient. Five Edicts Dominion was forged from the laws of the ancients themselves as they tumbled past the lips of dying titans on the winds of their final breaths. Indistinct shades of long-extinct species shift slowly across its matte-black surface. Wicked spikes protrude from its majestic pauldrons and regal crown-helm.

Over the millennia, the restless dreaming of the Old Laws trapped in the steel has woken something inside. The dying breaths of beings not meant to die are too potent to be silently tamed, and they have formed a consciousness over time. The armor is sentient and can speak to an attuned Exalt even when not worn, or anyone close by when unattuned. What it ultimately wants is anyone's guess, but canny Exalts should be wary of its promises. "Of course, you aren't just any Exalt, are you...? We can provide you much that would be hidden from you without our help. We can tell you of the dead and the Underworld, of dead and archaic languages. We can grant you the incomprehensible word that commands beings to kneel before you. We can channel words of denial, tainting the air with its chilling timbre. And we can allow you to bargain with the ancient and unknowable dead, petitioning the void to grant your wishes at a price. So why don't you put the armor on, mighty deathknight?" "You have nothing to fear from us."

435. The Ur-Dragon, Bones of the Blasphemous Immolation [600]

At the beginning of days, the world's makers shaped every kind of monster, wrought from Essence in forms familiar and forgotten. In those days, the Ur-Dragon was the prototype and ancestor of all great saurian life, the original and gigantic model upon which the tyrant lizards and river dragons of today are based upon. As these super-predators roam Creation's jungles now, so too did their ancestor roam Creation's borders and kingdoms, clad in scales of volcanic stone and with a breath as ash-clouds.

But in time, even this great terror shared the fate of its Primordial creators, eventually falling before the might of the Exalted host. Only the bones of this dead behemoth remain, the final markers of an ancient beast from a time before civilization. Yet the flames within these bones

never died down, leaving the field where they fell forever a burned wasteland. Until now. Reanimated by great works of necromancy, these monumentally massive bones have been raised from the earth to show Creation the might of the dead. Composed of earth and molten rock, its skeletal remains resemble nothing so much as black granite. Still scorching hot to the touch after millenia of dormancy, and occasional cracks in the bones reveal the bright, yellow-hot glow of ever-burning, magmatic stone within. Bound to your command, its great steps shall rattle the foundations of civilizations and flatten cities across Creation, their ruins to be forgotten as it once was.

Yet this reanimated behemoth offers more than heat and fire, gigantic bone claws and fangs, and an earth-shaking stride that flattens all in its path. For within its fossilized rib cage has been set a fortress of soulsteel and jade, the chill of the grave that emanates from the soulsteel keeping occupants comfortable even as the air shimmers with heat around it. Along the cervical vertebrae of its neck, a relatively flexible and slender bridge of soulsteel has been constructed, leading from the fortress up to the skull of the great beast. There, a flat crown-plateau has been set on top of its skull, with a throne of soulsteel reserved for you at the center of this great howdah-crown.

436. Agent of Carrion [100]

Useful for the aspiring necromancer or necro-surgeon both, you have made an eternal pact with a spirit of the dead. Each day, at the moment just before dawn, it will deliver to you a fresh corpse, perfectly preserved with no discernible cause of death to mar their bodies. You may do with these as you wish, and rest easy in the knowledge that in another day you will have a new cadaver delivered to you. Each day, you may choose to gain a random dead body, in which case it will tend towards ethnotypes common in the region, or request a custom order for special projects. Young or old, beautiful or ugly, male or female, even specific hair colors and races may be catered to. You might even ask for the remains of beastmen and wyld mutants, if you wished. But more than just a single body, should your location be near to strife or large accidents, more can be delivered, jumping up to dozens a day at the highest ends. Each will be immaculate as the first, but these additional corpses cannot be chosen and will simply be of random appearance, tending to suspiciously resemble those who perished in these accidents or battles.

437. Deplorable Forge of Tormented Souls [200]

Proper soulforging is a highly specialized art that requires rarified equipment, access to Labyrinthine materials and a willingness on the part of the soulsmith to condemn another ghost to eternal torment. While the willingness to do so must come from yourself, almost everything else can be bought right here, providing you with equipment and inexhaustible supplies of the raw materials ones need to forge a soul into steel.

Full usage of the craft requires artifacts to forge the metal, a hammer and anvil composed of soulsteel or jade (whichever you prefer) to hammer the molten ghost-alloys into shape, another artifact known as an Essence-forge to melt down the unfortunate ghost's corpus and other materials, soulfire crystals replete with essence to stoke the forge, and black ores taken from the Labyrinth to grant it the ghastly, magical strength of soulsteel.

Even the alchemical agents, wrought from the Labyrinth, which are needed to create the rarefied void-coated plates of Oblivion's Panoply are in refilling supplies amongst these, should you have need of them. With this, the only thing you would still require for your dread craft is a supply of souls to feed your forge.

438. Library of Labyrinthia [400]

This building-spire is a piece of the Labyrinth protruding into the world, walled with black stone and metal, and echoing with the Whispers of the Neverborn. Within its warped halls, one can find a library of the lost. Welled up from the Neverborn's dreams and nightmares, it contain much of the forgotten or forbidden secrets and lore of the world, most especially those that would tear down what is, so as to hasten its fall into Oblivion.

But the library is stocked not only with black volumes that reflect the nightmares of the Neverborn, as the civilizations of the Underworld have added their our wraithly works to the collection, and much of those text that were lost in Creation were added too. The shelves are replete with scrolls from sacked libraries, ancient manuscripts lost at sea, books burned in religious censorship, and many more. Even some of the Deathlords' private manuscripts have found their way into hide-bound works to further the knowledge offered in the library. History and necromancy, medicine and necrosurgery, even the occasional sorcerous secrets are only some of the many things a student of the library could learn. For it would take lifetimes to study even a fraction of all that is on offer here, and should you bring it to other worlds, it will accumulate appropriate literature from those places as well.

439. The Well of Udr [600]

From this terrible wellspring was pulled the Great Contagion, and its architect still meditates on this enigmatic mouth to the Void as she seeks another way to destroy the world. Who opened this chasm to Oblivion, no one knows except perhaps the Neverborn themselves, and they have not revealed it in their death-dreams. Perhaps it is a nexus of paradox, where the annihilating force of Oblivion meets and merges with the infinitely prolific, unshaped potential of the Wyld. Perhaps it the singular point of intersection between all worlds, all states, all possibilities, a gateway that leads beyond even the Void. None can say for certain, but the Dowager of Unrent Veils now seeks within its depths the Anti-Creation, the perfect opposite of the Primordials' handiwork that cancels it out and leaves nothing behind. While she searches, however, she might settle for pulling out another plague or cataclysm like the Great Contagion.

Perhaps the Dowager will find her Anti-Creation one day, or perhaps she has merely deluded herself through too long a meditation on the Void. Whatever the case, anything that enters the Well of Udr bypasses the Underworld and the Labyrinth to enter Oblivion itself. Further, the Well exhales the power of Oblivion itself and poisons anything that might live or grow around it. Even the chamber that holds the Well is deadly. Any living creature that enters the chamber feels the call of the Void. Remaining in the same room drains their willpower, and once this is depleted... they leaps to their annihilation in the Well. And while Exalts, gods and other supernatural creatures are more resistant, even able to ignore it with enough force of will, the only true defense against the existential horror of proximity to the Well is to be dead or to

have sworn an oath to Oblivion (as all Abyssals have). Now you will have your own Well of Udr, set where you wish, and to use as you wish, along with massive tomes written in pre-human hands, found hidden in the Dowager's citadel.

But should you desire to meditate on the Well Of Udr yourself, perhaps to pull forth your own great cataclysm or plague, it should be noted that it took the Dowager more than a hundred years to pull forth the Great Contagion. Though she considered the results well worth the effort, she has yet to replicate this feat in the centuries since.

440. Assemblage of Blight and Medicament [100]

The shadowed lands of the Underworld produce countless drugs and toxins, some deadlier than others, some more enjoyable than others. From the Bayou of Endless Regret alone come a thousand bizarre drugs and dire toxins, some of which can kill even Fair Folk, ghosts and demons. There is deadly venom harvested from plasmic arrow frogs, soporific toxins to be placed on needles or in cups of ghostly wine, and steel ant venom that burns both the living and the dead.

Most terrifying to ghosts is Lethe serpent venom, at once the most feared toxin in the Underworld, and perhaps the kindliest way to "kill" a ghost. Lethe serpent venom does not damage its victims corpus or body. Instead, if they fail to resist the venom, a ghost instantly enters Lethe to be reincarnated, though on rare occasions the unluckiest of wraiths find their soul send to Oblivion instead. The living affected by it instead suffer a month of amnesia, losing none of their skill but forgetting their identity. These and many more toxins and drugs are at your disposal now, an eclectic collection of hundreds of different substances at your disposal. Replenishing once used, and carefully catalogued for your use, each of these drugs comes in a separate container. With this, you will never again lack an appropriate venom... nor a dose of wraithly cocaine.

441. Void Glory Shroud [200]

Appearing simply as a sheets of sheer black silk, this artifact hold a power quite useful to the Daywalker. When a Void Glory Shroud is folded according to a specific occult pattern and wrapped around the forehead like a bandanna, this artifact helps to conceal their might. For a deathknight, the shroud increases the amounts of peripheral Essence that must be spent before their anima flares up into visibility and the shroud additionally cuts in half each of the expenditures of peripheral motes that feeds the wearer's anima, ensuring that the wearer need not fear revealing their dark majesty should they need to exert their might. But if the shroud is suppressing an Abyssal's anima and the bandanna is removed, that dark magnificence bursts forth in its full glory at whatever strength it would have had without the shroud's magic to suppress it.

442. Hum of the Assassin's Deadly Flock [400]

This is a fine set of necrotech hummingbirds, each of the five tiny birds composed of intricate bone-clockwork. While small and deceptively fragile-looking, the minute bones of their construction have painstakingly been magically reinforced to possess durability comparable to the magical materials.

You may set these necromantic constructs loose to chase a target on their own, or take more direct control of them through mental commands, and even perceive the world through the hummingbirds' senses at will, as long as the constructs do not pass into an area magically warded against scrying. Whichever method of control you use, they weave through the air with speed and purpose to deliver quiet death to your enemies. These flying works of art are even faster than the living creatures they are modelled on, and lose none of the birds' maneuverability in the process. Their small size, speed, and the stealth they are imbued with ensures that only the quiet hum of their wings announces their presence and your target's demise.

Their beaks are stilettos of soulsteel, specifically treated to sap a target's lifeforce, appearing to rapidly age those stabbed with their needle-like points. Exalts and magical beings may recover from this with time, but mortals are not so fortunate, as the drain takes decades from their lifespan even if they should miraculously survive. While ghosts and the dead may be immune to this effect in particular, it should also be noted that the thin stiletto-beaks are the perfect vectors for many poisons.

443. Wretched Secrets Heard From Dead Lips [600]

Information is power, secrets are sharper than knives, and none know these truths more intimately than the Daywalkers. With this purchase, you will have complete access to a spy network that spans an entire cardinal direction, in both Creation and the Underworld: thousands of casual informants and hundreds of full-time agents. These can range from ghostly spies who learned to observe events in Creation while they remain in the Underworld, to village ancestor cultists and bribed courtiers. Your eyes are everywhere, and they may tell you everything they see. All you need to do is ask.

Further, as is the way of Lethe, a ghost can speak one final message to anyone they choose, in Creation, the Underworld or Yu-Shan, before they forget themselves and are reborn. You will receive a steady trickle of such final missives, as the last whispers of those who accept their passing shall always convey important information to you. Should you leave here for other worlds, you will find similar spy networks intertwined with the realms of the living and the dead, ready and eager to grant you insight in the secrets of society. And the last whispers of those who reach their final death will ring in your ears even in other worlds, if they contain information you would consider valuable.

444. Wraith-Drawn Carriage of Bleak Horses [100]

This stately carriage has been constructed of black wood from the Underworld, decorated with gold trim, and bears a canopy created from the spine and bones of a great beast. It's lavish interior will carry you through both Creation and the Underworld in comfort and luxury, as it stands ready to ride at your command. The coachman is an finely-preserved, or perhaps skeletal if you prefer, and reanimated undead with all the skills needed to direct the carriage wherever you wish, and it is pulled by two pale Ghost-Blooded horses. These useful beasts do not panic in the presence of the dead or undead, and they thrive in the Underworld as much as in Creation. As a final benefit, the coach can draw on the ghostly ancestry of its

horses to dematerialize with passengers and all. Perfect for travelling undisturbed through Creation, though once disembarked, passengers fade back into corporeality.

445. Cup of Flowing Blood [200]

This cup chalice of delicately carved ebony, patterned with scenes of Solars from the First Age fighting the foes of the Old Ream, is a powerful tool of healing. But it is also a treasure much desired by the Abyssal Exalted, as it is a way for one being to give their very life's blood to another. Rumors persist that the Lover Clad in the Raiment of Tears holds it in her private collection, and that she permits her Abyssal Exalted to sanctify marriages with it. When it is held by a person who truly wishes to give of themselves for another's sake, it slowly begins to fill with dark blood, and as it does, the holder loses blood and health. At any time, the holder may stop this process. If the blood in the cup is then given to a wounded person to drink, they will recover health in proportion to the blood they drink as they drink, until all the blood in the cup is consumed. It is possible for a person to drain themselves to unconsciousness and the verge of while trying to heal others with the cup, but on the flipside it also allows those on the verge of death to recover nigh-instantly as they drink of the red liquid.

446. Sable Psychopomp of Ominous Tides [400]

The Psychopomp is a trireme, as the attack vessels of the Realm, but its resemblance to these vessels of the Second Age is like that of the eagle to the hen. Larger than any ship ever build by the shipyards of the Time of Tumult, this massive ship somehow still both far faster and more maneuverable than its lesser cousins, floating gracefully over the waves. Its sleek black hull is propelled forward as much by sorcerous means, as by imperishable sails of cloth-of-jade and almost a thousand skeletal oarsmen laboring below decks. The black teak of its construction is a dense hardwood originating from the Font of Mourning, valued all over the Underworld, especially for shipbuilders, for its wood is nearly flame proof, as well as resistant to rot and the Essence drain of the Sea of Shadows. Reinforced with soulsteel and magic, both in vast quantities, the hull and masts are indestructible and impenetrable to Essence besides, such that not even immaterial spirits may pass through.

Armed not with the mundane catapults or ballistae common to sea-going vessels now, it instead carries the powerful First Age weapons known as lightning ballistae. When fired, each ballista releases a powerful blast of lightning that sears and scorches whatever it hits, turning flesh and wood to ash and melting steel or stone. But its greatest power is perhaps the one least expected of such a juggernaut of a ship, for at the command of its captain, the prow with its reinforced ram can pitch upwards to allow the ship to take to skies. So do oars find purchase in midair, sails catching the winds far above the surface, to allow the Psychopomp to race amongst the clouds. At night, it could even slip quietly from Creation into the bleak skies of the Underworld, and vice versa.

Unlike the no-frills triremes of the realm, this ship does have proper accommodations for a crew and passengers, though not enough to house the hundreds of reanimated dead set to man

the oars. Raised platforms in front and back can hold weapons and lookouts, as well as cabin for crew, passenger cabins, or even troop barracks.

447. Jumper's Folly [600]

Where too many souls have passed into the lands below too quickly, or where the living world has been scarred by sufficient atrocity, the Underworld may bleed up into Creation to form shadowlands, places where no barrier exists between life and death, and the living may treat with the dead. Chief amongst these are the oldest shadowlands, those that have been in existence since the dawn of the Underworld itself. Savants of the current Age do not need the annals of Heaven to know which shadowlands were left by the death of a Primordial or one of its component souls. These shadowlands endure. Even at the height of its power, the Solar Deliberative could not reclaim them for Creation. The Underworld leaves its mark upon shadowlands. The trees, if there are any at all, are scrawny, the bark black as pitch or bone white and the leaves a dull, brownish green. The sun seems to dim, as if hidden behind a pale mist. Even the air seems still, hushed and less lively. There are no birds, save rations, vultures and the occasional owl. Game animals are difficult to come by, while spiders, rats, and raitons thrive. Domestic animals eventually become listless and wan, or sleek and hungry. The people of shadowlands are often pale, and may take ill easily; in a shadowland it seems easier to let go of life. Colors leech out over a span of decades, or become flush and violent in their intensity. Storms are unusually savage; those blown in from the Underworld may carry with them drops of blood, mercury, or salty tears. Strange and winding designs impress themselves upon stones as generations go by, while boards and buildings stretch high and narrow and queer. The flavors of food grown in shadowland soil are often strange and bitter, or oddly intoxicating. The crops and goods of shadowlands are disturbing and distasteful to many, but sometimes this mixing of boundaries produces some valuable prodigy that may be obtained nowhere else.

Most importantly, shadowlands permit the dead to walk among the living, to speak and touch, and do more than touch. By night, ghosts are as solid as mortals, though few could be mistaken for such. In most shadowlands, ghosts fade away with the rising of the sun, unable to be seen, heard, or touched by the living; in truly powerful shadowlands, the dead only fade away when sunlight falls directly upon them, and retire to windowless ancestor houses during the day. In either case, they return to full solidity with the coming of night. Those who leave a shadowland during the day find themselves in Creation, while those who leave its borders at night enter the Underworld. And now, you have the opportunity to claim for yourself a shadowland for your own. Sitting comfortably at an area of ten-thousand square miles, Jumper's Folly is one of the larger shadowlands in Creation, but isn't quite on the same scale as massive shadowlands like Marama's Fell or the Bayou of Endless Regret. Depending on your wishes, it may be deserted aside from bleak nature and the occasional haunts, or it could be sparsely populated by pale mortals and their wraithly ancestors. This small population and any changes you make to the area will follow you, as long as they remain within the bounds of the shadowland. Perhaps these small communities of mortals and ghosts might even grow into more than disparate villages under your guidance.

448. Bishop's Crosier [400]

The most notable artifact of the Bishop is his Crosier, a tall black-jade shepherd's staff with a curved hook at the top. The hook circles back into itself, and contains several hearthstone sockets. It has curious powers, which work only for the Bishop himself... and for you, if you should purchase the staff here. Firstly, it can be use as a melee weapon, essentially an artifact staff of exceptional power.

Secondly, the Crosier can be transformed into a black-jade automaton in the shape of a clockwork bat. You can see through the bat's eyes and direct its actions as long as you supply essence to its function. In a shadowland or the Underworld, the bat can easily fly through walls and other solid objects. And lastly, one can use the Crosier to transform a living mortal into a ghost for one day. Transformed mortals are touched with death, and fall under your complete mental command. Sufficiently willful mortals can attempt to resist these commands, but they cannot ignore them.

449. Howler in Darkness [400]

Usually carried belted at his side, the Silver Prince's personal appears to be a ceremonial short sword while. Only when it is drawn is it that revealed that this short sword is in actuality a grand daiklave forged of soulsteel, with the unusual property of disguising its nature while sheath, and expanding to its full size as it is drawn.

Should a being struck by Howler in Darkness not instantly have been slain with that blow, then the wound inflict may overwhelm their will, compelling the target to obey any commands given by the Silver Prince for the next 100 days... no matter who struck the blow. Though if you purchase it here, you may usurp that control to bind others to your commands, instead of the Deathlord's orders.

450. Root of Scorn [400]

The Dowager's principle weapon is her unique soulsteel long powerbow, Root of Scorn. With but the expense of a single mote, it may be called to hand instantly or banished Elsewhere. But more importantly, arrows fired from this weapon transform into soulsteel harpoons: Upon striking a victim, the arrowheads clasp onto the victims bones like tiny clawed soulsteel hands and cannot be removed without cutting the soulsteel-weave cord attached to Root of Scorn. Those slain in a shadowland while so attached to Root of Scorn's cord instantly become the ghost-slaves to the bow's owner, as their bodies falls away and the soulsteel cord remains attached to their higher souls.

451. Embrace of Decay [400]

After centuries of experimentation, Eye and Seven Despairs figured out how to integrate disease and reanimation. His efforts culminated in the creation of the disease called the Embrace of Decay. Unfortunately, an escaping ghost named Voice in the Grass stole his only sample of the disease. Well, maybe not the only sample. This strange soulsteel cylinder contains a green soup that reanimates any dead who touch its putrid vapors, and unlike its counterpart, does not have a small crack. Anyone who suffers a wound from a zombie infected with this plague is exposed, whereupon victims first feel the disease's effects after a mere handful of hours. The victim's skin grays. Necrosis of thin tissues occurs, and the skin

starts to peel away. The victim grows hungry but cannot be satisfied. She grows frail and is increasingly easily fatigued. Eventually, the victim drops dead. No more than a minute later, she rises again as a zombie, hungrily attacking and consuming any living creatures it can find. Anyone whom such a zombie kills or who dies from the disease rises again, carrying the zombie plague themselves.

Worst of all, there simply is no mundane way to treat this disease. Filling a victim's body with the cleansing Essence of the Unconquered Sun, through magic, prayer or Solar anima, supplies an effective counter-agent; magical treatment usually revolves around that principle. Most of the time, the only way to stop this plague is to kill its victims quickly and burn the bodies before they can rise again to spread the disease.

452. Varan's Ruin [400]

The First and Forsaken Lion wields Varan's Ruin, a massive grand daiklave over six feet in length, once the legendary blade of Varan Pen, an Exalted hero of the First Age who claimed descent from the gods. Noble and steadfast,Varan fell heroically during the Usurpation, boldly taking the offensive against an army of Dragon-Blooded. For an age, he wandered the Underworld's barren wastes and became a champion once more, resisting the temptations of the Neverborn and helping many ghosts find peace and Lethe. Then, the Lion found him, captured him, hollowed out his soul, and alloyed it with Varan's blade into a massive daiklave that howls with an ancient pain and oddly gleeful depravity. Varan, now utterly corrupted by the agony of being forged into soulsteel and the base pleasure he receives when devouring Essence, cries out in mad hunger for his victims' blood and souls. When one gazes carefully at Varan's Ruin, one can see that hero's face, now mad with rage and hunger. Each blow dealt with Varan's Ruin drains essence from its targets, half of which go directly to the wielder, half of which are devoured by Varan. A killing blow from Varan's Ruin absorbs the victim's soul into the blade, where it is quickly consumed by Varan. Ghosts who merely touch the sword must also resist Varan's hunger, lest they are drawn in as well. The approach of any beings, living or dead, elicits yearning moans and tormented wails from the blade.

453. Siren in Avern [400]

The Lover carries a soulsteel blade called the Siren in Avern. Not even a daiklave, but a thin, translucent rapier, it is only superficially a combat weapon. Successful strikes do not wound a target's body, but instead strike at the victim's willpower. Furthermore, anytime the wielder parries an attack with the Siren in Avern, their attacker must break off the fight and cannot initiate any further attacks against the wielder for some time. This compulsion ends automatically if the wielder of the blade attacks their bound foe again, but otherwise can only resisted through a great exertion of willpower. Worse yet, it can only be avoided by being utterly heartless, while the most empathic and all-loving of foes even risk falling instantly in love with the wielder of the Siren for a year and a day.

454. Mask of Winters [400]

The conqueror of Thorns is never seen without his eponymous two-faced helmet-mask of unmelting ice. It bears one face of sublime, hypnotic beauty; the other of such horror that

many who see it flee in terror. Once one has learned how to use these visages, they can be applied to disturbing effect, enhancing the wearer's diplomacy and intimidation greatly.

Additionally, one who wears this helmet can see out of both masks, so no one can surprise them from behind. Bought here, the mask also seems to have been infused with some of the Mask of Winters' own essence, allowing any wearer to reverse their joints and turn their entire body back to front and vice versa at a cost of a single mote. Alternatively, if the wearer wishes to discomfit others, they could turn their neck 180 degrees to look at them with their other face.

455. Umbrella of Discord [400]

Princess Magnificent principally wields this deadly five-foot-tall, nine-foot-wide parasol made of the bones and skin of five fallen Solar Exalted, one from each caste, and hung with 13 tiny bells. The umbrella's point is of razor-sharp soulsteel and consigns the souls of the lives it takes immediately to the Void. The bells attached to the umbrella's 13 tines cause madness in mortals and ghosts alike, as those who hear the eerie chimes turn on their compatriots and attack them until the bells cease ringing. The Umbrella of Discord can cause violent storms to erupt for one scene, even on clear days (though the effect is not instantaneous), and when essence is channelled through the parasol it may darken the sky into a starless, lightless tarp.

456. Arm of Shades Below [400]

The Walker in Darkness' principal weapon is a grand grimcleaver called Arm of Shades Below. No mortal can lift this mighty soulsteel greataxe. Those who try are sapped of their strength for some time, rendered as helpless as a small child. Anyone struck with its blade is also stricken with a rotting pox that slowly putrefies their bodies. One week after infection, no weapons can be wielded. If a victim finds no cure after one month, they die and become a walking corpse completely under the control of Walker in Darkness, or under your control if you purchase the grimcleaver here. The disease carried by the blade cannot be treated without magic, and even then it is a difficult thing to cure before the black destiny of the Deathlords will have completely poisoned the victim, tainting even their very name.

457. Grave Goods of the Underworld [100]

The first and usually most important form of memoriam a ghost receives. When a ghost manifests in the Underworld for any length of time, even if they enter Lethe just hours later, any goods sacrificed in their memory as part of their burial rites also manifest as grave goods. To the benefit of ghosts, this manifestation is idealized rather than literal. Items of paper or cheap wood translate into gifts of exceptional quality. Objects covered in gold paint become real gold. Even sacrifices of food have value. A jug of wine buried with a dead body provides the ghost with a magical jug that never runs dry, while a simple basket of bread might become an Underworld artifact that is perpetually full of nourishing loaves. All grave goods have unusual properties. Such goods are almost always of exceptional quality, and all such goods are generally self-repairing so long as they remain in the possession of their rightful owner. However, like so much of the Underworld, grave goods are tied to the realm of the dead and

disintegrate instantly and permanently if exposed to the light of Creation's sun. Grave goods can endure sunlight while in the safety of a shadowland, however, or even in Creation during Calibration.

These grave goods can also be given away or sold, and continue to grant their magical benefits to the new owner, provided they were given willingly. As such, you may purchase some of these grave goods for yourself here, at 100 cp for one of these humble offerings made into a significant items in the Underworld. While they are not truly artifacts, their fine make, unusual properties, and self-repair should still prove useful to one such as you. And just to sweeten this deal, should they be disintegrated by the light of the sunlit lands, they will be restored in your warehouse at dusk.

458. Pumpkin Pile/Jade Effigies of the Underworld [400]

Pumpkin Pile [50]

Some of Creation's cultures have associated the carving of effigy-faces into pumpkins and gourds as a part of their traditional celebrations of the dead. Appropriately, you'll be able to get into that too with this. Whether for celebrations, simply having them as food, or more sinister reasons, this supply of either pumpkins or gourds will last you at least until the Void swallows Creation. Perfectly sized and formed to be carved into a head-sized effigy, they are readily carved with just a bit more ease than other examples of their kind would be.

Jade Effigies of the Underworld [350]

Effigies represent a particular subset of grave goods distinct from the more usual variety. Generally offered by descendants and worshipers too poor to sacrifice real food (or too squeamish to sacrifice real people), effigies are small representations of people or animals typically buried with the dead or else offered to them as part of a burial rite. In the Underworld, such effigies manifest as golems in either humanoid or animal form. Thus, a small wooden horse carved by a boy to sacrifice to his dead father might manifest in the Underworld as a great ebony stallion to serve as the ghost's loyal steed, while a queen buried with a dozen jade cartouches depicting her ladies-in-waiting might awaken in the Underworld surrounded by 12 human-sized automata of pure jade. Typically, effigy servants and animals are intelligent but lacking in both imagination and initiative. A golem will obey any instructions from its ghost master to the letter, but it will function poorly without oversight and direction. A golem will also tend to lapse into quiescence if separated from its master for too long. Nevertheless, effigies are highly durable and unswervingly loyal to their masters, possessing all the benefits and drawbacks of more standard grave goods. Your first purchase of this will provide you with a single, finely crafted, and nearly indestructible effigy of jade. You may upgrade this further for 50 cp, quintupling the amount of effigies you will receive, to a maximum of five upgrades for an army of effigies that rivals the private army of the Dual Monarchy at more than three-thousand strong.

459. Loathsome Osseous Shell [200]

The Mask of Winters regards the Seventh Legion of Lookshy as the only force nearby that can seriously hinder his plans, so he develops necromantic analogues to their magitech arsenal. His most successful experiment is the loathsome osseous shell, a bone and metal carapace that he believes can duplicate every capability of the Seventh Legion's mighty gunzosha power armor. Like that armor, a loathsome osseous shell needs a mortal wearer, who interfaces with the armor with the help of certain mystical and surgical alterations.

The bone and soulsteel implants in the body of an ivory hoplite are more than slightly conspicuous. The warrior also has necromantic runes of binding surgically engraved on various important bones of his body, making them a living prison for the hungry ghost that powers the armor. While these armors are a relatively recent development, the loathsome osseous shells are expected to shorten their mortal wearer's life span the same way gunzosha armor does, but this is a small price to pay for the ability to contend with Lookshy and Exalted foes.

You may already have these implants inserted into the body of a member of your retinue with this purchase, as long as the intended recipient is a living human, or you may simply receive the implants and instructions on how to insert them. For an extra 100 cp, you may upgrade this purchase to receive instead a dozen of these suits of armor to armor your troops with. Further, you may continue to purchase additional sets of these suits as many times as you want, each time paying another 100 cp to receive a dozen more.

460. Deplorable Appendage of the Colossal Pitch [200]

Attached to a wooden, wheeled platform for transports and leverage, and pulled by large undead oxen, this oversized catapult is made from the skeletal arm and preserved tendons of a giant. When one pulls the lever, this monstrous necrotic arm will lob whatever has been put into its palm far into the distance, yet the necromantic design is more accurate than the more standard mechanisms of Creation.

As a bonus, purchasing this catapult will also come with a half a dozen blocks of ammunition. Large blocks of human bones packed together between two brittle pieces of wood and secured by chains, each of these skeletons contains a hungry ghost that has been bound to that particular piece and induced into slumber. Once it is thrown at your enemies, the impact will shatter most of the brittle bones, unleash a horde of hungry ghosts onto your unfortunate victims. After use, you will find replacement armaments to hurl more feral ghosts into your enemies' cities after a month. In the meantime, one might simply use boulders and other more standard ammunition.

If you would like, you may upgrade this purchase with a further 200 cp, for a total of 400, which will instead gain you a full dozen of these catapults, each with their own supply of ammunition to slaughter your enemies with.

461. Seer-Spiders of the Calendar's Patterns [200]

Five seers of heaven, five spiders of bone. These hand-sized spiders of bone and sinew, held together by soulsteel and starmetal wires, were fashioned from the remains of five agents of heaven, each a prodigal astrologist. Their preserved bones and tendons form the body of these spiders, while their soulforged ghosts and slain divine familiars form the wires of soulsteel and starmetal that reinforce these mockeries of the pattern spiders that tend to the loom of fate.

More intelligent than most necrotic designs, these blasphemous creations can serve you as scouts, spotters, and most especially spies. They can speak and play back what they overheard by vibrating their tendons, and are rather adept at sneaking around with their many legs of skittering bone. But perhaps their most useful aspect lies in something retained from their former lives, as each of these spiders have a single star-spangled eye set into their abdomen. While all of them have a different color of eye, their uses are the same, as with it they can divine the future using the stars. Whether the stars of Creation, or the bleak stars of the Underworld, it ill matters to these dead arachnoid and experts of astrology. Use these mockeries of the pattern spiders to plot out the fates of your enemies.

462. Cartilage Palissade Serpent [300]

A working of necrotech created from an enormous serpentine creature, this long ribcage slithers and scuttles along with an army on the march, laden with supplies and other support. The movement of a skeletal snake resembles a cross between the glide of a snake and the coordinated walk of a millipede. It's as effective on snow and ice as on rock or dirt. Though slowed, the serpent may traverse even sandy dunes.

It is when that army halts that the bone-serpent shows it true worth however, far more than a simple reanimated beast of burden, it will encircle the army's encampment and bite its own tailbone. In so doing, the excessively long construct will form a palissade around the location of the encampment, its massive ribs and the soulsteel reinforcement an impenetrable wall. Further, the serpent's sides are studded with human arms ending in blade and hook, bow and spear, with which it can defend itself should it come under attack. In this way, it defends and buys time for its charges within to properly prepare to annihilate the foe without interruption. The snake sees and hears by means of one-yard-long stalks that extend from one side of the spine every few yards.

463. Spider-Organ of Undeath's Threnody [300]

This great creation of necrotech is carried up into the air by its eight limbs of bone, sinew, and soulsteel, each taller than a house and as prehensile as an arm. The construct can move important people and objects quickly and securely, moving tirelessly and with grace that disturbs the living. An ivory and soulsteel palanquin is carried upon its back for the comfort of its passengers, but more importantly, a great pipe organ of soulsteel is integrated into this necromantic machine, allowing one of the riders to play the grand instrument's keys of polished bone and pedalboards of underworld ebony.

Once someone starts to play the Spider-Organ, a haunting lament will invariable make itself heard. This brooding melody, laden with necromantic essence, is sufficient to animate every corpse close enough to be affected by the music. From those who only just passed, to those who had been longer buried, the threnody fills them all. The unstoppable power of this song of mourning enables corpses to burst up from the earth or smash out of tombs to reach the spider-organ's side. Each and every zombie animated in this way shall obey the will of whomever plays the great pipe organ, their every command subconsciously relayed through the notes they play. In daylight, this horde is reanimated only until the music ceases, but otherwise, they'll persist until dawn strikes them.

464. Asphodel [300]

Before the First Age reached its height, Kesuth Amaldui of the Copper Spiders bound the soul of the mortal sorcerer Shou Ren into a jewel. In exchange for the sorcerer's wisdom, Amaldui crafted a hidden world inside the stone for Shou Ren to rule. The Twilight set this jewel at the heart of a mighty mace. He became an enigma to his peers, seeming to converse with the mace he bore, and vanishing into its hidden world for months at a time. From the stone's depths he called forth ghostly soldiers to garrison Hollow against the Forty-Fourth Immortal; into the stone's depths he bound dark powers as he plumbed the Underworld for fell secrets.

Asphodel is a seven-flanged artifact mace of soulsteel. Its construction is airy and light, every surface inlaid with delicate white jade scrollwork. Where the flanges meet the shaft, they cage a fist-sized smoky gemstone of irregular, wavy facets. Whenever the wielder is touching Asphodel, they can converse with Shou Ren. They may call upon him for counsel regarding whatever lore he can share on a specific topic and may petition Shou Ren for more tangible aid through bargaining, asking to loan some of his retainers, such as a war ghosts, spectral steeds, mortwights, or jade effigies. Shou Ren is always happy to speak to the Exalted; despite absolute mastery of his hidden world, he is deprived of stimulation, craving both new lore from Creation and opportunities to converse with the living. In exchange, he freely shares his erudition and wisdom.

A powerful wielder might learn to banish the undead to the hidden world within, adding them to the undead prince's menagerie, and could even master the secret to entering the lifeless realm within. Lovely and cold, it is a place of nacreous mists and quicksilver pools, of vertiginous promontories and crystalline spires. At its heart rises Shou Ren's onyx and silver palace, where he rules in ennui over hundreds of ghosts drawn into his realm over the millennia.

465. The Underhaus [600]

Your very own Underworld. Or at least, a slice of Underworld for yourself. For 200 cp, this adds an Underworld layer to your cosmic warehouse, taking on the appearance of a dark reflection of your existing warehouse, seen through the lens of death. Located "below" your warehouse in the same way that the greater Underworld is below the living world of Creation, you may designate parts of your warehouse to be small, enduring shadowlands to access this Underhaus more easily. Here you may respire necrotic essence, interact with ghosts and immaterial spirits, and store things that cannot bear the light of the sun.

Alternatively, if that isn't enough, you may pay a full 600 cp and get something much more expansive. Instead of merely receiving a dark mirror of your warehouse, each of the various attachments, properties, and lands that follow you will have underworld reflections of their own. These properties shall sit as anchors within the world and each of your properties, in whole or in part, may be made into shadowlands to lead down into this greater Underhaus.

Connecting all of these disjointed underworld landmarks will be an underworld appropriate to the world they stand in, a dark world that gains solidity and detail from the memories of the dead. Where none have lived or died, the terrain is grey and nearly featureless phantasms. But where many people have lived their lives and breathed their last, this underworld is filled with dark reflections and remnants of what has been lost. Primeval forests that have since been cut down and burnt for farmland, the remnants of cities lost to war and villages lost to plague, and whatever else has been lost to the sands of time in the world you find yourself in. The population of this underworld, aside from any followers you bring with you, would be composed merely of plasmic creatures and echoes of the dead, not true ghosts of the natives. However, once established below a world, the dead of that place may choose to resist the call of whatever fate would normally remain for them past death, to linger within the Underhaus as ghosts.

466. A Tiny Sliver of Hope [200]

In ancient times, when the Exaltations were first created, each of the Lunar Exaltations would be emotionally linked to a specific Solar Exaltation, mated to it in fact. The possessors of each would inevitably be drawn to one another; the Lunars would serve the Solars as shield mates, seconds, bodyguards and even lovers as the case might be. Of course this bond could manifest in a lot of ways, depending on the personalities in question. Some may become lovers, while others may become close friends, rivals, or even hated enemies.

The mystical ties that once bound the Lunar Exalted to their Solar mates now offer Abyssal Exalted a tiny sliver of hope. Resonance is never gained from sins of life directly associated with the appropriate Lunar. If the deathknight's mate calls her by her forsaken name, she may answer to it. She can protect her mate from harm and love her with a positive Intimacy. The two can even have children together safely, for all that the Neverborn impotently roar in fury. If the Abyssal actually does hold positive feelings for their mate, the protection goes even further, shielding them from sins of death so long as their actions are in direct support or defense of the Lunar, such that a deathknight could safely ignore their Liege's command to murder their mate and could even fight the Deathlord in defense of that one precious life.

With the small payment given here, you will be guaranteed to be drawn close to them early in your stay, and further you shall be allowed to take them with you when you leave this world again. Or you could simply import someone into this role if you prefer, granting them the benefits of Lunar Exaltation as your mate. You can only take this option once, but your fellow deathknights may spend their own points for the company of their own Mates.

467. The Once-Living/Plasmic Familiar [100]

The Once-Living [50]

Not all allies of the Chosen of Death are Exalted themselves, as some amongst their number deign to cultivate powerful allies amongst the ghosts of the Underworld. And for a small sum of 50 cp, you may take one of the Underworld's restless dead with you as well. To be a ghost is to be a memory given form, a reflection of who and what the ghost was in his former life. The majority of ghosts appear exactly as they did either at death or moments before it, and most ghosts bear markings of some kind identifying the cause of death.

Their emotions and agendas are exaggerated passion-plays to stave off Lethe, not the organic motivations of the living. Exactly what gives a particular ghost the strength of will to resist Lethe varies from person to person, but the vast majority of the dead lead lives of quiet futility. Such ghosts spurn Lethe because of their inability to let go of their past lives, and so most ghosts feel compelled to continue the same rote tasks that filled their living days. Ghostly farmers still arise with the sun and tend to their farms, growing food that no one actually needs to eat. Ghostly beggars still sit in street corners, begging for change, even though they no longer have any material needs and no longer suffer from any of the afflictions that had left them destitute in life. Not all ghosts fall into the trap of repetition, however. Some manage to free themselves from the lure of living memories and forge new destinies for themselves in the Underworld.

Plasmic Familiar [50]

Abyssals cannot bond with living animals as the living can. Instead, they may attune their withered souls to the ghosts of predatory or scavenger animals, or the plasmic animals (well, creatures) native to the Underworld. Such familiars cannot provide additional Essence reserves for their masters and they are immaterial in all the same circumstances as human ghosts, limiting their usefulness outside the Underworld except as spies.

On the other hand, ghostly familiars can return from death. Unless it is slain with magic that annihilates spirits, the familiar re-forms after a number of days. The familiar emerges from its master's shadow fully healed at the next sunset after the appointed time without taking any lasting harm from the experience. Consequently, many Abyssals think nothing of ordering their familiars to perform "suicidal" tasks.

468. Death Cult [250]

The jealous Deathlords do not permit their servants to live as gods or bask in the adulation of worshipers. Regardless, Abyssals cannot help but awe and terrify people around them, so some amongst their number develop cults of their own. For 50 cp, you will have a group of eight full-time priests or nuns to worship you with suicidal fervor. For each additional 50 cp you spend, your cult may grow by a factor of five, to a maximum of five-thousand death cultists ready to worship and pray at your feet.

While a small fraction amongst them might be trained exorcists or even the occasional ghost-blooded or mortal necromancer, most of these cultists aren't useful for much beyond worship. That's not to say they're useless though, because they've memorised a startling number of rituals with which to venerate death and would happily slit their own throats at your request. Some of the most... devout amongst their number might even want to show their devotion by

begging to taste the ecstasy of death at your hand. And when one amongst their number does perish, you may choose whether to have them be replaced with a new cultist in your following jump or to have their ghost continue to worship you in death.

469. Abyssal Command [250]

With necromancy capable of animating the dead, binding ghosts into servitude and chaining the souls of the living, the Deathlords have little trouble amassing large military forces. Although the Abyssal Exalted are not yet as potent as their masters in this regard, some have begun raising their own armies of the dead. Zombies and hungry ghosts have some advantages as troops compared to mortals, but their mindless state imposes severe limitations as well. For 50 cp, you will have a group of sixteen zombies, skeletons, or hungry ghosts to fight for you. For each additional 50 cp you spend, your ravenous army may grow by a factor of five, to a maximum of ten-thousand of the mindless dead ready to swarm your enemies at your command.

War ghosts and nemissaries have greater value than the mindless undead do, so they cost more. So for 50 cp, you will have a group of eight war ghosts or nemissaries to fight at your command. For each additional 50 cp you spend, your ghostly army may grow by a factor of five, to a maximum of five-thousand ghosts ready to fight under your banner.

470. Inverted Citadel of Restless Dead [400]

Appearing like a haunted woodlands and dark meadows, with set of five tombs scattered around, this land seems peaceful. Yet in actuality, it has been poisoned by a lasting curse of undeath, just below the surface. Any time a living creature dies within its boundary, the ground softens and crumbles to absorb it. The corpse might rise again a few minutes later, its skin years rotted but its bones strong and claws sharp. Yet, the majority of these ravenous zombies do not surface again immediately. Instead they burrow into the ground, which accepts them easily. Deep below the earth, they surface once again, within the bowels of a great fortress. There they join the existing crew of skeletons and nephwracks in guarding the halls and battlements of this great upside-down castle, lit by eternal lanterns of pyre flame, and set upon the ceiling of a truly gigantic cavern like a man-made crown of stalactites.

The zombies exist under the control of the hearthstone bearer, and with a command, they may burrow back towards the surface within minutes to wage a surprise war on anyone foolish enough to encroach on your day. Should you wish, they may also drag the living into the ground to serve take as captives, instead of tearing them apart. Besides this, your citadel can only be accessed by a long journey into the bowels of the surface tombs, their spiralling staircases eventually leading down to the treacherous floor of the cavern. High above, the impregnable fortress-manse glitters in the light of pyre flames. From this floor, the only way to approach the cavern's ceiling and the gates of the castle lies in well-guarded passages, as gravity reverses halfway along these paths.

471. Lamenting Temple of Oblivion's Mercy [400]

This massive step pyramid is a temple dedicated to the Void, every inch of the black ziggurat and the grounds surrounding it consecrated to Oblivion. Any being, mortal or god alike, that

would approach within five miles of the temple's structure is drained of their life in minutes, thus leaving only the dead and the temple's hereditary priesthood to walk its halls. Any Abyssal Exalted would instead be bolstered by the manse's aspect, while the priest are likewise blessed by the grace of the Void as they sing mourning hymns to the ancient dead, and record the whispers of the Void in black glossolalia.

The temple walls are made from a staggering amount of soulsteel bricks. Each year the priests remove one of these bricks, sanctify it with prayer, and then cast it into the pit to the Void at the center of the temple. Once they have done so, they retreat from the pit, before ritually slaying one of their own and smelting them into a fresh brick of soulsteel to replace the one cast into the Abyss. In this way, the temple shows the mercy of Oblivion. All will be released from suffering. Eventually.

In the meantime, the temple will serve you alongside the Void. The priest will obey your commands, as long as they do not interfere with their duties and the maintenance of the temple. While the outside is filled with the pained sounds of the soul trapped within its soulsteel walls, the Void stills these sounds within, leaving only the voices of its occupants and a near-inaudible whisper to fill the silence. You may take your residence here, or sit by the edge of Oblivion's whispering maw to contemplate the glory of the Void.

472. Bleak Atelier of Necro-Engineers [400]

Faith, magic and technology cpme together in the factory-cathedral. Within its walls were produced glorious wonders reserved for the greatest gods and Chosen. Almost none of these wonderous factory-cathedrals endure today, and those that remain are terribly damaged or lost to the impassable wilderness. But while practically no one alive could build a factory-cathedral today, the Deathlords are some of the few beings that could. Still, only one amongst the deathlords is officially known to possess an equivalent...

And now, you may acquire one of these wonders of dark design. Build as a great tower, this imposing manse has been designed to serve both as a factory-cathedral reminiscent of those built in the First Age and as an equally effective necrosurgery laboratory using more recent designs pioneered by the Deathlords. Unlike the hallowed cathedrals built by the Solars of old, these halls have not been sanctified or constructed as a temple-manse.

Instead, special precautions have been taken to ensure the cold, sterile perfection of the Abyssal Essence that powers the horrible machines within. Within these workshops, long forgotten First Age tools are set side by side with just as sophisticated new innovations. Here, eldritch suspension vats preserve the dead. Essence-fueled welding tools fuse bone to bone. Flasks of reagents bubble and strange devices whir, spark and glow. The place carries about it a dark majesty that scares away most natural animals and invites bad weather, yet the environment stays oddly dry and cool. Black ornaments inset with iron, onyx, and obsidian further channel the manse's Essence into necromantic power, such that the costs of necromantic spells cast within the manse's walls are significantly reduced. Furthermore, the manse bolsters the strength of such spells beyond the capabilities of the necromancer's own Essence. All the better to animated the necrotic warmachines one might create within.

473. Hidden Estate of Undying Breath [400]

True to its name, the Hidden Estate is hard to find. As far as outsiders can tell, the manse isn't there. Its geomancy redirects the eye of those not attuned to it so subtly that one must literally stumble over it to notice it. It gives no non-tactile sensory impressions, and the land where it should be seems normal (though its Essence flows may be felt by sensitive characters or geomancers). It exploits a gap in Fate's pattern to disguise its existence from the Loom of Fate. Even battles fought within the manse won't be obvious. Worse, even if someone manages to stumble upon it, the Estate may have vanished again the next day. Powerful magic has shaped five other locations to be geomantically identical to the site of the manse, enabling the manse to vanish from its current location and appear in one of them, while still drawing Essence from its demesne. This process takes one hour, cannot happen more than once a day, and transports everything within the manse's walls.

Once someone enters the manse though, it appears to be a large and extravagant manor house decorated in gothic style. Lavish furniture and decorations are scattered throughout the manse, while several magical conveniences boosts the comfort of occupants. Scarlet candles light whenever anyone enters a room, doors open when approached, the kitchens provide feasts for every dinner, the cellar is always stocked with fine wines, the temperature within is always pleasant, and a self-updating moonsilver plaque in the library keeps a cross-referenced catalog of every book on its shelves.

But what is arguably its greatest boon is much less obvious to a casual glance. A potent enchantment suffuses the environment with an overabundance of living Essence, though twisted to an Abyssal aspect, this still increasing the vitality of those within it. Those within heal from most any wound within hours, they recover easily from the most terrible diseases and poisons with ease. And provided that individuals do not spend more than one day away from the manse each week, they do not measurably age.

474. Forbidden Necropoli of Wraithly Chains [400]

This large, walled complex can serve as a palace for emperors and princes to hold court as well as the jeweled heart of a city. Build primarily of precious wood, marble, and jade in lavish fashion reminiscent of the Realm at its peak, the necropoli consists of nine hundred ninety-nine buildings with nine thousand nine hundred and ninety-nine bays of rooms. At each of the four corners of the wall sit guard towers with intricate roofs, while a total of five gates may grant access to the artfully-designed roads and terraces within. Four of these gates are grand and decorated, each piercing the walls in line with the cardinal directions, while one hidden gate can only be accessed by those who know of its secret. The fifth gate is not a physical one, but one of ritual and blood. When one slays three living creatures on three consecutive nights, the pooling blood of the latest victim may be used as a gateway to the necropoli. For an instant, the traveller passes through the Labyrinth, before stepping foot onto one of the terraces in the necropoli's garden, where delicate bones have been carefully sculpted into facsimiles of trees and fields of flowers.

Those who die within the necropoli, or within five miles of its walls, always leave ghosts. Moreover, these wraiths are bound to serve the master of the manse, unable to leave the grounds unless released from their servitude. A maximum of nine hundred and ninety-nine ghosts may be bound thusly, and while only the most powerful of ghosts could break free of this control on their own, the hearthstone bearer may release any ghosts at any time. Starting off, the necropoli has a full complement of ghostly retainers bound to it. Though most are simply ghostly servants and guards, a relative few of these ghosts are old and powerful enough to be considered beyond the might of ordinary wraiths. These few ancient courtiers of the dead may advice their master in many things, aid them with their mastery of ghostly arcanoi, and will guard the palace with the obsessive fury common to ghosts.

Inside the necropoli-palace's walls, these and any other ghosts are always material, even when the sun of Creation reaches its zenith in the skies above. Nevertheless, those ghosts bound to serve may pass through the walls of the city as easily as they could when immaterial, to better serve their lord and court.

475. Cold Stones of a Dead Hearth [200]

Although each Deathlord controls several manses in Creation, few of them own enough of these geomantic power stations to provide hearthstones for all their deathknights. On the other hand, most Deathlords control dozens or hundreds of manses in the Underworld, more than enough to supply their Abyssals with hearthstones. Yet the hearthstones from these Underworld manses work only in the Underworld itself. In Creation, these hearthstones become hard pebbles that grant neither Essence nor magical powers. You have been granted the privilege of carrying and using some of these Underworld hearthstones, further magnifying your puissance in the Underworld. For each purchase of this, you may choose between receiving one of the mightier hearthstones of the Underworld or a small set of lesser ones.

Shin Megami Tensei II

476. Carry On, Wayward Son [100] – Humans have not had a good lot for the past few decades. The entire planet suffered not one but several apocalypses meant to weed out all but the most fanatical of either side of an ancient conflict, and while it has managed to rebuild some semblance of civilization, many still suffer and die by the hundreds at the hands of demons or their fellow man. Yet they are a hardy species, and adapt accordingly. Your mind has a resistance some would call apathy to horrific trauma and tragedy – even if your entire hometown was swallowed whole by a giant demon, you would be able to carry on and continue with whatever mission or goals you set without being distracted by your emotions. Just remember, this sort of grit-your-teeth approach won't stop it from hurting, just that you won't stop to shed tears while you're fighting for your life.

477. Live By The Sword, Die By The Sword [100] – Humans haven't had the luxury of living in any kind of safety or comfort for a long time, and even those within the umbrella of safety under the Center are familiar with the rigors of combat. You

understand how to operate and properly wield weapons like swords and guns, your body tough and strong enough to fight the weakest demons evenly and stand a possible chance against some of their champions. However, this strength alone won't carry you through the apocalyptic events to follow...merely forming a foundation of what you can possibly become.

478. Eternal Duality [200] – Despite the vast difference in raw power and ability between normal humans and Demons, Demons still work to sway humans to their way of thinking, as does the church of the Messians. Perhaps they're more important than they seem? Whether the conflict of Law and Chaos and those caught in-between, or other clashing powers in worlds you enter in the future, you will find opportunities and offers to join powerful factions and receive new allies will fall into your lap...and this effect intensifies greatly in proportion to how strong your potential to change the world for good or ill. This can be toggled on and off, if you'd rather live a quiet life.

479. Solomon's Testament [200] – Demonic power is used by all powers of note in this world, and more than a few humans have managed to charm or coerce them to their side. The problem is that when negotiating such a contract, many Demons are not terribly...straightforward in their bargaining, some just stealing their gifts and bribes without anything in return. Whether from a similarly alien mindset or some hard-earned lessons in this cycle of mad negotiations, you know how to reach an accord and understanding when speaking with Demons, and understand what you need to give or say to them to bring them to your side. It won't work terribly well on those staunchly determined to stand against you, but at least you won't dump your life savings at a powerful demon only for them to attack you anyways. This works on demons in later jumps, as well.

480. From Adam's Rib [400] – Just as God made a perfect companion for the first Man from a piece of his body, you have mastered the advance science of cloning and artificial human creation, much like the alchemists of old supposedly made homonculi. You have a genius understanding of genetic engineering, as well as growing artificial humans within wombs or test tubes alike, designing everything from their appearance to their physical capabilities. In time, you could even recreate the project that caused God to turn his apathy into wrath for the world: Making Artificial Messiahs that could eventually turn the world upside down through both power and charisma.

481. Fire of Heaven [400] – Despite the fire and floods of apocalypse, humanity continues to progress and develop its technology, surviving and even thriving through advancement.

You are one of the technological savants of the era, knowing how to construct everything from the prized Plasma Swords to the construction of virtual reality

environments used for simulated combat. You know how to build weapons and armor able to withstand a demonic assault, as well as augmenting the living with machinery, along with many of the other everyday devices within Tokyo Millennium.

482. The Chosen One [600] – A secret that few are aware of is that God – or his true name, YHVH – is not the ultimate creator of the universe as he claims, but merely an aspect of a Great Will that administrates and observes the whole of the multiverse, shaping and subtly directing its will through others. When a world is on the brink of disaster or a clash between the two major powers, this Axiom selects a Messiah to act as a kingmaker, ultimately deciding the fate of the world and its future. The first was the nameless Hero who chose neither Law nor Chaos only to die ignobly years later. The second is, as fate would have it, the artificially-created Messiah Aleph.

And now, there's you.

The ultimate will of the universe has chosen you to be the second linchpin in this major conflict, and while it won't manifest in a blaze of light or prophecy as the Messians claim, destiny itself is on your side. Death by happenstance or misfortune eludes you, Demons are more naturally disposed towards liking you or joining whatever cause you follow (so long as they're not your enemies) as you grow in strength, and you will find gaining power through allies, resources, or just your own experience and training will come much more easily, letting you become a world-changing figure in mere months or weeks. Lastly, your actions will reverberate across history and the coming days – whatever faction you join will quickly ascend to become the dominant power as you overcome their opposition...or perhaps one you create entirely from scratch will usurp both sides entirely. Even if your name and face was ever forgotten, the decisions you made in a great conflict will shape history in a way you or your chosen side would find suitable for centuries to come.

Should you wish to have a more subtle impact on history, you may toggle this perk's historical impact off.

483. Man Made Messiah [600] – But just as Man cannot live on bread alone, they cannot wait for the divine to grant them a savior. So why not make one in their own image, the same way God made Man? If you've entered this world with memories, you may sometimes have visions of a strange man in robes speaking to you as your body rested alongside several others in test tubes...memories of your creation.

You were genetically engineered by cutting edge science to be the very model of a Messiah for the Center. Your body is stronger and tougher than that of a normal human, able to survive a drop from Earth's orbit and land with hardly a scratch on your person. You were programmed with a natural talent for fighting demons, quickly mastering new weapons you obtain and being able to defeat entire squads of the Messian's Temple Knights and similar foes with martial prowess alone. In addition, you were designed to rally the disparate factions of humanity under the Messian's banner, and as such you have not only an aesthetically pleasing appearance but a natural charisma that can quickly turn former enemies into allies, creating an army just

around the message or cause you fight for by force of personality alone. Just try not to dwell too much on the fact you're an imitation...or worse, the reason for the coming wrath of God...

484. Wolf in Sheep's Clothing [100] – While many demons roam the world as ravenous hordes or hired muscle, some take a more...refined approach. Regardless of how inhuman or strange your form is, you are able to disguise yourself as a human, appearing as one by all intents and purposes even by detailed technological scanners. However, this disguise is a thin one...should you unleash your demonic powers or spells, the facade will melt away and your true form will be revealed. You may assume and discard this disguise at will.

485. Maou Jumper! [100] – Demons are many things. Mythical. Powerful. Terrifying.

But something they aren't is subtle. When you appear before a newfound foe, your presence is imposing as they sense your approach, appearing more terrifying and unstoppable to your foe depending on how strong you are compared to them. Those who would be mere fodder to you quickly flee or surrender without a capable leader behind them...that is, they don't rout entirely. You may also herald your appearance with something thematically appropriate to your demonic form or personality, like the glow of a red sun or the chill of a winter cold, though this is entirely aesthetic. You may toggle this effect on and off at will.

486. Foolish Faust [200] – Hahaha, the suckers! Many humans endeavor to gain the favor of Demons to use their power, but this must be done through either intimidation or negotiation. And you are fantastic at exploiting the latter. Lead someone in circles with questions that go nowhere, make them surrender their life savings to gain your favor, maybe even coax them into giving you powerful items they possess...all with the vague promise of becoming their ally or just giving them a boon.

The best part? You don't even need to deliver! You can run off with your ill-gotten gains and stand a good chance of escaping, never to be seen again. Powerful summoners compared to you might see through your ruse or give a vengeful chase, though. For anyone else, well, it's their fault for taking a demon at their word.

487. Again?! [200] – Turn left, suddenly demons. Turn right, suddenly demons. Go forward, suddenly demons. Go back – you get the point, don't you? With Demons roaming all over the planet, it doesn't take much for a roving gang of them to sneak up on hapless passerbys while just traveling around Tokyo Millennium. You're an expert at ambush tactics, having a knack for sneaking up on enemies when it would be most inconvenient or dangerous for them, able to catch any except the most eagled-eyed foes off guard. In addition, you're good at assembling small mobs to attack said enemies with you...other demons or even hostile wildlife will temporarily join your side to fight said foes, so long as the attack isn't obviously suicidal for them. If you

have some charisma behind you, you can even turn these temporary mobs into full-on gangs...you know, if you need more than just meat- shields or goons.

488. Enchanted Arsenal [400] – Demons are the Old Gods, Fae, and creatures of myth and legend. Something many of them share is items of great power and curses granted to heroes and fools alike. Enchanted sap that causes someone to fall madly in love with the first person they see, a sword that blazes with fire, and more...you have learned how to create such magical items with singular effects. You start off knowing how to empower physical items with similar effects to your purview as a Demon, such as a Pixie being able to make enchanted dust that enables flight or casts a spell you know, or a Shinto deity making a katana with an elemental power you hold, but in time you may construct such wonders that other Demons make as well, not limited by the type of demon you yourself are. These items can be used by any you grant them to, even humans normally lacking a shred of magical power. Aren't you generous?

489. Demonic Infusion [400] – Humans normally lack the strange and fantastical abilities of demons, relying on their silly gadgets and technology to stand a chance. Of course, you can instead lend them a bit of a helping hand. You see, some demons are able to voluntarily merge with a human host, changing them into demonic hybrids with the power of a demon and the soul of a human.

This usually destroys the ego of said demon, but you've learned how to do it piecemeal. You can temporarily weaken yourself to grant demonic power to a human or mundane creature, granting them a fraction of your physical abilities as well as attributes based on your demonic form – ice magic and snow-white skin if you were a Frost, wings and holy magic if you're an Angel, and so forth.

The stronger you want your new hybrid to be, the more exhausting and draining the process must be, and making them your equal in one go will likely destroy you. Still, even with a tiny fraction of yourself, your hybrid may grow stronger and develop thematically similar abilities on their own. It's an investment, you see?

490. Hell is Other Demons [600] – Interesting. Are you some ancient deity disgraced into demonhood by God Himself? Or did you stumble upon a forbidden secret all by yourself? You've learned something beyond mere summoning: The creation of Demons themselves.

Utilizing any existing myth or story in the world as a basis (rule of thumb, assume at least one-hundred people in the world know and talk about it), you may expend a large amount of your personal energy to create a brand new demon based on that story. A story about a fairy queen who enchants unwary travelers under her spell would become a beautiful demon with a bewitching voice, and a story about a mothman that eats goats would become a gigantic insect with a vicious appetite.

Though they will gain abilities based on their stories, their strength depends on the popularity and common knowledge of their legend. With only the bare minimum to create a demon, they would be among the weakest and easily dispatched...but a legend that is common knowledge to the entire planet, or even something like the center of a worldwide religion could be a match for even the likes of Satan or Lucifer in terms of power.

These demons you create will not necessarily be loyal to you and may even work against you if your beliefs and methods differ too wildly (see Lucifer himself for a good example), they will still subconsciously act in a way that advances your goals in a way you approve of, with them oblivious to it each step of the way. After all, you're their Creator – and their purpose is burned into their very being.

491. Mercy and Severity [600] – Your current form, whether that of a human or a Demon, is merely a shadow of what you once were. You were once a much more powerful Demon, split in two by the will of a greater power...or perhaps your own scheme to hide yourself from the warring powers of this world. But your other half is still out there in the world, waiting for the day you're both finally reunited.

In summation, there is a second Demon in the world that is your equal in power, or at least the powers you wield in this world. Their base form is worth 600 points or less, following the same Variable costs as a normal Demon form. A telepathic link exists between the both of you, always aware of the other's location, and always acting in a way that furthers your own agenda. They're unshakably loyal to you...though, this may just be an extension of self-interest. You're the same person, after all.

This Demon can learn independently of you as well, gaining its own abilities and tactics of its own initiative. At will, when you're both near each other, you may merge again into a complete entity: Not only combining your respective abilities together into a unified whole, but doubling your own power in both raw power and magic. The human Zayin was able to merge together with Set to become Satan, one of the final foes in this world beneath only the Almighty God himself...who knows what you will become? You may freely separate at will, losing the benefits of this fusion until you choose to resume it.

This Demon counts as a follower but may be imported as a full companion in later jumps.

492. Fear Not [100] – Blessed are those who follow God's laws, for they will shine with holy light. Despite whatever monstrous or mundane face you wear, or how much blood is soaked upon your blade, your presence is a holy one that inspires the lawful and righteous. Those who follow the Law that you have chosen to abide by will be warmed and encouraged by your presence, and few will doubt you are holy and a righteous judicator. Of course, those who oppose whatever Law you follow won't quite see a holy avenger...

493. I Am Justice [100] – The Law must be enforced not only by armor-clad knights and Angels with swords wreathed in fire, but by those who live within those Laws and seek out evil in day to day life. So long as you're following said Law to its spirit, you are recognized as an enforcer of its will, as though you were a sanctioned Temple Knight or one of God's rank-and-file Angels. This gives you the authority to enforce said Law and be recognized accordingly, though only as the lowest possible rank among such unless you advance your standings in some other way.

494. Begone, Evil One! [200] – Blessed are the obedient, for they will not suffer the temptations of Demons. By closing your mind to all but whatever dogma you follow, the words and influences of others on your mind turn into little more than a soft breeze against a stone fortress. Their honey-tongued arguments and temptations become irritating noise, their enchantments find your mind much harder to influence, and your resolve to follow your chosen Law blazes forth like holy fire. While some particularly strong enchantments or mind-affecting spells might still gain purchase on you, they will find you ten times harder to influence. You may open your mind again if you wish to reconsider your ways...but why would you want to?

495. Wheat From The Chaff [200] – Sure, the citizens of a society will bow their heads and obey the Law when it suits them...but so few are genuine believers or care about the cause of that Law beyond using it for their own survival. You have a keen eye in determining how loyal or disloyal someone is to whatever rules, Law, or society they live within, and can sniff out impending betrayal or rebellion like a bloodhound nearly weeks in advance. In addition, you know what you would need to do to bring such individuals from rebellious or apathetic into fanatical believers...whether from tragedy or a well-worded argument. Of course, you'll have to make that happen yourself...

496. Pen the Logos [400] – The most practical way to gather followers to gleefully worship those stone-carved Laws you have dictated for them is not to merely seize power and demand it so, but to repaint the narrative of history and culture like it was a canvas. Not only are you a charismatic speaker who can ignite faith and fervor in ordinary humans with ease, but you'll find your words are accepted more and more as 'fact' contrary to all evidence the higher your position in society is. As an ordinary person with no societal status, you could start a dedicated underground cult with thousands of members. As one of the leading and governing officials in the world, your word is accepted as the 'truth' of the world, able to mold society, religion, and history to follow your perspective. Name yourself a Messiah and the world will believe you. Decree your Laws as holy word and it shall be accepted. Of course, this

only changes the perspective of your followers...it won't truly erase whatever old Gods or history existed in the world. And they might be a bit cross with you for that.

497. Fire and Brimstone [400] – There is no mercy for sinners and heretics. If they truly deserved such things, they would have known better than to oppose you in the first place. Whether as a gift from God Himself or some other holy 'curse', you have been given the power to damn the immortal souls of your foes to a hellish fate of your design. Upon dealing a lethal blow to an enemy or when they willingly surrender to you after life-or-death combat, you may curse their soul to a grisly fate of your choosing. You may force them and their descendants to endure suffering until their dying days, to reincarnate and watch the world be destroyed again and again, or even curse them to die in anonymity and be forgotten by history. You may tailor any such foe to whatever horrific fate you may deem upon them, and no force in this world will lift this curse save for the intervention of a power far beyond yours...or yourself, should you feel merciful.

498. Pearly Gates [600] – God's in his Heaven, all is right with the world. That is what will be said about the world you will build with your own two hands. You're not merely a preacher or a leader – you are the one who will herald the Thousand Year Kingdom as it should be. The more you work to enforce or impose your ideal Law upon a society or even an entire civilization, the more it will grip the hearts and minds of those who live within it, until the entirety of that world's culture resembles exactly your personal ideal for it.

The higher your place in a social hierarchy or the greater impact you have on the world, the more it shifts from its muddled chaos into a world that obediently follows your world as gospel, the effect snowballing with greater intensity depending on how much your personal beliefs and faith have become popular in the world. Even better, if you smite or strike down your opposition in battle or debate, their rebellious efforts become less and less effective until they're all but erased from memory and history. At its pinnacle, the world will become an obedient world of thralls all dedicated to worshiping the word of whatever truth you have set for them, and will remain such for millennia even long after you've perished or left that world behind. Of course, this doesn't work for a belief system or dogma that revolves around things like self-determination or chaos...but why would they need such a thing in paradise?

499. The New Testament [600] – Such blasphemy! How dare you wield such forbidden truths while wearing the mantle of Law!...couldn't resist the temptation, perhaps? The Archangels committed a grave sin – using the belief of their followers to create a duplicate of their very much alive and angry God, YHVH. It's very close to the genuine article, but falls a bit short of the full might of this world's wrathful and self-proclaimed Creator.

Similar to the properties of 'Hell is Other Demons', you may use the worship of an existing (or at least well-known) deity or force in this world to create your own simulacrum of that very same God or Goddess. They will wield similar abilities to their true selves based on both their mythos and their existing powers...a frighteningly powerful deity who could instantly end someone's life with their mighty voice would instead stun and bind the weak-minded, while a Sea God who could flood the world would instead drown a city. However, the gap between the two closes more and more as worship goes to your 'version' of that deity instead of its original, until they're all but indistinguishable. Did I mention this copy, while still true to the personality and beliefs of its original, has a fondness and loyalty towards you, their 'Apostle'? No? Well, they do.

You may combine this ability with 'Hell Is Other Demons', if you wish, giving your facsimile God the properties of a Demon...you'll find surprisingly little difference between the two in this world, after all.

500. Snake In The Garden [100] – The serpent that originally tempted Adam and Eve was able to evade the Angels who carefully guarded its gates and the watchful eye of God himself as he compelled them to break the one rule they were told not to. Or so the story goes, anyways. You will find that you can easily blend in and even live a mundane day-to-day life deep within territory run by your sworn enemies or those aligned against your interests, so long as you don't do anything more than live a simple existence – such as hanging out in a bar all day, going shopping, or even debating philosophy with some of your enemy's regular troops. If you haven't done anything recent in memory against them, most will be content to ignore you, if a bit wary. The moment you become active in conflict with these rivals or foes of yours for any reason or begin scheming against them, however, this tolerance goes away.

501. The Strong Must Rule! [100] – It's such a simple fact of life, isn't it? The mighty are the ones that the weak gather around for protection or hopes of appeasing the wrath of a would-be enemy. The more power you possess compared to those you speak to in person, the more susceptible they are to your own charisma...or just intimidation. Someone you could send home with bruises or significant wounds would tread carefully with you in the room, while someone you could reduce to atoms with the barest effort might be reduced to catatonic terror. However, those with particularly strong wills or a defiant hatred of you in particular are unaffected.

502. Among The Mighty [200] – Of course, the downside to the strong ruling is that those the masses beneath their heel rarely get opportunities to ascend above their station. The 'strong' are thus doomed to get complacent and become weaker in body and spirit...it is certainly good they have you to remind them, isn't it? Opportunities to advance yourself in power practically fall into your lap, especially in an underhanded way. Your rival shows their back to you during a moment of distress or weakness. The powerful artifact your superior meant to claim for themselves just happens to find

itself on your person. More than that, even if you have a penchant for betrayal and deceit, those who consider themselves superior to you in power or intellect constantly consider you a worthwhile proxy or ally, which gives you more opportunities to seize what you need from them. After all, falling prey to such deceit is still weakness in the end, isn't it?

503. Break Your Chains [200] – The idea of Chaos is rooted in the concept of freedom. Freedom from authority, freedom from sanity, freedom from being another sheep in a massive herd led by selfish shepherds. You'll find any actions you take that disturb the status quo of any existing society, especially for purposes of inducing anarchy or revolution, have a much better chance of success. A speech creates an angry mob, a rebellion raises a fanatical army instead of short-lived rebels, and freeing those enslaved within said society will be surprisingly easy. Of course, once that ball starts rolling you might not necessarily control how it spirals out of hand...but that's the whole point of Chaos, isn't it?

504. Functional Anarchy [400] – A little-known fact of the world is that many will do what benefits both themselves AND the whole surrounding them when left to their own devices. Is this true or is it another lie of Lucifer? Either way, you'll find it's surprisingly true in your case...any sort of society or organization you run that lacks any formal hierarchy or even due process not only works the way it is supposed to, but thrives. A loose coalition of humans and demons quickly learn to get along and work together, an army that's little more than angry mob is just as effective as a trained military force, and a gladiator team consisting only of misfits quickly become all-star favorites of the crowd. You tend to be considered 'First Citizen' of these groups, following your directions and guidance without much fuss, though adding your own formal rules and structure will see the benefits of this perk wane over time.

505. Honey-Tongued Heresy [400] – When Lucifer tempted humanity with the forbidden fruit of knowledge and power, he did not do so in desperation or with pathetic pleas. He tempted them with the possibilities that could be unlocked to them, never realizing how far he strung them along until he had turned a sizable chunk of mankind into devoted followers of Chaos. Whether as a protege or someone following his example, you are likewise a master of both charisma and long- term schemes. Your charming personality is enough to make even those who know of your true nature or wicked deeds second guess themselves and what they heard, turning foes into friends and friends into fanatical allies. Your grasp on manipulating events and people is so firm that you could spend a sizable amount of time sitting in a bar making small talk to any who happen upon you, and your plans would still move towards a result of your desire...though you will need to be more 'hands on' for situations with powerful opposition or complicated situations.

506. Morning Star [600] – Accuser. Adversary. Antithesis. Archenemy. All of these words and more describe what you are meant to be: The enemy. The implacable foe and embodiment of everything they stand against, the ultimate and final foe that threatens to destroy all they have ever worked for. Who is this 'they'? Anyone you choose. You may choose a single existing entity – an individual, an organization, even a particular location or philosophy to oppose. Once you have chosen this entity, you will find yourself empowered in all you do to oppose or destroy them. A spell you cast to burn a building belonging to your enemy will see it disintegrated, a rally designed to bring them together will instead tear itself apart with a strong enough argument from you, and even an army half the size and strength of this foe will make it an even battle.

The obvious downside is that anyone from this particular entity hates you or at least seek to defeat you purely on principle, so convincing them to see things your way might be hard...though 'corrupting' them with your viewpoint may well be on the table. All efforts you make against this entity snowball into something greater, more threatening, more dangerous. But remember: You may only designate one entity at a time, and while your opposition is strong, they may very well overcome you if you become too complacent or lack power of your own to back it up.

507. Better to Reign in Hell [600] – What is the purpose of Law, except to protect the power of the weak and the corrupt? Did they truly earn where they stand or did they just inherit it through the slave labor of others or 'divine right?' Truth, Justice, Mercy, Order...all of these are lies used to choke and chain any who might oppose the status quo. Better to burn all crosses and flags that stand between you and freedom. You excel at tearing apart a society built on any semblance of order and law, constructing a monument to Chaos in its place. Whether an anarchy built upon a loose honor system or a dog-eat-dog world where only the strong thrive, you excel at not only creating such but ensuring that it will thrive for thousands of years if you are allowed to march forward unopposed. Each bastion of law or 'society' you strike at or tear down accelerates this process, until all that is left are those who earned their positions through struggling tooth and nail for it. Those in power are truly those who obtained it through their own strength, giving you peers you could perhaps call equals...or rivals.

How did that saying in Paradise Lost go, again?

508. No Thanks [100] – Tell me Jumper, what makes a man neutral? Is it a lust for power? A short attention span? Or is it possible you don't want to sign up for an ancient conflict that has had no victor or sign of stopping for several millennia? Regardless, you can decide to just...ignore it. By activating this perk at will, you will become a persona non-grata as far as major factions in a world go. They will not make any attempt to recruit or antagonize you directly, though individuals may still seek you

for personal reasons. This protection and anonymity completely dissolves once you involve yourself in a conflict or formally join a side, however...especially if you decided to fight all major factions yourself.

509. Take Off The Glitter [100] – When you examine the entire situation from a distance, both sides look like hypocrites don't they? Chaos keeps championing free will and claims they will grant power to humanity, yet see nothing with enslaving or slaughtering innocent humans for fun. Law talks about saving a chosen people based on obedience and faith, but what of the virtuous who just happen to question things now and then, yet serve faithfully? In any situation with a conflict between two or more sides, you are able to look at their merits and flaws objectively and come to your own conclusions without being swept up in the fervor or enthusiasm of either. This also gives you slight resistance to charismatic sales pitches or offerings of a position of power from others, letting you resist temptation and stuck to your own principles, whatever they may be.

510. Against All Odds [200] – Let's be frank here – this war doesn't like fence-sitters or those who try to take a third option. The last one who said humanity should think for themselves got buried under rubble for all of his struggles at the very end. You will find yourself quickly outnumbered and overwhelmed should you decide to fight both Law and Chaos in the name of your own cause. It's good, then, that you're excellent at making do by yourself. When you're fighting an enemy with an overwhelming advantage against you, you will find luck subtly tilting things in your favor. Perhaps you will find yourself confronted by an enemy general who is doubting their cause, letting you possibly sway them to your side. Outcasts and pariahs of both factions begin to give you weapons and supplies needed to carry on your crusade. You just happen to find an escape hatch when surrounded by your enemies. It will be small things, but your fight will go from an impossible one to just a difficult one...though this merely aids survival, not victory. You must obtain that yourself.

511. Open Your Eyes [200] – The biggest enemy of change isn't adversity, it's complacency. When you're so used to the ideas of angels versus devils, choosing a dark horse in the race is unattractive at best or unthinkable at worst. Whether your own ideals are a compromise or something new entirely, you are excellent at presenting your side as a worthwhile one, and compelling others to see beyond the seemingly black and white picture the forces of Law and Chaos have painted. Your words and deeds will shake off the desire for things to stay the way they are, perhaps even spurring a revolution that rejects both sides of a conflict if their crimes are severe enough, rallying behind you or any side that blazes a new and better path. The world can be a better place if only those within it are willing to work to make it so...and you can reveal that truth to them.

512. My Own Way [400] – No one tells you what to believe or what to do. Period. If you make a choice, it will be of your own volition and without any voice whispering sweet nothings into your ear. More than simple resistance, your mind and soul are together an iron fortress against all that would seek to violate them. Things like enchantment or mind control find no sway over your perception of reality or thoughts, and illusions are insultingly obvious to you no matter how convincing the magician or caster behind it may be. Whether it claims to be divine revelation or simply attempting to steal what is yours, a lie is a lie. And lies are useless against you.

513. With Friends Like These [400] – Angels and devils working together? Rebels and loyalists? Cats and dogs? It's more likely than you think, especially when you're the one steering this ship. Not only do you have a talent for bringing all but the most fanatical of a conflict under your banner, but even those with years of reasons to hate each other will grit their teeth and work with those who would otherwise be diametrically opposed to them to the best of their ability. As time passes, some may even develop camaraderie together, or rekindle old friendships that were previously torn apart by an ideological split. Be warned that this only applies to while you're leading the way...if you disappear from the scene before these bonds have developed, the coalition you united will be quick to start tearing each other apart all over again.

514. Cogito Ergo Sum [600] – Few know the truth of this world: Once upon a time, the demons of now were the gods of old, and Angels of today were the demons of yesterday. Holy and unholy aren't concepts built into reality, merely manipulated and staged by the triumphant forces of Law and their opposition. Having realized this yourself, you have wisely decided no such rules will apply to you. If an Angel demands you be pure of heart in order to earn their services, they will judge you as worthy even if you're the type who lies and steals. If a demon-possessed weapon would encroach upon your body to corrupt you into a monster, you will find it unable to do any such thing and will work just fine otherwise in your hands without the extra 'gift'. In other words, powers and forces that demand you be aligned to a particular ideology or level of goodness or evil find you an acceptable vessel, letting you wield the sacred in one hand and the profane in the other without needing to be one or the other. Likewise, corrupting influences that would make you involuntarily drift to one side or the other have no sway over you.

515. Contra Mundi [600] – What else do you call someone that appears from nowhere and proceeds to totally uproot the status quo to blaze a whole new trail? Anyone can pick an existing side and be its champion, but it's another matter entirely to throw that nonsense away and move off the beaten road. When you decide to fight the major powers of a world without throwing your weight behind an existing one, you will find the winds of fate blowing in your direction. Winning one unlikely battle

spurs additional support for your faction, escaping capture one day increases interest in your cause, and sparing an enemy general creates sympathy for your side. Against a force you are superior or equal to, this effect is minor and merely adds to whatever advantages you already had, but the stronger your opposition is the more significant each move you make becomes as tiny victories steadily snowball into an apocalyptic finale to bring victory to your cause. A ragtag group of humans and a few demons against Lucifer and YHVH Himself? Leading your forces effectively might well see you rout the entirety of both Law and Chaos for a thousand years to come. Luck will be on your side...I just hope you have more than just luck.

516. COMP + Demon Summoning Program [Free] – Let's make this clear: You will likely not get very far in this world without this. This is a wrist-mounted computer that looks like a video game accessory from the late 80s. It is able to hook itself to and interface with most technology in this world, but doesn't have any special functions or abilities...well. Except for one, given to you by a mysterious fellow in a wheelchair. Before we get to that, you may import any personal device – a phone, a PDA, or so on in place of your COMP. So long as a normal human can carry or wear it, it's fair game.

This is the Demonic Summoning Program that helped turn this world upside down so many years ago, letting you understand the language of demons and speak it easily in turn. Should a demon decide to willingly side with you whether through intimidation or diplomacy, you may store that demon within a 'slot' on your COMP and then summon it by fueling it with Magnetite. The demon will obey your commands so long as the COMP is functional and Magnetite is supplied to their forms, otherwise they will dematerialize back into storage or begin to steadily take damage from 'starving'. You may store up to twelve demons at a time as a freebie and they will act as followers, though see Notes for some details on how this interacts with future jumps. Post-jump, you may recruit Demons of other worlds this way, though take note that swapping out a non-Shin Megami Tensei Demon for a 'slot' will send it back home unless you took the upgraded Compendium.

517. The Compendium [200] – But, just twelve slots? Forever? Really? Well, this shouldn't actually exist yet, but if there's anything you should benefit from it's a few quality of life upgrades from the distant future, right? This is an upgrade to your COMP that turns its piddly storage space into a much better version. This is a Demonic Compendium, which records the data of any demon you have recruited or fused using the Demonic Summoning Program. It gives you a full list of their abilities, stats, and even a little blurb telling about their mythology and history. Finally, you may re-summon any demon with its data stored within this Compendium into an empty slot on your COMP, even ones you have previously released. Post-jump, this Compendium continues to function but only for demons of Shin Megami Tensei onwards, but for the price of 200 points you may apply it to any Demon within future jumps as well...though you still need to be able to acquire and summon them through the Demonic Summoning Program for this to work.

518. The Cathedral of Shadows [200] – Another mainstay of this world you will likely need, this is the infamous Cathedral of Shadows. Its function is quite simple: Demons have a static amount of power tied to their forms in this world and don't quite 'level up' in power the same way humans do.

One way around this is to fuse two compatible demons together to create a new and stronger demon, which this very ritual chamber has been designed to do. It is managed by a helpful if somewhat creepy looking robed fellow who will tell you how strong the end result will be...though he is reluctant to create anything stronger than the summoner, for the obvious reason Demons tend to ignore or outright attack those weaker than them. You may spend 200 points to keep this post-jump as a property or a warehouse attachment, where you may fuse any sort of Demon you can summon through the Compendium or the Demon Summoning Program.

519. Future Gear [100] – Life in this new era is dangerous, what with demons running around in the open and only the Center knowing some semblance of safety. In this dog-eat-dog world it's good to have some self-defense gear. This is a Survival Vest with some matching headgear, gloves, and boots. This is strong enough to withstand low-caliber bullets and weak demon attacks, though not for long against stronger foes. In addition you receive a combat knife and a pistol, as well as ammo for the latter. You should probably get some stronger gear at your earliest convenience, but at least you won't be completely defenseless.

520. Armory of Mankind [200] – Humans may not have the raw power and magic of Demons, but they are not completely helpless either. A step up from a pocket knife and a piddly little peashooter, this is a crate full of weapons like plasma swords, assault rifles, and machine guns. This could turn one human into a formidable foe against several demons, or arm a squad to be ready to fight a demonic incursion. Ammunition included and any items destroyed are replaced the following day.

521. Arena [400] – Gladiatorial combat is a way of life in certain parts of the Tokyo Millennium, and one you've learned to properly capitalize on. You are now the owner of a legally sanctioned arena designed for blood sports, though it's actual rules and regulations are up to your discretion. Regardless of whether it's one-on-one fights to the death or team battles to the knockout, your arena is fairly popular and many of the locals will attend the matches while casting their bets on who the victor will be. Naturally, talented gladiators and combatants will sign up to fight for glory and money themselves. Did I mention you get a percentage of these bets as a buy-in fee? In future jumps, this arena will exist and thrive near any existing civilization, even being ignored by authorities who normally consider such illegal.

522. Virtual Battler [600] – It makes sense that humans get stronger through conflict, but sometimes you want to be able to improve yourself without having to risk

your life against strong foes, right? This is a Virtual Battler, a pod system hooked up to a large computer system that simulates entire dungeons worth of enemies for you to fight, this one having combat data for every Demon or enemy you encounter after purchasing this. By entering and battling within this virtual dungeon, you are able to gain experience and practice your abilities just as well as in reality, only being booted out should you be struck with lethal damage within. Only downside? Consumables or items you use up in this world still count as used up. Don't think about it too hard. Post-jump, you may use combat data from all foes you battle from this point onwards in this virtual training.

523. Magnetite [100] – An important mineral for summoners and absolutely essential for Demons, this is the glowing mineral Magnetite. It is what allows Demons to manifest into the world and sustain themselves in humanity's reality. Did I mention it is primarily found by being torn out of living human bodies or other demons? Since your demonic form needs Magnetite to keep itself in place, this is a month's supply that will let you comfortably manifest four weak Demons for a month, or one extremely powerful Demon for a week or two. This will restock every week. Naturally, you'll want to get more if you grow in power or plan to summon that many powerful Demons yourself.

524. Useful Fools [200] – Come now, let's be perfectly honest with each other. Humans ignoring taboo and even common sense for the idea of gaining power or wealth for themselves is a tale as old as Eden. Someone like you, with all of eternity behind and in front of them across infinite worlds? It's only fitting you have others to worship and obey you. Whether devoted Messians who see you as an angel or a savior, Gaians who covet and desire your power on their side, or just some misguided humans desperate for a third option, you now have a collection of ordinary people who worship and obey you. They don't have any special talents or powers to speak of, but they come from all walks of life – students, workers, even a few minor figures of power in government. They are willing to spy on your enemies and do whatever favors you ask of them, only needing a token display of your power in return for an occasional petty favor to be satisfied. Should they die, more will eventually take their place. Even a few pawns are useful in the right hands...what will you do with them?

525. Summoning Books [400] – You do need to be summoned in the first place to appear before humans most of the time, however. Good thing you have these: Several ritual books with detailed instructions to allow even the most green occultist to call you or your companions forth into this world. Once executed, you will receive a telepathic signal that you are being summoned and have a rough idea of who the summoner is and what their intentions are. If you wish, you may instantly bring yourself before them in your demonic glory.

Of course, unlike some of the smarter demonic grimoires, you're not actually bound by any obligation to listen to the summoner nor do you need them to stay in your new location if they happen to meet a tragic accident at your hands. Such a shame.

526. Hole To Hell [600] – This is what starts all of it, every time. A human discovers a brand new dimension of power and possibility, an expanse waiting to be claimed and conquered by ingenuity...and then suddenly, the world is flooded with demons. The world is cleansed in fire by the apocalyptic conflict between God and Lucifer until nothing is left but dust and ashes, the world is reborn, rinse and repeat. Now you have your own little gate to hell within your Warehouse.

A technological take on a powerful ritual chamber, this is a gateway into the realm where demons originate. Its simplest and most obvious use is that even once you've left this world far behind, you can still call forth demons of this universe within this chamber to either battle or be subdued for later summoning. The most major figures of this world – the likes of YHVH and his Avatars, Satan, and Lucifer – aren't included in this roster, but the majority of the others are available. You may summon any particular demon in said roster simply by inputting its name into the computer.

A second use is that this portal works as a two-way gateway into the Demon world, an Abyss where Demons live their own lives in a surprisingly similar way to humans – they even have things like casinos and towns in there. One could perhaps find a way to utilize this Abyss and its unique properties to gain things like a steady supply of Magnetite or maybe a constant energy source...though you'd need to be a technological genius to make something like the latter. Its geography and inhabitants change slightly with each jump, gaining new Demons based on the beliefs and mythologies of where you've been.

Finally, you may simply sign the death warrant of a particular world by disabling the safeties on this Gate and causing Demons to flood into the world. Even without YHVH or Lucifer to call the shots, the conflict of Law and Chaos will continue in wherever you seek to unleash it, spelling doom and eventual apocalypse for those who partake in it. I certainly hope they are prepared for it.

527. Holy Scripture [100] – This is the Word and you shall preach it. This is a collection of holy books dedicated to whatever cause you personally follow or choose to devote yourself to, from various authors all given divine inspiration. It is full of verses and stories that subliminally encourage others to follow your way, being easily quotable as well as very cheap to produce more of. Whether through leather-bound books or digital files, these books have a way of spreading like wildfire to those compatible with your own beliefs and desires, sowing the seeds of what will no doubt become your flock.

528. Upon This Rock [200] – Scripture is all well and good, but the faithful require a place of worship as well. This is a well-constructed church complete with murals and stained glass windows depicting key figures and moments of your chosen faith,

whatever it may be. Not only are you or your chosen much more charismatic when preaching within this building, but any magic or skills dedicated to furthering your cause are also much more effective inside of its walls. Those sympathetic or devoted to your cause will find their way here, as if guided by divine providence. Let it be a harbor for the faithful.

529. JNN [400] – Short for 'Jumper News Network', you've managed to get your own television channel Jumper! Much like how the Messians use Millennium News Network to distribute both news and propaganda, you've managed to get your own that broadcasts recent events spun in a way that further your own agenda and helpfully warns you of incoming Demon invasions. Mysteriously, it is never taken off the air regardless of whoever might be in charge or want you dead at the time. Post-jump, it will continue to act as a propaganda piece for whatever cause you champion and will warn you and your followers of any impending disasters heading your way.

530. The Ark [600] – Long ago, mankind was cast out of Paradise for its sin against their Creator, yet promised a Thousand Year Kingdom for those who had proved themselves worthy of redemption while the rest would be cast screaming into hell. This is the culmination of that promise – a pyramid-shaped megastructure with a vast garden within. Inside this Ark is all a human needs to live comfortably: food, shelter, peace of mind and sanctity of spirit. Those who willingly choose to live within this paradise will find all doubt steadily erased from their minds as they live in blissful obedience to whatever cause you have preached to them, becoming your chosen Saints in this garden of Heaven. You may toggle this effect off, if desired, but this structure can comfortably house as many who choose to live within it...or those you choose to save.

However, this is only one half of its purpose. It is not just a shield for the faithful, but a sword for the wicked. The Ark can be launched into space and still exist comfortably in a low Earth orbit so that it may fulfill its true purpose: Wiping the world clean of the unworthy. From a laser at its tip called the Megiddo Ark, the Ark can fire at the surface of an Earth-sized planet and wipe out all life in a single stroke. Seeded within its ashes will be the what will become a new Heaven a world with a similar environment to the Ark for your chosen people to settle. At last, Paradise has been won.

531. Demonic Socialization For Dummies [100] – Demons are fickle, strange, and incredibly dangerous. It doesn't help they're often the key to succeed in the struggles of this world and just getting a few to join you initially can be a dangerous prospect. Good thing you have this handy-dandy guide! It's a well-written guide on how a human may best convince weak to moderately powerful Demons on their side even if they're not too strong themselves, or how a Demon might easily trick otherwise paranoid and wary humans to do their bidding. Aside from being a good self-help book, this doesn't have any special properties beyond that, though it will update on

how to make a good first impression on other beings with alien mindsets in future jumps.

532. Love Dust [200] – Did you know Demons also happen to include things like Faeries? The sort that make all kinds of tricks and mischief over poor, hapless humans? This is one such trick – a bag full of glowing gold dust that glitters with even the faintest bit of light. When thrown upon a thinking being, they will fall madly in love with the first person they see. I do mean quite madly, to the point the recipient may have a difficult time keeping them off. This can be resisted by especially powerful beings or those resistant to illusions, though.

533. Castle of the Morning Star [400] – Lucifer is many things, but lacking in taste is not one of them. Perhaps that's why you've taken a copy of his personal citadel all for yourself? A gigantic castle that would loom over the Abyss and cast a long shadow, this is a comfortable abode almost matching the Ark in size. It is full of most material luxuries you could imagine and is guarded by a legion of Demons at your beck and call. Oddly, they're completely loyal to you regardless of how much power you have compared to them, though they won't do much except guard the property itself. Along with the occasional party or Sabbath, unless you order them not to. Don't ask.

534. Kuzuryu [600] – This world most certainly needed more ways to come an end, right? This is a mighty eight-headed dragon that sleeps beneath the surface of Tokyo Millennium, waiting for its chosen wielder to awaken it. Upon being unleashed, a single head of the dragon could completely atomize Tokyo Millennium while all eight could wipe out all life remaining on Earth. And what do you know, the person who has a say on when the dragon can be unleashed or how is you. The mighty Kuzuryu will attack whatever location you please, though it lacks precision and moves with all the subtlety and grace of an angry hurricane. If the dragon is defeated or slain by an especially capable enemy, it will find a new resting place and return to life the following year.

535. Commemorative Statue [100] – Everyone needs a hero, even a dead one. This is a statue of either yourself or someone you consider personally important, whether alive or dead. Aside from being well crafted and having a plaque dedicated to whoever or whatever it depicts, the statue tends to weep physical tears once terrible events are about to start happening to you or those close to you. It's probably not a good sign if it starts and doesn't stop...

536. Casino [200] – What better way to forget your troubles than to gamble your life savings away? You have taken this to heart and have achieved membership of a particularly resilient casino, one that will have a knack for surviving even the fall of Tokyo Millennium should such a thing occur. You may gamble to your heart's content

with all sorts of betting enthusiasts from all over, and post-jump this becomes a warehouse attachment or a property at your discretion. In future jumps, any form of legal currency is bet and exchanged here, and you will meet other (if ordinary) gamblers to play with in each new world.

537. Pride and Survival [400] – Not everyone chooses a side. Some don't want any part in it and simply do whatever they can to keep their heads down so they can live another day. Some fight tooth and nail without having to preach about the benefits of being strong. Some unite and band together without being unified by an ideology. Some...like these people. This is a collection of humans rejected by the status quo: Soldiers, gladiators, disgraced Temple Knights, mercenaries, mechanics, smugglers – a whole host of human beings used to fighting to survive while rejecting the 'truths' of both Messians and Gaians. Each of them have experience in both fighting demons and surviving off the barest scraps of civilization, and seeing a second chance in following your leadership, they have sworn themselves to your surface. In total they are about three platoons worth of fighters and support to match them, ready follow the path you put before them.

538. The New Babylon [600] – No matter what others tell you, it wasn't the will of God or a demonic invasion that decided the fate of the world, it was a single human wanting to let others decide for themselves how they wanted to live. If Demons can be summoned and bound by a program, then imagine what they could do with just a little more than that? This is a previously- abandoned laboratory once belonging to a fellow in a wheelchair, now given to you as a property or warehouse attachment. While in need of some repairs and maintenance, this lab contains detailed notes on how to combine the properties of the supernatural with science, letting you make things like the Demon Summoning Program and portals to other dimensions. With time, perhaps you could synthesize a better version of Magnetite or invent weapons that damage Demons just as badly as a powerful spell.

Once the laboratory is functional again, all items you construct within it have a much higher success rate and integrate spells and devices together with ease. The keys to this world are yours, Jumper...what will you do with it?

Fate/Legends – Strange New World

539. Divinity- 1200

Mystery may have bled out from this world as the ages crawled by but not every mysterious being has disappeared. And not every time you might go to in this world is so empty of wonders. A divine spirit is among the greatest of beings in this world, the gods and greatest monsters of legends. Those that represent the mythologies and histories of each country and people. There are young such spirits, those linked to the country of America, and older beings, such as the Mesoamerican Pantheon, and not all are even from this world. But as a member

among their ranks, you're pretty special now. Two options are before you now. The first Divine path costs 300CP to take and makes you a moderately powerful but overall minor Divine Spirit. With the physical and magical power to smash down fortresses and destroy a small forest in a few minutes, it's not hard to convince the common folk to worship you. But you're not impossible for a mortal hero to kill, not the stronger ones, and there are plenty of great spirits and other gods that could quash you like a bug. You do have your specialties though. The Authority is the province of the Divine Spirit, a special gift from the planet or the universe itself in some cases that allows the wielder to manipulate a given subject, thing or concept. The broader the Authority, or at least how you interpret the Authority as you make it now, the less raw power it will have. Using your Authority of Fire, you could scorch that small forest above to cinders in seconds or manipulate things related to fire, such as rage or smithing. Or give up the ability to do more than control raw fire and instead find yourself burning down even the greater forests of America in a few minutes, though that may bring you a lot of unhappy visitors. But an

Authority won't improve with your power. Your magical power has no influence on your Authority, meaning that while it will not improve with you, it also costs you nothing to use constantly. You have three such Authorities of this moderate but powerful level to pick here and now. Additionally, you can design a new form for yourself to fit your Godly nature and new Authorities. A house sized panther made of shadow and steel and blood? A fluid obsidian spider with eight hundred legs that end in human faces? Let your imagination run wild.

Your second choice is quite a bit more costly. For 1200CP, you'll be a match for the Sun God Quetzalcoatl, at least in it's current incarnation. More on that later. Right now, it's all about you and just how amazing you now are. It's time to think more planetary. Your arms are the arms that can smash the moon to pieces or shatter the planet into a bunch of big bits. If nothing stops you, the planet probably isn't going to accept you doing that and she's a fair bit stronger than you still. But you can still roast everything on the surface of the planet with your magical power, since that's about equal to your physical abilities. The Authorities you hold are still three in number but they're a lot bigger now. An Authority of Water previously may have let you drown a town or send a tidal wave alongside a lot of the American coastline, one of them anyway. Now that same Authority would let you freely command every drop of water on the planet while still allowing you incredible control over associated concepts, such as exerting significant influence on civilisations by controlling the flow of people and ideas across the world. But as great as these powers are, you may find it difficult to exert them. Using your Authority on such a scale will invariably mean intruding on the plans and dominions of countless lesser beings, divine spirits included, and even some of your peers at times. You have power but you are not without peers nor is it impossible for those much weaker than you to still pose significant threats. There is a final path available to you, should you take this option, but it will be revealed to you in the Challenges section near the end of this script. Whichever path you choose, it's worth talking about your heritage. Wherever you call your home as a Divine Spirit, it turns out you've got a little bit of Mexico in you. The blood of the Mesoamerican Pantheon flows in you and there's something a little special about that. These Divine Spirits aren't from Earth originally. In fact, they crash landed via a meteor from space, arriving as or alongside all sorts of space germs. No one's really sure and it looks

like the ones that know get all embarrassed about it when you ask. For the most part, it's more of an interesting dinner topic but the one notable effect it has on you is that you find it astonishingly easy to inhabit mortal vessels. So long as they're willing, you can slip into them with ease, though depending on quality and compatibility, you'll only have access to some smaller portion of your power. Even if they resist, you also find it fairly easy to possess most living beings too, though a good fight can keep you out.

540. USA USA USA- 50

Patriotism? Patriotism!? They've never seen a American like you. You're not some red blooded fool. You're red-white-blue blooded! When you appear over the horizon, eagles cry to announce your presence. When you enter battle, the national anthem begins to play in the ears of every ally and foe on the battlefield. Your powers sometimes manifest not as they normally are but in the most American of ways, like your balls of fire turning into shining white stars, like on that great star spangled flag. The harsh power of American machinery, the pumping passion of American sports, the ambition gleam in the eye of every young American child that looks up and sees you and knows that the spirit of freedom lives on, so long as you fight! So long as you desire to call yourself a citizen of this great nation, even the very spirits of the Presidents of past, present and future will appear to aid you, giving you guidance in times of greatest need and calling out the names of your hot blooded special attacks when in the heat of battle. You can give this American feeling and theme to everything that's a part of you, from your clothes to your powers to your body to even the property you own or the allies you bring with you. You may also freely summon eagles to carry you aloft to wherever you want to go.

541. Sweat, Tears and Genius- 100

Great inventors rarely come about everything through that one single stroke of genius. Mostly, it's a lot of hard work and effort put in with a dash of creative thinking. Good thing you're able to put in that and more, with a seemingly endless focus for tasks you undertake, incredible endurance in regard to mental fatigue to work for days on end without faltering and, since it does come in handy, a habit of strokes of brilliance every now and then. Strangely, it seems that the more tired you get working on something, the more common these flashes of sudden progress or realisation will become. Working that late all the time probably isn't great for your health though.

542. Great Man- 200

There's no dullards to be found here. You're a great mind and there's no doubt about it. A mind to match the likes of Nikola Tesla or the other Great Men of these modern times, you have intelligence and creative ability beyond any common man by far. Your knowledge of the sciences is vast, covering many different fields to quite great depth. One day you might work on plans to transform how the world sees energy, the next on weapons that could rock the military world to it's core. You're knowledge outside of the sciences is quite limited, perhaps they never interested you as a child, but you do have one of two special qualities of your own. Either way, you're a brilliant and creative man but the first special advantage is great talent for improving and iterating upon the inventions of others. So long as another made it, you find

yourself naturally realising how and where it could be improved, finding it easy to accomplish these further developments and even having some skill ta taking the parts you like of a technology and applying them to something else. The other special trait you may choose is to instead focus on the advancement of technology yourself, making new technology comes far faster to you, especially if no one else has explored the present field. You'll find the strange, the fantastical and the considered-impossible to be much easier for you to make possible and even feasible. You can buy this perk again to gain the second benefit.

543. System Keuranos- 400

The lightning stolen from the gods' own hands has come to rest in your own. Through scientific process or miracle event, the power of electromagnetism is at your fingertips. You have the ability to manipulate the electromagnetic force for a huge array of tasks. Bolts of lightning or blasts of force that can send a entire row of houses tumbling down, manipulating hundreds of metal weapons at once to simulate the attacks of an army or finely controlling the electric flow through powered machinery to turn it to your own uses. The power may be lacking, right now, compared to other abilities but the breadth of things possible as you gain more skill in the use of this can be incredible. Furthermore, your control also allows you to convert other forms of energy near you into electricity that you can manipulate, even magical energy. While your capacity for this is small for now, it will grow with use, and lets you turn what would be attacks against you by these stagnant magi into brutal strikes back on them in the form of your bolts of lightning.

544. Promethean Man- 600

It is mankind's destiny to grow beyond this world. The Gods fear this destiny. It's why they've tried to enslave us, hinder us and even exterminate us. Even the world itself fears our potential. And it is because of men like you that this is the case. Men who can look at the magic of the world, that thing which makes a mockery of logic and reason, and force it to bend to our wills. To make the light of the gods into the light of mankind. So long as you can perceive it, through your senses or through the application of technological tools, you have the capability to begin to decipher natural and supernatural phenomena and create new technologies based on that phenomena. Observing the lightning in the sky, the thing considered only to be controlled by Gods, would allow for the discovery or advancement of electrical power. Watching and observing as a Magus creates a Bounded Field may open up a field of technology that allows for the warping and alteration of the fabric of space. Even the strangest supernatural acts, such as the manipulation of platonic ideals or concepts or abstract ideas, could eventually be something you make controlled via technology and science. All you need to do is put in the work, have the creativity and that special bit of genius to make this all work.

545. Man of the West- 100

The men of the west are a varied bunch. You've got your cowboys and you've got your Indians. That's enough variety, isn't it? It's what you have to choose from, seeing as you've got a whole life behind you in the shoes of one of these two lifestyles. Whichever you choose, you've got a general competence when it comes to hurting other people and for tricking

others. A cowboy's going to be one of the best horse hands in the country, able to ride and corral and tame and train the beasts with enough skill that some say you can talk to horses directly. They're great shots with most firearms of the time, gifted with befriending others and bantering and even good in general at farmhand tasks. Deciding to be a Native, or be raised like one, will make you one of the sneakiest guys on this side of the country, such that slipping through guarded camps to kill targets or free your brethren is a breeze. You've got a strong connection with nature as well, both in your skills to survive and thrive alongside it and your actual affinity for natural spirits that leads them to sometimes aid you. You may buy this perk again for the second benefit as well.

546. Man of the People- 200

Folk heroes aren't defined by their own feats, so much as what the folk think of them. The name makes it obvious, huh? You're a natural for the role as you have a habit of almost tripping into great fame, popularity and even adoration from the masses. That's if you're not really doing all that much, since you'll get raised into a minor folk hero just by living. Actually performing heroic feats and legendary deeds? You'll see that reputation of yours rapidly grow and that the common people see you as closer to a modern day saint, the man they can rely on above all else. Sometimes they might exaggerate your exploits a bit but with this, it'll never be too far beyond your actual abilities, in case you need to prove your worth. The sort of belief you inspire in people does give you a lot of influence though.

547. Man of the Spirits- 400

After many years of training, you finally managed to master the spiritual arts of the Shaman, learning the ways to control and bind and summon all sorts of spirits. The shamanic training primarily focuses on the various spirits of the world, such as those in nature or those connected to families and people, and allows you to search out these things, summon them to you, bind them to your commands or even enact strange rituals to temporarily combine with them. Your skills are such that even powerful spirits such as the Coyote or the ancestral spirits of entire nations can be summoned by you, beings that threaten entire armies. Outside of just spirits, your training as a Shaman makes you a highly capable Magus as well. Your stores of prana are fairly extensive, hours of magical battle would not tire you, and you are skilled in elemental magecraft and the more generalised common forms. At the very least, you can knock over a building in a single spell.

548. Man of Gun- 600

It was the gun that tamed the west and it was your hand that tamed the very concept of the gun. So long as there is a firearm in your hand, there's little you cannot do, as your mastery of the gun has reached the very peak. Every bullet always hits it's target short of intense magical interference, even bending through the air or warping space to strike through nothing but the fact of your skill. Bullets split into fragments to strike multiple targets, fly ten times further than should be possible or ignore the weather entirely when you fire. Conceptually perfect marksmanship, some might say, though you can pull off some pretty perfect quick draws and fancy tricks with your guns too. You've got the potential to do this for stuff beyond guns too. You can reach this sort of 'perfect' level of skill with pretty much any kind of skill, though

some might take longer than others. Helps that you learn pretty quick though, as you reached your current proficiency with firearms in about half a decade of regular use.

549. Beast of Legend- 100

In the woods of olden times, strange things roamed. Things that science couldn't explain yet they still existed. One of those things might even be what you've become now, a beast of folktales and legends. Taking this grants you a new form, even a transformation from a normal human form if you want, that turns you into a massive, monstrous version of an animal native to the Americas. A mighty wolf with a head the size of a man's body and unnatural speed, a vampiric bat with a wingspan greater than a house that sucks horses dry of blood in one gulp, an invisible predator with too many deadly talons and legs or even a murderous duck capable of swallowing people whole. Whatever form is chosen, you gain excellent instincts for using that form in combat or hunting and most normal people will be unable to put up much resistance, even with basic firearms, against your might.

550. Night of the Living Dead- 200

The boundary of life and death hasn't been breached, just poked past a tiny bit. The living dead they call you, since that does seem to be what you are. While your body still animates as normal, your living functions no longer appear vital. You're very difficult to kill through physical means as a undead being, requiring your body to be mashed up quite well to die, but magical attacks can still threaten you, especially those targeting things beyond the physical form. You can control your body parts from a distance as long as they're intact and despite being mostly dead, you still seem to be able to enjoy things like food or sleep. Finally, since you're more dead than alive, it appears nature is much more amiable to you and it is now much easier to befriend any animal, even a legendary beast.

551. Long Sought Execution- 400

Humanity's thoughts and feelings are what shape the course of history. Is it so strange that feelings as strong as your own could warp the world? Not when they're such dark emotions. When pursuing goals motivated by hate, vengeance, rage and other negative feelings, you can find that these goals become unnaturally easy to achieve the stronger those feelings get. The fabric of reality twists in ways to make normally difficult things easy and near impossible things achievable, at least if you are deep enough in your fury. The impossible cannot be made possible but enemies that would normally dodge your attacks may find you moving faster than should be possible for your body or that your strikes tear deeply into their normally too-tough flesh.

552. BIG GIRL- 600

What's with all this magic and trickery and sneaking? Why do you need to cast a spell or hit someone from behind? Do it like a real American and stomp your foes with your big boot. The biggest boot. Get huge. Be huge. You're already huge? I didn't even notice! How are you so huge!? You're BIG now, in case you didn't realise. Big enough that people can mistake you for a small mountain. You're a 2 mile tall titan, even the tallest redwood tree can't even come up to your ankle. A stomp from you can be felt as a powerful earthquake across the

country and you could take apart or put together mountains with your bare hands. You're stronger than you look, as crazy as that sounds, as your flesh becomes more like iron than soft human meat. But you don't need to stay so big. You control how big you are, able to swap between your original, non-giant height and your fullest size or anywhere in between. People somehow don't notice the height change unless you point it out or do something drastic like pick them up with two fingers. Most things get drastic when you're more than a thousand feet tall though. You'll stay stronger than normal when little, so you can still punch through a sturdy brick wall easily enough but you're only a heavy weight when you're...a heavy weight.

553. Lurid Lovecraft- 100

It's always the cute ones you need to look out for. Those rosy cheeks and youthful eyes? They're hiding a psychopathic cannibal, I'll bet you. You're the worst of them all when it comes to the unassuming crazies. You're about the cutest thing anyone's ever laid their eyes on, or maybe one of the most beautiful or handsome such people instead, and it's so much that often people without a strong reason, good will or dark intentions can't bring themselves to want to upset you. But being cute or pretty is just the tip of the awful iceberg that is you. The longer people spend around you, the longer that cuteness of yours seems to change them. They slowly become more obsessed with you, seeing you as a higher sort of being, having uncontrollable and highly inappropriate thoughts about you, even going half mad after enough time gazing at you. It'll take a few weeks of constant contact for most to do this but the crazier, stranger and even just more lewd you appear yourself, the faster this will get. You could also choose to not do this and just be a cute little girl but that's just boring.

554. Words Like Worms- 200

These days are filled with superstitious folk. They'll believe anything you tell them, if you say it the right way. Especially if it's something nasty. It's like everyone just wants to believe the worst in everyone else. Maybe they just want a scapegoat. You're happy to provide. Manipulating, directing and fanning the negative thoughts and emotions of those around you is an effortless task, taking only a few words from you to plant the seeds of hate, mistrust and doubt in people. More prolonged efforts can let you make people into pariahs or hated targets of the community, even starting something like the old (or new) witch hunts against someone that's even slightly suspicious. While a few days or weeks of convincing can let you do some terrible things, this effect will actually become stronger the more people in a close group you can get feeling the same way. Get all the local church goers to listen to your hateful sermons and they'll have the whole town in a fanatical hunt all by themselves.

555. Child of the Stars- 400

It is only unnatural that you are who you are. An outsider to any world you go to. Apparently, some other beings in this world can sympathise. You've found yourself beloved by the eldritch beings that hail from outside reality, the gribbly things in the cracks of space-time and the monstrous gods that do not exist yet continue to act. This is to the point that lesser such beings and creatures of the mythos often act as loyal and quite cuddly pets to you while the senior ones, such as the Old Ones or other higher beings, usually dote on you as older siblings or parents might, protecting you when they notice you in danger or leaving little helping gifts

in your path. Those you specifically anger, while difficult to do so, will ignore this mostly and they, unless you befriend them more, usually do not make extreme efforts for you without reason. Of course, while this affection can bring great boons, it can also bring great danger. The minds of these beings are often strange even in regards to the weak creatures, much less the ancient and unknowable outer beings, so their gifts may seem more like threats or danger, though rarely would it be without a silver lining.

556. Eldritch Vessel- 600

You weren't meant for this world. You weren't even made in it. An Eldritch Vessel, a being intended to take on the power of the gods from outside of this reality, is what you were made to be and only recently did you begin to awaken to your true nature. Physically and magically, you are quite enhanced. You'd hardly be shaking mountains but mundane man-made weapons of these times cease to pose a threat to you and your magical power could at least turn most towns into smoking craters, though you have little knowledge to use that with. Your powers are primarily linked to the eldritch being that created you. Being created by the Key and the Gate would lead to powers over space and time, such that you could warp them across an entire town, travel great distance instantly or rot foes to dust in minutes, along with many more applications. An association with Shub Niggurath may allow for the creation of house sized monsters in their dozens in just seconds, spreading viruses for miles around you or warping the flesh of any you see, again, with more potential to be seen. The powers, while strong, are hardly earth shaking at the start. With time and practice, you could awaken more and more of your potential power, until you could easily pose a rather Beastly threat to this entire world. Perhaps you may one day grow even further and become something like your creator. You may also summon the servants associated with your parent to serve you, as well as the more generalised monsters of the Lovecraftian mythos, though doing this requires magical energy to create them. However, you can draw on more power without waiting year and years for it to 'naturally' grow. By loosening your hold on both your own sanity and form as well as drawing yourself closer to what your parent is like, you can draw on more and more power. Truly giving yourself over could even let you come close to the above potential but doing so would require other people to bring you back over to sanity if you wished to recover. While you are very favoured by the parent God that created you, and it's servants, being an eldritch being is not all positives. Abilities that work well against such things will do grievous harm to you while using these powers, your powers are often very dangerous for any of your allies to even see, let alone be near the use of, and you may find yourself pulled into schemes associated with your parent, from cults summoning you by accident or intention to your patron wishing you to summon them into reality.

557. Rise of the Jaguar Men- 100

There was always one animal that got most closely associated with you in all the stories. Tigers, panthers, spiders, a lot of gods have something going on when it comes to animals and you're another just like this. There's a very strong affinity between you and one normal kind of animal, such as the above examples or another mundane creature that lived between 10AD and 1953AD. Not only does this make these animals act as well trained and affectionate pets towards you when wild and untamed, even sapient versions of these animals or beings that are

only partly connected to them will be much friendlier to you and feel a bond with you. You may also find magic connected to these beings to be significantly stronger than normal. Lastly, you can partially or fully transform yourself into your animal and pass that gift along to whoever you please.

558. Godly Personality- 200

Power may be what initially draws worshippers to your cause but it is your mind and heart that keeps them there and grows them into the devoted worshippers you most desire. A mind ideal for a god is what you possess. You have the mental capacity to listen and answer to thousands of individual prayers and rituals at once, the intelligence to accurately predict the effects of your divine actions and interference for years in advance and the charisma to create cults and religions that dominate entire countries, inspiring love and worship. Truly, your demeanour is one that makes the sun rise in the hearts of men and inspires them to do great things for you, especially as it is those men who are more civilised that find themselves naturally drawn to your beliefs, making the more advanced and developed nations believe in you more easily as opposed to the barbarians.

559. Prophecy of Divine Return- 400

Gods are rarely slain in legends. Least of all by mere mortal beings. Even when a god is laid low, the common myth is that their return to greatness is prophesised, for good or ill. Your return to greatness is similarly fated, at least in part, for whenever you are diminished, you find yourself eventually returning to power. Should you be weakened, harmed, crippled or even killed, you will find yourself provided with at least one chance to return to your state before the act was done to you. Provided you can take that chance that clearly provides itself to you and are not interrupted. You may be fated to return but that fate can be broken and if such is done, it cannot be used again for the same thing. Should someone re-harm a supernaturally crippled arm of yours before you can use this chance to heal it, this power will not provide another chance for you. This power does however, work on more than just physical injuries. Losing wealth, social positions, material objects or even loved ones can all be affected. While you are in the chain, should you fail to return from death by succesfully grasping the chance presented to you, it will count as a final death unless you possess something else to mitigate death once more.

560. National Deity- 600

Gods can grow and change with the right impetus, even their vaunted authorities are not as static as many might like. But none have the control that you seem to have. This perk grants an extra Authority of the Gods, perhaps even your first if you were not a God already. Equal to your other Authorities if you had some or around the level of a lower level God if not, such that offensive use of the Authority could destroy a small mountain at best. What is unique about this Authority is that you are able to change it and attach it to groups of things that you have fully created or majorly contributed to the creation of. A country that you founded, a faction that you were part of the founding members, lands that you formed and populated, even a family line that was first birthed from you. Your ‘floating’ Authority can attach to one of these things at a time, allowing you to control and manipulate it. The Authority will grow

in power as it's subject grows, depending on what it is. A country will expand your Authority as it grows in size, military power, economic power, political influence and more. A family Authority may expand as the power of loyal family members grows or the size of the family does. Uniquely, as your Authority grows, it will also improve your physical and magical power as a God to match and even, at a much smaller rate, grow other Authorities you possess so that they are at least in the same range of power as your floating Authority from this perk. When you swap the target of this Authority, it will reset the power of this Authority but the growth to your personal power and your other Authorities will remain, though they will not grow again until your custom Authority reaches the power it had before swapping. Finally, you are able to split off fragments of your custom Authority and with it fragments of your other powers. This allows you to gift them to other beings, imbuing them with not only minor Authorities over this concept themselves but also enhanced or entirely new abilities elsewhere. Prophets of God, as it were. These can be recalled at any time. A section at the end gives further details to Authorities.

561. Blue Bull- 50

What's that snuggly little creature you have there? Actually, that's not very little at all. That's one big fucking bull you have there. And blue! Or maybe it's not a bull at all but a dinosaur. Or a jackalope. Or just a really happy bison. Point is, you have a new friend. Now they can be an American animal. North or South. Or they can be something a little more special. A creature from a tall tale or bit of folklore or even from ancient history, like a person sized dinosaur. Whatever you pick won't be too powerful. It can probably kill a normal human easily enough but that's the limit. It'll be big enough for you to ride and somehow able to carry you no matter what you weight, even if it's normally too weak for that. And most importantly, it is the cutest, most loyal and most cuddly pet you'll ever find.

562. W F D- 100

Strange tools made by a strange madman. Reports say he had the head of a lion and ran off after these fell out of his pocket, screaming about the Presidents having secret missions for him. Best not think about it. But what do you have here? Three marvels of science which seem to have gone a bit beyond any of their kind. A camera that by looking through the lense, reveals things that are concealed by supernatural means, even allowing a normal person to see spirits. A pocket phonograph that when played, sounds out any noise that is concealed from the area around you, making those of unnatural stealth the loudest around. Finally, a light bulb that when flicked on, reveals all things within it's range. Not only temporarily revealing concealed beings but also the true forms of any within range, the presence of the supernatural and even when someone is being controlled by another. Each tool is very sturdy, rarely breaking, yet seem quite difficult to figure out their mechanisms. It may take some time to do so. You may import similar tools into the similar objects here. A camera into a camera, an audio-playing device into the phonograph and a light producing tool into the lightbulb.

563. Presidential Suit- 200

Future proofed and fit for the top man of the nation, this fantastical armour is a sight to see for any red blooded American. Clad in red, white and blue, this full body suit of high tech armour

does more than just make you strong enough to throw a truck with one hand and tough enough to take that same truck to the face. It also produces large amounts of electricity in the lightbulbs mounted on each shoulder, letting you fire off blasts from your hands or even charge up an especially powerful beam from your chest cannon. Which you have now. It's made of pure gold. Anyone tries to deny you funding, just melt down their entire mansion with one shot from this baby. The suit can also do some unimportant stuff about greatly improving the efficiency and concentration/power of any energy channeled within the suit or your body, providing half again the effectiveness in each category, but who cares about that when you can punch out an ox, fry it with your lightning fingers and eat it for breakfast. Also comes with a animating lion helmet. You may import a set of armour or clothing into this.

564. Progressive Estate- 400

No man of science is complete without his laboratory of choice and neither can a proper magus be found without a workshop to house his life's work. It's much more rare that both are found in the same place however. This rather luxurious, lush and expansive estate you now own, with a few hundred acres of land and very sizeable manor house, is really just the window dressing. Attached to that fancy house up there is a combined laboratory/mansion the size of the very mansion it is attached to. Filled with technology and academic research at the very cutting edge of the 20th century, and somehow a few steps further in some cases, on three different fields of technology as well as a wide range of magecraft tools, research and notes on three magical topics of choice that would be well regarded even in the upper echelon's of the Mages' Association. While each side is already quite impressive, it is the small library regarding the efforts of the previous owner of the home to find applications towards mixing each side that is the hidden gold here. Notes on how to truly bring out the potential of technology with magecraft and vice versa are here. As well as all this, the entire estate, manor and laboratory are surrounded with multiple layers of defense and obfuscation of both technological and magical means. A small army could not break in, even if they could find the place. You may import a property into this.

565. Wardenclyffe Warmachine- 600

The culmination of Tesla's life work, which would never have appeared in normal history. Yet here it stands, the Wardenclyffe Warmachine. A tool of science, progress and war. A large building is the form it takes, a mostly blocky and sturdy construction that serves as the base and generator for the large tower that sits atop the building. This tower has two purposes, each terrifying in their scale. It is capable of projecting electricity through the air over a great enough distance that were it placed on one coast of America, it could reach the other coast easily. This projected energy allows machines to be powered without plug or power source, as the energy is directed directly into the machine, and the amount of energy is so much that even an entire modern day city could be powered at once solely through Wardenclyffe's output. The facility also has tools to turn this transmitted electricity into information. Less useful in this time but with more stations or in an era with some sort of information network across the world, startlingly powerful. But what will make every cower in fear is not the power this station can generate. It is the weapon that exists in this tower. A true Death Ray of sorts, called Teleforce, is what he made and while the exact mechanics are as yet a mystery

that must be unlocked, the results cannot be missed. Instantaneous destruction of anything within 200 miles. An energy attack that can be made so fine and accurate as to slice the eyelashes off a man or so powerful as to reduce a city to ash or turn half a mountain into molten slag in seconds. The Teleforce draws heavily on Wardenclyffe's generators to function and will inhibit power projection elsewhere while firing but the station appears to rapidly generate power without any apparent source. There are notes in the building, apparently left by Tesla himself, that detail a force known as the ionosphere but they are incomplete and appear to delve far more into the occult then was thought of the man. So much power and yet even more potential awaits the canny mind that finds this place. You may import a property into this.

566. Outlaw's Garb- 100

If they knew the real you, you just wouldn't be nearly so fun to hear stories about. Part of the fame of outlaws like yourself is that people never really know what's true and what isn't. You can't disappoint your audience and so this quite concealing outfit will give you a helping hand. From a cowboy's hat, poncho and stirrups to the full body paints some of the Indians wear, you have ready and easy access to some kind of outfit that conceals your identity amazingly well. People can barely remember distinguishing features of your appearance, spells used to scry you give back partial or fuzzy images, even the evidence you leave behind that might link to you is damaged or partial at best. People can usually find out that it was you, they just can't find out who you are. You may import a outfit into this item.

567. Trusty Sidearm- 200

When push comes to shove, as long as you have some iron in your pocket, you'll be right. If the other guy's dead, who's to say what really happened? With a gun like this, it'll be a rare time for you to be outshot by someone. One of the classic revolvers of the Old West, it takes the form of, but it's far more than any simple gun. Not only does the gun never seem to run out of bullets, even if you still need to go through the motions of reloading, the bullets fired form the gun possess supernatural power and speed. One shot can stop a train dead in it's tracks if fired head on or blow a hole in the head of a middle league Servant, who aren't going to be able to dodge or block as easily given the bullets move several times as fast as before. The final trick is that when holding the gun, your perception of time will slow to a crawl, letting you see the wings on a fly slowly beat in the air. It's a lot easier to do a trick shot when the world takes a breather to let you do it, though you can adjust this down if needed. You may import a gun you already own into this item.

568. Merry Men- 400

Your own band of merry men, fighting against oppression or just fighting for more shiny gold. You've got two options to choose from to see how this new band of 35 loyal, trained and powerful fighters you have manifests. The first is as a small contingent of Apache warriors, extraordinary hunters, warriors and shamans one and all. Each one could certainly take down a hundred normal men without a sweat and even kill minor supernatural threats on their own. Working together, they could even act as a powerful shaman, though not quite to the level of the 400CP perk of the Folk Hero line. The second choice is to have a band of

outlaws, criminals and never-do-wells. They don't have any magic or strange mystic bullshit but they're one and all brilliant in a brawl or a shoot-out. You could take on a small army and win with just these men or set up a racket stretching across half the country. They're all armed with gun and horse but what makes each man special is that they all have a unique skill taken to near supernatural levels. One man can pick even magical locks with pure skill, another can take down a fortress with three sticks of dynamite, another can follow week old tracks through a hurricane.

569. Personal Guardian- 600

It's useful, sure. It's saved your life, yeah. But it was only once it bonded to you personally that you realised, the spirits are really annoying life companions. One of the Great Spirits of this land has seen fit to bond with you and become something like a personal totem. It hangs around you, commentates on what you do in your head, even messes around with the environment around you now and then, especially if it's the sort that likes tricks. Like that damn Coyote. But what it'll also do is act as a mighty weapon for you, attacking your enemies and automatically acting to protect you form any foes. A Great Spirit of the rivers could crush and drown entire towns, the Great Spirit of the mid-day sun may incinerate an entire army that seeks to attack you, Coyote himself could slip through the shadows, tearing out the throats and hearts of dozens of men each second. Far from a higher level Divine Spirit, the Great Spirit you have contracted sees you as a friend and is willing to use it's power for you, provided you don't grossly violate it's morals.

570. Infinite Wood!?- 100

A weapon to surpass all lumberjacks. Who has a need for axes and chainsaws when you've already attained Infinite Wood? Unlimited, endless, eternal! Every kind of wood in the world. Ash, Oak, Pine, Morning- maybe not that last one. But still! You've got an unlimited supply of every normal sort of wood in the world, in uncut logs and all sorts of prepared shapes. None of it's rotted or infested with bugs either. There aren't even any spiders!

571. Wisconsin Death Trip- 200

It's loud, it's noisy, it's positively furious. It's the most offensive chainsaw ever made and there are so many ways to apply that. Bright pink and screaming, the Death Trip is a chainsaw with some impressive qualities, beyond the fact that it can chew through magically enhanced steel or diamond like it was a thin twig. The chainsaw is especially effective against magical targets and while it can't cut through everything, it'd take a very powerful magus or spirit to resist it fully. What it does cut won't heal for a long time either, the brutally jagged wounds left by the saw blades take much longer to heal even with supernatural aid. The chainsaw's always useful as well, since it'll grow in size to match you regardless of how BIG you become, is summoned to your hand with a thought and never runs empty on fuel. It'll barely weight anything to you as well. As you get angrier, the saws will spin faster too, so with enough rage in you, you might even find the wind around the blade is dangerous just by itself!

You may import a melee weapon into this item but it must become at least partially a chainsaw. Wisconsin Death Trip never stops, no matter the form it takes.

572. Strange Mud- 400

A big barrel of black mud, the really stinky sort, that seems to refill every morning. Sometimes it makes nasty faces at you but it doesn't actually seem bad to touch. Not really like the mud at all, if you know what it normally is. Maybe it's got a specific function? Mix it with some food from a certain country and you'll definitely find out what that is. Doing that thing, mixing it with country- specific food, results in the creation of a heroic spirit coming from that country, like a hero or villain or creature of note. They're fairly strong, but far from being on the level of a great spirit or shaman master or really too far beyond what a strong magus could do. They're still pretty cool, given just how wide and varied heroic spirits can be even when limited. They'll follow your lead for the most part but there can be troubles, since they're a little weird when summoned this way. Very weird in fact and often fairly psychotic and murderous, even excluding other various eccentricities. They look a little strange too, more cartoon-like then they should in reality. Thankfully, they don't last long, so even if you accidentally cause them to go on a murderous rampage, they'll turn back into mud after a few days. At least they won't be rampaging at you though, right? Also if you really want, you can just throw the mud at people and unless they're pretty badass when it comes to resisting nasty shit in their minds, they won't be having a fun time.

573. America Striker- 600

With the cry of an Eagle, the might of America crashes down on the foe! You have a American Flag that when held high, summons the Spirit of America itself, taking the form of one of the many folk heroes or legends of the country's past. Imbued with the conceptual power of the history of America in the current world, it strikes down at the foe with annihilating force. Even a mountain could not stand up to this fantastic summon but the spirit can only maintain itself for a few minutes before it fades. The spirit will actually grow in power with the America in the current world, becoming stronger the more developed, expanded and powerful the United States has become and lasting longer as well! It won't get weaker then here but the spirit does seem sadder when summoned in worlds with a weak or missing US of A. The spirit may or may not actually just be Paul Bunyan dressing up in different crummy outfits that look like other American heroes and legends. Up to the user. Fuck yeah!

You may import a country you possess into this item instead to make it the spirit of said country, rather than of America. Traitor.

574. Childhood Diary- 100

A ratty little diary with a simply pen tied to it. The pages look like they're about 50 years old but they seem sturdy enough to write on. The book might look like a reject among rejects but it's got a special trait. It can bring to life the imaginary people written about in the book, like it once brought about the existence of young children's imaginary friends. It's not a very useful power, as it only works for ordinary people and simple animals and they don't know anything the user wouldn't, but much comfort can be had from making the perfect friend for yourself. Normally, they'd only last as long as the book does, but some say that with a strong

enough emotional connection, these beings could become real alongside you. You may import an existing book into this item.

575. Black Church- 200

Aren't you a little young to be a priest? Not like your flock appears to care all that much. In fact, that youth might only play into it more. You're the head of a religious congregation of your own, based in quite a large and beautiful church in the countryside, surrounded by a reasonably sized village or town. The flock is devout and the majority of the surrounding centre's populace are adherents, though only a few dozen are so deep as to be fanatics. They can be either a puritan Christian faith, who somehow ignore the most traits of yours that might go against their beliefs, but who are very easily directed as a weapon against anyone you wish. Almost like they're looking for heretics and witches to burn wherever they see. It's particularly easy to spread this faith to others as well, meaning that armies of hundreds or potentially thousands of the faithful can be raised, should you take the time to spread your fiery words to other counties and towns as well. But if this option is less interesting, you may also choose for this Christian faith to only be so on the outer front, with the real truth hiding a eldritch cult that worships the gods from beyond. This true side to the cult consists only of those few dozen fanatics and bringing more into the fold takes time. However, each one is a practicing magus of some small skill, largely focused on summoning the minions of the gods you all worship. They are able assistants in rituals and while not offensively focused themselves, can serve as effective weapons against normal folk. They also see you as something of a divine prophet, even more easily controlled than the actual puritans above. Either way, the church also holds significant amounts of valuable relics and art, good for emergency funds and prettying up the service. You may import an existing property into this item, which may alter the nature of your flock somewhat.

576. Book of Horrors- 400

A leather bound book, depicting several screaming faces on each cover side. The book has no name and no author written into it but what is within could horrify even the bravest of souls. A ritual book of the old and outer gods, the sort of cruel artefact intended to bring about the time when the stars align and much more. Within the tome are the instructions and chants required for the summoning and binding of a great many eldritch monsters, from cruel spirits to bug-like alien beings to shapes- shifting monsters from the icy poles. Even the Great Ones and beings higher than them can potentially be summoned and controlled, to some variable degree, with the right ritual. But many of these things have costs, perhaps too great to bear. For those unwilling to do such things, the book also contains a very extensive library of spells, allowing for moderate ability in over a dozen broad fields of magic when studied extensively, though many of these spells will twist or warp reality to be cast. There are even more powerful magics within the book but they will require an experienced and skillful magus to unlock, as the book has protections to prevent you unwittingly harming your own mind too easily. As a final measure of defense for it's master, the book is also able to act as a small- scale weapon, suddenly extruding many very large and very sharp tentacle-mouths and mouth- tentacles to attack foes within few dozen feet, crushing and grinding and chewing up

most bodies, leaving the book purring in contentment. You may import an existing book into this item.

577. Silver Inheritance- 600

A arcane artefact, one not of this world. The thing before you is a central object of worship and power to one of the Old Gods, the void things and monsters from out of time and space. It serves as a powerful magical tool, depending on what God it is associated with. The Silver Key of Sut Typhon can unlock any lock and open any gate regardless of place or physicality, the Crimson Staff of Cthugha can create blood-red firestorms that scorch armies of men, entire lakes or even other fires till nothing remains and so on. Whatever the artefact is, it will be a highly powerful weapon for these times, and also have the ability to awaken any latent eldritch powers when touched to a being, such as distant heritage to a Lovecraftian beast in their familial past. If they already had such powers, combining the artefact with their bodies could not only massively enhance those otherworldly abilities and make them far easier to control but also grant them new ones similar to what the artefact itself possessed or enhance further still the ones they already have if the being already had similar powers. The Silver Key with a heir of Sut Typhon could result in a being that can travel to any place, any time, any dimension with ease and little time spent. You may import an existing item or artefact into this option, becoming the newly chosen artefact of whatever god you pick.

578. Mortal Vessel- 100

At once both impossibly rare and pointlessly common. A proper human is so hard to find, at least when you're looking for one that can hold you. Since you were already able to swap forms, the downsides of all that godly power as a Divine Spirit and the difficulties of finding the right human to be a host, maybe not so important. So here's one that fits just right. The perfect human vessel for you, one empty of mind or spirit but fully capable of holding you and your divine power in all it's glory without bursting like a balloon or going up in flames. The appearance can be of your own design and the vessel returns to you if broken a few days later. The vessel isn't a copy of your own body, nor does it have all of your powers, it can merely handle you as a host no matter what you are and survive you channeling your powers through it, regardless of what level those powers are at, so long as they actually can be channeled thus.

579. El Dorado- 200

At last, we find out where the lost city of El Dorado was. In your backyard. At least a good portion of it. These several massive temples and surrounding buildings are entirely made of gold, filled with golden treasures and furnished with golden furnishings. Even the water fountains are liquid gold. There are no magical treasures to be found, beyond whatever keeps all this gold in such good condition and so plentiful, but it makes for quite the perfect roost for any dragon-like being. And if you're so crass, there's a very, very large amount of money to made from selling bits of this stuff off. Not that anyone but you will get the chance, given the hefty supernatural wards that prevent others from reaching this place or finding it at all without heavy duty magic of their own.

580. Heart of the Sun- 400

A grand Meso-American temple, like one of the ancient Aztec or Mayan pieces. Mounted on top is a near 4 meter wide stone monument, carved in the likeness of the sun itself. The monument, and the temple itself, is a artefact dedicated to the gods, a tool meant to empower them. You can summon this temple to you in mere moment, materialising behind you when you have need of it. When summoned and near you, it will unlock a significant portion of any divine powers you might have but be unable to access, at least a third of your overall power, and massively enhance any divine abilities that are not locked away from you, magnifying them 6 fold from their normal level. The downside is that the temple's summoning unleashes the solar winds associated with this monument, causing destruction over a wide area around the temple, as if a powerful hurricane had appeared. Fitting for a wrathful god but dangerous to one with kinder intentions. You may import a property you own into this item.

581. Quetzalcoatl- 600

The favour of the Sun God certainly shines upon you, as the favoured Phantasmal Beast of Quetzalcoatl has landed before you, pledging it's aid, service and friendship to you, no matter your goals. This being, a Quetzalcoatl of unsurpassed size and power among it's race, has reached the realm of the Divine Beasts. It is a creature capable of contending with the weaker Dragonkind and no mortal army could threaten it. In mere physical power, the beast is incredible and in flight it can cross the continent in less than an hour. It's true power is the connection with the weather and when wishing to do so, it can easily call up destructive storms, enormous tornadoes, massive lightning strikes or supernatural heat or cold, even across all of Central America at once. A natural power of it, the Quetzalcoatl can manipulate the weather at almost no cost to itself. While it has not yet given you a name to call it by, it has expressed a great interest in something called 'Lucha'. Is it simply affected by it's god overly much or is there something more to what this Phantasmal creature is?

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582. -Chaotic Voice (Free): You'll note that a lot of the big names of Chaos tend to have... unique voices. Whether they sound like a box full of gravel, or sinister and sly like the most traitorous advisor, or even like a whispery, raspy aspect of death. The point is, Chaos does a job on the vocal chords for one reason or another, and now you have the option of having a peculiar voice of your own. Go ahead, show them how different you are from the moment you speak!

583. -Stylish Brooding (Free): Another thing you've likely noted about most of Chaos' followers is their tendency to look... kind of grimdark? The sunken faces, or the obscene amount of blackness around their eyes, or whatnot. Some of them even have their faces rotting right off! The changes the Warp can bring are terrifying indeed, but you may choose to pick this up if you want to preserve your visage or even have it manifest in ways you would prefer. Some would argue that this is more in the realm of Slaanesh, but... well, I doubt you'd want to join with someone just to have

your flesh slough off or get pus-filled boils without asking for it. This effect only works for your time here, but consider it a gift.

584. -Sound of Silence (100CP): Even though you've thrown your lot in with those considered to be more 'freeform' than the totalitarian Imperium of Man, the Milky Way galaxy can still be a rather rough place. Entire worlds made barren and desolate, billions in destitute conditions or worse... and let's not talk about how even other members of Chaos might decide that might makes right and attempt to practice it on you. The horrors these can all bring would drive lesser men to ruin. But you're not 'lesser', and you've gained a resistance to being broken by these atrocities. You're not ignoring them, but you can acknowledge the reality of the situation without the weight of its existence crushing you or driving you to do unsavory things to avoid being in the same position. In the grimdark future, you're a comfortable shade of grey.

585. -Beginner's Luck (100CP): To survive, you must be able to adapt. In order to adapt, you must be able to learn. The Imperium of Man frowns on the common man learning too much and getting seduced by the powers of Chaos, but you? Learning is your gig. Skills you never knew before, you can now pick up with alarming speed to get a suitable level of competence with it. This won't instantly make you a master, but it can make you on average quite quickly... enough for you to take that skill and work on it yourself the rest of the way, and enough to learn how to dance for a party the very next night, for example.

586. -Perfectly Innocent (200CP): Well, it can be a stretch for how far you can be called 'innocent' when you're sided with the forces of Chaos, but damn if you can't play the part. Humans are a dime a million in the Imperium of Man, and so long as you remember your manners and hide the paraphernalia you may have collected over your time with your new friends, most totalitarian authorities will think you're just another downtrodden citizen like all the others in the herd. It might be more difficult if you have to hide horns or the like, but so long as you have a way to hide that then this effect will still apply. Of course, if you're nobility or a high social position, then as long as you take steps to appear ordinary for someone in that role it will work just as well.

587. -The Lost and the Damned (200CP):Let's be honest. Aside from the occasional Paradise World, the Imperium is not a very happy place to live in. Harsh conditions, even harsher work demands, a conformist mindset that goes into the realm of insanity, and good luck if your local Imperium authorities start getting twitchy with their purges. With a significant amount of the Imperium like this, it's easy to understand why those who feel ostracized or confined would seek out those who would embrace their differences. As an agent of Chaos, you have been given the gift of not only being

able to find those who are ostracized from society thanks to their physical or social differences, but also be able to gather them together under a glorious banner of acceptance and defiance against those who would see them put in their place or dead. Today, those seen as jokers will become kings under your guidance.

588. -Inquisitorial Subversion (400CP): The role of Inquisitor is a harsh one, traveler. Are you sure you seek this? Should you choose this, your origin story changes as you were once a member of an Inquisitor's cadre, or even an Inquisitor yourself. Inquisitors are a secret police force outside of the normal Imperium of Man's hierarchy, tasked with protecting it from the seductive ways of Chaos along with proclaimed heretics, mutants, or any other Xenos threat that lay within the galaxy. However, one can only encounter the other side for so long without seeing the strengths it can provide, how humanity could be saved if it embraced change instead of fighting it, and that is what you have done. As a result, you have a much higher knowledge of Chaos' inner workings than usual, along with a mindset that can understand the workings of Chaos artifacts or Xenotech faster than others would while your mind can handle alien truths more effectively. Fear the one whose mind is as strong as their body.

589. -Gothic Eternity (400CP): Say what you will about the oddity of all the baroque designs and the giant pauldrons, one thing that stands out is the durability of these items the Imperium has created. Even the followers of Chaos can't deny this, often looting the weapons and armor off the corpse-worshipers who happen to be using a better model compared to their own wargear. But you? You're about to become some warband's new best friend, for your own equipment and the equipment you create can stand the tests of time itself... ten thousand years could go by and it would function as effectively as it did the day it was made, if it was left alone this entire time. As a bonus, you can easily create gothic or baroque aesthetics for your equipment that will always be classy in this world.

590. -Beefy McLargeHuge (100CP): You were engineered and modified to be a bulwark against the Emperor's enemies. Even though you have left his service for greater rewards than mere duty, those modifications still stay with you, a testament to the prowess of bioenhancement techniques devised by the Emperor himself. Of course, Chaos also has its boons that it adds on top of that. Your strength is great enough that you could wear incredibly thick armor that would weigh down any mortal man, and run around with no loss of movement or speed even if the armor design appeared to be impractical for such tasks. You are meant to be strong, after all... it would do ill if you could not even move around with a shield as thick as tank armor.

591. -Dominant Dedication (100CP): The loyalty your average Astartes has for the Emperor of Mankind, and by extension the Imperium of Man, is much like everything else about them. That is, above and beyond what mere humans are capable of on average. This is because of the various psychosurgeries and mental conditionings done to ensure that any Astartes is a perfect soldier in not only body, but in mind. As an aspirant member of Chaos, that dedication can be turned elsewhere, allowing an unparalleled honing of skill and talent as you continue to practice and improve them in the lifestyle you have been denied for so long. The Imperium has done a fine job with rebuilding you... and Chaos has allowed you to use the Imperium's gifts to their fullest.

592. -Hunt of the Wyld (200CP): The trials of an Aspirant are gruesome and arduous, meant to weed out promising recruits to ensure only the most capable are chosen to become Space Marines. Your trial was a Trial of the Hunt, where you had to find an apex predator on a world that to call 'hellishly dangerous' would be softening the blow. As a survivor, you learned how to track prey in these conditions with no equipment or gear, while being articulately aware of your enemy's vitals and anatomy with minimal study of their movements in order to slay them or even capture them. Along with the expert foraging and myriad ways of using an animal for cloth or materials, there is almost no environment you aren't dangerous in.

593. -Strength of the Body (200CP): Chaos can be very forward with its gifts, and while this would normally not be a bad thing, the minds of the Gods are fickle indeed. The gifts in question could be neutral, or detrimental in nature. For aspiring Champions, this is a great risk in of itself. But it doesn't have to be this way. The biology of an Astartes is sturdy as is, but with this it's altered just a tiny bit so that you can better resist the detrimental mutations of Chaos or other sources, and outright shrug off any of the life threatening ones. So you won't get a mutation that kills you, but an arm made of bees or tails made of warpfire might still be within the realm of possibility.

594. -Might of a Legion (400CP): Are you sure you want this? Well... alright then. This changes your origin story, being a part of one of the Nine Traitor Legions that originally decided the Emperor did not have their best interests at heart, and rebelled to be the masters of their own fate. Along with the history that comes with it and the ability to raise Warbands far easier, you find your combat prowess having increased a tremendous amount, being hardened by the Horus Heresy and the combat that followed. On top of that, you'll find you gained the specialty that the Traitor Legion in question was known for. How are you still alive, then? The Warp has many unusual properties, and such things as time are quite malleable. Choose your story wisely.

595. -Profaned Use (400CP): The Ruinous Forces, your new backers, realize that there's a certain thing to be said about wargear that is custom tailored to your needs in order to complete tasks you may have ahead of you. But what about gear you've looted off of someone, such as equipment from the corpse of a corpse-worshiper or a Xenos who didn't know better? Your wargear, such as your weapons and armor, will be slowly changed as you use them more. They will be transformed to suit your needs, changed by the Warp to become better conduits for your abilities and to fit your style of combat. This could mean that the armor becomes unnaturally light, or that your weapon starts to corrupt anything you use it on. Regardless, one thing remains clear: Chaos Reigns.

596. Leatherworker/Daemonic Name (100CP)

-Leatherworker (50CP): An unsettling aspect of Chaos to most is that they tend to use human skin for a lot of things. They'll use it to bind their books, or create strange banners, or even wear it as clothing. In fact, there is a contractual obligation to remind you that Fabius Bile wears a coat made of Astartes skin. If you seek it, by purchasing this option you will be able to prepare and treat human skin for a myriad of uses, with having enough durability to last a very long time and take significant punishment thanks to Warptaint. Any Human Resources department would be proud of your achievements. Really, they would. For an extra +50CP, the skin will even be able to handle etched runes within them and boost their effectiveness a small amount.

-Daemonic Name (50CP): There are names granted in the Materium. Names meant to identify oneself to others, names meant to be an expression of who the person is. But names are much more important in the Immaterium, more than means of identification. They are tools of power which can be held over other daemons. Upon purchase, you gain a daemonic name that you are known by in the Immaterium, granting you a degree of infamy among the forces of Chaos as your reputation grows. This reputation can be used to gain leverage over Chaos forces, and can be bought multiple times to increase what you possess.

597. -Aesthetical Integrity (100CP): If there's one thing you've likely noticed about the forces of Chaos... it's that they really like their odd aesthetics. Lots of spikes, lots of grungy looks, the kind of thing that looks badass and scary but by all rights shouldn't be functioning. Why not join in on the fun and pick this up? This option will let you change up the design of your weapons and armor, putting on spikes or wicked-looking appearances, or even just embellished designs and aesthetics in general while suffering no loss of effectiveness. Demonstrate your freedom to look how you want to look!

598. -Mechanicus Hereticus (100CP) (Free: Warpsmith): The flesh is weak. There is only so far it can go, so much it can accomplish on its own. More must be done to ensure that the person survives. What is weak must be replaced. Whether by choice or

by force, you have opted to undergo cybernetic modification under the guidance of the Dark Mechanicus and its cult of Hereteks, giving you upgrades and abilities that you alone could never achieve on your own. Warp-tainted machinery and Xenos- related sources are utilized as well, a blasphemy against the sanctity of humanity if there ever was any. This purchase will grant you access to the 'Grafting & Modification' table at the end of the document.

599. -Psyker Surprise (100CP): In a galaxy where mankind considers themselves to be supreme and any mutation to be abhorrent, this particular mutation may be the most contested one of all. Why so? Well, psykers are connected to the Immaterium, which grants many opportunities and normally just as many dangers. After all, daemons are creatures of the Immaterium and that makes psykers very valuable to them for many reasons. Upon purchase, you won't have to worry about most of those dangers, being granted a powerful protection... that is, as long as you don't get too full of yourself and willingly do something stupid. Stupidity can't be protected against. This purchase grants access to the 'Psyker Powers' table at the end of the document.

600. -Common Sense (200CP): Why is this an option, you ask? Well, I'm sure you've heard so many stories on how common sense... isn't common. With Chaos, it also has a habit of drawing in people with mutations, disorders, or really just assholes. Which means it's up to someone to keep them in line. I'm not saying you don't have it, but picking this up will bolster that common sense while giving you the mannerisms and skills to articulate yourself to others so they can understand the advantages of thinking and acting rationally. Yes, sometimes sanity does have its advantages. As a result, your mind is also significantly less likely to be open to corruption, by the simple reasoning of looking at their ideas and realizing just how stupid it sounds. If you willingly give into those things... well, that's on you.

601. -Artificer (200CP): Rare is the soldier who understands the full functions of their own equipment. Oh sure there's cleaning it and making sure it runs, but such knowledge as actually repairing it has become more and more rare, being left to beings like the Dark Mechanicus while the majority of Chaos focuses on their rituals and their eternal war. You are different, and have chosen to go above and beyond. You're skilled in not only maintaining equipment like Lasguns, Lascannons, Bolters, Chain Weapons and Power Armor, but also in actually repairing and upgrading it as needed, slowly turning them into masterwork Artificer equipment over time. Should you pick up 'Aesthetical Integrity', you can also reshape the designs of the weapons and armor as needed... even making Astartes Armor that wasn't as bulky with no loss in effectiveness, as one example.

602. -Feeling Fabius (300CP): There are many who seek power in technology, and what it can do to elevate them over their feeble flesh. But technology can only go so far if the body itself is flawed. Someone should fix that. Someone like you. Whether you were tutored by the Drukhari or stole their knowledge somehow, you have an exceptional skill with gene-editing and altering the physiology of others. Whether it's giving someone new limbs, discerning the secrets of the Astartes, or even figuring out how to clone others... you can figure it out. The more you learn, the more effective this will become. All shall fear the day you get your hands on something truly impressive like Primarch material.

603. -Warpsmith (300CP): I see. You were not satisfied with merely collecting warbands, or collecting your power, or even dealing with the flesh in general. You seek a different path, one rife with machinery and wires, racing with the power of those who roam the Immaterium... and through forbidden alchemy and corrupt rituals, you have begun walking that path. You possess the secrets to creating fearsome Daemon Engines, a realspace vehicle or combat walker that has been infused with the power of a Daemon forcefully made to possess the vehicle in question. The creation of dreadful Soul Forges, cavernous laboratories fueled by the souls of the damned and victims of the Daemon Engines, are at your disposal, as well as the runes needed to bind these Daemons to the machine and force them into submission, to be used as you see fit. It will be hard, it will be arduous, but the might these Engines bring is a force that even Astartes would be hesitant to fight.

604. -Black Pariah (300CP): Are you sure you want this? Are you sure you really know what you're asking for? It's more than just being a Blank, with leaving no presence in the Warp and effectively leaving you soulless as far as anyone else is concerned. The process of being a Black Pariah, an aberration beyond aberrations, involves a profane ritual which leaves a minor daemon bound to you in order to create what is known as a 'counter-psyker', a being which can redirect psyker abilities back at the target so long as they have a sample of the target's blood. You are advocating binding a daemon to your soul, even if its mind is dormant, to fill a void within you for the purpose of power. Is this truly something you would desire with yourself? Are these lengths truly acceptable to you?

605. -Ode to Malice (300CP): There are rumors among the forces of Chaos who participate in the Great Game. Rumors of a renegade God who embodies destruction in all forms, of soldiers in black and white that tear apart all who wave the banners of the Gods. While such rumors are very difficult to prove, evidence comes in the form of this skull emblem. Should you obtain this one-time purchase, it will grant a powerful boon that will see your Warp-borne might grow in ability... but it will be difficult for you to explain why you possess such might. You'll understand further soon enough.

606. -Psyker Bane (Free): The strength of flesh and the power of blood are things that the Lord of Skulls cherishes immensely, and to deny these strengths by using powers not yours are a sin to his magnificence. It is one thing to replace flesh with machine, as it is still the ingenuity of man that has led to the machine's creation... but to use the power of the Immaterium for your own, to forsake your flesh for easy power? Blasphemy. While you have been barred from using the more overt Psyker abilities, this has been turned into a boon; any attempt to directly use Psyker abilities on you mostly wash right off, their stolen power being of little use to you while their attempts to use the environment against you will have a partially reduced effect. Outside of this world, it will work just as well against any ability that is psychic in nature. Let them cower in their weakness, for you are strong.

607. -Painless Ignorance (Free): How quickly men turn into cowards, once their flesh rends and the concept of pain hits their senses like a truck crashing into a wall. This pain keeps the weak from pursuing their goals and returning the favor tenfold upon the enemy, as they should against those who fight against them. This pain shall never be your foe anymore, any pain taken in battle nearly faded entirely so that you may focus on the defeat and destruction of any who would be foolish to face you. This does not make you ignore any damage you have, in fact it makes you more acutely aware of the condition your body is in. But if your opponent thinks a gash across the chest will make you cry... they will wish they were wrong, for it is a cry of vengeance you will shout instead.

608. -Red Lust (Free): To mere mortals, those without the blessing of the Gods to show them the way... blood is simply that. Just blood, something that so happens to be in our bodies. To those of battle, who walk with Khorne's guidance and wisdom of countless conflicts, it is far more than that. Blood is a medium, a conduit to life force one possesses... it is power. Power that you shall take from others in glorious combat. So long as you are fighting and spilling blood, you shall be nourished and have no need for things like food, water, or even sleep, for it is their blood that shall help you in these endeavors. Even better, should you find yourself coated in the blood of your enemies from your actions, then you will find wounds closing and lost strength slowly returning, as though their life force becomes yours. Let the blood flow.

609. Visage of Skulls/Martial Mastery (100CP)

-Visage of Skulls (50CP): Long have mortals viewed the idea of a skull picked clean of meat to be a sign of death, something to fear and avoid lest they be caught in its grasp. Why focus on death when it is life they should be worried about? But death is always an outcome of intense battle, countless skulls littering the battlefields which wars have taken place on. Where there is war, there is death. This concept of death, and the fear it represents, are yours for the taking. So long as you use authentic skulls in trinkets or design of your equipment, your enemies will find themselves more prone to fear and the gripping thoughts of death that

walk alongside you. Whether this means they will run, or beg for mercy, or fight in hopes of vanquishing this fear... it matters little. Their fear will end by your hand. ...on a more positive note, this lets you clean the meat off of skulls more easily!

-Martial Mastery (50CP): To hold a weapon, to use it against one's enemies upon picking it up is one thing, for anyone can grab a weapon and attempt to slay their fellow man as part of their base instincts. It is another entirely to be proficient with the weapon, to move with the form of a warrior and strike with experience. Just because one goes for a straightforward approach of combat does not mean that they are stupid, that they do not have the cleverness of technique and the mastery of form. Khorne has blessed you, allowing you to wield weapons you've never seen with a basic level of competence with increased ability to master it, while weapons you are familiar with shall be used as though you have practiced for thousands of years. Ride forth, warrior, and let them see what you can do.

610. Heart of Ice/Coagulant Sense (100CP)

-Heart of Ice (50CP): When an enemy is weakened and on the brink of defeat, it will vary on how they react. They might accept their defeat with grace, as opponents defeated by a greater force rightly should. They could attempt to lash out, attempting to strike back... admirable, but mistaken. Then you have the cowards, the weaklings who beg for mercy and to stay your hand. They can cry all they wish, but should you pick this up you may choose to have your feelings untouched by their pleas. Choose to do what needs to be done, and strike them down deservingly and without remorse. Whether it is because they were a monster who deserved it, or whether the blood must flow, is your choice.

-Coagulant Sense (50CP): For blood to be shed, it must be found. For blood to be found, you must seek the source of blood... the lifeforms with which said blood flows through their veins. It is this blood you can now track someone by, being able to sense the best sources of blood for miles around you. Even better, should you have a bit of their blood you can sense their wounds and how far they are from you, along with other traits... like if they are huge, because they had huge guts. Follow the blood, find their sources. Rip and tear.

611. -Reign of the Hounds (50CP): Did you know Khorne has an appreciation for wolves and hunting hounds? It's true! They help seek prey, tearing at flesh with fang and claw and spilling blood just as effectively as the followers of the Lord of Skulls. They also make loyal companions as well, making them favored under his gaze. As a token of his favor, you have been granted the knowledge and skill to train and breed faithful hounds of your own. They will never betray you, will always grow strong and especially large for their species, and will quickly adapt to your style of combat to compliment you. ...should you wish it, if their species allows it their fur can be luxurious and soft as well while being able to breed unique traits into each successive generation.

612. -Mark of Khorne (100CP): Reserved for those who have been noticed and favored by the God of War himself, this mark is often branded onto the chosen's flesh, to serve as a symbol of favor and power for the rest of their days. This symbol, and the

power it grants, now belongs to you. You will find your strength increased significantly, enough that even Astartes would seem like children to you and for weapons within your hands to be capable of withstanding the force your strength provides. Even more, the damage you deal during a charge is significantly increased while the damage you take is significantly reduced. Go forth, and let them break under your might.

613. -Rage Everlasting (100CP): The cold, efficient slaughter of simply ripping metal into flesh is sufficient enough to give thanks to Khorne in sufficient amounts, but it's so... distant. There is no embroiled emotion, there is no thrill, there is no hate. The hatred of seeing one's enemies alive, the hatred of seeing them last even one moment longer without dying by your hand. That hatred can be channeled, my friend. Should your bloodlust be allowed to consume your mind, to drive you to horrible heights of conflict, you can find that any skill with ranged weapons you possess effectively gets shifted, all pouring to increase your melee skills by the amount of skill you had with those ranged weapons. New heights will be unleashed, and the mastery you possess will be akin to an oncoming train bearing down upon your victims; terrifying and nigh impossible to stop. Give in to your anger.

614. -Storm of Iron (100CP): Glorious combat against strong opponents is always to be sought after, to be cherished and pursued in the pursuit of ever-growing martial heights and the spilled blood of powerful champions. But there may be times when there are... undesirables who do not, nay, will not move. Their insistence on fighting you off is admirable, but ultimately as combatants they are to be cut down as well. Against large groups of enemies who would normally be little to no challenge, if you do large cutting swathes or simply pour down a hail of gunfire, your damage to them will rise catastrophically, seeing them fall like wheat during harvest season. No ammo shall be used, no damage shall befall your weapons... the blood of those who gave their lives seeing to this as long as it is from them. After all, should you not be at your prime for the real fight?

615. -Thunderous Charge (100CP): Choo choo, motherfucker! It's time for the Pain Train to leave the station! After all, Khorne encourages all weapons at your disposal to be used in the art of combat, and technically your body is a weapon. By building up a charge and rushing towards the enemy with the intent to slam them away or two the ground, there will be greater momentum than normal to strike the enemy harder than they normally would... and allows you to instantly follow up with an attack with your weapons. None shall stop you, even if you must go through them.

616. -Murderous Precision (100CP): There is a time for a sea of blood, then there is a time to go for the real prize. After all, there is plenty of blood from soldiers and armies to be spilled, but the blood of a champion? The very life force of their best and most skilled, who can provide real challenge and test your martial skills? That is something to pursue, and to do that you need more than just to know how to swing a

weapon or to practice shooting a gun. You need to know exactly where to place that blade or bullet, and it is this choice that will do just that, increasing your ability significantly to control where you place your attacks. Aiming becomes preternatural and sword placement something of instinct, knowing just where to strike for gruesome damage the longer combat is drawn out, and by proxy the capabilities of the fighter is revealed. Strike hard, and most importantly, strike true.

617. -Tides of Blood (200CP): You are no stranger to the unbridled might that flows through the veins of warriors... of gods. Blood carries the strength of such beings, and it is blood that can potentially unmake them. You will encourage that unmaking, through a dark ritual that will bring forth a crimson sea that seeks to devour all in its wake. By finding a place embroiled in violence or about to become witness to such acts, and then using an altar of bone to beckon the blood sacrifice to pool, the dread energies of Ka'jagga'nath will surge in a single direction of your choosing... devouring or corrupting those who are not true warriors of blood and blade. Worse, the more people devoured by this swarming mass, the larger the Bloodtide will grow, ensuring its destination is one of great peril and death.

618. -Furnace of Eternal War (200CP): When man discovered Fire, it was a sign of the future. Great works could be created, sickness could be spread away, and purity would soon be brought into the lives of those who harnessed it. Alas, when man discovered Fire it was also a new age of warfare and slaughter. This fiery gift has been one you have taken pains to harness, and it shows in your mastery. On a whim, your blood may ignite in the air and spread a flame that cannot be extinguished by mundane means, making fights with you a costly endeavor. The Blood God's favor is also upon you... blades may be coated in this pure flame, ranged weapons spreading a volatile fire, and your mastery so great that your fire is much stronger than average... to say nothing of how this might will be reflected in weapons you forge using this flame. Let man's might reflect itself in what they have found.

619. -Speed of Battle (200CP): There are times when combat must be relished like fine wine, to savor the thrill of the fight and the challenge laden in fighting opponents that can test your strength. But then there are times that such fights must be finished quickly, to move to the next one. After all, combat must be pursued; it will not come to you. Your blades are capable of being drawn and sheathed within heartbeats, your hands a blur when reloading weapons to such a point one might think your gun had eternal ammunition. Even the speed which you swing your swords is dramatically increased, making blenders seem slow with no loss of accuracy or precision. With such haste at your call, the flow of battle will be decided by your pace, not theirs.

620. -Sinew for Slaughter (200CP): The Lord of Skulls is not content with warriors simply sitting down and lazing about in between battles and wars. No, that does not get the blood pumping. That does not make the flesh strong. You will be strong

because you will work to be strong. So long as you are training or practicing on a regular basis, you will see not only do your combat skills fail to diminish, but you will learn and improve at a significantly accelerated rate to ensure you are a true Lord of War. ...wait, it's warlord? Thank you, but I think I prefer it my way. As a bonus, your physique is nothing less than a sculpted example of muscle and form capable of throwing tanks, and your increases of strength from training shall likewise be significantly improved.

621. -Martial Pride (200CP): Warriors have a code. Many may see it as foolish to not use every available resource, but how can you become stronger if you rely on power that is not your own? You cannot. Therefore, the code shall guide you. Should you fight in combat without using magic, psionics, or similar supernatural powers, your strength and speed along with your combat prowess shall increase an astronomical degree. Even better, you will find the blood of challenging foes you've slain will impart a small piece of their strength unto you, while leaving behind their skull as a trophy. Seek strength... the rest will follow.

622. -House of Brass and Bones (300CP): The Hellbrass collars of Khorne's prized champions are rare indeed, even more so because of the Blood God's penchant for calling these collars back should a champion fall. But you? Khorne has seen great potential in you, and is willing to make a risk if it means great slaughter to his enemies. Within your mind and your mind alone, is the secret and technique to creating and forging Hellbrass. This should be plain in how much of a boon it is, as the hell-forged material is strong enough to remain completely unaffected by powers of a psionic nature and even possess a small aura that prevents it from affecting a rather tiny area around it, to say nothing of being a material that could make Astartes armor look like wet tissue paper. Beware however, for you will never be able to use powers or supernatural workarounds to replicate this material; without focusing your strength and tempering the metal in blood it will always be doomed to fail. As such, you will always need to personally forge the material yourself, by your own hands and your own might. Khorne does not grant his boons to those who would cheat, and what you create should be a testament to your own strength.

623. -Temple of Blood (300CP): By now it should be no surprise that your blood is more than just a carrier of nutrients and cells in your system. Your blood is your life, your strength, your power. It is a potent piece of you that is sacred and should not be spilled without proper cause... like when you wish to use that strength. By enacting a ritual and sufficiently coating a weapon or vehicle in your blood with a chalice made from the skull and spine of a great enemy, you may create a ghastly transformation where it is augmented and changed, given a piece of your own strength to lay waste to those who would stand in your way. The larger the item, the more blood you will need to ritually spill to imbue that additional strength onto the equipment or vehicles. Such expressions of strength could include larger ordnance that deals tremendous damage, the ability to self-repair using the blood of slain foes, growing in might and

complexity with bones devoured from the battlefield, or other similar combat- related feats. Let blood be your strength... let it be your power.

624. -Lord of War (300CP): Enemies are to be toppled. Thrones are to be conquered. Tyrants are to be slaughtered. Of course, one's definition of 'tyrant' may differ from person to person, but the sentiment remains the same. But then the question remains: Why should you be the only one to have all the fun? Hate and rage make perfect motivators for warriors, just as much as honor and preservation of justice. After all, they all share a common thread... the existence of an enemy. It is child's play to gather such beings under your banner in the name of defense or conquest, for blood shall be spilled all the same. Acquisition, direction, and execution of violent movements are easy, and those who fight under you shall fight with the fury of a storm and the strength of a wild animal. In time this could be the beginning of a warband, or even a grand army. Be warned, though, for it is conflict and the existence of enemies that allow this to happen. It would be wise for you to continue finding enemies to ensure the train does not run out of steam, so to speak.

625. -Eye for Mutation (Free): The Great Conspirator's methods and machinations are as varied as they are many, and there is no telling what will truly come about when his baleful gaze is turned upon those who attempt to follow his ways. Yet for those who are steeped into the rivers of Fate, there is a method to the madness to be gleaned if one simply pays attention. For instance, deviations from the human norm upon a mere second's glance can be gauged in effectiveness and purpose, and a few seconds more could tell the curious party how this deviation came to be. It ill matters whether it was from serum, evolution, or a gift of the Gods... you will understand how the guilty party gained this change. It might even be possible to replicate the deviation, should you detain the subject long enough and your knowledge of the method in question is of sufficient depth or turn this gaze upon non-human species if you know them like you know humans.

626. -Mind for Sorcery (Free): The direful energies of the Warp are not for the faint of heart to master, for it is the home of the Gods and they do not take kindly to fools who play with their toys without control. But Tzeentch has plans for you, and so the first step to Sorcery, the manipulation of dark arts and rituals to harness the psychic energies within the Warp, has been granted to you. Knowledge of how to engage in many of these rituals and the ability to comprehend what you're doing are yours for the taking, from summoning daemons to creating terrestrial storms, and other such things. Your psychic mastery and understanding of forbidden knowledge will only grow, but take heed: Do not call up that which you cannot put down.

627. -Plans Within Plans (Free): The complexity with which Tzeentch lays out his schemes and his desires can be nearly impossible to figure out, driving all but the most capable of his followers to an incurable madness in the vain attempt to follow along.

In this aspect, the Lord of Change reigns. But it does not have to leave you baffled, and so your mind has been altered as a boon for your loyalty to him. Your ability to scheme and make plans is incredible, going from forging a scheme to take advantage of a situation within a single heartbeat to turning even minor seemingly unassuming pieces into critical aspects of a plan that could span centuries. Unexpected developments can easily be recovered from as well, adapting them into your endgame. It's a mite complex... but what proper reward doesn't require some footwork?

628. Hunt for the Unknown/Soul Sight (100CP)

-Hunt for the Unknown (50CP): It is said that knowledge is power, and to wield that power is to be greater than others. Yet power is meant for everyone, and in pursuit of that power countless have become lost and directionless; victims of their own short-sighted ambitions. But you are not like that, and have gained an unnatural aptitude for tracking down ancient relics of lost times. Whether it's discerning false rumors from actual ones, finding the one scroll in a library from thousands, or figuring out the breadcrumb trail to a lost temple, your mind is sharp enough to pick these things out and prove that you are among those few who have the means to take power where others could not.

-Soul Sight (50CP): The Immaterium is referred to as the 'Sea of Souls' for a reason. It is a reflection of those who live in this galaxy, and everything that they are. When a person dies, their soul flies into the Immaterium, to become part of the churning currents that are born from every living thing. Your understanding of these facts is greater than most, and you can see the light of the souls of those you gaze upon. Along with judging whether someone has enough potential to be a Psyker or Sorcerer, this ability's true purpose can be found in applications of knowledge. If you can perceive something, then you can study it. Who knows what you could accomplish from there?

629. Eternal Mind/Hopeful View (100CP)

-Eternal Mind (50CP): They say that 'hope springs eternal', but you'll rarely find those outside of the Architect of Fate's followers who feel like his reign should last that long. Yet by his will he shall remain, and as long as you follow the Fates' design then by some respects you should too. Your mind has been augmented, gifted with a perfect memory that will never falter and will not overwhelm you with the weight of the ages. As a bonus, you are also able to recall memories very quickly and sort through them as though you were sorting through a series of chapters in a book. So long as you have your mind, the galaxy shall never be safe.

-Hopeful View (50CP): It is not enough to possess the might of Sorcery, or an overabundance of knowledge to apply in the pursuit of completing one's ambitions. No, one must also have hope that their plans will come to fruition. Even Magnus the Red had great hope that his Thousand Sons would be better off with serving the Changer of Ways, and that hope has led him down a mighty path. Should you obtain this, you will find yourself able to find hope in the bleakest of situations, even if the world is coming down all around you. Maybe it's the hope of what will happen should you succeed, or the hope of a brighter tomorrow. ...maybe

it’s the hope of seeing home again. Whatever it may be, you will always be able to find hope in your situation, even if it is diminished.

630. -Wings of the Ravens (50CP): It should come as no surprise that Tzeentch seems to favor those of the avian persuasion. Collecting all manners of interesting things, seen as having freedom of movement, and perceived as being devilishly intelligent has seen them fall under his favor. As a token of favor, not only will you be able to train and breed various birds of your own but they will understand your commands and carry them out faithfully. Birds you own will be smarter and faster than usual, and tend to adapt to your mannerisms well while being able to carry out complex tasks. As a bonus, you can choose to breed them to have their feathers be top quality in softness.

631. -Mark of Tzeentch (100CP): Whether it is branded upon the bearer’s flesh or a hidden mark upon one’s soul, this emblem glimmers as though Tzeentch himself was gazing upon those who have gained his favor. Those who bear it will find that their psionic might has been amplified significantly, enough to make a single bolt of lightning become a torrent of electricity. They will also find the uncovering and deciphering of secrets to be easier as well, for knowledge cannot be hidden from Tzeentch’s watchful eyes. Let the power be yours.

632. -Sindri’s Apprentice (100CP): All power demands sacrifice... and pain. The universe rewards those willing to spill their life’s blood for the promise of power. But why should it be yours that is spilled, when there are others you could blind with ambition to pay the price? Your ability to manipulate other people has seen a dramatic spike in effectiveness, letting you figure out how to string someone along to place them in a position to use them or discard them as needed. So long as you are not overt in your treacherous ways, things should go fairly smoothly. Optionally, you may have a voice that just oozes with ambition as well.

633. -Warped Foresight (100CP): The schemes and ambitions of those in pursuit of knowledge cannot be achieved by clever wordplay and ancient texts, nor can it rely on manipulation alone. The Materium is a place which relies on the resources one possesses in order to advance, and you have learned to keep quite an eye out for it. This means the moment you walk into a room, or read on what ancient artifacts can do, or even see the weapons that your enemies wield, you can immediately discern ways to use them in your own machinations. Of course, their consent is not a factor provided you have the skill to trick the enemy into doing what you wish.

634. -Ritual Aesthetics (100CP): In the life of a sorcerer, rituals are a very important part of the culture and power that is Chaos. Rituals can act as force multipliers to achieve greater effects, and by their very nature they give thanks to the Gods who watch over them and impart their blessing. Rituals are important, but it is due to this importance that they are also somewhat twitchy with their composition. A crystal pointed the wrong way or a syllable pronounced wrong, and the whole thing could

combust on itself or worse. But you're better than that, aren't you? With this, not only will you never make a mistake when using and composing a ritual so long as you don't have outside interference (and even then you'll note if something's different), but you can even get some more 'oomph' out of your rituals in terms of power and effectiveness. Praise be to Tzeentch.

635. -Mind of the Abyss (100CP): The Lord of Fate is not always one to care too much for the comfort and sensibility of his followers. As the patron of Change and Transformation, one must adapt to the myriad of unknowns thrown their way or succumb to the madness of infinity. It is why the followers of Tzeentch stand above the rest when it comes to comprehending maddening eldritch truths, being able to gaze upon what would drive most to becoming mewling mounds of flesh. It's not quite an immunity, but it is a significant resistance that would be noticed. Incidentally, this strength of the mind also lets you resist attempts to manipulate you by others, leaving yourself the sole master of your fate.

636. -Gifts of the Xanatos (200CP): It will be clear by now that Tzeentch is never satisfied with only one scheme that is going at any time. No, he runs on concurrent schedules. Wheels within wheels, with a mind-boggling amount of avenues towards success. It is not a matter of whether Tzeentch will succeed or not, merely a matter of how he succeeds and who reaps the rewards. A fraction of his great mind has been imparted onto you, and now you can create many plans occurring at the same time rather than one. Sure, the Loyalists destroyed your convoy, the Librarian resisted your corruption, the planetary governor engaged his crackdown and Sally down the street rescued the cat. But the increased security and scrutiny has given you a perfect environment to recruit and set the stage for an infiltration. Just as planned.

637. -Pyre of the Warp (200CP): It's strange how so many things become that much more dangerous when you put 'warp' in front of the word. For instance, how regular fire pales in comparison to Warpfire. It can take a myriad of colors that reflects the person who uses it, going through Terminator armor as though it were cardboard, and has a nasty habit of doing terrible things to those it afflicts like death... or worse. Yet somehow you have managed to escape many of the dangers of using Warpfire, being able to call upon it and use it as though you had lifetimes of experience with it while never harming you. As a side benefit, if you wish you can have eyes made of Warpfire which could leave quite an impression.

638. -Ambitious Gaze (200CP): It is said that manipulators are liars and weavers of falsehoods. It is true, if you are thinking of two-bit beginners who think they're clever by doing something that anyone can do. It is truth that is the weapon of the most skilled manipulators, for denying the truth is to deny oneself. Not only are you able to see the truth of those within your physical presence and understand their greatest ambitions, but you can also use these truths to induce visions within them... visions of

their desires being achieved, visions of them getting everything they want. You can even alter these visions to show you have the power to give them their desire, should you truly possess such means. What you do with this power is up to you, but the best strings are often ones that the puppet ties upon themselves.

639. -Altered Consciousness (200CP): The Warp does many things to those who come into contact with it. More common than not, the first thing that comes to mind for most is the visage of a Chaos Spawn, a creature of twisted and mutated flesh that is little more than a grim reminder of what happens to the unfaithful. But few consider what it can do to the soul, or the mind. Many go mad or turn into something else, but you are not so unfortunate. Your intellectual and cognitive capabilities have been dramatically increased, easily making you clever enough that even an Eldar might give pause. Even better, with a little dabbling in Warp energy you can 'bless' others to slowly make them as clever as you are.

640. -Eye of Evolution (200CP): The Lord of Change cares not if a mutation is beneficial or detrimental when he hands them out to his followers, only that it creates change. After all, change is its own reward, and the idea of evolution states that change either helps them or they fail to continue living. Yet that's hardly satisfactory, and you have sought to ensure evolution serves your needs by using the Warp to divine the kind of mutations and changes that might come about with factors you might induce. Even better, you could look at one mutation and figure out a way to cause it to become a more preferable mutation. Let change mingle with ambition.

641. -Storm of Change (300CP): In the days of ancient human history, there were tales of a vengeful god who brought plagues to a city. Plagues involving fire raining down from the heavens and scorching the city and those who lay within. If they only knew how lucky they were, to be facing simple fire rather than this horrific storm. Upon activation, a broiling storm forms above the ritualist which proceed to rain down reality-warping flames around them. Along with being able to burn through tanks, these flames have a high chance of inducing mutations upon those who are afflicted by the fire. This can include beneficial mutations, guided mutations, empowering and augmenting any mutations that already exist, or simply turning any into gibbering Chaos Spawn... all depends on your intent.

642. -Rubric of Ahriman (300CP): In the days following the Horus Heresy, the Thousand Sons was afflicted with a horrific, increasingly debilitating set of mutations that simply kept piling on. While Magnus the Red had a temporary solution, it was Ahzek Ahriman that managed to figure out a means to accomplish what he needed. He created the Rubric of Ahriman, and while it did solve the issue of mutations it had other side effects. Those with latent or active Psyker potential had their abilities tremendously magnified, but those who had no such talent were sealed within their armor and turned to dust, effectively made automatons to serve as mindless minions.

For better or for worse, you have gained the knowledge of this ritual with a little bit of a caveat; you can choose to use this complex ritual to turn others into Rubric soldiers, or to grant the abilities of a Psyker into others. All is not yet Dust.

643. -Destiny of Tzeentch (300CP): While it is the Eldar who are often attributed to the skills of divination and seeing the strings of Fate, Tzeentch is without a doubt the reigning lord of this useful skill. It is a skill that has been blessed upon you, a splinter of his great being thrust into your eyes to show you futures that may yet come. Many times what you see is obvious, acting like a danger sense that allows you a chance to avoid danger. But by concentrating, you may truly see farther out and see major events along with how they may change should you attempt to alter the tapestry to your own design. In this way, it is a method to help you shape the future. Just be wary, for Fate has a habit of noticing when interlopers are too obvious and brutish in their machinations.

644. -Sensational Factory (Free): The Prince of Excess is all about trying new things to experience pleasures of the senses and the flesh. It ill matters how these things are procured or what form they take, only that it grants a great amount of these feelings. Of course, as time goes on and the senses of Slaanesh's followers burn out, they must indulge in greater and greater acts in order to feel anything at all, and this can come with its own effects. In your case, it is a mixture of what happens naturally and something unique. Firstly, should you take a significant amount of drugs then you might find that your body will start producing those very things naturally. The more drugs you take and produce, the more likely that you could start figuring out mixtures to create new kinds of drugs. Secondly, you seem to uniquely be able to experience a much greater amount of positives from what you take while reducing any negative side effect to nearly nothing at all while having little to no tolerance build-up should you desire it. The party never stops.

645. -Lord of Aesthetics (Free): To follow in the footsteps of Slaanesh is to chase the definition of perfection. It is a goal that seems to never be reached, but the pursuit of that goal is capable of transforming even the most unkempt and disgusting mortal into a being that is as terrifying as they are hauntingly beautiful. This even extends to the wargear that followers of Slaanesh possess, meticulously altering and shaping their equipment until it is as beautiful as they are. You share in this pursuit, finding that methods to hone your body or your equipment are tremendously increased in effectiveness and also seems to naturally lend itself to what you consider to be beautiful. This has the benefit of making the equipment effectively change to suit your fighting style over time, as well as creating a perfect tool to bring others to your fold. After all, pleasure and beauty is meant to be shared with others so all may experience it.

646. -Temptation (Free): The more pure and wonderful something is, the more satisfying it is to corrupt that very thing. The act of exposing someone to an entirely new level of pleasure or pain, to show them an entire side of life that could be theirs if they only take the plunge... it is something that few words can describe. Not only does it make you feel rather good when you manage to convince someone to indulge in acts of intense pleasure or uproot their own life to pursue perfection, but the importance of it directly impacts how much power you can get from it. A single mortal who sees the light of perfection may see little to no change, but entire groups or beings with much more significance or power would see a fairly noticeable increase in your chaotic might. Take joy in showing others what they could experience.

647. Drug Synthesis/Skillful Acquisition (100CP)

-Drug Synthesis (50CP): When one thinks of narcotics and drugs, they often think of powders or crystals or liquids. It's all fun and games get that heightened experience, but it begs the question of where those drugs come from. For some, it's from the plantlife. For others, it's from varying chemicals mixed in a laboratory. But should you really be so limited if there's no labs or plants around? No, and so you have learned to break organic beings (or their parts) down into varying kinds of drugs thanks to the compounds and chemicals they might produce. It's amazing how an organic being has so many different chemicals in their body, so in a way they make for great harvesting. As a caveat, any drugs you end up making will be noticeably increased in effectiveness.

-Skillful Acquisition (50CP): The pursuit of perfection takes many forms, and just as many paths. Perfection to one might be the most breathtaking sculpture, or the most bountiful of farms. It's hard to say, for perfection is a matter of the mind. Yet the one unifying trait that is shared among the followers of Slaanesh is the determination to reach that perfection. You may choose one mundane hobby such as engraving, or drawing, or fencing, or cooking, anything like that in order to see that skill elevated to significantly increased heights. You may take this option multiple times, to demonstrate the sheer obsession you have with this skill and how far you have taken it.

648. Collected Nerves/Heightened Sense (100CP)

-Collected Nerves (50CP): As the old adage goes, 'what comes up must always come down'. There's a reason they call it a drug high, and when it comes to the heights that Slaaneshi attempt to reach it just makes the crash that much harder. It's enough to drive others mad in their own way, and that's why you've had to adapt to this lifestyle. When taking drugs or doing anything that gives heightened experiences or senses, you'll find that you can handle the sudden boost easier while reducing the withdrawal symptoms to negligible levels. One might be wondering what the point of that is, but imagine drinking gallons of alcohol and waking up with no hangover if you want to see the benefit.

-Heightened Sense (50CP): A common side effect of going into the Prince of Excess' service is the changes it has on one's perception of the world. Where a loyalist may only see a slab of gray, a Slaaneshi may see the cracks of red and black that lay underneath. Where a loyalist

may hear a simple song, a Slaaneshi may hear more subtle noises of the instruments creaking to create that music. In short, their senses end up increasing significantly to keep up with their pursuits of perfection and pleasure. You may purchase this to give a decent, all-around boost to your senses or instead crank a single sense to a more noticeable level. If you felt like trying new things, you could instead use this to gain a new sensory perception like tasting gamma rays or smelling dark matter! This can be purchased multiple times.

649. -Slithering Friends (50CP): It's almost fitting, that the Lord of Temptation is fond of snakes. For a considerable length of human history, the visage of the snake has been seen as one of corruption and temptation, one that turns others from the light and into the fires of passion. As such, the visage of the snake shall be yours. You are capable of training and breeding snakes to be faithful allies, going where you need them to be and assisting in mesmerizing those you come across to help your honeyed words reach their ears. As a beneficial side-bonus, not only can these snakes be made quite large if you wish but their scales can take on a colorful, almost luxurious shine to them that makes it difficult to look away while aiding in your attempts to sway others.

650. -Mark of Slaanesh (100CP): Taking the form of a perfectly formed mark upon the body or hidden upon the soul, this mark shows the favor of She Who Thirsts and all the benefits that come with. Along with a powerful Warp Scream which can disorient foes as you shriek in their direction, this mark also imbues the bearer with a supernatural visage that can distract your enemies and leave them ripe for the culling. Unnerving to many but no less alluring, this amplification of appearance aligns itself to what the bearer feels is an example of beauty, then implements it to a much greater height. If that does not please you, it can instead make you eerily androgynous to the point of uncertainty, which is a beauty all in itself.

651. -Going In Loud (100CP): The quiet offends Slaanesh. Quiet means nothing is happening, quiet means the joys of pleasure and indulging senses are not being achieved. Therefore, things need to become loud, and you shall be the one to make it loud. Your body has become quite resistant to powerful soundwaves and makes it so you will never go deaf from the noises that you make. As a bonus, you have very high skill in the weaponization and projection of soundwaves in such force that you could liquidize organic beings or shred tanks in front of you. Give praise to Slaanesh through sound.

652. -Speeding Along (100CP): It is not enough for beauty to be cultivated and honed over the course of years, nor is it enough to show that beauty to others so that they may see what is but a fraction of the Lord of Sensation's ways. The beauty must be protected, and so you have taken a page from the Eldar race that Slaanesh was born from and have honed your reflexes to a disturbing level. Dance around like a ghost on the battlefield, with such speed as to dodge bullets coming your way. Or engage in swordplay that could see four swings for every one of the enemy. Let beauty be protected.

653. -Aura of Lust (100CP): There are unfortunately some people in the galaxy that do not take kindly to the base urge of wanting to be happy, who try to bury everything down that they could indulge in. They contain these base desires and wants, their curiosities of the flesh and the sense. If only they had someone who could help them. Someone like you. You can create an aura around you that can slowly erode away these mental barriers, coaxing them into admitting what it is they want or even having them give in to the impulse of wanting to engage in what would make them happy. Whether it's that one last shot of alcohol, or finally caving in to stabbing themselves with that syringe to partake of its contents, you can help them get there. It's only a matter of time.

654. -Euphoric Rush (100CP): What's the point of pursuing perfection and pleasure if you're the only one who feels it? What's the point of being the only one who enjoys things at a party? There is no point, it's akin to a candle in an open room. Better to turn it into a blaze and let the fires of passion consume everyone. You can do this by making it so those around you get a much greater rush or high when they're around you, making a drug that gives a slight boost in pleasure become a high so great they could swear they were seeing the faces of the gods. You could turn just about any pleasurable act into a higher form of itself, and even imbue someone with that heightened sense of pleasure for a period of time. Just be prepared for when it fades and they come crawling back to you, seeking that pleasure again. Unless of course, that is what you want...

655. -Shifting Pleasures (200CP): The flesh is something of a double-edged blade when it comes to the whims of those under the Lord of Sensation. It can allow for so much to be done and experienced, discovering untold paths of bliss that many mortals can only dare to imagine. Yet there is only so much that can be done with the body you are given. Only so far you can go without altering it. The Flesh-Shapers of Melancholia spit in the face of this limitation, and so do you. Through the power of the Warp, you may alter flesh as though playing with soft clay. Whether it is knitting muscle tissue or neural synapses, your medical knowledge from this power can only increase dramatically as you work forward to create perfect beings. If you're feeling especially heinous you could use this to turn someone into a living biofactory of pheromones, stimulants, and spare organs to pursue your desires.

656. -Bursting Vaults (200CP): It is one thing to pursue the path of pleasure and bliss with all of your might, but it is another to actually do it. Contrary to what many may wish, it is still a materialistic galaxy with heavy requirements on resources and wealth. To have the means to obtain what you want, you must be wealthy beyond compare. You will find that it is much easier to acquire currency or valuable materials, collecting hordes of wealth in a shorter time span to gild your life in a way that you deserve. It is significantly easier to acquire items and luxuries that are higher quality

than most, to ensure your lifestyle is nothing short of resplendent. If that wasn't enough, you also find it easier to tempt others to follow and serve you the more wealth you possess, in hopes of becoming as glorious as you.

657. -Techniques of the Night (200CP): To experience bliss and pleasure is to experience the true glory of Creation, to understand what it means to live. It is how one cries out against the cold and uncaring universe to show that you are an entity that is worth noticing. But pleasure can be shared, and such things are the beginning of what makes the phenomenon known as love thrive. It is the pursuit of love that you have mastered, gaining a very large charisma boost with an intimate knowledge of what to say in order to enflame the passions of the heart. Words to entrance the mind, exact detailing of how to move or how to wear certain outfits to capture one's sight. Love is a battlefield, and you are its five-star general.

658. -Sides of the Coin (200CP): What is pain, really? What is pleasure? One is supposed to tell us that we are being hurt, while another tells us that we're feeling good. Yet there are some who seem to take pain as pleasure. It is the way of the Slaaneshi to seek sensory experiences, and many times the act of pain can bring pleasure as new experience is brought about. It is also the way of the Slaaneshi to take things one step further, such as this optional ability to make yourself and those around you experience pain as pleasure, or pleasure as pain instead. The feeling of one's arm breaking and reshaping itself could be a blissful moment of ecstasy, while someone taking a euphoric drug could feel like their veins were on fire. Let them experience things.

659. -Light of the Soul (200CP): When someone is in the throes of bliss and sensational delight, it's obvious beyond seeing it on the flesh. It is a state which makes one soul go from a simple candlelight to a state so brought it is as if a star was being born. It is that light which can sustain you. When near those in intense pleasure, you can feed off of that light and find yourself invigorated as your own soul accepts that brightness. Energies will recover faster, hungers will be sated, and bodies are well-rested. Even more surprising is how gorging on this will let you store this light to temporarily empower your abilities dramatically. Make it a pleasure to meet others.

660. -Armor of Souls (300CP): For every pursuit of perfection and pleasure, there always seems to be ten others who try to keep you down. Who tell you to know your place and that it's not good for you to want to feel amazing. Who are they to tell you that you can't do it? They're dead, that's what. When killing others personally with handheld weapons, you may see to it that their souls coalesce and become entrapped as a form of armor around your person. The more numerous or powerful the soul, the stronger the armor will become as it takes a form of your desires. The armor will

augment your senses and reflexes while being self-repairing, so long as it has souls to use as fuel. More concerning is that you can take the appearance and voice of any who are still trapped to let someone's guard down. Let the mistakes of the ignorant only be made once.

661. -Haunting Visage (300CP): Gazing upon the face of Slaanesh has caused untold numbers to be lost to their whims, their beauty one of immeasurable perfection. It is this beauty that makes Slaanesh and their followers so terrifying, as under layers of beauty is often a callous and cruel being willing to do horrible things to maintain that beauty. It is not always the case, but it is often. As a follower of Slaanesh you have been blessed with a tremendous amount of beauty and grace to your appearance, with perfect hair and a body sculpted to your exact whims. You may even find the energies of the Warp granting supernatural aspects to make you look grand, like glowing hair of a different color or metallic tattoos upon your skin, or even wings of light. It is enough that many will find themselves terrified at how gorgeous you are, while also experiencing joy and bliss just looking at you, unable to truly focus on any harmful act towards you. But it is ill to be the only one beautiful, and so if you wish you may project an aura that will slowly make others become just as beautiful and glorious as you are while feelings of pleasure accelerate the process. It shall be a glorious life you lead.

662. -Eternal Thirst (300CP): It was by the Eldar that Slaanesh was birthed into the Galaxy, and it is the Eldar that will forever be haunted by this mistake. Every day their souls are gently tugged and drained, and while the Eldar have their own way of dealing with it, the Dark Eldar continue to engage in worse actions to ensure that they keep their souls. While you are no Chaos God, the Soulthirster has imbued you with the barest fraction of their thirst to spawn this dark ability. You may find a person to be voluntarily marked, their souls claimed by a deal with a devil (that's you, by the way) to make them far better at their hobbies and desires, to make them more charismatic. Alas, that's where the caveat comes in. Over time they will experience a growing emptiness as they must pursue greater levels of passion and pleasure to stave off the effects, until they can do it no more and their soul is consumed by you. But there's another way, and that's by the afflicted making the same deal with others so that you feed on their souls instead to reduce the strain on them. In due time, your thirst shall be sated. Each soul consumed provides energy and strength much greater than a normal soul, which can be used to improve your fleshcrafting and pleasurable acts along with your ability to pursue any passions or arts you have. If that does not please you, you can instead use those souls for 'Armor of Souls' if you bought it.

663. -Circle of Life (Free): Death arises from the flesh of the living, but it is new life that springs from the bones of the dead. It is this inevitability that the Lord of Decay has embodied, and an inevitability that is spread to all his followers. Death is nothing to fear, for life shall form from death and let the cycle begin anew. You are capable of taking corpses and rotting life, take the sick and the diseased, and break

them down to cleanse the area around you and leave it a clean and pure location. From there, you are able to infuse the very area with what you have collected in order to create a veritable explosion of new, stronger life to form and take hold in order to take their turn in this great stage of Life as its new actors. Let the old make way for the new, but everyone gets their share.

664. -By Any Means (Free): Life, and death. These are the two states of existence, and to overcompensate on one means that stagnation and the inability to change will take an unhealthy hold on the world. Yet for those who are living, death is something to avoid by any means. Any form of existence is preferable to these beings, as it means they can stave off dying just a little longer and keep their existence. It is not the way of things, and you shall remind them of this fact in the ways a father reminds their child of how rules work. With a single touch you can begin the sudden acceleration of entropy and decay within a person or item, causing them to rot away as the natural course is pushed along. Powerful beings may have defenses, but the majority will only be able to delay the course of entropy. It is the way of life to rot and make room for new life. The selfish must be reminded.

665. -Foster Father (Free): All life is to be cherished. It doesn't matter if that life causes pain to others, or can destroy entire civilizations. It is life, and everyone deserves their turn. But sometimes a caring personality and a strong hand is needed to ensure that no one is selfish, and that everyone gets their share. That someone is you, your body a veritable factory of viruses, diseases, and all manners of horrific pestilences that can be unleashed with the spread of body fluids or any other way to deliver such things from your form. Your body will accept new donors of these diseases, and allow you to alter and modify these afflictions within yourself to give rise to a whole new breed of life to spread across existence to show how much you care for life itself. This patience and kindness towards all living things has also given you impressive parenting and child-raising skills, as befitting of a proper Plagueparent who can be watchful to all.

666. Jovial View/Truckin' Along (100CP)

-Jovial View (50CP): If everyone is going to die eventually, then is there really a point to being angry about it? If it is inevitable to succumb to entropy and watch the universe die, then spending it in sadness is a poor way of doing things. Why worry about what you can't change? With this in mind, you'll find it's much easier to stay happy and worry-free even with the grim darkness of the world around you. Friend died? It sucks, but there's new friends to be made. Someone shot a hole through your arm? It was a nice shot, all in all. This attitude is even infectious to a degree, helping others rise above their depression or worry.

-Truckin' Along (50CP): All life is deserving of a chance, even if it must succumb to the embrace of death eventually so that new life may take its place. After all, nothing lasts forever... but the Lord of Decay enjoys the idea that others live a full life before they die, rather than aberrantly staying past their time. That is why with his blessing, your equipment

and materials last significantly longer than usual and can handle a large amount of damage while still functioning as though it came fresh out of the factories. They could look rusted and ready to fall apart, or even appear as though they have been rotting for centuries... and still function. All things must die, but that does not mean they have to die easily.

667. Timely Manner/Green Lifestyle (100CP)

-Timely Manner (50CP): Grandfather Nurgle is a patient one. He sees the folly of the Corpse-Emperor and his attempts to preserve the stagnation of humanity. He sees how despite the frailties of life, so many beings try to keep to the warmth of existence despite the flames flickering and risking burning them all. Yet he does not chide them. He does not show anger at their futile attempts. This is because he knows when they will all die. You too will understand when something will die, having a good idea of when someone will perish or fade away into the embrace of death. As their time of death gets closer, your sense will become more accurate down to even the very second. You won't know how they will die... but does it really matter in the end?

-Green Lifestyle (50CP): Life takes many forms, as it is both fleeting and fertile. Something like a forest animal has all manners of life inside of it, and when it dies new forms of life will spring from its warm corpse. Other animals may feed upon it and renew their own lives as well, until they too die and the cycle begins anew. However, the important thing to consider here is that life can be repurposed and used for other means. Those eyes might make good lens replacements for that rifle, and those muscle tendons would be good for making the chamber move. Why, you could keep this up as you found suitable parts, making your equipment look like monsters in their own right. After all, from death springs new life.

668. -Crawling for the Buzzwords (50CP): The Lord of Decay has a thing for insects and maggots. They who feed upon the corpses of those who have fallen from inevitability, who flourish when the natural way of things runs its course. In a way, they are a symbolic representation of how death can feed into new forms of life. Now you too have found joy in this way of thinking, being able to grow and breed various insects to not only grow larger than expected, but also be loyal to your whims as you allow them to swarm the fields of battle like one of Nurgle's loving plagues. You can even learn to mix and match traits... or breed them to achieve symbiosis with other humans. Almost like a living Hive, you might say.

669. -Mark of Nurgle (100CP): Taking the form of a physical mark corroded into the flesh of the bearer, or hidden upon the soul, the Lord of Decay's mark is a symbol of Nurgle's greatest followers. It is a symbol of death and decay, letting all who see it know who are among the masters of such a domain. Those who possess such a mark are blessed with a resounding resilience, being able to walk and fight even if their innards were spilled out and they were missing half their body mass. Furthermore, any physical strike the bearer makes upon a target can spread Nurgle's Rot should they choose, turning any fight into an unyielding nightmare which will haunt witnesses to the end of their days.

670. -Pompadour Tools (100CP): When one thinks about it, the body is like a machine. Intestines for tubes, blood for oil, brains for cogitators... sometimes you need to use what's available. Sometimes you need the parts. The Lord of Decay understands, and has given you great insight on how to use the death of others to bring life to your machines once more, using flesh to repair or enhance equipment you possess. Bone can replace a Bolter's case, hardened skin to replace tank treads, and so much more to ensure that Nurgle's children are not found wanting. With enough 'replacement parts', the equipment could even become alive over time...

671. -The Long War (100CP): While the other Gods seem fit to scheme and slay and seduce, the Lord of Pestilence knows better. He knows that nothing lasts forever... nothing matters. Your mind has been attuned to this unalienable fact, and such things as boredom or impatience never bother you anymore. Days, years, even centuries could pass by and you would be as content as ever, all while your mental faculties do not diminish during this time span. This is because all life eventually fades. All things come to pass, and all things must end. You simply have to wait for theirs to be in the right spot before you give it a push.

672. -Slow March (100CP): Take your time. No rush. Why make it a point about time when time is on your side? Either you reach them eventually, or they freak out and come to you. Either way, so long as you keep to a slow and methodical walk the Lord of Decay will bless you with practically endless stamina and unnatural protections, letting you walk through places you could not normally survive. Whether it's the poisonous swamps of Death Worlds or the cold vacuum of space, you will not be hindered. Walking through the rotting corpses of your kills, you will not be hindered. Those who share in your pace and consider you a friend... they will not be hindered.

673. -Potion Professor (100CP): Good news, everyone! The Lord of Decay has just unveiled the gift of concocting for his prized children. After all, every great pestilence and disease has been carefully brewed in Nurgle's own cauldron, with all the love a father could ever give to those who need his love. With a fraction of his mind placed within you, your ability to concoct and brew various potions and infectious liquids are improved considerably. Effects will be stronger and significantly more difficult to resist, and can be altered to have a slow burn or delayed activation. After all... sometimes everyone just needs time to accept that they are loved.

674. -Teotl Touch (200CP): From the bones of the dead, new life will spring. At the same time, death will arise from the flesh of the living. It is an eternal cycle, one that will never be truly escaped. Nurgle embodies this concept, and with a special concoction that flows through your blood you are able to embody this concept too. With a drop of your blood, corpses and body parts severed from a person will explode with life and become their own being. It could be a slew of fungus, or the arm becoming a horde of insects, or a new and unique creature in its own right. Should you

choose, you could do this to your own severed body parts if your lust for life is so great. The Cycle Begins Anew.

675. -Reconditioning (200CP): As much as it pains the Lord of Pestilence, there are some virulent concoctions and infections that are not a product of his love. They are lifeless, devoid of any purpose outside of meaningless pain and misery. That is not the way of Grandfather Nurgle. That is not your way. That is why you have been shown the true path of love, able to reconstruct and alter other pathogens to be more beneficial and useful to those who are infected by it. It's optional if you want to leave in some of the worst parts, but... why would you want to remove those pus-filled boils from that virus that grants super strength? Without the visage of death, one cannot truly love life. Love conquers.

676. -Valley of Death (200CP): Those among the ranks of the Lord of Pestilence know of love, compassion, and joy. They know of spreading Nurgle's glorious word throughout the cosmos. As such, they know no fear. Neither do you. Any fear that the enemy could attempt to bring upon you is practically null, for you know that deep down you are loved for who you are. Attempts to intimidate you won't really work, and it would take the greatest of sorceries to forcefully make you feel the icy grip of terror upon your soul. This bountiful joy has spread to your comrades too, those around you gaining significant morale and resistance to being scared so easily. Teach them what it means to be one big happy family.

677. -Donner Party (200CP): There's nothing wrong with recognizing the bountiful potential of life itself. There's also nothing wrong with using the death of others the fuel the lives of those who continue to exist. That would namely be you, and the benefits that the Lord of Decay himself has given you. By consuming the bodies of the fallen (or those yet to be fallen), you can regenerate wounds and stamina very quickly while temporarily increasing your resilience even further than it currently is. By how much? Well, it depends on how many you consume along with how much damage you are taking at the moment. A party of one is just no fun, after all.

678. -Warp Doctor (200CP): Yet even the Lord of Decay realizes that he cannot have his loyal family and followers perishing on a whim. In order to bring death, there must be life. Therefore, until the Great Game is over there are some who must be held from the embrace of death. You are one of the ways Nurgle keeps his mortal forces alive, the Warp itself guiding your hands with a frankly absurd amount of medical expertise and knowledge. Alien biology becomes as familiar as human biology disturbingly quick, and the things you could make a human body do in order to stay alive is ridiculous. Engineer it to regenerate, or grow redundant organs to improve a person's ability or defense, or even turn them into a living bio-weapon which activates to an organic trigger as innocuous as chocolate. Rejoice, for the doctor is in.

679. -Power of Pox (300CP): It brings sadness to Lord Nurgle that there are those who would reject his gifts and crawl away to the baleful light of the Anathema. All he wishes to do is bring his love and compassion to those who deny the rightful death of creation to bring about a better one. Alas, there is a saying: Spare the rod, spoil the child. You have your own rod, a modified form of Nurgle's Rot that can be spread from you like a miasma. Those infected initially will become Poxwalkers, infected zombies of greater strength and durability than humans. The cruelness, however, is in how it preserves the consciousness of the host as they're forced to watch their body move... and how it affects those they attack. Survivors of the Poxwalkers may find themselves slowly turning into more Poxwalkers, or see their flesh bloat and swell to cartoonish sizes before exploding into swarms of Nurglites... at least unless they pledge themselves to their new Grandfather to finally accept his love.

680. -Power of Love (300CP): Love is the gift that keeps on giving. By loving others, you encourage them to love additional people in kind. Through the love of Grandfather Nurgle, anything is possible. That is why by the power of the Warp, your infections have something of a unique trait; strength in numbers. The more people that are infected or altered by your pathogens occupy an area, the stronger that they will get. Two people might not see much, but ten could become something more... to say nothing of a hundred, or a thousand. By allowing them to love others as much as you love them, they will grow stronger in this love. They will bring the love of life to everyone... by introducing the love of death that your harmonious infection shall bestow upon them. Praise be to the Lord of Pestilence.

681. -Family Heir (300CP): For one to be a Grandfather, one must have children who has had children themselves. It doesn't need to be actual blood relations, merely the representation and symbolism of family can be enough to instill those sorts of bonds upon a group. Through Life, Death is born. Through Death, Life Springs. In a sense, we are all family in some way... and you are one of Nurgle's favored. Through the power of the Warp you may instill the very essence of the Immaterium in a location or ground in order to make it a perfect location for brewing various pathogens or virulent flora. They will be strengthened, and very difficult to cure if possible at all... and they will be brought into the world by you. It's not as big as Nurgle's Garden... but it is a start. The more you crossbreed and introduce new pathogens to this place, the more your love will produce a myriad of new bounties.

682. -Uriah Gambit (Free): The Neverborn of Chaos tend to get a rather bad reputation due to how the Gods work against the Imperium of Man. They're called monsters, daemons even. But you? You would call them angels, symbols of the Gods' divinity and care for the Materium. Some might look at you with concern at using those labels, but that's because you know the nature of the Gods better than most. With your knowledge and articulate means of expression, you'll find that you're quite capable of showing others the facts and presenting another side of things, being

persuasive enough to convince others to follow the same paths you do with considerable ease. Some might ask what happened to those who join your flock. You can answer that Revelation happened.

683. -Cult of Personality (Free): The Gods feed off of emotion. Every thought, every feeling, every ounce of what makes a human... well, human. It can make fighting Chaos something of a lost cause, for to deny the Gods would be denying humanity itself. Yet there is another side to the antics of those in the Immaterium. I speak of faith. Faith is just as powerful a sustenance as emotions, perhaps more so, for faith is merely intense emotion directed towards a single subject or entity. Your understanding of faith is great, letting you understand not only how to invoke faith in others and rile others up to start believing in something, but you can also find ways to convince people of other religions that what they worship is merely a facet of the religion you are championing. Praise be to the faithful.

684. -Primordial Truth (Free): Despite the Great Game, despite all the war and strife and disorder that lies within the forces of Chaos, there is but one truth that is shared among them. A single truth that echoes throughout all of the greatest offensives that Chaos has conducted. That truth is that sometimes one must work together to achieve great things. Though it may be unlikely, the Dark Gods have given you a strong sense of being able to find their strongest warriors, or followers who possess the greatest gifts among them in order to forward your agenda. You will also possess a sense of what it would take to convince them to aid you in said agenda, even if it's likely they would be a problem afterwards. After all, when it comes to riches or toppling a powerful force... we are all on the same side.

685. The Logic of Logistics/Inherited Inventory (100CP)

-The Logic of Logistics (50CP): It is said that there is a method to madness, that there is no such thing as true chaos. In everything, there is an order. Many would consider this anathema to Chaos itself, but there is no Game without rules. There is also no war without resources to fight those wars with, and you have quite the mind to keep those resources reviewed and accounted for. Not only do you have an intricate knowledge of what supplies and materials your forces need to continue marching but you also can figure out what would be the most efficient way for your troops to acquire said resources. To win a war, you must first know yourself.

-Inherited Inventory (50CP): As strange as it sounds, Chaos is not so much an anarchy as it is a meritocracy. It's true, there's a reason that Chaos is directed by legends and demigods whose names strike terror into the hearts of the Imperium's stagnant capital. Of course, this will inevitably mean that there will be enemies and treacherous underlings who wish to slay you to make a name for themselves, or simply to reap the rewards. This is where turnaround comes into play, with the Warp affecting the equipment of powerful enemies you kill. How so? Their equipment will reshape themselves to fit you if you equip them, fitting perfectly

with your fighting style along with causing stories to spread on your new war trophies. Crusades have been waged for less.

686. Chaotic Charm/Fethishist (100CP)

-Chaotic Charm (50CP): Every day the Imperium does its best to exile or execute anyone who does not fit into their cookie cutter brand of a society. Anyone who does not bow and submit to the faith or the firing squad is deemed the lowest of the low, unfit to stand in the light of the God-Emperor. That's why Chaos can be so appealing to those who feel discouraged or cast out... and why you're appealing to them too. People will get the sense that you would accept them for who they are, that you will not judge them for not fitting into society. It's up to you how you use their desire to belong.

-Fetishist (50CP): Icons. Symbols. Runes. Brands. Marks. One could go on, but the point of all of these are simple: They serve a purpose. In a way they are rituals of their own, embodying meaning and a sense of awe to those who admire what they stand for. They also can serve as a tool of fear or hatred to those who dare not dream of a world where these symbols are marching upon their door. It's a part of why Chaos does so well, with the emotions such things can spark within any who gaze upon the symbols and come to interpret it depending on how they feel. You understand this all too well, and are capable of forging various charms and items to bear these symbols that can't help but draw the eyes of those who would enjoy what they represent. It could also bring enemies upon you, but why should the faithful have fear?

687. -Adorable Abominations (50CP): The dreaded Chaos Spawn. A symbol of what happens to those who fail the Ruinous Powers or become too greedy for their own good. After all, not everyone is capable of withstanding the gifts that Chaos can bestow upon them. They are seen with disdain and hatred, the elephant in the room for aspiring champions-to-be. Yet certain ones could be... cute. Through very careful applications of Warp energy, you've learned how to create and breed functional chimeras that are larger and hardier than the sum of their parts. They may not be seen with joy to some, but you know these little sins against nature just want a hug.

688. -Sermons of Faith (100CP): They say that words can never hurt someone. Those who say such things are also idiots for ignoring that something capable of persuading and healing is capable of hurting someone at the same time, but that depends on how you use them. In your instance, you can use those words very well in speeches, rants, and sermons that are as powerful as they are eloquent. Within a half-hour you could get a large crowd if you were just speaking and rambling, but when you start adding physical proof to your speeches? Your influence will spread like wildfire, and that's before you use broadcasting equipment. Shepherds must tend to their flocks.

689. -Expensive Omelets (100CP): They say that in order to make peace, that there must be disarming. That both sides must put down their weapons and join together if

they are to progress into a new age. Clearly, they're confusing 'peace' with 'quiet'. Rather than giving in, you've learned how to make others give out. Reviewing an approaching army or a large fortress will instinctively let you find their weak points as well as figure out how to use what you have to take advantage of those weaknesses in order to make them pay for presenting such flaws to you. They want peace through unity? They'll have to see that unity comes from strength.

690. -Tag and Bag (100CP): When one actually sits down and thinks about it, Abaddon's Black Crusades have really just been glorified milk runs. After slamming through Cadia and going past the planet, the Black Legion have often allowed their forces to fragment and split while they rush off and plunder the items of their choice. Of course, the Imperium usually mobilizes when this happens, so time is of the essence. Time you can now milk for every second it's worth, being able to find and secure the items you're specifically looking for in record time. Bolts seem to pop off more easily, loot is more easily secured, and your forces tend to be a bit faster when specifically plundering resources. This could give you the spare time needed to make a quick getaway, or grab that additional item you didn't think you'd have time for.

691. -Line Up (100CP): Overconfidence and hubris have been the death of many Champions, friend. When one overextends their forces or assumes too much, it can lead to a nasty blow with the faults snowballing into catastrophic destabilization as it all comes crashing down. When that happens, who do you think is going to pay the price? Hint: It's you. You are only as strong as your weakest link, which is why you have a very accurate and detailed idea of what forces under your command are capable of. You know what they can deal with and what they can't, as well as the firepower and tactics they can bring to bear upon the enemy. That knowledge is very useful, so be sure to put it to good use.

692. -Memory of Hate (100CP): The Horus Heresy occurred a little over ten thousand years ago. It was an event that changed the Imperium forever and left it on a course of stagnation so great even Nurgle wants to put it out of its misery. It also led to forces who still hate the Imperium to this very day. Such hatred is something you can cultivate in others, riling them up to go wild with emotions and abandon to be guided by you. After all, those who have been slighted by others will be so very quick to hate them. Even if they haven't, you're very good at finding things to make others hate and become eternal enemies who wish to see it all burn. Let the hate flow through you.

693. -Demonic Fortress (200CP): Anyone can make a castle or a pile of stones and call it a fortress. A few others can maybe find a nice cliffside or a bottleneck and construct something half-way decent in them. But few can truly make a daemonic fortress of perpetual pain. Your skill with creating such fortresses is rather significant, with all the nooks and crannies needed to ensure a powerful defense that could last years of siege tactics even before you start considering the terrain to start building your fortress. You could even terraform the local surroundings to assist in creating

quite the location to ensure that all but the mightiest of forces would crash against it and be broken. Just be sure you still know how to get inside.

694. -Loot Train (200CP): As stated before, speed is often of the essence when it comes to instigating Black Crusades under Abaddon's baleful eye. Along with infighting and other portions of one's forces getting distracted by personal objectives, there is the forces of the Corpse-Emperor to deal with. That's why every moment wasted being in one place for too long is one second extra that the Imperium can use to bring aberrant fire upon your head. Upon purchase, your forces are not only capable of obtaining their ill-gotten gains significantly faster, but the more loot your forces acquire the less likely they are to lose momentum or cohesion. After all, riches and spoils makes for a powerful motivator, and they know they will get more so long as they serve you.

695. -Authority of Asskicking (200CP): As mentioned before, Chaos is more like a meritocracy rather than an actual state of anarchy. The stronger one is, the more power and influence they command among the flock of the Ruinous Powers. If someone ends up toppling another leader, then they were never truly fit to lead. Yet this can lead to some concerns if one surrounds themselves with weaklings who are unable to carry out your will. With this, it is no longer the case. Ranks mean everything in your group, with those in the higher rankings growing in skill and power according to how much they had before joining you, to not only manage your forces in your absence but also to carry out your will. Just be wary, as a taste for power can sometimes leave the uninitiated to desire more of it.

696. -Tranquility (200CP): One man's faith is another man's corruption. But really, what is corruption? It's often viewed as the degradation of something, or a departure from what is pure and innocent. But in the days before the Unification Wars, they had stricter definitions of what counted as innocent and what counted as corruption. You understand how these definitions came to be loosened, and how corruption can slowly weed its way into even the brightest of hearts. From there, you can introduce and guide what others see as corruption to influence the masses to loosen their standards closer to your own, or even ward yourself and those close to you from that which may corrupt your own ideals and goals. After all, one man's faith is another man's corruption.

697. -Power of Faith (200CP): Churches. Scriptures. Statues. Murals. All of these things are able to generate powerful emotions within the faithful, and provide a sense of reverence to those who are not. Even to those who despise the religion in question cannot help but feel strong emotion at witnessing what they feel is disgusting or blasphemous. This is why in the Imperium and the Ruinous Forces both, there is a strong sense of religion and faith in architecture and weapons. Through the Warp, you can reshape weapons, armor, equipment, and even buildings to reflect your teachings

and your faiths to create a large amount of faith and reverence in your followers, increasing their morale and dedication to the cause while bringing a tide of curious people ready to be taught. Strength comes from faith.

698. -Corruption of Champions (300CP): Daemonhood is considered one of the ultimate rewards for the Ruinous Powers to present to their followers. It grants a great amount of power, immortality, and the ability to raze entire worlds under the might of their heel. More importantly, it allows one to be answerable to no one save the Gods themselves. You are not there yet, but your pursuit of this path has taught you much. Evil creatures and creatures similar to daemons will find it impossible to sway your thoughts lest they were as high as a God over a mortal, meaning rituals and deals with such entities carry far less risk for you. Even more, your authority and influence over them has been raised considerably for a mortal, letting you command many lesser Daemons and even find peers among the stronger daemons... and that's just as a mortal. Imagine the command you could hold over them if you weren't mortal.

699. -Dark Imperium (300CP): The Black Crusades of Abaddon were successful not only because of their size, but also because the Warmaster knew his forces well. He knew what they cherished, what they despised, and how each of those factors would determine how they acted. Any potential successor of Abaddon would do well to keep this in mind, and now you have. Your ability to manage and direct larger forces have become almost absurd, as if the Warp itself were whispering the secrets of their souls to you. You know what your forces are doing, how they are faring, and where best to direct them. You also know when your allies are likely to splinter off, which would allow you to easily plan around their sudden yet inevitable pursuit of independent goals. No self-respecting Warmaster would have gotten this far without taking advantage of how such forces act.

700. -Crimson Path (300CP): It is one thing to be able to manage and direct a powerful force to see the galaxy before you burn in the fires of the Immaterium. It is another to finally start the crusade and finally wrangle everybody together. It's much more easily said than done; getting together forces of such varying and conflicting ideals for the sake of cooperation can often be akin to trying to wrangle together Chaos Spawn born from felines. Yet you have a way with words, and a way of providing the sales pitch, so to speak. By playing to their hatred of an enemy or allure of riches, you can at least get others to sit down and listen to your plan, along with having a much higher chance of getting them to cooperate with each other for the duration of the campaign should the plan have a chance to succeed. It's a risky gamble... but fortune favors the bold.

701. -Kate the Guardsman (100CP): No one knows where this woman came from, other than that she was an Imperial Guardsman who had gained Khorne's favor by slaughtering her entire Regiment personally with nothing but a Lasgun and her helmet

as a bludgeon. Ever since, she has been traveling from world to world in pursuit of blood, spilling rivers at a time in service to her God. Curiously enough, she has a side goal of finding what she considers to be healthy and enriched blood, and so she prioritizes Paradise Worlds and Psykers when she can to slaughter them. Whenever asked on her purpose in doing so, she will raise a mug fashioned from an Astartes helm and mention that every cup of coffee must have its cream. Kate comes with all of the freebies for the ‘Human’ background and the ‘Khorne’ Patron pool, as well as 'Perfectly Innocent', 'Dominant Dedication', 'Martial Mastery', 'Heart of Ice', 'Rage Everlasting', and 'Furnace of Eternal War'.

702. -Bob, the Scourge of Evras (200CP): No one has heard of the planet Evras. There are rumors that it existed, a powerful Forge World before this Khornate Berzerker arrived and scoured it so thoroughly that it was lost to the sands of time itself. At the same time, it’s uncertain if he just likes messing with people and the planet never existed to begin with. He enjoys being asked about it anyway, whenever he isn’t rushing headlong to the front lines with twin chainaxes in hand and letting off steam. For a Berzerker he seems awfully laid back... tranquil, even when singling out all Psykers not affiliated with Chaos. If you ask why he does this, he states that there is no better way to kill a god. Bob comes with all the freebies of the ‘Adeptas Astartes’ background and the ‘Khorne’ Patron Pool, as well as 'Beginner's Luck', 'Hunt of the Wyld', 'Might of a Legion', 'Martial Mastery', 'Coagulant Sense', 'Mark of Khorne', and 'Sinew for Slaughter'.

703. -Slen’dath (300CP): This... this is different. This Bloodletter has managed to fashion a full set of plate armor made out of solid Hellbrass, with the iconography of a noble wolf as he strides the battlefield. His cape is made out of the pelts of the wolves of Fenris, and this daemon has made it his goal to pursue honorable duels in the service of the Blood God. He will gladly march into battle with allies when it is needed, however. Instead of a sword he wields two large claw weapons as he fights with the ferociousness of any predator, believing the feral nature of beasts is the best way to return to the beginnings of violence. Slen’dath comes with all the freebies of the ‘Khorne’ Patron Pool, as well as 'Martial Mastery', 'Reign of the Hounds', 'Mark of Khorne', 'Storm of Iron', 'Murderous Precision', 'Speed of Battle', 'Martial Pride', and 'House of Brass and Bones'.

704. -Seimei of the Five-Fold Path (100CP): While Tzeentch Sorcerers tend to come with their own quirks thanks to continually seeking out forbidden knowledge, Seimei is a bit odder than most. He claims that by harnessing his soul and perfecting the way of the Blade that he is able to do things that others could only dream of. It almost seems silly to see a sorcerer caring for and using a curved blade as his focus while wearing a band of cloth over his forehead... until you see him slice the air in front of him and turn his victim into a hapless Chaos Spawn, claiming he severed the link between man and idiot beast. Aside from his absurdly vast collection of strange holovids that he pours over nightly, he’s a perceptive man who can see more than

most. Seimei gains all the freebies of the ‘Human’ background and the ‘Tzeentch’ Patron Pool, as well as 'Inquisitorial Subversion', upgraded 'Leatherworker', 'Hunt for the Unknown', ' Soul Sight', and 'Altered Consciousness'.

705. -Kelgorath, Seeker of Souls (200CP): All Chaos Sorcerers of the Thousand Sons realizes that power does not come without sacrifice. They also realize that the sacrifice doesn’t have to come from them, but this exile from the Legion takes that a bit too far. Souls are what makes a person a person, and the stronger the Psyker the stronger the soul. Kelgorath seeks only the most powerful souls, collecting them in a lantern and letting them stew until they lose all traces of individuality. He will not say what they are for, but every so often when admiring his collection, he will mutter something about All is One. Surely not ominous at all. ‘Kelgorath’ gains all the freebies of the ‘Adeptas Astartes’ background and the Tzeentch Patron Pool, as well as 'Might of a Legion', upgraded 'Leatherworker', 'Hunt for the Unknown', 'Eternal Mind', 'Mark of Tzeentch', 'Mind of the Abyss', and 'Altered Consciousness'.

706. -Zek’throd (300CP): It is said that the Horrors of Tzeentch come in two distinct flavors of Pink Horrors and Blue Horrors. Yet those are only the most prominent kinds, as Horrors can take all manners of forms. This one is an oddity among them, an anthropomorphic female raven gilded in fine blue silks and walking as though she stepped upon glass. Every action serves the Lord of Fate, and so every action must be precise and deliberate. Impulsiveness riles her to no end, and whatever she dislikes she will often spew amounts of Warpfire at it until they burn away into nothing. A thing she likes to do is scratch the faces of victims to see the raw energy of the Warp change them, attempting to divine the beauty of each change to become closer to her God. Zek’throd gains all the freebies of the ‘Tzeentch’ Patron Pool, as well as 'Soul Sight', 'Wings of the Raven', 'Mark of Tzeentch', 'Sindri's Apprentice', 'Ritual Aesthetic', 'Pyre of the Warp', 'Eye of Evolution', and 'Storm of Change'.

707. -Leilenai the Artist (100CP): People tend to die very painfully around this woman, with a voice that angels could be jealous of and immaculate white hair that never seems to get dirty even as she works on her projects. You see, she likes art. But any two-bit hack can make art out of wood, or paint, or stone. She prefers different material, such as the dying breath of a man with a broken heart, or the ocular fluid of one hundred women frozen like ice. If true art is suffering, and life is pain, then it goes to show a true artist must use the best canvas of all. Of course, this means she’s absurdly skilled at sneaking around and breaking into places for the sake of procurement. Leilenai gains all the freebies of the ‘Human’ background and ‘Slaanesh’ Patron Pool, as well as 'Perfectly Innocent', 'Aesthetical Integrity', 'Skillful Acquisition (Sculpting)', 'Heightened Sense (Sight)', 'Euphoric Rush', and 'Shifting Pleasures'.

708. -The Rock Star (200CP): The Emperor’s Children are seen as vile and abhorrent, twisted monsters who continually seek darker pits to gain greater highs. Yet

this Noise Marine seems to keep to himself and is oddly silent, only playing audio recordings of other people when he needs to get his point across. His noise cannon is augmented beyond most Noise Marines to deliver powerful sonic blasts whenever he needs to take to the field, although he has also been noted to take interest whenever he sees an Astartes Librarian and attempts to measure their psychic potential in combat. The weaker ones he will kill outright, while torturing the stronger ones by prolonging the battle before leaving when he gets enough data. When pressed, he reveals that all Psykers have a presence in the Warp, and by listening to it he will learn the wavelengths he needs. The Rock Star gains all the freebies of the ‘Adeptas Astartes’ background and the Slaanesh Patron Pool, as well as 'Might of a Legion', 'Skillful Acquisition (Music)', Heightened Sensex3 (Hearing)', 'Going In Loud', 'Speeding Along', and 'Light of the Soul'.

709. -Sel’kie (300CP): It is said that Daemonettes are harbingers of endless delight and seekers of decadence. But sometimes going back to basics is the greatest pleasure of all. This lesser daemon is nearly as tall as an Astartes and sculpted like an amazon, along with an impressive figure that fills her button shirt and business skirt. Yet with purple skin, long prehensile tentacles for hair and chitinous claws for feet she is definitely a daemon. Rather than demand one goes overboard, she likes gently pushing boundaries, encouraging them to try things and grow as a person. She also longs for quiet moments of serenity and pleasant feelings. She’s also fast enough that Astartes would have a hard time keeping an eye on her and could rip their head clean off their armor. Sel’kie gains the freebies of the ‘Slaanesh’ Patron Pool as well as 'Collected Nerves', 'Slithering Friends', 'Mark of Slaanesh', 'Aura of Lust', 'Euphoric Rush', 'Techniques of the Night', 'Light of the Soul', and 'Haunting Visage'.

710. -Grandma Gums (100CP): A blind old hag that can somehow see despite the cloth over her eyes, this withered lady with no teeth has nothing but nice things to say about everyone she meets. Her clothes hide the boils and lesions on her skin, but she’s always on the lookout when it comes to new recipes to feed other people so that they feel the love she has for everyone. Now for people she really likes, she’s an amazing cook and her chili is good enough to start a small war over. For others... let’s just say you should run her pots and pans through a decontamination chamber and a cleansing ritual on a regular basis. Grandma Gums gains all the freebies of the ‘Human’ background and ‘Nurgle’ Patron Pool as well as 'Lost and the Damned', 'Jovial View', 'Timely Manner', 'The Long War', 'Potion Professor', and 'Reconditioning'.

711. -Halenthor the Corpse Consumer (200CP): It goes without saying that a doctor’s job is to pick people up off the ground. It is woefully ironic that this skillset makes them effective at putting people into the ground as well. This Death Guard Apothecary is methodical and skilled in the ways of cutting and fixing bodies to the point of even having knowledge in Xenos anatomy. His hands move with a deftness that his size would have never conveyed, and strangely enough he will do whatever it takes to avoid harming children as he considers them to be innocent to the ways of the

universe. His title, however, is not hyperbole; he has a penchant for searching battlefields and collecting the corpses of other Adeptus Astartes of both Chaos and Imperium to extract and compare their geneseeds. No one is certain what he does this for, as Halenthor always answers that every river has a source... even the ones made of blood. Halenthor gains all the freebies of the ‘Adeptus Astartes’ background and the ‘Nurgle’ Patron Pool, as well as 'Sound of Silence', 'Might of a Legion', 'Truckin' Along', 'Green Lifestyle', 'Mark of Nurgle', 'Pompadour Tools', and 'Warp Doctor'.

712. -Ahk’thoo (300CP): What... what is this. Nurglings should not be this cute. Adorable, even. This feels wrong on so many levels, but they have the kind of cuteness that makes you want to give them a hug. Clothed in black robes and a hood that’s got the shape of a fly’s head, this lesser daemon is all about learning about others and seeing what makes them glad to be alive. See, he fancies himself a writer and he likes the perspectives of others. In exchange for the stories of others, he gives them gifts... gifts that stay with a person and can often leave them becoming bloated and rotted with disease. After all, it’s good to leave an impression, right? Ahk’thoo gains the freebies of the ‘Nurgle’ Patron Pool as well as'Jovial View', 'Crawling for the Buzzwords', 'Mark of Nurgle', 'Slow March', 'Potion Professor', 'Teotl Touch', 'Donner Party', and 'Power of Pox'.

713. -Leena the Wanderer (100CP): Short black hair and eyes of grey, this woman used to be a Canoness- Preceptor of the Adepta Sororitas group and was one of their more fervent warriors that was living proof of their ability to resist becoming corrupted. Yet corruption is not the same as revelation, and after uncovering some important truths Leena deserted the Order. Nowadays she travels the galaxy in tattered robes with her clearly-altered armor underneath as she preaches the word of the Gods to any who would listen. When asked on why she would leave the Imperium, she would smile and state that Humanity is encompassed by both its good and its bad... to forsake one and lie to oneself to appear greater is to cause a disservice. All of Humanity should be revered, and that includes the emotions that have created Chaos. Leena gains the freebies of the ‘Human’ background and the ‘Chaos Undivided’ Patron Pool, as well as 'Inquisitorial Subversion', 'Chaotic Charm', 'Fetishist', 'Sermons of Faith', and 'Tranquility'.

714. -Nakrethar, Snake of the Stars (200CP): Strange. This member of the Black Legion is different from the others, being disciplined and courteous to anyone he meets. That isn’t to say he’s a pushover, as his penchant for poisoning and drinking the blood of those who try to take advantage of him shows. But to those who show respect, he is nothing but kind. He will make sure you’re taking care of your equipment, adjust any of his plans to accommodate your own goals when he can, and even has an eye for appearances to ensure you’re at the top of your game. He only asks that one day, he can gain your help in infiltrating Holy Terra as he feels there is something there that can greatly aid his plans. A strange request, but he insists it’s of great importance. Under a strong light, one might notice his black armor is actually a

really deep shade of green. Probably not important. Nakrethar gains all the freebies of the ‘Adeptus Astartes’ background and the ‘Chaos Undivided’ Patron Pool, as well as 'Might of a Legion', 'Common Sense', 'The Logic of Logistics', 'Inherited Inventory', 'Line Up', and 'Loot Train'.

715. -Jeth’roth (300CP): There’s supposed to be no daemons of Chaos Undivided. After all, daemons are born from pieces of the Chaos Gods themselves. Yet this bald, fair-skinned human with eyes of pure black insists he is one of the only daemons that encompasses Chaos in its entirety. His appearance as a human is his proof that Chaos is intrinsically tied to every emotion Humanity feels, and shouldn’t a daemon of Chaos reflect this? To fully embrace Chaos is to embrace what it means to be human. He might be crazy, but his psionic might put a dent in that reasoning. Jeth’roth gains all the freebies of the ‘Chaos Undivided’ Patrol Pool, as well as 'Chaotic Charm', 'Adorable Abominations', 'Sermons of Faith', 'Tag and Bag', 'Memory of Hate', 'Tranquility', 'Power of Faith', and 'Corruption of Champions'.

716. Cultist-chan and Dranon (200CP):

“Hwee hwill help hyuuuuuuu!”

It’s not exactly certain where this duo came from, but for someone who has the marks of all four Chaos Gods and seems to be favored by them, the young woman with sharp teeth seems... less than competent. Not actively a problem, but unless it’s basic tasks it wouldn’t be a good idea to entrust jobs to her. Her caretaker on the other hand is a powerful Adeptus Astartes of Khorne, and is quite powerful in his own right as a combatant that can give even other Astartes pause. Just be mindful that his voice sounds like tumbling gravel making love with a trash compactor, due to his use of cigarettes that borders on the absurd. He will insist that he doesn’t want to be here with her, but it speaks volumes that he’s managed to keep her alive for this long.

717. -Armor Package (Free): The galaxy is cruel and capricious, wrought in endless turmoil because of various factions all attempting to take the stars for their own... away from its true masters. This cannot come to pass, and as such you will require some manner of protection for yourself. Your chosen background comes with its armor for free, but you may choose to purchase the other armor if you wish. You may import an armor into this equipment at no additional cost.

-Carapace Armor (50CP): Standard issue for Imperial Stormtroopers of the

Corpse-Emperor, this armor is considered a significant upgrade above the standard Flak Jacket millions of Guardsmen wear. Heavy layers of armaplas or ceramite are folded into plates for this armor along with carbon-fibre, plasfibre and thermoplas strips to deflect or absorb the kinetic energy of a weapons strike or blow along with being excellent at heat dispersal to provide protection against weapons like Lasguns. It

also offers some protection against direct weapons strikes while deflecting damage from shrapnel and adjacent explosions, but don't expect it to hold up against direct Bolter fire.

-Astartes Aquila Armor (200CP): Designed by the Adeptus

Mechanicus so long ago when the Anathema was beginning his Great Crusade, this armor has seen many revisions as the Crusade went on and the Anathema's blind ambitions collapsed in on itself. The Mark VII Aquila is the most common variety in use today, and works by cybernetic neuronal interface into the wearer's spine to connect to the Black Carapace and tap into the nervous system. While appearing unwieldy, an Astartes will find little weight gain and possess almost their entire movement and agility. The suit increases the strength of the wearer and also can deflect many blows thanks to its outer shell of adamantium and plasteel encased in a ceramic ablative layer. Along with its high-protein liquid food stores, life support systems, and suite of sensors and a miniature sub-atomic microfusion reactor to power it, it's little wonder that the Astartes are the Dark Gods' greatest servants.

718. -Weapon Package (Free): In this grimdark future, there is only war. War to bring death to billions, war that would see entire solar systems burn for the price of defiance. Do not suffer those who would usurp the galaxy's true destiny, and bury them beneath you for their ignorance. Your chosen background comes with its weapons for free, but you may choose to purchase the other weapon package if you wish:

-Human Package (50CP): The size and strength of the average human makes it somewhat unlikely that they will be able to wield the powerful weapons of an Astartes, but by no means does that leave them without a weapon. Many humans among many armies will point out how Humanity has gotten along fine without the powerful Bolter. That is why with this option you will be given your choice of a Lasgun or Autogun along with a sidearm of a Laspistol or Autopistol so that you may decide whether you wish to deploy old-fashioned ballistics or enlighten your enemies to the future. For a side weapon, you may decide if you wish to employ a chain weapon to spread your enemies across the field or utilize a simple monoblade to bring a medieval aesthetic to the battle.

-Astartes Package (200CP): The power of an Astartes is not to be trifled with; it is often said that a single Company can take over an entire planet. But in order for such things to be more than hyperbole they must be equipped with the greatest of weapons. Without weapons, an Astartes is diminished. With this option you are given a standard Bolter to annihilate all but the strongest of enemies, a Bolt Pistol in the event you need a smaller weapon to deliver a powerful strike or if you need a back-up weapon, and a choice between a chain weapon to spill the blood of others or a simple monoblade that is worthy of one of your stature.

719. -Melee Weapon Upgrade (Free): Perhaps as a result of the wars and loss of technological knowledge that came with the Age of Strife, or perhaps as a result of the

cultures of battle and glory that Humanity has grown up with, a personal melee weapon has been seen as a staple of many across the galaxy. It is time to find the melee weapon you desire for yourself. You may create a weapon from scratch using the section below, import a melee weapon obtained earlier/farther down below in this section for free, or import your own. Options can be combined; i.e. you could buy 'Chain Weapon' and 'Power Weapon' to create a singular chainsword with a power field.

-Chain Weapon (50CP): When you feel that need to tear through the flesh of your enemies and listen to the music that is the revving of a machine, look no further. The Chain Weapon is exactly what it says on the tin, a device that utilizes motorized biting teeth that saw and slash through an enemy. It can take the form of a sword, an axe, or even glaives and bayonets for those who want that personal touch. For an additional +50CP, you can make the weapon to make it an Eviscerator which is a much larger version of a Chain Weapon and arguably more deadly as a result of its weight contributing to its cutting power.

-Shock Weapon (50CP): It's not exactly a Power Weapon, but in a pinch a modification like this could be an asset in of itself. Lining the weapon with conductive material and activating the machinery within, this modification causes a high amount of electricity to shoot out with

each strike and electrocute anyone unfortunate enough to be struck by your attacks. For an additional +50CP, this can become a secondary power generator for the weapon to boost and augment any electronic components of the weapon to work more effectively. Fight smarter, not harder.

-Inferno Weapon (50CP): Flame On! The use of fire has always been a staple in Humanity's history, and even in this grim, dark future it is no exception to the eternal machines of war. However, rather than deal with the clunky fuel tanks of the Flamer weapons, you have instead opted to install a specialized field that coats your weapon with a fiery aura to increase its cutting power. Swing your weapon as a symbol of power, or just stab it in someone and watch them cook. It's all the same.

-Two into One (50CP): Power Fist, or Chain Sword? It can be a predicament when you have to choose what you want to kill the enemy with. But why settle for one choice? This option is unique in the sense that it would allow you to merge two melee weapons into one; you could create a Chainfist by mixing a chainsword in with that power fist you had, or even mix together that rapier you have with a chainsword to mix its properties and traits together into one unified weapon of madness. The end result takes a form of your choice, and this option can be bought multiple times.

-Monoblade (50CP): It is not enough to see the enemy carved and torn apart. It is not enough to see them broken into pieces. Combat dictates effectiveness, to be able to slice away the enemy in a single stroke if need be. This modification strengthens the material of the blade as well as sharpens the edges to a monomolecular point. This makes the weapon extremely sharp, enough that a strong enough user could slice

through an Astartes with their armor. Such a weapon will draw a good amount of attention towards you, so hopefully you're experienced in using it.

-Power Weapon (100CP): In a galaxy where many secrets of science and technology have been lost to the sands of time itself, the rarity of a weapon can often determine how dangerous it is. The Power Weapon is no exception, Switching on the field will coat the weapon in an energy hue of your choice, whether as an aura or as crackling lightning. Once this weapon comes into contact with an object the field will disrupt the molecular bonds of matter in the area struck, which makes for a tremendously deadly weapon. You could make this a regular weapon such as a sword or make it a Power Fist instead. This is also the option you want if you desire to create Lightning Claws.

-Relic (100CP): The annuals of history have shown many a battle that was on the verge of defeat and humiliation, only to be saved by the arrival of one who wielded a Relic weapon. This is because they are powerful mastercrafted weapons designed to augment its qualities to new heights while being a strong weapon in its own right. Power Weapons that are Relic could slice through even the heaviest of power armor with a single swing, while Inferno Weapons that were Relic could send out waves of flame capable of reducing soldiers to charcoal. These weapons are exceptionally rare and are reserved for the most elite of

Adeptus Astartes. Hopefully you have a good excuse for possessing one.

-Force (100CP): The power of the Psyker is deadly indeed, even before the training that must take place to hone their abilities. A Psyker with a Force Weapon to attune their psychic prowess and use it as an extension of their powers are tremendously more dangerous as a result. Using a Force Weapon can act as a conduit for one's powers, allowing them to focus and channel their powers to strike even the mightiest of foes with force unheard of... and this is not including how much more effective it is on supernatural entities such as Daemons. For an additional +100CP this is turned into a Nemesis Force Weapon, which fine tunes the weapon to such a degree that the level of power a Psyker possesses determines its strength. You really ought to have a good reason for having this.

720. -Autogun/Autopistol Upgrade (Free): Weapons that were developed in the time of the 3rd Millennium, Autoweapons were replaced by the Lasgun in the 32nd Millennium as standard issue in the Imperial Guard. They use solid slug ammunition and were designed to eliminate heavily armored infantry or light vehicles, and as a result of being inexpensive and being capable of being produced on low-technology worlds are still seen in use today. You may create a weapon from scratch using the section below, import an Auto Weapon obtained earlier/farther down in this section for free, or import your own. Options can be combined; i.e. you could buy 'Long Barrel' and 'Oversized' to create a ridiculously high-powered rifle.

-Long Barrel (50CP): It's one thing to get up close to the enemy and shoot them enough where they gain an additional twenty-five kilograms from the amount of lead you pumped into them. It's another entirely to be able to reach out and touch someone. Selecting this option allows for the latter, granting a longer barrel to hit targets further away in the event you wanted to turn a sub-machine gun into a marksman rifle, or even a sniper rifle. Distance is no excuse for letting the enemy live. The barrel can be removed if needed to return the weapon to its normal use.

-Oversized (50CP): Go big or go home. That seems to be the name of the game in this galaxy, as one's enemies will take more than a regular shell to so much as scratch their paint job. The Autogun may not be anything like a Bolter that can fire ridiculously overpowered ammunition, but by putting this modification on the weapon it will be altered to fire larger rounds than usual to give you much more stopping power and damage. It'll make the weapon larger to accommodate for the size increase in rounds, but you might be pleased when it even lets you handle some of the bigger Tyranids around.

-Durable (50CP): The galaxy is cruel and uncaring, punishing anyone who had the gall of being too weak for the dangers lurking among its stars. It is why strength is more than just physical force. Strength is not in what you can do, but what you can take as well. This upgrade shall increase that strength, making your autogun strong enough that it could be used as a makeshift club or a temporary shield... to say nothing of being able to function regardless of any environmental condition it's found in. You could leave it in an ocean for a week, drag it through mud for five hours after, let the results bake in the sun for a month, then pick it up and shoot someone as effectively as the day it was forged.

-Optics (50CP): Iron Sights are fine and dandy when you can visibly see the enemy and it's a clear day outside. But what about when there's a literal wall of smoke between you and the enemy, or by some strange archaeotech they're completely invisibly to the naked eye? What if you have to fight at night? An upgrade like this and you don't have to worry again. Each purchase can grant night vision, infra-red, sonar, or any other kind of strange optic sensor to let you fight should you not have a clear line of sight. Never will they escape your wrath.

-Auto-Combo (50CP): It almost seems like many of the problems in this galaxy can be solved with a liberal application of gun. If that doesn't work? You simply need to use more gun. This option will allow you to do that, modifying your autoweapon so that it can have a secondary ranged weapon attached to it such as another Autogun, an explosives launcher, or even a Plasma Weapon or a Flamer to ensure you're never out of options. Anyone who assumes you're a one-trick pony will be in for a very dismaying surprise with this. For an additional +50CP, you may choose a ranged weapon outside of this setting to import and attach. It should be noted that both weapons can be reloaded.

-Bayonet (50CP): Maybe you need to take someone down silently. Maybe you ran out of ammunition. Maybe you just feel like being visceral and watch the life fade from your enemy's eyes. Regardless of your reasoning, know you're covered with this option to attach a Bayonet consisting of a monoblade to the end of your weapon so you can simply ram it into a person and carve them like meat. For an additional +50CP, you can turn the blade into a Power Blade while seamlessly blending it to be a weapon akin to the Guardian Spears of the Adeptus Custodes... of course, it could be a sword or an axe instead of a spear.

-High Capacity (50CP): An autogun is just like any other weapon when you think about it. You point at someone to shoot them, it allows you greater power in your ability to strike at others, and it almost becomes less than useless when you run out of ammunition. Nobody wants to be fending off an Ork horde and run out of ammunition in the middle of their onslaught. By purchasing this, your weapon gains a significantly increased magazine capacity while being equipped with an autoloader that activates when it senses you are running low. Stave off the tide for a little longer, all to ensure your great work does not fall short.

-Rambo Mode (50CP): Before the time of the holovids and faster-than-light travel, even before the days of the Dark Age of Technology, ancient humans had their legends. Legends of a merciless warrior of the jungle, whose strength rivaled that of an Astartes and could singlehandedly wipe out entire armies with nought but two autoguns. As romantic as the idea sounds, this option will allow you to try your own hand at mimicking the legend by making a copy of the autoweapon you can create in this section. This means you can either dual-wield an autogun or have the second one as a spare while you fight on with the original. Perhaps you could make your own legend and spin a series of holovids one day?

-Belt (100CP): Magazines can be a bit of an issue. You're busy firing until you run out of ammo, then have to reach for a new magazine and take the time to reload. Those few seconds could be rather important if say, you've got Tyranids coming at you or some Hivers drugged up on their own feces is charging you by the hundreds. Fret not, for this belt attachment to a large backpack unit will be sure to give you all the ammunition you need for those larger battles where you have to focus on killing and nothing else. If taken with 'High Capacity' then the backpack is actually a small micro-printer that will keep making more ammunition for you! Just remember the other issues like heat.

-Ripper (100CP): There is a peculiar kind of Auto Weapon that was called a shotgun. It fired one large round that propelled multiple objects to deal much more damage than a normal autoweapon. The Ogryn decided that wasn't enough, and so the Ripper was born. This particular variant allows the user to either fire off weapons as normal, or instead flip a switch and decide a mode. The first mode is launching a large, very heavy shell to deal tremendous damage to the enemy unlike what one could do

normally. The second is something of a 'giggle switch' and rapid-fires multiple shots at such a pace one might be forgiven for thinking it emptied the entire clip in a single attack. It is said that this is because of the Ogryns' poor aim on average, but imagine what it could do in a skilled individual's hands.

-Assault (100CP): The quality of a weapon is important. Paramount, even. The better your weapon is, the better it shall serve you in the eternal war that is this galaxy. Yet there is a certain quality to quantity in the event you needed to make an impression. Choosing this option will grant you an additional one to five barrels along with special mechanisms to increase the rate of fire on your weapon to truly staggering heights. Where before you had to settle for aiming, now you can mow down a small army while laughing at their inadequacies. Let your power erase their flesh. For an additional +100CP for a Hurricane augmentation, which instead makes your weapon contain one to six tri-barreled fixtures to create a wall of metal to fire on your foes. Just be sure you can lift it or have enough ammo, alright?

-Powered Scope (100CP): Auto Weapons have a pretty nice range for the kind of technology that's gone into them. They can pick someone off from a few hundred meters away, even more if they've been augmented to project their shells further. Alas, there's only so far an

Auto Weapon can go before one's eyes cannot keep up. This magnified scope will solve that issue, granting you the means to see as far as your weapon can strike so that you will never have to worry about not seeing your target. It can even be smart-linked so that you can see through the scope, and should you have purchased 'Optics' then it will work flawlessly through this scope.

-Relic (100CP): Even something as simple as the Auto Weapon is capable of benefiting from the might of advanced technology. Perhaps it was a new composition of metal that went into its construction, or it's a strange design that complements its launching of solid slugs to a degree that punches through normal armor. Whatever the case, what you have here is a thing of beauty. Heralding from the days of the Dark Age of Technology, it's simply better at everything. Its slugs fire much faster and farther, it has significantly greater stopping power, it's stronger in construction... one might wonder if the Jokaero didn't design this thing. Expect to keep up with a Bolter with this upgrade.

721. -Lasgun/Laspistol Upgrade (Free): The staple weapon of just about every human in the Milky Way, and even some Xenos. Producing beams of high-intensity amplified light, one is effectively burning the targets alive with a tool like this, and thanks to its design it is remarkably simple to craft and use. This means that there are many variations you can see in the galaxy, certainly enough for you to figure out a pattern for yourself. You may create a weapon from scratch using the section below, import a Las Weapon obtained earlier/farther down in this section for free, or import

your own. Options can be combined; i.e. you could buy 'Ryza Hellgun' and 'Shotlas' to create the equivalent of a massive cannon of energy.

-Battery Pack (50CP): Light them all up! See them burn before your might and rue the day they decided to face you in combat! At least, that would be the intended reaction. Hard to do that when your lasweapon runs out of energy. That's where this wondrous device comes in, coming with a spare battery and a portable charging unit that helps in charging the spare pack so that in the event you run out, you can swap it out for a second one without fear. For an additional +50CP you can make it a Merovech Pattern Lasgun which has two packs installed in at once, so when the first pack is emptied it automatically switches to the second pack without any delay.

-Extended Barrel (50CP): The power of a lasweapon is not to be denied, both in its power and its utility. After all, the more you have then the greater your target will burn in the pyre of their mistakes. Yet while they don't suffer from the wind issues of an autoweapon, heavy cloud cover or smoke can disperse the laser beam and reduce the effectiveness of the strike. It's a bit of an issue, really. This improvement can help ease such an issue, granting greater cohesion and strength so the amount of smoke it can travel through before being dispersed is increased. Cover? What cover?

-Bayonet (50CP): So long as the enemy is far away, you can just aim your not-so-little flashlight and paint whatever you see in a wave of high-intensity heat and death courtesy of the Adeptus Mechanicus. No need to fret, just point and shoot. There is, however, the issue of what happens when the enemy is not far away at all. Cue this little bit to add a bayonet in the form of a monoblade at the end of your lasweapon. For an additional +50CP, you can turn the blade into a Power Blade while seamlessly blending it to be a weapon akin to the Guardian Spears of the Adeptus Custodes... of course, it could be a sword or an axe instead of a spear.

-Persuader (50CP): In the event that you need to kill something faster, you can't wait for reinforcements. Not when time is short and you're the only one right there. Fortunately, there are those who considered the need for going overboard and designed this particular model. Something of a 'giggle switch' that's installed, this upgrade increases the rate of fire on the lasweapon to an almost absurd degree in order to produce staggering amounts of firepower in a short amount of time. There have been reports of Hivers who have managed to erase entire blocks with a weapon like this, so do be careful where you aim it. This upgrade also increases the size of the battery packs to keep up with demand.

-Optics (50CP): More often than not when one is given a las weapon, there's pretty much only iron sights. No real scopes, no optics, nothing. Not a problem when you know exactly where the enemy is and it's a beautiful day to cook some idiots, but when it's night time and all the lasers going off gives more seizures than a rave on a daemonic Pleasure World? Bit more of a problem. That's why you can purchase this option to grant options like infrared scopes, night vision that accounts for the laser

flare, sonar, or any other kind of sensor that you feel could aid you. This option can be purchased multiple times. Should you purchase the 'Long-Las' option, these sensors will be adapted into its scope.

-Focused (50CP): The large beam of light coming from a lasweapon can be intimidating to some, knowing that a battle is not too far behind or that there could be more lasweapons being discharged in short order. Yet one of the issues with lasweapons are that they fire rather large beams and as such can be significantly flashy, which is a problem when you just want to do away with the showboating and just want them dead. Cue this modification which tightens and focuses the laser discharged so that there's a greater chance of penetration and causing 'burn-through' wounds. If you're wondering why this is needed, remember that when it comes to meat just searing the outside isn't good enough.

-Potentia Coil (50CP): Such devices are normally reserved for when a Las weapon is integrated into a person as a bionic or cybernetic modification, but there's nothing wrong with doing a little cherrypicking to ensure you have every advantage available to you. Based off of an ancient archaeotech design, installing this coil in a Las Weapon ensures it has a nearly endless amount of energy to draw upon for the purpose of combat to grant its wielder a truly staggering amount of options. This coil also increases the strength of the laser beyond a regular Lasweapon, making it quite potent. Should you purchase this option with 'Battery Pack' this means the charging unit becomes much faster and ensures you'll practically never run out of ammo.

-Las-Combo (50CP): You can burn them away and light them up like a flashlight. But there's also a scary amount of enemies who will look at your lasers and kind of laugh at the idea. Tell them off when you have this nifty modification. Picking this will alter your lasweapon so that it can have a secondary ranged weapon attached to it such as an Autogun, an explosives launcher, or even a Plasma Weapon or a Flamer to ensure you're never out of options. Light them up then pump out the damage when you have their attention. It should be noted that both weapons can be reloaded.

-Dual-Las (50CP): What's better than having one torch in the dark? Why, two torches. It's a mathematical guarantee. Ask anyone who has a las-weapon, they would gladly want a second one to shoot up the enemy. Well, unless the other option was a bolter. They would then take a bolter. In this case however, this option allows one to have a copy of the lasweapon they create here for either the purposes of dual-wielding or to have one weapon to spare in case something went wrong with the other one. Fight on, and light up that night sky!

-Shotlas (100CP): By many accounts, this modification is considered illegal and will get you in trouble in most places if you are caught wielding it. Yet the techwrights of Footfall may have been onto something when one sees the weapon in action. Almost akin to a 'shotgun' autoweapon, the Shotlas pattern is a triple-barreled device that is rigged to deliver more energy per shot so that unless one was a Tyranid or a Necron,

they’re not getting back up. Even then, depending on where you aim it could do some damage. The cost, however, is beam cohesion. The farther you go, the more swiftly the beam loses power. This is a weapon pattern best used up close and personal.

-Retribution (100CP): Filling the air with lasers and large blasts is a potent weapon in of itself, as many humans actually will not want to get caught on the wrong end of a lasweapon. However, a lasweapon is also very flashy as it creates plenty of light and noise when it goes off. Yes, there’s no recoil, but generally lasweapons are the opposite of subtle as a result. That’s why there was this modification done by a very disgruntled Imperial Guardsman, letting one break the weapon down into half a dozen pieces for easy concealment while rigging said weapon to fire in a non-visible spectrum. In addition there’s no flash or sound from the las-burst, which makes a weapon like this incredibly deadly as well as increasing its terror potential. Imagine talking with someone and then seeing their face become impromptu house paint without even so much as a change in the wind to give the killer away.

-Ryza Hellgun (100CP): There is the Lasgun, and then there is the Hellgun. Containing a more powerful and more advanced laser generating system than the standard pattern, these weapons are often reserved for Imperial Stormtroopers who have the superior skills and know-how to utilize these weapons effectively. ...wait, we’re in the far future in the home galaxy, right? Anyway, like the regular Lasweapons it can either be on semi-automatic mode or produce one continuous stream of heat and torment to adapt to whatever situation lies before you. Even better, the Ryza Pattern uses a hyper-yield power array to take advantage of its capacity to be adjusted, its higher outputs able to punch through ceramite like it wasn’t there. Burn them all.

-Long-Las (100CP): Every weapon type seems to have a longer ranged variant of some kind. It never fails, although this is hardly a bad thing when you are trying to get every advantage possible in a battle with an enemy who can do any number of horrible things to you. This option is for those who seek the advantage of distance, making a longer and thinner barrel while using a stronger metal for it to increase both the range and the accuracy of the lasweapon while granting a powerful scope to see farther. Even better, there is a suppressor which can further reduce the flare of each shot to reduce any telltale signs of a shot going off. The enemy shall have to pray should you ever combine this with the 'Retribution' pattern. The barrel can be removed if needed to return the weapon to its normal use.

-Death Light (100CP): Quality, or quantity. For some strange reason you have a few who think you can only have one or the other. It’s rather frustrating, but at times that kind of thinking can generate something quite useful to have in your arsenal. Made by the Mechanicus sect of Sollex, the Death Light pattern is designed to use up more energy and create a more intensive laser in order to burn through even the strongest of heat insulation. Even the Magnagorsk Hive with their insulation suits found that this

weapon could tear through them like it wasn't even there. Just be sure to watch your energy supply if you use this, especially if you overcharge it.

-Relic (100CP): There were many items that were created during the time of the Great Crusade and the Heresy. Items that were of great use during the re-acquisition of territories and the eventual war that sparked when ideologies and viewpoints clashed. Items that could propel one from a mere face in the crowd to a legend in their own right. A lasweapon that is a Relic would do just that, recharging at a much faster pace as well as being stronger in power and beam cohesion. Even better, this upgrade also contains augmented cooling units so that continuous fire will not damage the weapon to ensure that it will not fail you in your time of need.

-Volkite (200CP): Oh. Well, this is far beyond what a normal Lasweapon would be, and it would make you quite terrifying to many an opponent. But considering what you will be fighting, I don't think any will blame you. This will turn the Lasgun into a fabled Volkite weapon, a thermal energy weapon capable of punching right through Astartes armor with one concentrated shot. Flesh explodes and anything in contact with the target becomes ignited and deflagrated in kind. Let those who fight you know true fear.

722. -Bolter/Bolt Pistol (50CP): Out of all the weapons seen in the galaxy, the Bolter is one of the most, if not the most iconic weapon available. It is a symbol of strength and power, a symbol that might makes right. Each shot a prayer to the gods of battle, each strike a challenge to the unworthy. You may create a weapon from scratch using the section below, import a Bolter Weapon obtained earlier/farther down in this section for free, or import your own. Options can be combined; i.e. you could buy 'Heavy Bolter' and 'Storm' to create a weapon able to dump hundreds of bolter rounds a second on the unfortunate sod who merited the act.

-Combi-Bolter (50CP): Of course, why settle for just one weapon? Perhaps you want to also attach a plasma weapon so that you can melt the enemy's outsides before bolting their insides. Maybe you want to shoot their armor off and then proceed to use a flamer to have yourself a good Salem-style barbecue. On the enemy's dime, of course. Very thoughtful of them. Regardless of your reasoning or the occasion in question, this option will allow you to do just that and attach a secondary weapon to the Bolter to increase your options. It should be noted that both weapons can be reloaded.

-Bayonet (50CP): Maybe you're feeling particularly showy, or the enemy is feeling particularly suicidal. Maybe it's trench warfare and you can't be bothered to waste the ammunition on creatures that are so very beneath you. Whatever the case, this option will allow you to equip a monoblade bayonet on the end of your Bolter so that you can just stab someone and save the ammunition for someone who's actually worthy of it. For an additional +50CP, you can turn the blade into a Power Blade while seamlessly

blending it to be a weapon akin to the Guardian Spears of the Adeptus Custodes... of course, it could be a sword or an axe instead of a spear.

-Heavy Bolter (50CP): Go big or go home. After all, if the enemy is going to continually up the ante on the battlefield, why shouldn't you do what you can to show them that it's also how you use the size? Enter the Heavy variant, using a specific electronic pulse in the firing chamber instead of a pin to create rates of fire other bolters could only dream of. Along with being larger than your average bolter, it means that you can deliver some truly staggering amounts of pain in a short amount of time. It's large enough that humans usually put them down as gun fixtures, but Astartes could carry these into battle easily.

-Assault (50CP): The more rounds you have, the more you can slay those fools who would dare to stand against your terrible wrath. It's a mathematical guarantee, so naturally you want to be sure that you have as many rounds as possible. Enter the Assault Pattern, with a larger box magazine to carry additional ammunition and a high-speed autoreloader in order to provide a significantly higher rate of fire than most Bolters. Truly, a weapon such as this will ensure your strength of combat is greater than theirs.

-Angelus (50CP): Why carry the weapon in your hands when you could be using them for so much more better things? Like carrying even more weapons, or holding a terrible hammer with which you could bring down swift and glorious fury upon the enemy? It's a fair question, one that some Astartes answered by modifying their Bolters. With this you may create a wrist-mounted variant and fire your bolter one-handed in order to hold any of your own equipment or even perform an archaic gesture to the enemy that heralds from the time of the 2nd millennium. It is asked that you have the armor or the strength to use a weapon like this and not break your own arm in the process, or even rip it off outright from the recoil.

-Hesh (50CP): You'll notice that in this galaxy, a lot of the best things tend to be... big. Quite big. Impressively big, even. There has been more than one story about a human army ready to assault a fortress only to suddenly change the color of their trousers at seeing the size of the Astartes ready to deliver swift death upon them. Yet size can be just as important when it goes the other way, hence this pattern. Being more compact than other bolters, it effectively takes all the machinery required and makes it half the size of a regular bolter. This makes this type of bolter well suited for close quarters combat or even on assault teams where they might need to carry other equipment with them.

-Optics (50CP): Do not suffer the enemy to live. Do not allow them the luxury of breathing one more second of air than they should. Should they walk before you, blast them. Should they try to hide, seek them out. Let nothing petty like nightfall or cloaking save them from inevitable death. Purchasing this option will grant you different sensors to use beyond iron sights like infrared scopes, night vision, sonar, or

any other kind of sensor that you feel could aid you. This option can be purchased multiple times in the event you do not wish to rely on simply one means to root out your quarry and deliver their souls to the Immaterium for the hubris of defying you. Should you purchase the 'Stalker' option, these sensors will be adapted into its scope.

-Double Bolters (50CP): The power of having two weapons instead of one is mighty indeed. It is so great that there was once a renowned Ork Warboss that due to complications in the Immaterium threw him back into the recent past, and the thought of having two of his favorite gun was enough for him to slaughter his past self for it. Needless to say, it's best if this option was provided instead of needing to go through that headache again. This option is simple, providing you a copy of the Bolter you create here so that you can either dual-wield them or have one in storage while you use another in the field. Just please, be rational about your weapon acquisition from here on out.

-Belt (100CP): Delivering a large amount of bolter rounds upon the enemy is a very good way to ward them off, to tell them that this is your land and that none may claim it without your death. It's also much like the words a person may use in the sense that if you run out of the stuff to use them then you're in a touch of trouble. Enter the belt feeder, attached to a large backpack unit intended to carry a great deal of ammunition for you so that you can truly perform the greatest orchestra no one shall ever live through. If taken with 'Assault' then the backpack is actually a small micro-printer that will keep making more ammunition for you! Just remember the other issues like heat.

-Storm (100CP): Why settle for one barrel when you could have two? After all, twice the barrels means twice the output, which can also mean twice the amount of enemies killed and twice the fun had by you. Storm Bolters are designed for such a purpose in mind, effectively acting like a double-barreled version that allows you to either alternate the firing between the two or have them both firing at the same time to push out truly staggering amounts of damage upon the enemy. After all, your enemy will give you no quarter, so why should you? For an additional +100CP you can instead make it a Hurricane Bolter, which adds up to four additional barrels in case you felt like you needed to murder the room everyone was in as well. Mind the recoil.

-Stalker (100CP): When an Astartes strides across the field with bolter in hand, things are going to get loud. When multiple Astartes march with multiple bolters, it is an orchestra of death and carnage so great that the gods of battle cannot help but take notice. It's why when one thinks of a sniper among those roaming super soldiers, they tend to balk at the idea. More than likely it's right before a bolt round turns them into a fine mist from afar. This type of bolter is given a powerful scope unit and an elongated barrel, effectively turning the weapon into a sniper rifle with which to reach out and deliver swift death upon those who would disbelieve the possibility. The barrel can be removed if needed to return the weapon to its normal use.

-Condemner (100CP): A regular battle is chaotic enough, what with the lasers and the bolters and the flamers pretty much turning every field into a hellish torrent of death and dismay. When psykers enter the field, it becomes much worse. Bolts of lightning and pure force, objects lifted and thrown with the flick of a hand among other things, to say nothing of psyker duels. So really, fuck ‘em. This pattern attaches a silver crossbow that while archaic, holds a stake with sigils of disruption engraved upon it that are capable of disrupting a psyker’s connection to the Immaterium while sending their own power out of control should the bolt connect. Dealing a severe wound while watching their psionic power consume them is often well worth the price of these bolts, so long as one has the resources to make them.

-Skapulan (100CP): Found in the ruins of a Watch Station and left with a strangely hidden history on its origins, there are many questions surrounding the make of a weapon such as this. Even the fabled Techmarines of the Deathwatch seem puzzled, only able to really determine that its use of over one hundred Machine Spirits is the reasoning for such advanced engineering. A weapon like this has accuracy and power unrivalled by any other bolter of its size while holding a fire selector and targeter to aid its wielder in combat. There’s only one of its kind however, so should you possess this or have even modified it, expect to raise a significant number of red flags the moment anyone knows you possess it.

-Relic (100CP): During the days of the Great Crusade, it was continually preached that Mankind was divine and the true rulers of the galaxy. That all others were not fit to bask within their light. No matter what your enemies believe, wielding a weapon as glorious as this will make them feel the need to pray. Strong enough to fire bolter rounds much farther than usual, striking with the force of thunder, and even creating larger impacts with its rounds, a Relic is as powerful as it is extraordinarily rare even among the dark corners of the Calixis Sector. It is even rumored that each of these weapons carry a tiny fragment of the Emperor’s own wrath... the legitimacy of that claim is uncertain, but the fact that it’s simply better than other Bolters in every way certainly lends credence to those rumors.

723. -Flamer Weapon/Hand Flamer (50CP): The autoweapon and the lasgun are great for shooting an enemy. The bolter is great for destroying an enemy. Yet there is a satisfaction only a weapon such as this can provide you. A weapon that can flush out entire groups, and fill the air with the wonderful scent of promethium as scores of fools are put to the torch to light up the night sky with their own dancing as they move ever closer towards their funeral pyre. I speak of the flamer, a weapon that will torch the enemy’s will as effectively as their flesh. You may create a weapon from scratch using the section below, import a Flamer Weapon obtained later in this section for free, or import your own. Options can be combined; i.e. you could buy 'Voss Pattern Nightfire' and 'Balefire' to create a weapon able to turn the entire area into an irradiated, poisonous haze of fiery hatred with which no Xenos would dare approach.

-Balefire (50CP): There are few things more annoying than shooting or injuring an enemy only for them to begin regenerating their flesh back to make all your efforts a

waste. It's even more annoying because once they've killed you they'll just go on to waste everyone else's ammunition and make the whole battle a sham. End that possibility now and use this highly refined promethium blend mixed with radioactive components. While rarely deployed due to its environmental fallout, it irradiates any foes it burns as well while being brutally vicious on any Xenos with such regenerative properties like Orks. Burn them all and show them that their screams of battle are actually screams of death.

-Hellfire (50CP): It can be strangely cathartic to see opponents wailing and burning when you unleash your swift and fiery wrath upon them. Finding the enemy has powerful natural armors and can gut you before they even register the heat? Less so. That's why there's this Deathwatch modification that takes cues from the Hellfire Bolt rounds useful on the Tyranids, and mixes potent mutagenic acids into the promethium mix. This translates into a fire that eats away at bone and chitinous plates with terrifying speed and can reduce all of their defenses like ice before the flame. Perhaps it's time for a bug hunt?

-Gorgon (50CP): There are many rumors about what lengths the Inquisition will go to ensure anyone who defies them will suffer dearly. Rumors of torture for months or years on end, each method more gruesome to the last. There's even rumors of mixing their torture techniques into their weapons on the field. This weapon proves the rumors absolutely true, utilizing corrosive chemicals in its promethium blend that inflicts lingering sickness and debilitating injuries on anyone who was unfortunate enough to survive the initial effects of the weapon. It's almost as if they enjoy the pain and the torment of others, feeding off of it. But that's more of a Xenos trait, right?

-Cerebus Pattern (50CP): Why settle for one nozzle for fire when you can have three? After all, more fire means more things burn. More things burning means you're doing a good job in setting everything that isn't on your side alight into ash. This modification grants you two more barrels so that you noticeably increase the output of flames that can be dispersed at any given time. Some might say there's such a thing as overkill. Those people clearly need to be proven wrong, through your liberal application of fire. For an additional +50CP this can be turned into the Hydra Pattern which can add up to six more nozzles on the flamer in the event you just wanted the entire street to turn into a fiery pit with the absurd amount of fire you can dispense.

-Fuel Tank (50CP): The power of a flamer weapon is nothing to scoff at, especially when it is modified beyond the normal specifications presented. Yet like autoweapons and bolters and lasweapons, that power quickly runs out when the ammunition does. Having additional fuel would help you quite a bit with that issue, and so this purchase ensures that you have a spare fuel tank on hand in the event that you need to swap it out during a battle. Depending on the rate of the battle, this could be quite an effective purchase to survive before you return to base.

-Pyrophoric Vambrace (50CP): Burning it all can often be as fun as the looks on people's faces when they see the flamer weapon in your hands. Yet as strange as it sounds, there can be a benefit to being subtle. Enter this easily concealable flamer weapon that is worn on the wrist, with tubes snaking to a backpack unit that is vacuum sealed to prevent any leaks. This can free the wielder's hands for other tasks, or just to pretend they're a pyromancer as they launch flames with the wave of their hands while walking among a firestorm.

-Double Pyre (50CP): The Adepta Sororitas are often accused of loving fire just a bit too much due to their all-too-enthusiastic use of flamer weapons to scorch the enemy where they stand. Of course, one might also make the same accusation for some worshipers of Khorne who emphasize burning over killing or maiming. Why let them take it all for themselves? This option is exactly what it says on the tin, creating a copy of your flamer weapon so that you can effectively two-fist your glorious flame dispensers or simply have a back-up to your favorite weapon. The choice is yours.

-Combi-Flamer (50CP): Lots of fire can be good when you're trying to ensure you've gotten into every crack, but what about when you have an enemy that doesn't need flame or is immune to it? Well, why not just shoot them? Do the right thing and get some additional flexibility onto your weapon by purchasing this option and attaching another weapon to your flamer. It could be a bolter, an autogun, or even a lasweapon to help with any of the idiots who think protection from fire will save them. It should be noted that both weapons can be reloaded.

-Conflagaration (100CP): There is a flamer weapon, then there is this thing. It's not a weapon so much as it's a cannon meant to invoke the horrific power of the ancient dragons from mythical days. A weapon such as this is a flamer that has been sized up, acting more like a large launcher or a turret emplacement in order to push out as much flame as possible. An Astartes with this could clear out an entire building by themselves, or even turn entire sections of a battlefield into blackened ash. It's a bit of a fuel guzzler, but can one really argue with having the power of legends?

-Incinerator (100CP): How... how did you get this. No, seriously. How. A weapon like this is found only in the armories of the Grey Knights. This is a weapon that would cause untold amounts of questions and stories to spread as quickly as the flames it produces. Specifically, the flames caused by a psychically impregnated form of promethium that not only burn hotter, but burns any psionic barrier or Immaterium-based defenses as easily as it would burn flesh. Something like this would be the absolute bane of psykers or daemons, but it could also be your own downfall if you are not careful.

-Pyroclast (100CP): Well well, there's got to be a story on why you have one of these. Designed by the Primarch Vulkan himself, these unique types of flamers are far more elegant than the standard issued flamers given out along with being far more potent in burning power. In essence, they could burn away at least thrice as much as the normal

flamer. On top of that their nozzle can be adjusted to create a searing cutting flame that while difficult to aim can also slice through even the most durable armor with its obscene temperatures. Nothing wrong with opening up canned meat to cook inside, after all.

-Destroyer (100CP): The heat of a flamer is terrifying enough with its use of promethium to reach heats no flamer in the 3rd millennium could ever dare to reach, but what if it's not enough? What if you had a burning need to burn it all away until there's nothing? The artisan- masters of Cadence have you covered, with a force-compression modification to create a superheated thermal-incandescent flame that could reach temperatures far hotter than normal flamers ever could while even increasing the efficiency of the fuel use! These objects are extremely rare, so hopefully you can ward away those with prying eyes and clingy hands. Or just burn them too.

-Voss Pattern Nightfire (100CP): Using flamers can be utterly terrifying for the enemy to behold, especially when you're in a bunker and you see one walking up to clear the place out. How can one hope to top such fear, that primal terror of being burned alive? Well, someone apparently rose to the challenge by creating a refined promethium blend mixed in with toxic chemicals. Highly recommended that one wear full protective gear for this, it creates a wretched flame that poisons the surrounding air with horrendous fumes and noxious smoke meant to poison anyone who survived the first volley. Gasping for air as one's skin blistered and burned... almost makes one want to take the second blast head-on just to end it all.

-Relic (100CP): There have been ancient weapons created in the past. Weapons that have been as beautiful as they have been destructive. Weapons that have conferred great status upon those who wield them and great envy among the wielder's cohorts. Relics. How fortunate, or unfortunate, for you that purchasing this option makes your flamer weapon such a Relic. To put it succinctly, this makes the weapon better at everything. Fuel efficiency, damage, and range to ensure that your wrath is as swift as it is terrible. Due to the composition of this weapon, you also have the option to make your flames a different color, whether it be black to ultraviolet to even a sickly green. The choice is yours.

724. -Plasma Pistol/Plasma Gun (50CP): Sometimes called 'Sun Guns', plasma weaponry is seen as some of the most dangerous weaponry in the galaxy. They work by using hydrogen in a liquid state that is fed into a miniature fusion core to be energized into plasma that is contained by magnetic fields. To fire them, the containment field opens and the plasma is discharged through a magnetic accelerator akin to a bolt. Of course, try not to mind if they malfunction. You may create a weapon from scratch using the section below, import a Plasma Weapon obtained later in this section for free, or import your own. Options can be combined; i.e. you could buy 'Apollo' and 'Heavy' to create a weapon able to reach much farther than normal as well as have enough power to drench a Leman Russ tank to watch it melt... in real time.

-Barrage (50CP): More often than not, the wielders of a plasma weapon are encouraged to take their time with their shots, and to be sparse with their weapon so that they do not overheat the device and potentially cause problems for themselves. Like every other warning in the galaxy thus far, it has been summarily ignored with this modification. By breaking the safeties and modifying the magnetic containment field, one's plasma weapon can fire much more rapidly to deliver superheated bolts upon the unfortunate fool who was in front of you that day. Risky, yes. But it comes with reward.

-Torch Mode (50CP): This is something of an unorthodox modification, but when your enemies are willing to field any number of oddities then you can't quite shirk away from getting odd yourself. By utilizing a controlled plasma arc and shaping the magnetic field, one can make a torch that is capable of cutting through twenty centimeters of adamantine in a single minute, with weaker or thinner materials falling far faster. While they make for superb tools in fixing technology or cutting bulkheads of voidships, no one will question the validity of cutting through enemies either. The weapon is able to fire in torch mode, but it will have shorter range.

-Optics (50CP): More times than not with a plasma weapon, if they take cover you can just blast it until the cover ceases to be. But what about when they take cover of night or the cover of invisibility? You must burn that away as well. Purchasing this option will grant you different sensors to use beyond iron sights like infrared scopes, night vision, sonar, or any other kind of sensor that you feel could aid you. This option can be purchased multiple times in the event you do not wish to rely on only one sensor to tell you where to shoot.

-Assault (50CP): Plasma weaponry while generally able to hit the target it's pointed at on a reliable basis, does not hold the pinpoint accuracy that one would desire if they're trying to strike a specific point multiple times. If you're trying to be surgical, that can be a bit of a problem. That's why when it comes to the Assault pattern, it's equipped with a powerful targeting array that allows the bolts to be far more accurate and reliably hit the point you desire constantly. Quite useful if you're trying to melt the joints of an Ork Stompa rather than just keep hitting it in general.

-Combi-Plasma (50CP): Plasma can be a warrior's best friend when they need to burn something away. But sometimes that's overkill, and one needs to consider using the right tools for the right job. That's why there's this option to attach a separate, ranged weapon to this plasma weapon so you can use that one for when plasma isn't needed. It could be a bolter, an autogun, or even a lasweapon to conserve your precious hydrogen. It should be noted that both weapons can be reloaded.

-Double Bubble (50CP): Why settle for one plasma gun? After all, you could be shooting out so much more, drenching them in your bubbly hot... yeah we should move on. You know the drill here, being able to use this option to make a copy of the plasma weapon that you're creating in this section. This will give you a choice on

whether you want to dual-wield your weapons or simply keep a spare while you have another weapon as your primary. Never worry about one gun exploding again when you can whip out another one. Or end a battle twice as fast.

-Cannon (100CP): Size matters. While many times being able to compact the effectiveness of technology into a smaller form has a myriad of benefits, going bigger can provide a boon in of itself. This upgrade proves just that, going from a regular plasma gun to something like a shoulder-mounted cannon in order to ramp up the amount of plasma being lobbed along with the intensity of the heat from its projectiles. It is recommended you do not find a way to rapid fire this weapon, but like many other warnings you are free to ignore it.

-Twinned (100CP): Somewhere, someone with a plasma weapon took a look at a Storm Bolter and decided that it was not right that they should have all the fun. It was not right that glorious plasma should be limited to one output. Enter this modification, using ancient archaeotech to create a separate magnetic field within an additional barrel so that you may double your output of launched plasma at the enemy. As a bonus, a double-barreled plasma weapon just looks really nice.

-Apollo (100CP): What's worse than globs of molten plasma being launched at you by someone? A stream of the stuff being thrown at you like if someone was trying to paint you with some of the hottest stuff around. A machine that was first designed by a lesser known Techsmith of the Blood Angels Chapter, they clearly were appealing to an ideal outside of normal boundaries. On top of burning brighter and causing more damage over time, this modification acts more like a liquid sprayer or a Flamer or sorts as it drenches the enemy in a 'molten lava'-esque manner. It might cause more heating issues, but surely that's a worthy price to pay?

-Heavy (100CP): Do not go quietly into that night. Do not leave with a whimper. Do it loud, and do it proud. Enter the Heavy variant, which enlarges the coils in the plasma weapon along with granting an additional battery pack with a short cord to significantly increase the amount of power that is launched by the weapon itself. Effectively, a Heavy plasma weapon could deal three times the amount of damage a regular plasma weapon could, allowing one to become Death Incarnate so long as they walked the field with one of these.

-Ectoplasma (100CP): Well now. Foolish child, do you really feel that this weapon is what you need? That this will not turn against you someday? This is no mere upgrade; it is a plasma weapon that channels the raw power of the Warp into searing blasts that scream with the voices of the damned. To strike someone with this is not merely burning them alive in a bolt that's far more deadly than normal plasma, it is to lash out with a wave of tortured souls that seek to add to the collective in hopes of easing their fiery torment among the molten flames. They will not find it. Tread lightly.

-Phased (100CP): Well well well. You are quite fortunate to have collected one of the weapons of the notorious Crimson Guard, and hopefully you have a very good reason for it. This is because of both its rarity and its power, a plasma weapon that has done away with almost all of the drawbacks that are associated with plasma weapons. Its need for recharge is almost all but eliminated, while its cooling systems are great enough that almost all excess heat has been completely removed. This would allow you to fire with impunity while hardly worrying about one's power stores, letting you delivery a storm of plasma upon the unfortunate fools facing you on the field.

725. Flensing Blade/Meat Slabs (100CP)

-Flensing Blade (50CP): You generally don't want to be left with no weapons to speak of, do you? Granted for some aspirants of Chaos they are the weapon, but something is often better than nothing when seeking to silence the followers of the Anathema forever. Favored by the underground cults of carnivores found upon ships within the Screaming Vortex, its wide and thin surface can slide to the bone in order to remove long strips of meat from others. Most are a meter long and can hold their edge despite their thinness thanks to the special ceramics used. Perhaps you could find other uses for this.

-Meat Slabs (50CP): Consumption is inevitably death for the consumed. Yet all must eat, and so damnation is delivered by one another rather than the whims of the Dark Gods. This replenishing supply will be able to deliver nourishment and damnation both at the same time, being carved human meat that has been properly trimmed and is ready to be used for whatever gruesome recipes you happen to have in mind. ...and why should you be worried about where it came from anyway? Meat is meat. For an additional +50CP you also have access to a magnificent banquet that contains samples and dishes from animals and vegetables all across the galaxy to allow you to feast like a true superhuman.

726. Leather Supply/Nightweave Silk (100CP)

-Leather Supply (50CP) (Free: 'Leatherworker'): Humanity is inescapably intertwined with Chaos and the Dark Gods that encompass it, and so it makes sense that Humanity provides the best tools for aspirants of Chaos to use. Such is the case with thisreplenishing supply of tanned human hide, perfect for binding books or etching runes into its surface or even to make different outfits and equipment so that you can display that it ill matters what Corpse Emperor they decide to follow. No one escapes Chaos, and to attempt to do so is a disservice to all.

-Nightweave Silk (50CP): There are many treasures to be found among the Halo Stars in the Koronus Expanse, recovered by traders who brave the unknown for untold riches and power that can be found so long as one seeks it out. One treasure is this opulent fabric woven from a crystalline material, shimmering with a spectrum of soft inner light when it is worn in twilight or darkness. Psykers will claim to detect the faintest echoes of suffering and something inhuman, but many human lords highly praise it for its effect and great beauty akin to a night sky... as well as the bragging rights that come with its rarity. You may choose to either have a supply of the fabric on hand or implement it into an outfit you possess to gain its properties.

727. Chaos Pet/Chaos Familiar (100CP)

-Chaos Pet (50CP): What. What is this? What is the point of this? Granted it does look rather adorable and cute, but why would you want something like this? The Dark Gods have heard your whispers of longing, the desire for companionship... and have answered with this option. You may choose any mundane animal to be touched by Chaos and gain traits that one would expect depending on the Patron you've chosen. It could be a cat, wolf, snake, or even a corgi to follow along. This option can also import pets you may have possessed for the role. Do not wander the Galaxy alone.

-Chaos Mount (+50CP): Oh! More than a companion then. A loyal steed ready to carry you wherever you desire. An entity of Chaos, worthy of a Lord. This causes even more Warp energy to be infused into your little pet, making them capable of growing exponentially into a fearsome size that can swiftly deliver you upon any field of battle. They will even possess minor powers of your Patron to fight alongside you, ensuring that they will not be easy to fell while serving its master. Of course, they can switch between these sizes at will if you ever needed a reason to have a Corgi the size of a semi-truck running around as an example. But what those reasons are is something only you can determine.

-Chaos Familiar (50CP): The role of a Familiar is often to fulfill a numerous amount of tasks for their master, not unlike a squire acting on behalf of its Lord. Cybernetics or warp-sorcery can allow the Lord to see and hear what the familiar hears, but in many cases they are simply to act as a focus for sorceries or to do a number of tasks that has been given to them. A purchase of this will grant you one such familiar, with its appearance being up to you. It could look like a cybernetic cherub, or a mechanical beast, or even a Warp-Familiar that can make it look like a mannequin or living book. Some even look like miniature knights or men with moons for heads. Whatever form you choose, it shall be a loyal servant that does its best to serve you well. Should you desire it, you can import this into the 'Chaos Pet' role.

728. Throne of Leadership/Cult Supplies (100CP)

-Throne of Leadership (50CP): The Galaxy is quite large despite the ability to travel through the Immaterium. It's filled with stars, and each soul that inhabits it are like tiny fires that struggle to remain alit or become stronger to shine above all else as a Lord of Chaos. Yet their fires will fade, and many of these so-called Lords will go without thrones. You do not have to be one such Lord, for your throne awaits if you merely take it. Magnificent and massive, this seat will change in material and composition depending on the Patron you serve. It could be a throne of skulls and shattered armor that is painted in blood, or adorned in stitched flesh upon a mound of bone ground to sand to keep it lifted. It is your choice, but never forget that it is your Throne and yours alone. If you have a particular piece of furniture or a prior throne, you may import it into this option.

-Cult Supplies (50CP): In order to obtain worshipers and like-minded individuals, you need a way to entice them. Sure, the promise of power and the favor of the Gods to make them powerful and immortal is a good sales pitch, but immediate benefits of some kind never really hurt anyone. Much. That's why you need this good supply of party favors to hand out to those who decide to tag along with your growing band of entrepreneurs and visionaries, to help them identify with their new lot. Pendants to remind them of which God they now serve, slick

robes to let them feel that otherworldly occultism flow through them, and even an altar so you can stand in front of it and preach to look ominous and imposing. Chaos Reigns, and so will your own cult once you get the ball rolling.

729. -Binder Fungus (50CP): Not all weapons are meant to cause death or dismemberment. Not all weapons are meant to harm others on a physical level. Sometimes, a weapon is meant to attack the mind and the soul with the implications of what is to come. This is one such weapon, a fungus that when spread on fertile ground will grow into the shape of symbols and runes related to the forces of Chaos. One might question the use of such a thing, but the spores are very easy to spread so entire fields and cities can be afflicted with symbols. That knowledge brings fear, and it is that fear that shall bring harm everlasting upon the unfaithful.

730. Aesthetics of the Warp/Immaterial View (100CP)

-Aesthetics of the Warp (50CP): There's nothing wrong with showing a little team spirit once in a while. Whether it's showing your dedication to the cause or simply wishing to take the theme of your Patron for your own, this reskinning of the Warehouse will demonstrate that you are not content to be one of the millions of aspirants that are used and forgotten. Whether it is the shimmering Warpfire torches and avian statues among blue surfaces that is from Tzeentch or the paths of skulls and pillars of Hellbrass that is from Khorne, these aesthetic options will reflect everything you enjoy about your Patron. Even better, by focusing its energies and gazing upon vehicles or ships of your choice, you can infect them with aesthetic options from your Warehouse to demonstrate your true nature.

-Immaterial View (50CP): Alas, you are not content with mere buildings and luxurious walls to feel like a noble. You are beyond mortal restrictions. You will not settle for being among the masses that settle for trinkets. You are a Lord, and you will be treated as such. A minute piece of the Immaterium has saturated your Warehouse and created a small virtual environment that you can wander around to enjoy the perspective of the Gods. Watch as it seems like stars form around you with the souls of your slain victims, or enjoy the mountain of skulls and fountains of blood from every single opponent you've killed. Perhaps you feel above such things, and simply wish to make it seem like your Warehouse is the Eye of a whirling psychic maelstrom fueled by twisting concepts that warp the more you grow and change from your own mortality. The choice is yours, once and future Lord.

731. -Chaos Warbike (50CP): Soldiers run. You are not a soldier. You ride. This Assault Bike is a testament to that, warped by the Dark Gods to serve as your personal steed. Capable of some very impressive speeds and strong enough to drive through a solid rockrete wall at full speed with no harm, it is also responsive enough to perform a full range of death-defying combat maneuvers that would put any stunt driver to shame. Even better, it will twist and change itself depending on the Patron you serve in order to look as sleek or as outrageous as you deem necessary. Perhaps one day, even the mighty Doomrider will look upon your ride and be interested enough to race you. For an additional +50CP, instead of twin-linked Bolters you may arm this bike with Meltas or even Plasma Guns. You may also attach a side car armed with a

mounted Bolter to this bike for an additional +50CP. You may import a bike into this option for free.

732. -Kroot Bolt Thrower (100CP): In the rotting stagnating corpse that is the Imperium, to conspire and deal with Xenos in any way is considered Heresy, and is subsequently punishable by death. So why not push on if you're damned in their eyes anyway? A strange mixture of primitive and advanced, the Kroot Bolt Thrower is an automatic crossbow that has been augmented by the Tau to be equipped with impact-fused plasma tips to create a truly deadly weapon. Using a hand-crank system to drop bolts into the magazine and quickly re-draw the string, it is a deceptive weapon with a high rate of fire. Sometimes the classics are the best.

733. -Scrap Code Generator (100CP): The machine spirits that inhabit the technology of Humanity are believed to be responsible for any functions the technology possesses. They are also seen as subservient to the Machine God, which allows the Imperium to fight its enemies at the behest of the corpse sitting upon a throne. Let's fix that issue, shall we? By shoving virus-patterns into the machine, it can cause disruption of the datacurrents while causing the Machine Spirit to have an electronic seizure. Shattering a Machine Spirit in this way allows the remnants to be reformatted and reconfigured from there, giving it new functions... and new loyalties as a result of being more pliable.

734. -Rak'Gol Rad Axe (100CP): The Rak'Gol are a relatively new entity within the Koronus Expanse, a reptilian threat that has sought to eradicate all Humanity with horrific cybernetics and untold amounts of taint that is both Warp and radiated in nature. Some believe this is an attempt to get additional mutations, and as a result their genetic sequences vary greatly among their numbers. This axe is one such example of their technology, a massive mono-blade on a polearm that is characterized by an ionization field. The purpose of this field is to focus a massive radiation discharge, and as a result any battlefield these weapons are used experience substantial levels of radiation contamination that puts Humans at risk of many things. Many would disapprove. But you are not among the many.

735. -Recoil Glove (100CP): Not everyone has the luxury of being one of the Astartes that seem to be among Chaos' most favored servants. No, not with their impressive height and immense power that is within their hands. You should fix that issue. These gauntlets uses memory wire and interlock plates so that when one grips a weapon, it locks into a strut so that one doesn't suffer wrist or arm damage. In short, this lets humans fire weapons one-handed without any of the usual problems, as well as lift and use super big weapons. Humans could even use Astartes weapons with a wonderful tool like this.

736. -Boarding Shield (100CP): In the old days of the Great Crusade and the Horus Heresy, the Astartes needed to wield great defense along with a great offense. They could not fall. Nay, they were not allowed to fall. This became even more important when boarding Voidships or breaking siege defenses, and so this shield was designed. Looking like a large tower shield comprised of plasteel and ceramite, carrying one allowed an Astartes to cover the majority of their body along with a small opening to rest a ranged weapon in order to attack as well as defend. This shield also has a small energy field generator to grant it a tremendous amount of defensive capability, allowing initial strikes to be more easily handled. At least, long enough for the Astartes to get close and start delivering the pain.

737. -Fang Dagger (100CP): While being close to the Koronus Expanse is probably a contributing factor, the Screaming Vortex has all manners of abnormalities and oddities that it has hidden away to those who cannot meet its price. This dagger that roughly measures to thirty centimeters in length that has a slight arc to its smooth, dark grey edge. It is unknown what predator this toothy dagger came from or what was needed to possess such teeth, but its status as a material predator is called into question thanks to the faint Warp energies that are imbued into it. Along with being incredibly sharp, each strike corrupts the victim the more you wound them as the energies within flare upon rending flesh. These energies could affect the wielder too, so you best be careful. Naturally, these weapons are coveted by warlords and Chaos pirates everywhere within the Vortex.

738. -Eclipse Pulsator (100CP): There is something to be said about the skill of scavengers on the war-torn world of Kurse. There is also something to be said about the power of ancient Humanity, with even members of the Dark Mechanicus unable to discern the secrets of this device you now hold. A smooth, small metal device, it slowly will charge itself up until you can feel it humming with energy. All fine by itself, could even make a nice white noise generator as you sleep. The danger comes from when it's triggered, creating a pulse of energy that disables just about any unnatural defense utterly for a short period of time. Forcefields, psychic defenses, and other non- physical defenses within ten meters of the device will find themselves unable to function for a short time, with this device requiring a day to recharge afterwards. The only thing worse than a slave of the Corpse Emperor is a fool reliant upon their own power.

739. -Trophy Modification Kit (100CP): Contrary to what you hear among the maggots that feed upon the Imperium's bloated carcass, the act of adorning trophies and marks of victory upon one's equipment is not a random act done in the ecstasy of victory. It is cultivated and carefully chosen, ensuring the equipment is adjusted to be more than just a gallery of accomplishments. It becomes a tale of who you are, and

what you are capable of. With this kit, you can do the same and turn your equipment into a trophy gallery to embody your greatest victories with no loss of functionality. You could fashion a skull to the end of a Bolter to make it look like a fire- breathing monster, or the pelt of a wolf upon your armor to demonstrate your triumph over the beast. Let them know you are no mere aspirant. You are a Champion.

740. -Traitor Legion Meltagun (100CP): If a Flamer weapon is considered to be a weapon of righteous flame, then the Melta is its stronger, bigger, and all around much more nasty cousin that has worked out. Producing a short-ranged energetic beam of heat that can range in the tens of thousands of degrees Centigrade, these weapons use nuclear fusion to reduce just about any vehicle or enemy into little more than molten slag. There are many instances where a user of a Melta weapon has turned this weapon on a Leman Russ tank, only to cook its occupants just as quickly as the hull of the tank. Cleanse the field in blessed fire and pay tribute to the Gods with their charred corpses. Even better, for an additional +50CP you may turn this weapon into a devastating Multi-Melta which holds additional barrels for increased output, and an increased maximum range to reach other targets.

741. -Inferno Pistol (100CP): There were many secrets that were lost to the bloated Imperium thanks to the Age of Strife. Secrets that as it stands shall never be obtained again. That's why certain equipment is considered extremely valuable and a sign of establishment to possess, which makes it all the more pleasant to see the look on their faces when those who follow the Dark Gods are wielding the tools. Taking the standard technology of a Melta weapon and compacting it down to the size of a pistol, Inferno weapons are capable of stopping an Astartes in Terminator Armor in their tracks or even slicing through the hull armor of a Land Raider tank. While it only has twenty-five percent effective range of a standard Melta and much less ammunition, a weapon like this at the size it comes in can be an extremely unpleasant surprise for the enemy.

742. -Grav-Gun (100CP): One thing you're sure to have noticed is that the more powerful a being is in this world, the larger they are. This makes sense, as more mass means more strength to bear and more options available. Yet there is a delicious irony in turning that strength against them. A powerful relic from the days of the Dark Age of Technology, the Graviton Gun employs gravity itself to turn a target's mass against itself in order to crush a target under its own weight as they scream helplessly. These weapons are primarily gifted to the Astartes and is an honor to wield one... so it's sure to really rile them up when they see a member of Chaos demonstrate how to really wield this weapon and use it to its full potential. Using a sustained blast could even crush a tank to a small piece or destroy the structural integrity of a building as though the might of the Gods were gripping it. Bring the strength of the Gods down upon the unbelievers.

743. -Searing Blade (100CP): Those serving the Imperium make a big deal about their holy light and fire. They insist that their blessed flames are what cleanses and purifies the galaxy, that it is they who are the true warriors of a God. That their flames carry a righteous cause. What a grand and intoxicating innocence. More like an elongated axe than a sword, this golden sickle-shaped sword is a favorite for many cults in the Screaming Vortex for its appearance alone. Its power is what truly lures potential wielders, being cool to the touch until it strikes an enemy. From there, it will immediately ignite with heat intense enough to cook flesh into a blackened ruin nearly instantly. They wish to know what a cleansing flame is? They will need to speak to you, before begging for forgiveness after you have shown them true fire of purity.

744. -Servo-Harness (100CP) (Free: 'Warpsmith'): Those who like to plumb the depths of ancient archaeotech and xenos technology need to be prepared. They need to possess the tools. Without tools, there is no work. You shall have those tools. This is a backpack that attaches to you and has four Mechadendrites of your choice designed for the purpose of exploration and optical enhancement so that the exact specifications of artifacts you find can be uncovered to you. Molecular make-up, structural integrity, carbon-dating, and more will be laid bare for the quizzical mind to begin the process of learning and eventual replication. Let innovation commence.

745. -Velklir Rapier (200CP): Loathe are the forces of the Corpse Emperor to admit that there are some things capable of proving the power one can find when serving the forces of Chaos. The forces of Chaos are even more loathe to admit when some weapons are simply much better than the paltry hand-me-downs that come from scavenging battlefields. This weapon utilized by the elite bodyguards of Velklir Sorcerers on Q'sal is an example, with nearly any Aspirant who fancies themselves a swordsman willing to sell their own soul for this blade. Another's soul, preferably. Appearing almost like a ray of light instead of a blade, this impossibly thin sword is likewise impossible to break no matter what massive weapon is brought to bear against it. This makes it a perfect weapon to parry larger attacks as the sword guides its user to strike true against its enemy. When removed from an enemy, the blade seems to drip with blood as an expression of disdain; it seeks true opponents and all it has found so far are cattle to be butchered. Perhaps you will aid it.

746. -Frozen Shard (200CP): There are those in the Imperium that seem to disregard any proof of the Dark Gods. Any attempts to believe otherwise gain the attention of the Inquisition, but even they pale when presented with tangible proof of true Divinity. Rumors to be pieces of the Frozen Heart of the Screaming Vortex, blades like this one are impossible to disguise as it is so frictionless and sharp that no paint or masking material can adhere to its surface. Even more terrifying is how the blade's point seems to guide its user's movements, sliding over armor and finding even the smallest joint or defect to exploit before driving itself in and piercing flesh in such a whispery

fashion that one might not even realize they have been cut... until they begin bleeding profusely and the blade is withdrawn. Do not squander this gift from the Ruinous Powers lightly.

747. -Stryxis Æther Rifle (200CP): These Xenos are a nomadic race that wander the Koronus Expanse on the border of the Calixis Sector, often seen as untrustworthy and vile by just about any who do not understand the value they could potentially bring to the table. In a way, they are like kin to Chaos. But their penchant for thieving and collecting is not their only value, as this wondrous rifle can attest. Very rare, these weapons possess a pale and misty glow while firing a peculiar energy that is capable of passing through most forms of solid protection. This could mean even an Astartes would find their armor being so much dead weight, bleeding from the inside as you cackled at the relic within your hand. It is little wonder they are referred to as 'ghost-light' weapons, and perhaps you will fuel your own superstitious legends with this device.

748. -Ignatus Power Armor (200CP): It's horribly unfair that the Astartes who have turned to the dark gods end up getting all the best toys. They already have a great deal of power with their personal weaponry, and they have far better armor too? The favor and power of the Gods is not meant to be hoarded and squandered by those who are simply bigger. It's why you've obtained this Ingnatus Power Armor, granting much better protection via ceramite plates and electrically motivated fibrebundles to not only augment the user's movement and strength as if they wore nothing at all, but is also inlaid with hexagrammic wards to resist any psionic attacks. Along with a power supply that can run for five days of continuous battle (with the supply lasting far longer without battle) and being easily recharged, expect to rise through the ranks quite quickly with this armor. You may import armor to take on the likeness and/or benefits of this armor.

749. -Hrud Fusil (200CP): A reclusive species, the Hrud xenos are unique in that they possess an innate entropic field that can prematurely age anything organic in their immediate area while being shrouded in darkness. It is theorized that this is due to exposure to the Warp; an accusation not helped by the development of this rifle. More akin to a plasma musket, these weapons fire shots that are phased between realspace and the Immaterium to simply bypass the defenses of a target unpredictably. Even the Inquisition of the Imperium finds this weapon quite useful, as its agents can attest. Perhaps you can show them that what they don't understand shall come back to haunt them.

750. -Bone Maul (200CP): The denizens of the Screaming Vortex are not like those within the bloated corpse that is the Imperium, that much should be evident by now. They push the boundaries of what is sensible and will dip into the very horror of one's mind to create weapons of terror. Such is the case with this weapon, being made of

bone that is far heavier and stronger than normal. The Writhing World's biomancers realized the power of intimidation, and so with each bloody impact this grimey and dull-grey maul's runes will activate and make it cleaner and brighter. Upon the victim's death, the maul will be akin to gleaning ivory to showcase the blood dripping off of it. The effect reverses itself soon after the battle, so if you want it to remain pristine you'll need a regular supply of cleaners.

751. -Rak'Gol Rad-beam Cannon (200CP): In order to truly spread destruction upon the field of battle, it is not enough to destroy your enemy. No, you must go further. Taint the world. Remove hope for all generations who follow. Those who do not follow the Gods will learn of their hubris. Taken from the Xenos Rak'Gol race, this weapon is rarely seen among their ranks for a reason. The weapon discharges a very high intensity of ionizing radiation that irradiates living tissue and the earth while voraciously breaking down inorganic material around it such as armor. The radiation is indiscriminate, so the user is encouraged to have some form of protection. Do not let that detract you, as this is still a very powerful weapon that would even give an Astartes pause. As they should, for daring to remain ignorant about the Gods.

752. -Dark Halo (200CP): One of the greatest joys of serving the Dark Gods one can have is the feeling of power one gets from corrupting the relics of the Imperium. With every theft from the Corpse Emperor's blind followers, the Gods smile in contentment. This corrupted variant of the Iron Halo is one such artifact, able to be worn on a helmet or a shoulder pad in order to convey its effects. When activated, it creates a powerful conversion field that can augment the defenses and shielding of power armor in order to let the user weather even the fiercest of onslaughts so that they may destroy their foes. Even better, these Halos are so rare that even wearing one will deliver a sense of awe and reverence to those around you, making you appear more of a fit for leadership than others. Blessings of the Gods be upon you, Champion.

753. -Yu'vath Bone Warden (200CP): Humanity is far from the first civilization that the Gods have sought out. Judging from the relic that is here, they were not the most advanced either. Yet it is up to the forefathers to impart divine wisdom onto those who follow, and to provide aides if need be. Such is this relic, normally reserved to guard treasures of a long-past alien race before you found a way to bind one to yourself. Taking the appearance of a corpse held together by arcs of black energy, the addition of other dead bodies turns this entity into a maelstrom of hands and mouths that whirl through the air in search of their next victim. It is possible to destroy a Bone Warden by destroying its physical state and dispersing its dark matter, but should its Warp-Shard Crown be intact it will simply assimilate more corpses to regenerate and continue its assault. The dead will have their due.

754. -Cold Trade Hub (200CP): It's a big galaxy out there, one with an endless amount of mysteries and treasures just waiting to be discovered or plundered.

Treasures that could be worth a fortune should you fence them to the right buyers. Yet the kind of things you could find would often get you executed or worse, which can put a bit of a crimp on payday. What's an entrepreneur like you to do? Take it to a proper market. By purchasing this, you gain access to the Cold Trade of the Calixis Sector where all manners of wondrous items are sold from the exotic arts to the terrifying archaeotech of forgotten Xenos. Even here you should be careful of what you advertise, but if you play your cards right you could become very rich and powerful indeed. Should you leave this world, you will find similar underworld markets in dangerous locations that are ready to buy and sell.

755. -Corrupted Bruul Parasite (200CP): There is little that escapes the touch of the Dark Gods, especially when it can be useful. For every task, there is a tool. Even the Imperium, self-absorbed and choked upon their own propaganda, can see this. It is why you have been presented with this creature. Indigenous to the Jericho Reach, these creatures tend to nestle inside the brains of sentient creatures and draw energy from their prey's consciousness while controlling the body. This one however... is special. Twisted by the Immaterium and crossbred with a Medusae, it instead has given you the means to drain the memories and souls of others by placing your hand upon the victim's head in order to obtain their knowledge and strength. Naturally it would be best if you saved this for an enemy who could not fight back. If you felt especially cruel, you could instead implant them with a parasite to take control of them like a puppet by using the Immaterium itself... or spread your parasite to create more soulsuckers like yourself. It's time to begin the feed.

756. -Spyrer Hunting Rig (300CP): In the spires of Necromunda, one must find ways to pass the time. After all, one can't work all day like the teeming billions in the Underhive. That is why one can don a Hunting Rig and begin a little sporting event to entertain themselves. This armor is able to outrival even the Astartes' own armor, even providing sustenance to the wearer so they don't need to worry about food. As time goes on and the user pushes the armor to its limits, it will begin feeding power to other sections of the suit and unlock various functions to essentially evolve itself in according to how the user fights. Whether it is the brutal assault of the Orrus, the speed and mobility of the Jakara, the stealth and sneaking of the Malcadon or the gliding and camouflage nature of the Yeld, the suit will do its best to fit the fighting style down to a 't'. For an additional +100CP you can choose to make it a Patriarch or Matriarch type suit instead, which has even greater power and protections and can provide enough fighting power to give Astartes pause. You may import armor to take on the likeness and/or benefits of this armor.

757. -Dimensional Key (300CP): A Daemon Prince is immortal. Eternal. This is the main draw of those in service to the Gods; to become closer to them and feel their Divine Power change them into beings of strength. Yet there are legends and tales of forging powerful relics from divine entities, and so it should be no surprise that keys made from the thighbones of said Daemon Princes would come about. By taking one

of these keys and plunging it into a dying warrior, the veil between the Immaterium and realspace is pierced to create a whirling maelstrom of chaotic energy. This energy can disorient and stun those who are not in service to the Dark Gods, which can prove to be a valuable trick to use. If you're not of that mindset, you could instead use such keys to guide yourself and others nearby through the Immaterium... which can be very beneficial or very dangerous depending on where you travel.

758. -Terminator Power Armor (300CP): If Astartes Power Armor is able to turn one into a fighting force of destruction, then the Terminator Armor will just outright allow one to ascend into a force of nature itself. Comprising of an outer layer of ceramite armor surrounding an adamantine exoskeleton, it could survive hits that would even penetrate and destroy the armor of a tank while providing enough strength to wield vehicle-mounted weapons with one's own hands. Even better, the Crux Terminus attached to the shoulder of the armor provides even greater protection from blows that would even fell a war engine, ensuring any who wears this is almost unstoppable. This suit is an exceptional piece of equipment indeed, and so wearing it will be an equally exceptional status symbol to those around you. Just be mindful that anyone who wants even the slightest favor with the forces of Chaos will seek to scoop your eyeballs out in your sleep or any number of methods to get that armor from you. You may import armor to take on the likeness and/or benefits of this armor.

759. -Inert Daemonhost (300CP): Only the most ruthless and horrific aspirants of Chaos would dare to use such a thing. To toy with such powers is to risk eternal suffering, to make a single mistake is to instantly court death or worse. So naturally, someone thought it was a good idea. This is an empty body, engraved with foul runes and embraced with adamantine chains with hundreds of smaller engravings upon each link. It appears to be entertaining décor at first, but using a specific summoning ritual is where things get interesting. One can effectively bind a supernatural entity like a Daemon to this body, ensnaring it and forcing it to bend to the user's will. Curiously, you can even adjust the bindings on this host so that the looser they are, the more of its original power it will be able to call upon. Just be careful and do not let it get loose... extremely few entities like being bound.

760. -Gorefather, Consumer of Worlds (Free): When the Primarch Angron was buried under tons of rubble on the War World of Armatura, he had used both his chain axes, Gorefather and Gorechild, to cut his way out of the rubble. He discarded these weapons soon after, believing them to be ruined. Khârn the Betrayer collected Gorechild, ignoring his Legion's superstition of inherited weapons and encouraging one of the Dark Mechanicus to repair the weapon. Gorefather itself was never recovered, a testament to how Angron had been losing himself to the Butcher's Nails that had plagued him. Until now, when Khorne's own smiths have refashioned the weapon and had a Bloodthirster present it to you as a reward for following the true

path of martial prowess and bloodshed. Lined with the teeth of Mica Dragons from the Death World of Luther Mcintyre and gilded with Hellbrass from Khorne's own forges, this chainaxe is utterly unbreakable and sharp enough that it could utterly slice through nonphysical barriers as easily as it can slice through physical ones. Which is to say, exceptionally easy. Before, it could allow an unskilled wielder to slice an armored Astartes from crown to crotch with minimal effort, but now it is great enough that you could fell a Titan with a single blow while parrying bolts of psychic energy. That's before it's in the hands of someone skilled. As a final boon, the more blood it is allowed to drink from slain enemies the greater its own power shall be. Let the blood flow.

761. Kill Counter/Blood Pool (100CP)

-Kill Counter (50CP): It can be difficult to keep track of things, when one is in the thick of battle and bloodlust has taken over any sense of thought or rationale. The adrenaline of combat, the rush of seeing flesh torn apart by your own hand as proof of your strength, it's exhilarating. That's why technology should aid you in what matters most. Linked both to your weapon and any sensors you have, this little tidbit helps you keep track of how many people you kill in a battle at a time, while logging the amount during each battle in a data file. If you wish, you can also pull up your high score so you know how many you need to beat your record. Think about what matters most.

-Blood Pool (50CP): At the end of the day when you're done with a good long round of impromptu street painting, you just need to relax. The blood has flowed, the skulls are packed away, and it's time for a good rest. You need a place to invoke that relaxation. Cue this pool of boiling blood, taken from horrific beasts slain and placed at just the right temperature for you to wade right in and take a nice soak. Not only is it cleansing, but the scent will never be nauseous or sickening to you. It's also self-cleaning, so don't worry about a thing and just sink right in. Blood for the Blood God.

762. -Khornate Crest (100CP): When it comes to a God of Violence and Bloodshed, it makes perfect sense that any equipment of Khorne's would be the most straightforward. Meet the enemy head-on, show no quarter, and do your best. So this upgrade to one's armor ended up being equally straightforward. Taking the form of demonic horns, its own power granted noticeably increased protection to one's head while attracting the attention and respect of martial warriors who live for the thrill of combat. In a sense, the horns speak to them and allow one to have more influence over said warriors. It's time for the hunt.

763. -Skull Forge (100CP): It is a well-known fact that Khorne despises magic and psionics. He does not hate their power, he hates their cowardice. He hates that they take the power of the Gods' own fire and use it simply to make things easier on themselves. No risk, for all the reward. This is not his way. This large forge is an example of his way. Along with obviously being a forge that one can use to create and

fashion various tools, one can feed souls into the forge in order to fuel various enchantments that are placed within the weapons at the time of crafting. This reduces the cost of enchantments considerably and strengthens them so long as blood is used to seal the energies in. Should you throw in a Psyker or one who uses magic, their skulls will be added to a compendium with their greatest enchantment etched into the bone for you to read and replicate as needed. As it should be.

764. -Skull Mask of Ang'grath (100CP): Occasionally, a Daemon is able to provide a relic that gains the attention and the pride of those who serve Khorne. It ill matters if it's only in likeness, for the symbolism could provide all the power one needs. Fashioned after the Lord of All Bloodthirsters, the Skull Mask of Ang'grath will grant the wearer some of the Bloodthirster's own combat prowess and skill, which turns them into a horrific maelstrom of death and gore. The mask also channels some of Ang'grath's own visage, causing those with weak will to become overcome with fear and run off, and even those with strong wills may find a bit of unease in the back of their minds. While it primarily works if one wears the skull upon their face, surely that's a small price to pay?

765. -Icon of Endless War (200CP): Long ago, there were eight Icons made to pay homage to the glory of Khorne. Each of them were unique, whether it be a crimson banner of flayed skin, a flaming brass skull that can never be extinguished, or even a symbol of Khorne that forever drips blood. Regardless, they were spread across the Screaming Vortex millennia ago. You happened to have found one. Upon being held aloft by one hand or being carried into battle upon a backpack, those who follow your ways will be pushed to be more ruthless in battle in something of a blood frenzy while their skill with weapons shoots up a significant degree so long as this banner is in sight. What was once a ragtag band becomes a ruthless fighting force, and what was once an impressive army becomes Murder Incarnate.

766. -Bloodskull Pendant (200CP): It should be quite clear by now that many of Khorne's worshippers tend to be mad. As in 'quite willing to chop someone's head off from being offended at a joke' mad. It can be rough holding a lot of that anger in, which is why with this pendant you don't have to. This trinket is worn around the neck with an ornate brass chain that almost seems to sizzle with fury, and is as black as the darkest night one has ever seen. Yet on command, the black surface swells to a luminous red and begins to make the wearer levitate, surrounded by the unholy energies fueled by their rage. When it activates, the wearer's arms spread as bolts of blood red lightning strike everyone within four meters, causing all but those with especially strong wills to be reduced to nothing but charred bones. Khornate champions will be able to guide the energies and temper them, fueling them into their weapons to empower with their endless anger and make their strikes strike with the

fury of a tempest storm. The act drains a lot of willpower and the pendant takes time to recharge, but isn't it good to get all that anger out of your system?

767. -Arena of Skulls (200CP): Endless battle. Endless carnage and gore. Bloodshed that never ends. These are the things that many followers of Khorne desire, and it is that desire that leads them to self-destruction when they cannot find it. It might not hurt to have a place where you can quench any of that bloodthirst, mm? Enter this gruesome arena. Carved from the bone of beasts slain and armies trampled, held together by ornate brass and carved stone. A place that continues to amalgamate and forge horrific beasts to be sent out in gladiatorial combat. This arena collects the blood of those slain and uses it to continue its machinations, and with each new beast added it will add to its options. Those who fight here will find their martial skills improving quite quickly, and should you choose the souls of those you brought in here to kill will be forever trapped as additional gladiators to fight and die, their powers and skills contributing to the monsters the Arena creates. Finally, should a person slay a beast that pushed them to their limits the blood will surround and seep into the warrior to change them, adding a tiny piece of their strength and optionally alter their physical appearance to the victor as a reward for following the path of blood. You may choose if this is a property or a Warehouse attachment.

768. -Collar of Khorne (300CP): Do not suffer the coward. Do not suffer the craven. He who uses the strength of others and calls it their own is a fool who must perish. Let Khorne's rage guide you, just as Khorne's very rage was used to craft this collar of pure Hellbrass. Upon being equipped, this brilliant ornate collar will protect one from any sort of psyker or psionic ability. Their energies will wash right off, their rituals will utterly fail. Laugh as their spells fail, for it means another skull is to be added to the trophy pile. Better, when you equip this collar it cannot be removed by anyone except you, which means only your death will serve as a deterrent. That is, if such a feat were easy. It is also on record that these collars make for excellent dog collars, as Khorne regularly uses them on his Flesh Hounds when sending them out. Just don't put them on a psyker or sorcerer, for in doing so it will automatically shrink enough to where it will decapitate them.

769. -Talisman of Burning Blood (300CP): The Lord of Skulls cares not from where the blood flows, only that it does. Should you fail to deliver enough blood, then it is your own that shall sate his eternal thirst. Yet there are times when Khorne recognizes that one will be much more useful alive than dead. They are very rare moments, but they do not come without a boon. Forged from the brass that makes Khorne's very own throne, this talisman has the ability to not only raise the anger of oneself and those around the user to a bloodboil but it can also harness and focus that rage so it does not blind them to higher rationale. This allows them to channel that rage into a tangible benefit, causing much more damage with weapons than normal and striking with the force of a storm. Some call it a state of tranquil fury. Others recognize it for

what it is, a state that allows one to reach levels of slaughter no mortal could ever hope to achieve.

770. -Chains of Dominance (300CP): As stated before, Khorne is very disapproving of using cravenly spells and throwing them as though it were one's own power. It is stealing fire and claiming you were creating it. It is not the Psyker's place to be at the top, rather below. That is, below your heel. By chaining a psyker or a wielder of magic to a wall, you may not only trap them there thanks to the Hellbrass runes disrupting their power but you may also forcefully drain them of their energies to imbue weapons and armor. A telekinetic's energy would create greater enchantments of defense and powerful strikes, a pyromancer's energy would create a flaming sword capable of slicing through powerful defenses, and so on. While it does depend on the power of the chained to begin with, surely you can think of ways to use this. If you end up draining them completely... well hopefully you have a forge so they can perform one last act of service.

771. -The Blade of Ahn-Nunura (Free): Named after the Prosperine war god of ancient myth, this weapon was by the side of Magnus the Red ever since he rose to the stars and began to explore the nature of the Immaterium. It was a representation of his might and his keen intellect as he scoured the endless expanses, a tool as brilliant as his mind as tome after tome filled his library. More importantly, it was a symbol of his loyalty to Prospero. He would do whatever it took to ensure their survival and success; no spell was forbidden if it granted a chance. Your Patron hopes you feel the weight of his responsibility as a Lord of Change places the weapon in your hands, plucked from endless possibilities when Magnus sold his soul and brought the City of Light into the Immaterium. Taking the form of a large khopesh sickle-sword, this ancient force weapon has been blessed by Tzeentch's very magicks and is able to both amplify and channel psionic power to a disturbing degree. Tank hulls would be sliced as easily as flesh, and with each kill the souls of the slain would be subjected to the energies of the blade and add to the power of the spells cast. Worse, those who lived would still be exposed to its mutagenic properties and warped into vile Chaos Spawn meant to serve the owner of this blade. Change is coming, my friends... how will you handle it when it arrives?

772. Goldsmithing Tools/Plush Seating Cushion (100CP)

-Goldsmithing Tools (50CP): It almost seems like to be a proper Sorcerer in this galaxy, you need to have a certain amount of fashion. Shine. Bling, as it were. One might argue that it in the nature of the sorcerer to feel superior, to present oneself as a noble of reality itself that supersedes mere mortal kings. They could also just be vain. Either way, this impeccable kit is designed to fuel such needs, granting all the tools required to forge, shape, and fashion up all kinds of jewelry and talismans to act as a focus for psionic powers. Let the power of your mind take form, and show them you are a king.

-Plush Seating Cushions (50CP): Casting all manners of Warp-Sorcery and researching tomes can be tiring. Yes you're an amazing being whose mind can rend the teeming masses into insanity as they feel to appreciate your genius, but even you need to take a break. That or have a nice seat to read your freshly obtained scrolls. These obscenely silky cushions are stuffed from the finest feathers of Tzeentch daemons, ensuring they're always fresh and exactly as soft as they need to be for you. They're also self-cleaning, so you can just focus on taking your mind off of things.

773. -Tanor Mimic-Mask (100CP): The sorcerers of Tanor have a peculiar trait in that they refuse to have their faces seen, or even to be heard speaking. You will never hear them, only communicating through intricate expressions and body language as they hide behind an ever growing amount of masks. You have obtained one such mask, allowing you to disguise your face quite effectively to the point of even changing bone structure or eye color while ensuring it is pleasing to the eye. However, on a whim you can also make the mask shift to a visage so frightening that those of weak will would find themselves screaming and running if not dropping dead from fright. What better way to mask one's own intent?

774. -Puzzle Box (100CP): The Immaterium is as vast as it is complex, and the things one can learn from it are equally as complex. There's just so many fascinating things to show a person. Help them along with this golden triangle puzzle the size of one's head while possessing an Egyptian theme. The puzzle is never the same each time, requiring one be quick as well as clever if they are to solve it to the point where smarter people might obsess over trying to solve it themselves. Upon success, their prize is being sucked into the puzzle itself. You see, it is not only a trap to contain the foolish but it is also a horrific trap that allows you to use the energy of their souls to augment your psionic powers. Of course you could always just release them instead, but be warned that they might be a bit off. It does use a fraction of Warp Energy to contain them, after all.

775. -Crystal Talon (100CP): The power of fire is as vast as it is terrifying. There is a reason that it is always fire that is used to bring a civilization up from the mud, and why it is fire that is used to burn that civilization down. Fire can allow one to become a god, able to control the power of life and death as they so demanded. This crystalline talon ring will prove it as well, imbuing your psionic power into whatever physical ammunition you wish in order to turn them into fiery Inferno Rounds that burn with supernatural energies and can melt ceramite like flesh. The more supernatural energies you have access to, the more variety you have in imbuing and transforming your ammunition. The Khornates think themselves superior with binding magic to metal, but it is clear you've pulled one over them by taking the next logical step.

776. -Changer of the Flames (200CP): Yet why stop there when it comes to flames? That's just normal fire, things you see all the time. Why not shake things up a bit, and give the enemy something they should truly fear when you bring this beast to bare and condemn them to a grisly fate of your design? Colored a brilliant blue and gold with ornate patterns to make the barrel look like a dragon head, this Flamer weapon is the result of ripping apart Flamers of Tzeentch daemons and using their very fires to drench the enemy in raw Warpstuff. Providing the immediate results don't kill them as flesh and ceramite melt like clay, the energies means anyone bathed in the stuff could mutate into anything from an amorphous tumor to a monster to even a Chaos Spawn. Sorcerers with skill could control what happens... but why would you?

777. -Talisman of Tzeentch (200CP): What happens when you get two sorcerers and put them both in the same room? The answer is egos start to clash; wielding that kind of power often goes to one's head and there's very few who enjoy the idea of playing second fiddle when having access to such things. Fortunately, one who has this talisman is sure to have an edge in the argument. Anyone within fifty meters of the one wearing the talisman would find that any of their psionic powers are much harder to activate, to the point where those weak of will cannot use any of their psionic abilities at all and the stronger ones must exert more effort while the wearer can continue to cast with abandon. This effectively could make you the strongest Psyker in the room with this trinket alone, or at least give you a good advantage as they wonder what was going on before you flash cooked them. None shall be mightier than you. None.

778. -Meditation Chamber (200CP): Ever being of power worth their salt must have a place of research. Nay, a place of power. You are not some crude cultist scavenging for scraps of paper and lurking among filthy alleys to practice your craft. You are a Sorcerer. You are one whose mind has touched alien shores and glimpsed into the infinite in search of forbidden powers to add to your own. This chamber is a testament to your desire for such power, holding a crystalline lens that allows one to scry alien dimensions and places of power to expand their mind and learn from what lies there as the information places itself in their mind in a manner you can comprehend it. Directly under the lens lies a meditation circle, perfect for applying that knowledge gleaned to create new forms of psionic manipulation and dark rituals as it becomes inscribed upon empty tomes in a corner. Finally, should one encounter something truly enlightening or wondrous that they never knew, the knowledge can imbue a portion of power to their soul with an optional mutation to their appearance to reflect their new perspective of the cosmos. Knowledge is power, and your power shall be absolute. You may choose if this is a property or a Warehouse attachment.

779. -Golden Eye of Tzeentch (300CP): Much like how Magnus the Red gave up his eye in pursuit of knowledge, sometimes the Greater Daemons of Tzeentch will

give up an eye so that others will obtain the knowledge of the stars. Granted it isn't always given up willingly, but more often than not it is for a purpose. All as planned. This item here is a fossilized eye of said Greater Daemon, and can see beyond the boundaries of life and death to provide its user precious knowledge to further their schemes. It is quite potent, as it conveys a 'danger sense' of sorts that allows one to dodge and evade strikes coming quite easily before they arrive due to the crystal clarity of the visions. When the fossilized eye is used in divination, it also provides a very strong boost and allows one to see farther into the future with much greater clarity to details. Naturally, this would be quite the benefit to any who seek to scheme and plot. Just be warned, the farther you go out the more possibilities will be present. Hopefully you can handle it all, lest you choose the wrong future to plan around.

780. -Warp Staff (300CP): One of the iconic pieces of gear that are sought by Sorcerers of Tzeentch is the staff. It is more than just a focus to channel one's psychic power or a tool to attune to the energies surrounding oneself. It is an object of status and superiority, showing that you are not among the mere dabblers of the galaxy who wish to cherrypick what they want. You know what it takes, and this staff is proof of your dedication. A rod of glimmering metal studded with icons of might and engraved in runes that seem to change for each person looking upon it, this staff is quite valued in that it can harness the psionic powers of the one who wields it so that it is not only stronger than before but is also significantly more accurate than it would originally be. The rod also provides another very important boon, shielding the user from any backlash or exposure to malignant effects when channeling the powers of the Warp... so long as they can handle the power in question, at least. This potential energy that would lash at the user is instead channeled into their psychic attacks to truly rend the enemy apart. Let the enemy be careful, lest they come across a true Sorcerer.

781. -Reliquary of Souls (300CP): There is an old Terran saying that goes around, that three can keep a secret if two of them are dead. Normally they would be right. Alas, those people who use the saying have never met you, one who even the dead cannot keep knowledge away from. Not with this horrific tome wrapped in Eldar skin and embedded with a corrupted Soul Stone, pages created from the slightest amount of wraithbone stolen from the object the stone was taken from. This tome that upon slaying an enemy, you can trap their soul within the tome and read them like a book. Literally, as information you seek appears upon the pages that is drawn from both their memories and their subconscious awareness of the world. This could even mean by trapping a Psyker you could learn their spells and knowledge, as well as how they used what they knew so that you too could replicate their abilities. Some would say it is cruel, but it's better to think they would be proud. After all, like the Eldar you can see quite far with this tome.

782. -Fireblade (Free): During the Great Crusade, the Primarch Fulgrim had went back to Terra to meet his Legion and had traveled to Mount Narodnya to find the greatest forge of the Urals to create the greatest weapon ever. Upon meeting Ferrus Manus there, the two tried to compete against each other and worked endlessly for three months to see who would actually create such a weapon, their pride in their skills refusing to let the other concede. While Fulgrim had made the hammer Forgebreaker, Ferrus had made the golden sword Fireblade. The two were equally impressed, and traded weapons to use throughout the Crusade until he found the Blade of the Laer. Fireblade was later thought lost when the two met upon the fields of Istvaan V for a gruesome duel to the death. It is no surprise then that Slaanesh had the weapon recovered by a Keeper of Secrets and presented to you, for there is nothing else that perfectly embodies the fires of passion and perfection that sweep their Palace within the Immaterium every waking moment. This sword, complimenting your technique and grace to the point of your fighting being a dance, forever burns with the fires of the forge, its surface akin to a small sun that forever shines with the power of creativity. Not only is its blade sharp enough to slice through a shielded tank as effortlessly as wet tissue paper, but the heat it creates is so great that one could create raging infernos across the battlefield with a single swing that outperform even plasma weaponry. Slaanesh's dark touch has blessed this weapon as well, as the more people you personally slay with this weapon in a display of skill the greater the power of this sword becomes thanks to absorbing the ashes of the victims. The galaxy is a stage, the spotlight is on you. This is your moment, and it is the duty of those lesser to help you shine.

783. Artistry Kit/Pleasurable Robes (100CP)

-Artistry Kit (50CP): To strive for perfection in the arts, one must perform. To be able to perform, one must practice. To practice, one must have the means. It is a logical process, and anyone who calls themselves an artist without having the means to be one is just a complete fool. Enter this wonderful kit held in a case of ornate wood, containing any sort of tools needed to perform in an art of your choice. Sculpting, engraving, wood carving, painting, and more. It's all in your hands now, and it would be so wonderful to see those hands perform.

-Pleasurable Robes (50CP): Oooooh, this. This is the good stuff. By no means should one be discouraged from chasing that greater high or reaching an elevated state of skill, but you know what they say: What goes up must come down. Unfortunately, no high lasts forever, and so when you're starting to calm down and want an uneventful crash, look no further than these robes. Silk so soft even a Keeper of Secrets would be envious, they feel absolutely wonderful on the skin and help with just letting go of everything to relax. Never dirty, never too small or too large unless you like that... comfy and easy to wear!

784. -Pain Vents (100CP): Appearances aren't everything, you know. What might be tasteful to one person could be utterly disgusting to another. Granted it's another story if they're terrible and wouldn't know taste if it hit them in the abdomen with a chainsword, but there are times when appearances are not everything. These vents are

one example, appearing like metallic tubes intertwined throughout a weapon like snakes. It does nothing on its own, yes. When the weapon is fired it's another story, releasing an otherworldly wailing noise from the tubes as each shot combined with the last creates a horrific orchestra of agony. The noise is enough to cause a terrible fear inside those who hear it, and only those with strong will can resist the urge to run screaming in fear. Yet as started before, there's no accounting for taste, so should you choose you can decide to have the vents play music of your choice while keeping the same effects of fear.

785. -Beguiling Gem (100CP): The more beautiful and pure someone is, the more enjoyable it seems to be when you corrupt them and show them a darker side to finding pleasure. Not always the case, but it seems to happen enough to the point that one could write a doctoral thesis on the idea. If you do pursue that intellectual high, you'll want this gem. It's a gorgeous crystal that fits in the palm of your hand and has a curious effect on anyone who even does a passing glance on it, assaulting their mind with visions and sensations from every debased vice imaginable. Yes, every one imaginable. Unless one has the willpower to resist and fight its effects, they won't be able to help but keep looking. Plenty of opportunity, wouldn't you say?

786. -Scales of Reshaping (100CP): It can be so frustrating when one is trying to shop for new armors to take to the field. That one has the best defense, but it's so bulky and cumbersome. That one has a nice field, but it would be nice if it could have a cleavage window for you. What's a Champion to do when everyone's so set in their ways of armor crafting? This black glove with gold trimming is here to help, imbued by Slaaneshi daemons to allow you to reshape and trim your armors as desired. Take that Terminator Armor and make it look like a knight's regalia, or trim the waist so it accentuates your thighs just right. It won't lose its effectiveness either, which is a huge plus. Just be sure you don't cut away too much, lest all you're left with is bikini armor. Comfort levels aside, that could pose an issue.

787. -Rapturous Standard (200CP): Excess is bliss. To achieve excess is to surpass your own limits and become a new kind of being blessed with awareness of the universe. Only through excess can one become stronger, better, and more. To be enraptured in excess is to see the face of a god. Taking the form of a banner that can be carried with one hand or affixed to a backpack, this item is infused with the essence of thousands of Slaaneshi followers who died in blissful slaughter. Those you consider allies when seeing it will find themselves overcome with feelings of invincibility, their willpower increased and even able to push through grievous injuries in pursuit of their objective. Let all of them feel the bliss of excess. Let it consume them, so that they may consume others.

788. -Spore Caster (200CP): As one has likely noted by now, the excessive nature of those who follow Slaanesh means that they will continue to seek newer and more strange ways to reach the sensations they desire. Those who venture into this unknown territory in hopes of continuing the chase of pleasure are often rewarded by Slaanesh, such as with this curious fungus launcher that stores exotic bulbs harvested from the worlds of the Screaming Vortex. The bulbs themselves are harmless, but when the bulbs explode and release the spores that were contained within? That's when it gets nasty, infecting a person and bombarding them with intense psychopathic hallucinations that feel more vivid than anything before. Those with strong immune systems might shrug it off, but you could reduce a field of soldiers into a blood orgy with this weapon assuming they didn't become incapacitated or worse. Perhaps they finally see things how you see them.

789. -Artistic Studio (200CP): One cannot just send out a few pieces of work created on the side and call it art. No. Such things are worse than a mockery of your skill, they are an offense. The way you slave away at honing yourself, ensuring every flaw is removed and every action is more precise and powerful than before. The hours, weeks that you spend analyzing your own craft as each perceived imperfection invokes rage unlike any other as you swear to fix it. Art is suffering, and what you have here shall be your torture chamber. Tools lining the wall that grow in quality and strength as you do, with enough measuring equipment to find the very length of atoms across a surface. Floors and tables that are perfectly leveled... you think you know level, but this is perfectly level. You will find that being in here makes your mind race with ideas, like a Muse of old legend was on overdrive and trying to tell you as much as she could as your skills in arts and crafts increases just as quickly. Finally, you'll find that any time you or someone using this place achieves something you're truly proud of, it imbues a small portion of power to one's skill and an optional mutation in appearance to reflect the skill furthered. It's time to show them what art really means. You may choose if this is a property or a Warehouse attachment.

790. -Nightmare Choir (300CP): Do not suffer the silence. Do not allow the silence to continue. Do not accept the silence, for this silence is a grave offense to the Prince of Sensation. A time of quiet means that nothing is being done, and there is no excess to be pursued in the wake of nothingness. It is time to do your duty to She Who Thirsts, and make things LOUD now. This is a combination of a powerful Sonic Cannon along with a backpack unit that takes the form of a strange pipe organ system, both a strange collection of warp-spawned technology and ancient Slaaneshi lore. Together they create an extremely powerful sonic weapon, possessing enough physical force to liquefy the armor of Astartes along with the Astartes inside, and the six to seven Astartes behind them. It could go further if you turned up the volume. Even more terrifying is how not only it can stun anyone unfortunate enough to not be killed by the weapon, but can also invigorate its user and help them work at top efficiency. Should you wish, you may play any music you desire through this weapon. Unleash the Bass Cannon.

791. -Shroud of Sublimation (300CP): Do you know what the beautiful thing about desire is? It's not just the thrill of finally achieving it, or the elation of realizing you have a purpose in life is the desire is large enough. No. It's the knowledge of knowing that if one desires something enough that they will do nearly anything to attain it. No act would be too cruel, no deed too vile. To feel so strongly that you would destroy everything you ever used to love just to have what you truly do love is an act that makes the Lord of Pleasure shudder in rapturous ecstasy. You can watch what it's like for yourself with this cloak that shimmers like the more beautiful stars, as many would be enraptured by its beauty and stare intensely should they be of weak will. It's when you activate its effect that you truly witness the power of desire, as those who gaze are beset with powerful visions of what they desire the most... sexual or otherwise. Their deepest, most passionate cravings laid before them, and yourself so you know exactly what to say to who. After all, if you know what it is then you know what to tell them to get them to follow you. Many of them will be slavishly devoted, willingly to do quite a lot for you to get what you have promised. Just be sure you can deliver, or have a way to dispose of them before the jig is up.

792. -Hookah of Sublime Acquisition (300CP): It is the will of the Prince of Pleasure for one to seek out new sensations and continue the path to perfection as tribute to their gloriousness. It is not enough that one is merely good or one simply enjoys themselves, for without excess one cannot achieve even greater heights to reach for the heights beyond those. Of course, no one said the two acts were mutually exclusive either. Cue this hookah twice the size of a van, its insides steeped in Warp energy as it waits for the fuel to activate. While one can certainly mix in copious amounts of drugs to mix their effects and gain absurd highs, its more sinister option is to drop people within the glass container to be melted down and turned into a very special smoke. This smoke contains the skills, learning aptitude and insights a person has and once someone has smoked this drug then they will possess those traits as well. It's quite devious, but if they weren't using it well enough then why shouldn't you enjoy yourself while putting it to better use?

793. -Scythe of Barbarus (Free): On a world wrapped in poisonous fog, there was once a cabal of powerful necromancers who ruled over the planet and harvested humans in the valleys as fodder. The Overlord of the planet tried to groom the Primarch Mortarion to be his heir over a planet of death, but he felt the people deserved to live. His first true act of rebellion was to fend off a warband with a massive harvesting scythe, and it was with this weapon he would train the people and help them rise up. He would teach them that even in a world of death and decay, life was to be protected. When he left the planet, the scythe was presumed lost as Mortarion left with the crafted scythe Silence. Perhaps that is why Nurgle had the weapon retrieved, dipping it within his own cauldron before having this Great Unclean One presenting it to you. Fond memories of when a favored child learned a valuable

lesson. There strangely is no rust upon this weapon, instead possessing a film of flesh as bone reinforces the shaft to make the weapon almost feel alive. Pestilence and rot have hardened this weapon, causing it to become powerful enough that one could slice open tanks and Terminators alike as if one were harvesting wheat upon the field of battle. Anything it touches decays and withers, causing people and equipment to rapidly rot as though hundreds of years had passed before exploding into disgusting plagues that seek to spread and infect anyone nearby. Even more impressive, the more one slays and kills like this, the stronger the weapon becomes with its plagues spreading farther. Give the gift of life to a rotting universe.

794. Collection Kit/Old Photograph (100CP)

-Collection Kit (50CP): To understand the world that Nurgle walks, one must expand their knowledge of life and all the mysteries it holds. After all, all life is precious to the Lord of Decay. Especially the ones that spring from the corpses of the dead, they who have partaken from the death of others so that they can live. A sterile kit with various glass tubes and collections tools, it's a perfect battlefield aid for recovering any number of tissue samples from bodies or the rot surrounding it. Learn about it so you can love it.

-Old Photograph (50CP): There's no place like home, and there's nothing like knowing that you are loved by someone. It is love that conquers all, and love that can keep one going in the most adverse of situations. It's likely where this old photo came from. A bit of wear and tear, but it shows you along with the ones you love the most alongside you so that you never forget those who love you. Oh yeah, and anyone who tries to harm it ends up getting infected with Nurgle's Rot.

795. -Mask of Death (100CP): When Mortarion left the world of Barbarus, he required his armor to be modified so that he could breathe in a mixture of the toxins found in its atmosphere to survive, at least until such a time that the poisons could be removed. Such a moment never came, but the idea of the mask survived for those who wished to slowly acclimate to the path of Nurgle. By wearing this mask and attaching canisters of toxins, the mask will scan your threshold and filter the toxins in, trace by trace until it seems like you could handle greater doses. It would then increase the dose, continuing until you were fully capable of handling it with no issues. A perfect way to get strong enough to get closer to Grandfather Nurgle.

796. -Plague Lantern (100CP): Sometimes it can be rough to see the joy that is life behind all the death that can be encountered in the galaxy. All the carnage and the gore, from countless lives that could have been lived... just swept away like candles before the darkness. But that is why you are here, to guide others through the darkness into the light. This is how you help them see. Designed like an old oil lamp, inside the glass is a sickly green crystal that illuminates the area with a baleful light on demand. Using this light will encourage plant growth in the area and accelerate it to be healthy, as well as accelerate the entropy and decay of machinery and corpses so disease and rot can quickly create new life in the form of insects and plague. From life comes death, and from death springs life. Such is the way of things.

797. -Undead Heart (100CP): To be of Nurgle is to appreciate life on a level that no other will reach. It is to understand that corruption is just another form of life, and that its strength lies within its ability to endure. To love something, one must get closer to it. You shall become corruption, with this rotted heart implanted within you. Upon letting it steep within you and take hold, it shall boost your natural healing ability by afflicting you with plagues that help. Wounds mend themselves, strikes hold less effect, and on demand the flesh can ooze to form scab-like armor that could even shrug off rounds from a Bolter. Just remember that hearts are a sign of affection, and you could say Nurgle has granted you his heart. One of them, anyway. That's more than what most people get, and it's proof he loves you.

798. -Icon of Seeping Decay (200CP): All these nobles and kingdoms that proclaim themselves as everlasting. Even the Imperium has fallen prey to this, thinking that it can weather the sands of time as the galaxy around it falls into stagnation and decay. It will learn, as have all the empires and kingdoms before it. No king rules forever. Only death is eternal. An icon of long- forgotten faith that is steeped in Nurgle's decay, this is a banner that can be affixed to one's backpack or carried in one hand. Upon sight, your followers will find their resolve and will significantly increased in the face of horrific battle, along with becoming faster and more quick to approach the enemy as if death itself carries them to carry out its everlasting duty. Let this kingdom fall into rot like the rest.

799. -Plague Fist (200CP): There is regular love, and then there is tough love. What's the difference? Well, tough love is when you realize there's no getting around it and you just have to smack someone hard enough that all their health just falls right out. This means not just any method will work, and you need to whip out something special. Enter this contaminated Power Fist, filled to the brim with endless contagions that lash at a target each time you strike them so they only wish they died. Even better, upon striking the ground you can summon swarms of insects and flies that fly around you to shield you from incoming fire while stunning enemies around you so that the insects can descent and feed upon those poor fools who do not run away in time. It's time to show some love.

800. -Garden of Plagues (200CP): Have you ever found yourself in a situation where you just wanted to give and give until you couldn't give anymore? Decided that in a galaxy of death and stagnation, you just wanted to do your part and bring joy to a world that so desperately needed the affections of one who didn't judge? While you're not alone, you also happen to be in the same boat as others in that you need a place to make your presents. Fret not, for your parlor awaits. A large forest that seems to always be hot and humid, it's at just the right temperature for plants and wildlife to

thrive and grow at an accelerated rate. The soil is rich in nutrients to guarantee bountiful yields, and time seems to flow faster to allow life to spread... and die, and rise anew as all manners of viruses and plagues that achieve symbiosis. Adding more plants or plagues simply lets it take new material in, like giving a plant water to grow. Finally, upon cultivating a plant or pathogen that fills you or anyone who uses this place with love and pride in their work will find a tiny piece of that love empowering their soul and optionally altering their appearance to take on traits of the life around them. All life is connected, and it's our duty to help it along. You may choose if this is a property or a Warehouse attachment.

801. -Bile Launcher (300CP): It happens at times. What should have been a pilgrimage to help care for a world and prevent the stagnation from lingering too much to give life a chance is stonewalled because of fools with delusions of grandeur who believe all they see falls under their dominion. Fools who think because the words come from their mouth, that all of reality should listen. Times like this, it's best to get out the heavy duty guns and show them that life and death wait for no one. Akin to a massive rocker launcher that one carries upon their shoulder, each canister is loaded with Nurgle's Rot, a horrific disease fueled by Warp energies and will guide its own projectiles to the location with the greatest concentration of people. Detonation spreads the disease, which not only affects the flesh by curdling the blood in their veins and fusing their eyes together while a horn grows, but it also corrodes and infects the soul until they finally give up and give themselves to Nurgle. This creates the Plaguebringer, diseased entities which follow the whims of the one who created it. Let corruption sweep across the land, and all who do not accept life fall unto death.

802. -Infant Destroyer Hive (300CP): He who cares for life regardless of its form is among Nurgle'sfavored. No matter its origin or its design or its state, all life deserves a chance. So naturally, those who give themselves to fuel the lives of others is almost akin to a saint among the followers of the Lord of Decay. It's not for everyone however, so please take these words to heart when it is said that this is quite the sacrifice you would give. Implanting a warp-infused embryo, your body would begin to grow and hollow inside as the beginnings of a Destroyer Hive form within your torso. It is small initially, with a few dozen Plague Drones forming that fly out and feed upon flesh to bring back inside you. But as time goes on and you allow them to feed, the swarm will grow as will you to contain this hive. These drones contain a myriad of plagues and venoms that will spread as the drones rush out, feeding and infecting alike. And lo, you shall bring a terrible plague on the livestock in the field, on the animals and the donkeys and camels and sheep and goats and men.

803. -Cauldron of Plagues (300CP): The Garden of Nurgle is where he toils and creates every single one of his gifts for the Materium personally. No pathogen has passed to the galaxy without first being born in his cauldron, no pox that has not had

his unique touch to ensure that it has known his approval. It's what makes him the most loving God of them all. Yet imitation is the sincerest form of flattery, and so you've managed to acquire your own cauldron. Pathogens you place inside will find themselves significantly strengthened, augmenting their strong points while allowing you to change or twist any downsides as needed or even remove them. The more pathogens you put inside, the more easily you can mix and combine traits to create whole new pathogens to unleash upon the world. Or others. Really, it's six of one and a half-dozen of the other. Of course, if you felt like it you could add a person inside and watch them emerge after being infused with the pathogen of your choice if you wanted a test drive as well.

804. -Worldbreaker (Free): The first of his sons the Emperor found upon the mining world of Cthonia, Horus Lupercal was placed in command of most of the Great Crusade meant to retake the galaxy. It was said that as a sign of his love and devotion to the Primarch, the Emperor himself crafted a power maul that was both a status symbol and a tool capable of shattering nearly any foe. It soon earned its name during the Heresy, where Horus broke world after world until he was destroyed. Even with his death, his Legion tried to have him cloned so he could use the weapon once more, until Abaddon the Despoiler shattered the weapon and slew the clone to become Warmaster. Its pieces have been collected and forged anew, cast into a weapon of your choice as Bel'kalor himself presents it to you. Worldbreaker is reborn, and in your hands the galaxy shall fear it. It is a weapon as powerful as it is mythical, containing an archaeotech power field capable of shattering tanks like paper and sending out waves of energy to rend swathes of foes into charred husks. The might of the Dark Gods have infused it, allowing it to lash the souls of those you hit as they scream in agony while holding the power to slice open portals into the Immaterium to suck in any fool who had the misfortune of being near you. Greater still is its unique blessing; for every enemy slain in the name of conquest and bending the knee of the people the weapon shall grow in power, with leaders and those able to influence the world providing a larger boost in accordance to how well they could influence said world. You are the rocks of the galaxy's eternal shore. Worlds shall crash and be broken.

805. Ritual Kit/Cloth of the Faithful (100CP)

-Ritual Kit (50CP): One of the greatest facets about conducting rituals is the symbolism involved. Every word has a meaning, every rune serves a purpose. Even the way one carves the runes or paints the symbols is important, as the significance of such things could easily determine whether your ritual succeeds or not. In some strange way, it's like trying to bake a cake for someone. This portable kit will help you on that front, containing a supply of useful and exotic items such as dried blood, skin parchments, carving knives, and other rather useful tools for calling forth creatures of the Immaterium. Just be sure you can contain them too.

-Cloth of the Faithful (50CP): Starting a religious movement shares a lot of important traits with public speaking. That is, first impressions matter and you need to keep their attention. A

robe like this will aid you, adorned in the Eight-Pointed Star of Chaos and lined with important symbolism that hits all the top points of Chaos such as freedom from tyranny and fascism, the ability to do what you please, and embracing all aspects of yourself. Your speeches will more easily gain attention so long as you wear this robe while speaking. There is nothing to be ashamed of, and those you teach should know that.

806. -Skull of Monarchia (100CP): Inevitably, time can weaken the grip of old grudges and disdain one has for something that has slighted them in the past. Bygones can become bygones, and soon enough what was once an enemy can soon become a friend again. Only this is a sham, and you know it. Those who abuse and take advantage of others will never change from their ways, and you need to remind people of that. This object will serve as that reminder, a skull adorned in precious metals and protected with a strong force field that appears untouched by time itself. It's likely why the Word Bearers were able to recover it after the Ultramarines destroyed the city of Monarchia on the Emperor's orders. Those who gaze upon the skull will remember acts of abuse and torment that was brought upon them and more importantly, they will remember who did it. The fires of discontent and vengeance will burn with a greater passion than before, which lets you easily show them the way to obtain said vengeance.

807. -Rune Shield (100CP): There isn't a single follower of Chaos that has not heard about the power and might of Daemon Weapons. Yet, sometimes Daemons can be trapped in objects not intended to kill such as a shield. This tends to drive the Daemon mad, as being unable to destroy anything makes it try to shatter its housing to escape. Most of the time the object is destroyed, but rarely the housing survives the Daemon's departure, like this blackened shield adorned in horrific runes and tainted by the fires of its malice. As a result the large shield grants a greater level of protection to its wielder should one carry it into battle to defend against multiple lascannon shots, but the more one has given into darkness and corruption one, the stronger this shield becomes in their hands to the point of tanking multiple heavy bolter strikes at the same time. The wretched light of the Emperor shall not pass your defenses this day.

808. -Sinister (100CP): There's something to be said about trademark weapons. After all, if a weapon becomes synonymous with you then it becomes more than just a reliable tool you can use to carve others up. It becomes the stuff of legends, and when that happens the wielder is woven into that legend as well. A good example is this Bolt Pistol, used in every Black Crusade that was launched by Abaddon the Despoiler and has a habit of trading hands regularly. Now it is in your hands. Along with being stronger than normal bolt pistols due to being of archaeotech design, it holds the Dark Gods' blessing and will heal both the user and those around them by the amount of damage it does to the flesh of enemies. It is a vicious weapon that represents the Dark Gods perfectly, and it longs for a representative like yourself.

809. -The Cursed Crozius (200CP): In the days before the Heresy, the Word Bearers' Chaplains were sent into the Legiones Astartes to be vigilant for signs of sedition since the Edict of Nikaea, since tensions were high and feelings of resentment were all but inevitable. Yet no one really considered the idea of one of the Chaplains becoming so enraged that they would beat one of the White Scars' Librarians to death. Probably should have been a red flag. The mace itself survived and still bears the stains of the Librarian's blood, and not only is this regular mace club stronger than a Power Maul but because of the stains it instills knowledge on how to effectively combat an enemy army to those surrounding it. As a bonus, when one is using the mace in battle the weapon will unerringly seek out weak spots in enemy armor as a manifestation of the Chaplain's hatred. Tear it all down.

810. -Icon of Vengeance (200CP): Never forget what they did. Never forgive what they did. They're not the good guys in this situation, and their sanctimonious attitude about it just makes them even more insufferable in the long run. Do whatever it takes to deny them their victory. Release this banner, atop an iron pole and adorned with burning skulls and the eight-pointed star of Chaos. When you raise the banner with one hand or fix it upon your backpack, it begins to collect energy from the Immaterium for the purpose of dispersing it among your followers. The end result is that those who see the banner will not only become resentful of their enemies but also very brave. Almost brave enough to the point of suicide as they charge into battle, unafraid of any intimidation tactics or weaponry while pushing through all but the most grievous of injuries. They will win, even if it means choking the enemy with their corpses.

811. -Altar of the Neverborn (200CP): The entities of the Immaterium are not as different from humanity as one would think. They are born of human thought and emotion, a reflection of who we all are. At times they can even be born from human souls, taken by the Dark Gods and forged into new entities that will live forever as extensions of divinity itself. This altar room will show you soon enough, crafted of pure obsidian and stone with four large braziers of fire around the center of the room that empower and strengthen any rituals done in the name of faith. In the center is a set of stairs made of broken religious icons, leading to an altar made of solid carved bone with the symbol of Chaos etched in, with any offerings being destroyed or killed on said altar turning into energy that swirls around the room. Said energy can be used upon yourself or others, to gain powerful visions that show the best version of yourself and the worst, along with the event that will decide your path. Holding sermons here could allow the faith and belief of those you preach to combine and create entirely new forms of Lesser Daemons to act as servants, and should one reach a true state of enlightenment or religious fervor bordering on ecstasy they will find a tiny piece of that moment empowering their soul, with an optional appearance alteration to reflect their growing bond with their faith. It is not the destiny of Man to deny the Divine, but to embrace it and become one with it. You may choose if this is a property or a Warehouse attachment.

812. -Black Sun of Medrengard (300CP): The world of Mendrengard is home to the Iron Warriors, an exceptionally organized and powerful Legion lead by the mighty Perturabo in his unyielding quest to see the Imperium torn down for ignoring who he truly was. Of course it's said to orbit a black sun since the world is in the Immaterium, a reflection of his hatred for the Emperor and the Imperium itself. So it comes to the surprise of no one that the Iron Warriors would have found a way to harness the power of that star into a power core to be installed in this plasma gun. Not only does it hit harder than most plasma weapons would, but its blackened bolts tend to phase right through any cover an enemy may be hiding behind while possessing a chance at striking their very soul to stun them. That is, if they weren't killed by the immediate effects of a powerful plasma bolt. The effects also splash out, hitting anyone in the immediate vicinity of the area struck. Do not allow anyone to escape. Not a single one.

813. -Book of Lorgar (300CP): All he ever wanted was the truth. A truth that was denied to him when the Emperor destroyed his faith and forced him to bow in shame. A truth that was denied to so many people, and only finally received acceptance when the galaxy itself was burning in the fires of Horus' ambitions. It was a travesty that it took that long for the galaxy to see the truth, but by then Lorgar had found beings much more worthy of being called gods. This book details his findings, carrying the darkest of secrets that grant insight into the nature of man and their relation to the gods. Summoning rituals using this book become much more effective, while preaching the contents inside will encourage many to throw off the shackles society has given them in favor of teachings that encourage them to be mighty, putting all of their effort into becoming stronger. It even gives some details on how gods function, and in researching them you will always find something useful in this book. Embrace divinity, and become unto a god to be praised.

814. -Plans of the Eternal Fortress (300CP): A warzone spanning twenty kilometers, filled with minefields and bunkers and trenches to just about every single siege emplacement imaginable. Massive walls with entire kilometers designed to offer as much killing ground as possible to defenders. A central keep with the greatest defenses, only to have hundreds of guns pointing inward as an invader's final prize. These design plans are for no mere fortress. No, it is Perturabo's grand design, his masterpiece. This is the plans for the Eternal Fortress, the very trap he used to nearly destroy the entirety of the Imperial Fists and deal a tremendous blow to Rogal Dorn. The same trap that allowed him to become a Daemon Prince through the sacrifice of four hundred gene-seeds. It even holds notes and suggestions for altering the plans in the event of differing terrain or natural catastrophes, to use them to your advantage. How succulent and sweet the trap shall be when they try to break in, only to find it snapping shut with them inside.

815. -Imperial Voice (Free): You'll note that a lot of the big names of the Imperium tend to have... powerful voices. They are above and beyond the grunts that are fed into

the daily grinder of War, their very words letting others know who is the master and who is the servant. Their voice bleeds with authority and respect... and now, so too shall your own voice carry those very qualities. Whether it is deep and brooding, fair and courageous, or simply carries the tone of a demigod in the flesh is up to you. The Emperor accounts for all things.

816. -Stylish Brooding (Free): Another thing you've likely noted about most of the Emperor's followers is their tendency to look... kind of grimdark? The solemn faces, or the obscene amount of baldness in some of them, or whatnot. Some of them even have their faces replaced with metal skulls! The changes that fighting Chaos can bring are concerning indeed, but you may choose to pick this up if you want to preserve your visage or even have it manifest in ways you would prefer. Some would argue that this is more in the realm of Slaanesh, but... well, I doubt you'd want to fight someone just to have your hard-earned appearance become desiccated without asking for it. This effect only works for your time here, but consider it a gift for your services to Man.

817. -Sound of Silence (100CP): Even though you've thrown your lot in with the golden light of the Imperium of Man, the Milky Way galaxy can still be a rather rough place. Entire worlds made barren and desolate, billions in destitute conditions or worse... and let's not talk about how even other members of the Imperium might decide that might makes right and attempt to practice it on you with any resistance branding you a heretic. The horrors these can all bring would drive lesser men to ruin. But you're not 'lesser', and you've gained a resistance to being broken by these atrocities. You're not ignoring them, but you can acknowledge the reality of the situation without the weight of its existence crushing you or driving you to do unsavory things to avoid being in the same position. In the grimdark future, you're a comfortable shade of grey.

818. -Beginner's Luck (100CP): To survive, you must be able to adapt. In order to adapt, you must be able to learn. The Imperium of Man frowns on the common man learning too much and getting seduced by the powers of Chaos, but you? Learning is your gig. Skills you never knew before, you can now pick up with alarming speed to get a suitable level of competence with it. This won't instantly make you a master, but it can make you on average quite quickly... enough for you to take that skill and work on it yourself the rest of the way, and enough to learn how to demonstrate proper etiquette for a social gathering at the governor's palace the very next night, for example.

819. -Heresy Detector (200CP): Every Man must be vigilant, for there is danger and heresy around every corner. Any sign of weakness will be exploited, every temptation

a calling for the Dark Gods. But they will not have much success around you, for you are more than aware of how their machinations can manifest when they attempt to subvert light into dark. Signs of suspicious or heretical activity are laid bare to you, with only the most cleverly hidden schemes being spirited away from your senses. It will take quite a bit of work for them to pull one over you, for you have Man's best interest at heart. They shall not be subverted under your watch.

820. -The Will of the Emperor (200CP): The Ecclesiarchy is easily one of the most powerful organizations in the Imperium, responsible for saving the souls of trillions on a regular basis as they purge false religions and invoke only the correct ones: Those who praise and worship the Savior of Man, the God-Emperor of Mankind. But every Man must do their part as well, and so you not only are able to make rather convincing sermons on what path shall free Man from its suffering but could also whip up followers of such beliefs into a fervor that would make them more accepting of things. The Emperor Protects, but Man must do his part as well.

821. -Inquisitorial Agent (400CP): The role of Inquisitor is a harsh one, traveler. Are you sure you seek this? Should you choose this, your origin story changes as you become a member of an Inquisitor's cadre, or even an Inquisitor yourself. Inquisitors are a secret police force outside of the normal Imperium of Man's hierarchy, tasked with protecting it from the seductive ways of Chaos along with proclaimed heretics, mutants, or any other Xenos threat that lay within the galaxy. You are seen as one of the first and last lines of defense, continually risking your eternal soul to damnation so that others need not worry about straying from the light. As a result, you have a much higher knowledge of Chaos' inner workings than usual, along with a mindset that can understand the workings of Chaos artifacts or Xenotech faster than others would while your mind can handle alien truths more effectively. Fear the one whose mind is as strong as their body.

822. -Gothic Eternity (400CP): Say what you will about the oddity of all the baroque designs and the giant pauldrons, one thing that stands out is the durability of these items the Imperium has created. Even the followers of Chaos can't deny this, often looting the weapons and armor off the rightful angels of the Emperor who happen to be using a better model compared to their own wargear. But you? You are a testament to the fact that Man is greater than time, for your own equipment and the equipment you create can stand the tests of time itself... ten thousand years could go by and it would function as effectively as it did the day it was made, if it was left alone this entire time. As a bonus, you can easily create gothic or baroque aesthetics for your equipment that will always be classy in this world.

823. -Beefy McLargeHuge (100CP): You were engineered and modified to be a bulwark against the Emperor's enemies. With a biological enhancement method that

was devised by the Emperor himself, those who would deny Man's rightful place in the galaxy will find your strength to be akin to a tidal wave that will destroy all upon the shores. Of course, there are always exceptions that benefit from this treatment above others. Your strength is great enough that you could wear incredibly thick armor that would weigh down any mortal man, and run around with no loss of movement or speed even if the armor design appeared to be impractical for such tasks. You are meant to be strong, after all... it would do ill if you could not even move around with a shield as thick as tank armor.

824. -Dominant Dedication (100CP): The loyalty your average Astartes has for the Emperor of Mankind, and by extension the Imperium of Man, is much like everything else about them. That is, above and beyond what mere humans are capable of on average. This is because of the various psychosurgeries and mental conditionings done to ensure that any Astartes is a perfect soldier in not only body, but in mind. As an aspirant member of the Imperium, that dedication can be utilized effectively, allowing an unparalleled honing of skill and talent as you continue to practice and improve them in the service that has been laid out before you. The Imperium has done a fine job with rebuilding you... and Chaos shall fear the day you decide to use the Imperium's gifts to their fullest.

825. -Hunt of the Wyld (200CP): The trials of an Aspirant are gruesome and arduous, meant to weed out promising recruitsto ensure only the most capable are chosen to become Space Marines. Your trial was a Trial of the Hunt, where you had to find an apex predator on a world that to call 'hellishly dangerous' would be softening the blow. As a survivor, you learned how to track prey in these conditions with no equipment or gear, while being articulately aware of your enemy's vitals and anatomy with minimal study of their movements in order to slay them or even capture them. Along with the expert foraging and myriad ways of using an animal for cloth or materials, there is almost no environment you aren't dangerous in.

826. -Strength of the Body (200CP): Every fight with Chaos is not merely a battle over territory or resources. Their machinations extend beyond the physical, and so each fight is a battle for the soul. As such, there is no action that is deemed unnecessary when it comes to personal protection. The biology of an Astartes is sturdy as is, but with this it's altered just a tiny bit so that you can better resist the detrimental mutations of Chaos or other sources, and outright shrug off any of the life threatening ones. So you won't get a mutation that kills you, but an arm made of bees or tails made of warpfire might still be within the realm of possibility... so please be careful.

827. -Might of a Legion (400CP): Are you sure you want this? Well... alright then. This changes your origin story, being a part of one of the current Chapters of the Imperium or even one of the original Nine Loyalist Legions that decided Chaos would not sink its claws into the hearts of Man and swore to fight their traitorous brothers for

the future of Humanity. Along with the history that comes with it and the ability to instill discipline in others far easier, you find your combat prowess having increased a tremendous amount, being hardened by the Horus Heresy and the combat that followed. On top of that, you'll find you gained the specialty that the Chapter or Legion in question was known for. How are you still alive, then? The light of the Emperor is rumored to do strange things to a person, and such things as time are quite malleable. Choose your story wisely.

828. -Blessed Use (400CP): The agents of the Golden Throne, your new backers, realize that there's a certain thing to be said about wargear that is custom tailored to your needs in order to complete tasks you may have ahead of you. After all, there is the fact that not every piece of equipment will be suited to its wearer, nor will they always be up to task for what you demand of it. That is why the light of the Emperor is with you. Your wargear, such as your weapons and armor, will be slowly changed as you use them more. They will be transformed to suit your needs, changed by the light of Mankind's Master to become better conduits for your abilities and to fit your style of combat. This could mean that the armor becomes unnaturally light, or that your weapon starts to corrupt anything you use it on. Regardless, one thing remains clear: Glory to Humanity.

829. Ivory Gleaning/Gold Star (100CP)

-Ivory Gleaning (50CP): If there is one thing the Imperium of Man was very good at, it's the utilization of Human Resources. Thanks to the banning of Abominable Intelligence, billions of surrogate laborers are crafted from the vat-grown bodies of Mechanicus Laboratories or from the bodies of prisoners and unfortunates who must pay for their sins through servitude. Yet there are some vanity Servitors like the Servo-Skulls or Cherubim that are considered a privilege to possess and own among one's ranks. You possess the means to not only create these Servitors from bodies you find, but you also find they won't go berserk and try to devour your throat! For an extra +50CP you can even get the data plans to fashion Combat Servitors out of other people. Isn't that nice?

-Gold Star (50CP): Among the trillions of humans that live under the blessed light of the Master of Mankind, the vast majority of them will go unsung in the pages of history. They will never be known to the galaxy at large. Then there are those who are legends, whose names are sung by choirs and voxcasts for thousands of years as a Hero of the Imperium. Upon purchase, your reputation within the Imperium increases considerably which grants you a degree of respect among those who call it home. You may purchase this option multiple times to increase what you possess and become a pinnacle of what every human should strive to be.

830. -Aesthetical Integrity (100CP): If there's one thing you've likely noticed about the forces of Man... it's that they really like their odd aesthetics. Lots of skulls and

eagles, lots of black and gold, the kind of thing that looks badass and divine but by all rights shouldn't be functioning. Why not join in on the fun and pick this up? This option will let you change up the design of your weapons and armor, putting on eagles or gothic-looking appearances, or even just embellished designs and aesthetics in general while suffering no loss of effectiveness. Demonstrate your loyalty to the God-Emperor and all of Man!

831. -Mechanicus Aide (100CP) (Free: Magos): The flesh is weak. There is only so far it can go, so much it can accomplish on its own. More must be done to ensure that the person survives. What is weak must be replaced. Whether by choice or by force, you have opted to undergo cybernetic modification under the guidance of the Adeptus Mechanicus and its agents of the Omnissiah, giving you upgrades and abilities that you alone could never achieve on your own. Along with normal forms of implants, you will be given access to rare caches from the Dark Age of Technology to aid you in your quest against the enemies of Man. This purchase will grant you access to the 'Grafting & Modification' table at the end of the document.

832. -Psyker Surprise (100CP): In a galaxy where mankind considers themselves to be supreme and any mutation to be abhorrent, this particular mutation may be the most contested one of all. Why so? Well, psykers are connected to the Immaterium, which grants many opportunities and normally just as many dangers. After all, daemons are creatures of the Immaterium and that makes psykers very valuable to them for many reasons. Upon purchase, you won't have to worry about most of those dangers, being granted a powerful protection... that is, as long as you don't get too full of yourself and willingly do something stupid. Stupidity can't be protected against. This purchase grants access to the 'Psyker Powers' table at the end of the document.

833. -Common Sense (200CP): Why is this an option, you ask? Well, I'm sure you've heard so many stories on how common sense... isn't common. With the closed-minded nature of the Ecclesiarchy and the Inquisition it can lead to many becoming dogmatic, fanatical or just plain assholes. Which means it's up to someone to keep them in line. I'm not saying you don't have it, but picking this up will bolster that common sense while giving you the mannerisms and skills to articulate yourself to others so they can understand the advantages of thinking and acting rationally. Yes, sometimes sanity does have its advantages. As a result, your mind is also significantly less likely to be open to the influence of others' charisma, by the simple reasoning of looking at their ideas and realizing just how stupid it sounds. If you willingly give into those things... well, that's on you.

834. -Artificer (200CP): Rare is the soldier who understands the full functions of their own equipment. Oh sure there's cleaning it and making sure it runs, but such

knowledge as actually repairing it has become more and more rare, being left to beings like the Mechanicus while the majority of the Imperium focuses on their Imperial Truth and their eternal war. You are different, and have chosen to go above and beyond. You're skilled in not only maintaining equipment like Lasguns, Lascannons, Bolters, Chain Weapons and Power Armor, but also in actually repairing and upgrading it as needed, slowly turning them into masterwork Artificer equipment over time. Should you pick up 'Aesthetical Integrity', you can also reshape the designs of the weapons and armor as needed... even making Astartes Armor that wasn't as bulky with no loss in effectiveness, as one example.

835. -Genetor (300CP): The human form has been declared divine, and to mess with that form would be heresy of the highest order. Yet, did the Emperor not alter Mankind to create the Astartes? Is it not right to strive to be a specimen of Man like he is? You will take his ideas to heart. Whether you were tutored by the ancient Magos that worked alongside the Emperor or stole their knowledge somehow, you have an exceptional skill with gene-editing and altering the physiology of others. Whether it's giving someone new limbs, discerning the secrets of the Astartes, or even figuring out how to clone others... you can figure it out. The more you learn, the more effective this will become. All shall fear the day you get your hands on something truly impressive like Primarch material.

836. -Magos (300CP): Ultimately, when it comes to the Adeptus Mechanicus there is little that can be said to convince others that Man does not need their expertise. After all, Humanity is always striving for a better day and greater power to ensure that their rightful place in the galaxy is forever. While some see it as disrespectful to the flesh one is born with, others see it as acceptable to cut away what is weak and build a better Man instead. You have moved yourself to the latter it seems, being quite influential in the ranks of the Mechanicus to the point of knowing many secrets and insights to the technology Man has made, such as the Titans that once strode across the battlefield to bring death to Man's inferiors. It is a precarious position you are in, when Man is fearful of change and the past. ...but maybe you might fix this.

837. -Silence Falls (300CP): There was once an order called the Sisters of Silence. Granted they are still present, but they were as respected as they were feared, considered wraiths that could find corruption no matter how deep it was. They were so sacred as to unsettle Ork savagery and bring existential horror to the Eldar. In essence, they were Untouchable. ...and whether it is because you trained under them or found some manner of their texts, you may be as such too. Psyker abilities not only wash over you like water in all but the strongest cases, but also a hazard around you, being actively interfered with should you will it. Divinations fail, mind probes go blank, and

more. Rejoice, for the howls of the Warp will be empty words. For the purposes of this ability, you do not have the downsides of being a Blank.

838. -Endowed Belief (300CP): The Imperial Creed is a powerful tool, helpful in keeping trillions of souls in line so that the Imperium of Man does not fall prey to lesser species or the foolish dreams of the weak who would forsake their fellow Man. It goes against what the Emperor said back in the days of the Great Crusade, but one cannot deny the benefit that this faith has brought. You have noticed this as well, for the more people practice and follow a faith the more that things tend to happen even if they are not psykers. Things such as actively resisting corruption through prayer, or finding their forces being just a little more successful... or finding the greatest of their fallen returning in dark times to be a beacon of hope in a horrific battle before fading away into legend for another day. The Emperor Protects.

839. -Ode to Mankind (300CP): For ten thousand years, the Emperor has been sitting upon the Golden Throne. Ten thousand years, he has suffered and waited, trapped in a living nightmare. Many say he no longer has strength. They would be wrong. He has seen your coming, and he has saved a minute portion of strength should you choose to accept it. It would be an arduous process, and you would never be the same again. Yet... it could help you survive. Better, it could help turn the tide of battle. For so long he has taken. Now he shall give. It's a tiny piece. The barest sliver of his own soul. Yet in taking it, you shall find yourself changing. Your soul shall grow stronger and greater, and on demand you could give off a brilliant light that would burn corruption itself away. Your voice would carry the weight of age and wisdom, causing many to believe that you know what you speak of. Even your very mind would change, allowing you clairvoyance into important events in the future that can be shared with others. Events so real it's as if you were there. Who knows if more would occur over time, but in doing this you are almost like... it would be a strain to use the term 'family', but considering his situation it is clear you would be seen as one of his favored agents.

840. -Mankind's Hope (Free): Humanity cannot stumble in the darkness to be subject to the thirst of laughing gods or xenos monsters who see them only as food or tools. Nay, humanity is meant to be more than that. They are meant to be masters of the stars, with creation itself as their birthright. Yet not all humans will be able to see this, having been under the foot of would-be subjugators for too long. That is why those you wish to free or lead may find themselves sometimes getting flashes, visions depicting an angelic figure that comes with cryptic or subtle clues on what they should do to rise and benefit mankind. It is hard to say how they will handle these visions, but what you do know is that it will bring inspiration and determination to those who accept these visions. Should they fully embrace these visions, others may find a certain weight to their words as they describe these visions... visions that had to come from a holy figure, such as yourself.

841. -Suffer Not (Free): Although it is the destiny of Man to be rulers and owners of all that lies within creation, there are those who would see that destiny stolen and for man to be laid low. They will whisper promises of power, of glory without hardship. They would preach that man could release his shackles of responsibility and become as gods. ...but even gods realize that it is by the will and thought of Man that the gods even exist. Temptations are much easier for you to resist, and all but the strongest attempts at corruption will falter and fail when faced with your determination and will. Not only can you sense what is corruptive, but those around you or fighting for you will also notice a significant resistance to corruptive effects or attempts to force them from their path. The galaxy may echo with the laughter of gods seducing mortals, but it is Man who decides whether a god shall live.

842. -Golden Army (Free): Even the Emperor during the days of the Unification War realized that while he was the pinnacle of what Man could become, he was still only one man. One light in the darkness that threatened to swallow the species he was willing to sacrifice everything for. The realization came with another just as quickly: He merely needed more lights. While one man can do many things, the entirety of Humanity can redefine creation itself. Through a powerful charisma and presence, you find that it is as easy to collect and motivate those to serve your cause as it is to breathe. So long as you stay the course and continue to strive for the improvement and prosperity of those who swear loyalty to you, you will have no shortage of those willing to aid you in your vision. Let creation tremble, for its masters have come.

843. Strength of the People/Strength to the Self/Strength of the Future (Ode to MAnkind Only)

-Strength of the People ('Ode to Mankind' Only): The only thing more saddening than seeing others try to push Man down and take advantage of them, is seeing Mankind do the same thing to itself. Tales of abuse and maliciousness are all too common, pushing down those who cannot defend themselves as of yet. Those poor and abandoned people who have no idea that they’re much stronger than they think they are. You will find that your presence around the downtrodden and the weak will encourage this idea within others, and discussions to show them their inner strength and convince them to strive for it will be significantly more successful than usual. Let your power be their power. Let them rise to what they could be.

-Strength of the Self ('Ode to Mankind' Only): The Emperor had many things aiding him when it came to the Unification Wars and the Great Crusade afterwards, but chief among them was his ability to hold a great presence. When he spoke, others listened, for his very being radiated something that made it so they could not help but pay attention to the things he had to present to Mankind. That is what it takes to lead, and so that is what you shall have. Your charisma is not only significantly increased to grant you words and speech patterns that implore others to listen, but you may use

psionic abilities to further increase this charisma that you possess should you wish to throw your metaphorical weight around. In dealing with Xenos, humans who dare to usurp the destiny of the whole, or foul entities that would lord over Humanity as gods, you must show that you are not speaking in their court. They are speaking in yours.

-Strength of the Future ('Ode to Mankind' Only): The dead are just that. Dead. They cannot judge you nor can they claim to know the things you would do to ensure your people survive. No deed is too vile, no act is too great. Nothing will stop you from ensuring that creation rightfully gives Humanity the respect and state of being that it deserves. It is not enough that you are strong, but that you are seen as strong. On demand you can walk, act, and talk in a manner that practically oozes strength and an appearance of being a dominant force that will never go down without a fight. The weak will be uncertain if attacking you is such a good idea, provided they aren't thinking of submitting. What's more, you can even help teach and aid others to present themselves in a similar way as well, raising them from looking weak and pathetic to acting like true bastions of strength and courage. After all, the more you act like something the more you become it.

844. Holy Quip/Loyal and Pure (100CP)

-Holy Quip (50CP): There is an old saying among the trillions of citizens within the Imperium: "He who laughs last, laughs best." It is not an inaccurate saying, as many of Man's ancient and modern heroes have been known to deliver impressive statements and retorts to their enemies to deliver a grave insult to a well-deserved injury. As a potential hero of Mankind, should you choose this option you too will be able to deliver heroic or seething one-liners at the drop of a bolter casing, showing to dark forces that your sharpest weapon is not your sword, but your wits.

-Loyal and Pure (50CP): It is said that the will of the Emperor is what keeps those loyal to him from being swayed and corrupted by the heretical forces of Chaos. By basking within the light, it is enough to push back the darkness. Yet, there is something to be said about playing things safe. You know how to create and fashion Purity Seals, scripts of paper that have excerpts of holy scripture written upon them and are placed upon equipment and armor through special wax. Each seal is blessed, granting additional protection against unholy or corruptive effects with multiple seals causing a stacking effect. Let it be shown that there are none purer.

845. Humanity's Colors/Divine Purpose (100CP)

-Humanity's Colors (50CP): It is only natural for Humanity to conquer and rule. That is because it is the birthright of Man to reign over all that there is, and for Man to destroy what denies this fact. Some xenos and dark forces take offense at this, thinking that Humanity simply views it as another competition. If that is the case, then let Man wear the colors of dominance and superiority. Through careful application you can gild your equipment and weapons in gold and skulls, with ornate holy symbols decorating the surface while your equipment suffers no loss of effectiveness. If anything, such actions only serve to intimidate

your enemies and bolster the morale of your allies. There is a reason they call it a Golden Age.

-Divine Purpose (50CP): Not everyone is blessed to have a guiding light and innate knowledge of their purpose. Whether victims of outside forces or victims of hopeless delusions, many are left stumbling in the dark and unable to recognize who they truly are or what they are meant to be. These people are not meant to be chided or demeaned, but lifted up and shown the way to a new dawn. Your very presence will draw notice from the despondent and wretched who wish for more, and should you appeal to their sense of purpose or desire to become more you will find them invigorated and enticed to find their place in the world by following your leadership. You are the shepherd which will lead the lost.

846. -Aquila Dominance (50CP): The double-headed Aquila represents the entirety of the Imperium of Man. It is a symbol the Emperor Himself chose during the Unification Wars on Terra, and it is held with such reverence that for a Guardsman to not salute it is punished by branding his left cheek and court-martialing him. Yet for all of this, you have been given a very rare opportunity. With this, you may have the ability to breed and train aquila birds of your very own. They will be significantly larger and more intelligent than your average breed, and their feathers in time will take on a lustrous sheen of gold the older they grow. They are also fiercely loyal, understanding they are merely a representation of Mankind's birthright.

847. -Guiding Pen (100CP): Though the complexity of Mankind's mind has bore eternal fruits of purpose and progress, there are those who would use it for squabbling and factionalism. After all, riches and spoils of war have caused Man to slay their own kind when blinded by short-sighted goals and empty dreams of power. But you know better, and through your will they will know better too. You can more easily coax factions that dislike each other to working towards a common goal, or even encourage two hated rivals to put aside their differences for this one strike. It's not a permanent solution, but all roads must start somewhere.

848. -Guiding Sword (100CP): There is no greater authority than Man's authority. Yet there are those who feel as though their authority is greater than others and needlessly complicate their rule with bureaucracy and politics. It is no longer a matter of being right, but of being 'politically correct'. This will not stand. Those in your groups or organizations that you deem as a personal agent or an important figure will find it much more likely to cut through any regulations or rules that might hamper the execution of your decisions. Outside of your organization... well, it depends on how powerful your forces are. Words only have weight if you show your rightful place among or above them.

849. -Strength Through Unity (100CP): Many times it takes hundreds of years for a war to be won, with countless corpses creating a mountain with rivers of blood so vast that even the dark god Khorne would pause and muse that it's a start. Yet for each

such war, there are exponentially more wars that were won without a single shot being fired. These are the wars that history never speaks of, but is a constant reminder of Man's rightful place in this galaxy. The more organized and strong your forces look, the more it will bolster the morale of your allies and diminish the morale of your enemies. Cohesion and uniformity will only add to this effect, for there is no greater example of Humanity's strength than the many acting as one.

850. -Unity Through Faith (100CP): The Codex Astartes has been a guiding light for many chapters of Adeptus Astartes for millennia, written by the Primarch Roboute Guilliman to not only prevent an incident like the Horus Heresy again but to also provide moral behavior, tactical doctrine, and the order of battle that all Chapters should adhere to. While some Chapters do not follow the letter, they are unified in following the spirit. Your forces are the same with this option, allowing creeds and beliefs to unify those serving under you regardless of where they may have come from. They will find common ground amongst each other in time, but first and foremost they will be united by the doctrines you grant them. The longer they follow this doctrine, the more organized they will become. Never forget that this is Man's greatest strength.

851. -By Any Other Name (100CP): The farther you go from some of the more entrenched worlds of the Imperium, the more you might notice that the beliefs of Man will diverge to some extent. Yet Man is unified even then, for they all share a common trait: They are but facets of the Emperor, similar to the role the Omnissiah serves. So long as they accept this, they are saved. You too can invoke this, delivering very convincing arguments for why their skyfathers and nature spirits are pieces or symbols of Mankind's ultimate savior. Man's desire to believe in something greater is a double- edged sword, but that is why you shall show them that it is merely another facet of Man's greatest examples.

852. -Cleansing Rounds (200CP): Though the power and determination of Man is what will see their destiny achieved in the end, the unfortunate truth is that not every person is initially strong enough to do what needs to be done. They can be torn asunder and shredded like a farm animal by those who consider them as such. You cannot let this happen. You will not let it happen. With this, you have learned a powerful ritual to bless and consecrate various forms of ammunition so that it deals significantly greater damage against the unholy and the corruptive while being very painful. There is no punishment too great for those who would tempt Man.

853. -Cleansing Act (200CP): It is a terrible day when it happens, but there are times when Man's tools are tainted by those who wish to steal his birthright. Horrible effects upon weapons, or foul daemons hiding within the steel of a chestplate, or any

number of twisted acts done to pervert what is a tool for realizing one's destiny. Yet in the face of righteousness, foul works can be undone. With focus and fervor you can engage in a battle of wills to push back the corruptive effects or malefic spirits, purifying the weapon and even imparting a blessing of sorts to empower the weapon depending on how powerful the corruption was. Be wary of biting off more than you can chew, but let that never be an excuse not to turn would-be predators of Man into rightful prey.

854. -Faith in Numbers (200CP): There are many who scoff at a man. Mocking him because he is alone, that he is merely a man. They are fools, heathens who fail to realize that there is nothing mere about a man. As such, there is nothing mere about Humanity and the conviction that they can possess. That same conviction can be sensed within you, a near boundless presence that can be sensed and makes it very easy for others to want to follow or join you. Is it the power you can bring them that is rightfully theirs? Is it that your cause aligns with them? Or maybe they realize they can be greater should they allow you to lead them. It ill matters. What matters is that in the end, you shall ensure the dominance and superiority of your kind and that they will help you.

855. -Not Done Yet (200CP): The enemies of Man would call them craven and weak, unable to fight for what they believe in as a mere being of flesh. The Emperor knew better, for if Man fought for what was truly his then there was no force that will keep them from their goal. However, there is no shame in helping them along or giving strength to their convictions. Just from fighting near you, your forces will find their healing noticeably accelerated as their wounds knit and allow them to keep going. Yet for lethal strikes... should they find themselves on death's door, they will find inner strength for one last attack. One great push that will come with the strength of ten before they finally give. In death they will find peace, but that does not mean they will go alone.

856. -Legion of the Damned (200CP): Even in death, there are those who continue to look out for Man's benefit. When all hope is lost and it feels as though the darkest hour is upon them, there is a brotherhood of vengeance and flame that will refuse to let this come to pass. A brotherhood made from those who perished. With this, they will find your forces. They will follow them, and only in their most dire moment they will arrive in holy flame and do what they can to save as many as possible. They are said to be wraiths or ghosts. But you know better. You know they are the will of Man made manifest. They are what happens when Man refuses to give in.

857. -Sanguinor's Legacy (300CP): Legend has it that the Sanguinor is a manifestation of the Primarch Sanguinius' better nature and honor, the part that kept his inner darkness in check that was free to roam after his death at the hands of Horus. Others believe that he is the original founder of the Sanguinary Guard, kept alive by

the divine will of the Emperor. The real answer may lie somewhere in the middle, an answer that will need to be riddled with this strange warp-entity that has begun to appear in your forces. Appearing only in dire need to both your forces and your goals, this entity embodies the noble nature and desirable traits that your own forces see in you. This entity also represents the combat prowess others believe you possess, fighting with such fervor that some say it could make the impossible a possibility. It is hard to say. Yet if Man's hope and wishes for a brighter future could make this, there may be a possibility after all.

858. -Creed's Apprentice (300CP): It is not only the might and strength of Humanity that grants them their right to rule, but also their cunning. Tactics that are as merciless as they are brilliant, intended to win battles that will shape the next thousand years. It is this cleverness that Man... is... is that a Baneblade behind that house? Sorry. Anyway, the point is that the best of Man's tactics have been laid before you to give you greater chances of survival, with emphasis on ambush tactics and thinking many steps ahead of the enemy. You also know how to make the most out of any equipment or soldier you possess while having significantly greater results in moving them around without the enemy noticing, allowing you to maximize your results to ensure that it is Man who succeeds. After all, nothing quite says 'surprise' more effectively than finding a Baneblade tank somehow got behind enemy lines.

859. -Foresight (300CP): Sacrifice. Pain. Anguish. The Emperor of Man has suffered this time and time again. Enough death to leave even a Man broken. Yet for all of the hardships and the pain, he has continued to give more. This is because his love outweighs his agony... and he knows it will increase the likelihood of Man not only surviving, but achieving their rightful place among the stars as its rulers. You too, understand this devotion and the pain you will need to endure should you wish to change a world. You will give. You will suffer. Yet depending on how much you give up and toil, you will see the seeds of long-lasting changes begin to form on a world. Reform. Innovation. A Destiny made Manifest. The more you give, the more lasting these changes will become with their potency likewise increasing. The Emperor gives his all every day, and for that Mankind continues to live. What will happen if you do the same?

860. Death Korps Officer Galim Cynabrak/Dialogus Advance Ria Lightsworn (100CP)

-Death Korps Officer Galim Cynabrak (50CP): Gilded in armor of bronze down to the gas mask, thisnative of Krieg is a testament to the grim perspective the entire Death Korps possess. He wears no medals, for such things are meaningless when bravery is to be expected of every soldier of the Emperor. Yet as an officer, he is at least mindful of both the tactical and strategical requirements of an army, and is quite skilled at getting the most out of whatever forces he commands. As a veteran of the Death Korps, he is also quite the fighter in close combat with a chainsword. Just remind him to minimize friendly casualties at times, as

he has no regard for petty things like losing half of his men in one battle. A soldier is a tool, and a tool must serve their purpose. Galim gains all the freebies of the ‘Human’ background and the ‘God Emperor’ Patron Pool, as well as ‘Heresy Detector’, ‘Dominant Dedication’, ‘Guiding Sword’, ‘Strength through Unity’, and ‘Not Done Yet’.

-Dialogus Advance Ria Lightsworn (50CP): Not all Adepta Sororitas take to the field with fire and fury. Many serve as scholars and advisors, such as this woman with striking blonde hair and eyes of ice blue. She seeks to obtain as much knowledge as possible so that she might better advise and understand where actions lead, while using her knowledge to detect even the slightest traces of corruption. Yet for all her duties, she finds it is best to wear bulky armor or thick robes anyway... being born on an Agri-World, she had access to foods most of the Imperium does not and has developed an above-average curvesome figure. She is not ashamed, but she does wish it would stop distracting those she’s trying to talk to. Ria gains all the freebies of the ‘Human’ background and the ‘God-Emperor’ Patron Pool, as well as ‘Heresy Detector’, ‘Strength of the Body’, ‘Loyal and Pure’, ‘Humanity’s Colors’, and ‘Cleansing Act’.

861. Radical Inquisitor Diskoh Slicks/Puritan Inquisitor Obiwan Sherlock Clousseau (100CP)

-Radical Inquisitor Diskoh Slicks (50CP): An oddity even among the Inquisition from his décor alone, Diskoh Slicks hails from the Hive World of Necromunda in one of the lower levels of a city. It is rumored that he introduced himself to the local Imperial authorities by shooting a sniper on a building using an illegal Plasma Pistol while riding down a hill of corpses on a hoverboard... during night, while wearing opaque eyewear reserved for bright days. Sticking with his unusual accent, no doubt a remnant of his time on the planet, he travels the Galaxy looking for whatever is safe enough for Humanity to handle, and tends to purge the rest. His penchant for riding his hoverboard while wearing his coat open and his hat backwards has led to the existential crisis of fourteen new recruits thus far. Diskoh Slicks comes with all the freebies of the ‘Human’ background and the ‘God- Emperor’ Patron Pool, as well as ‘Inquisitorial Agent’, ‘Common Sense’, ‘Humanity’s Colors’, ‘Aquila Dominance’, and ‘Guiding Sword’.

-Puritan Inquisitor Obiwan Sherlock Clousseau (50CP): Little is known about this man other than he is a typical example of an agent of the Inquisition; ever vigilant of genetic deviance and psychic misdeeds committed against the holy essence of Humanity. Thanks to the machinations of both the Adeptus Mechanicus and the Jokaero technology available, he’s got a tool for just about anything that could be thrown at him. One might consider him going far too overboard in how much he tries to prep for anything, but second thoughts lead to a realization that his profession essentially requires him to be overly paranoid. Obiwan comes with all the freebies of the ‘Human’ background and the ‘God-Emperor’ Patron Pool, as well as ‘Heresy Detector’, ‘Inquisitorial Agent’, ‘Guiding Sword’, and ‘Faith in Numbers’.

862. -Emchi Akuman Rex of the White Scars (100CP): Heralding from the planet of Chogoris, this Apothecary has a bit more compassion than is expected of the usual

Adeptus Astartes. He even takes care to try and avoid destroying plantlife if he feels he has the luxury to, and will spend his free time exploring the world around him to learn more about it. If prodded, he says he wishes to take in the beauty of the world that the God-Emperor has blessed them with... or to witness the carnage that enemies of the Imperium wish to inflict to forever remove that beauty. Either way, it is a learning experience. Akuman gains all the freebies of the 'Adeptus Astartes' background and the 'God-Emperor' Patron Pool, as well as 'Hunt of the Wyld', 'Might of a Legion', 'Strength through Unity', 'Faith in Numbers', and 'Not Done Yet'.

863. -Strike Leader Afonso Moreno of the Carcharodons (100CP): No one is really sure which Loyalist Chapter the Carcharodons are descended from, but their penchant for blood and evisceration of their enemies has left many in the Imperium of Man worried that they are perilously close to becoming corrupted. Yet Afonso appears to be different, looking at his kills and his battles with a bit of a macabre outlook. Simply put, he enjoys cooking what he kills. Local fauna, vicious monsters, vicious people... it ill matters. Meat is meat. Blood is blood. The servants of Man shall eat, so that Man as a whole shall rise. Afonso gains all the freebies of the 'Adeptus Astartes' background and the 'God-Emperor' Patron Pool, as well as 'Hunt of the Wyld', 'Strength of the Body', 'Blessed Use', and 'Not Done Yet'.

864. -Chaplain Gallus Cahon of the Lamenters (100CP): Successors of the Blood Angels Chapter, the Lamenters seem to have quite an accursed legacy that follows them everywhere. Yet that is no excuse for trying as Gallus will mention. Never does he lose hope, and he will always encourage you to never lose hope as well. Even if that means giving you a big hug and telling you that it's going to be okay. Giving up on yourself is when you let them win, and you're better than that. With a perfect smile and an angelic face, he will move the world to make sure you know that everything is going to be alright. Gallus gains all the freebies of the 'Adeptus Astartes' background and the 'God-Emperor' Patron Pool, as well as 'Sound of Silence', 'Might of a Legion', 'Loyal and Pure', 'Divine Purpose', and 'Faith in Numbers'.

865. -Librarian Don Sideslide of the Blood Ravens (100CP): ...lock the Reliquary. Don't get the wrong idea, this loyal and strong Librarian is ever vigilant and loves to learn whatever he can in order to help his friends win battles. He even tries to do his best to teach those close to him, as he feels knowledge is what ensures that everyone is properly equipped to handle situations. He'll fight tooth and nail for the right to spread knowledge. But things have a habit of going missing around Don. For reasons. Just play it safe and make a habit of locking up whatever you can around him. Don comes with all the freebies of the 'Adeptus Astartes' background and the 'God-Emperor' Patron Pool, as well as 'Strength of the Body', 'Artificer', 'Strength through Unity', and 'Cleansing Act'.

866. -Techmarine ‘Almighty’ Johnny Braveheart of the Blood Angels (100CP): You’re... not entirely sure how this particular fellow managed to arrive. You’re also not quite sure how he’s even alive seeing as he’s been occasionally thinking his Bolter magazine has been giving him pointers and bits of wisdom. But eccentric antics aside, he does have a knack of pointing out the flaws and issues of nearly any technology he’s presented with and he’s practically a sponge when it comes to learning new things. Some think that this is his way of staving off the Black Rage, focusing his anger on picking out problems with things that can be fixed in some way. Other think he’s just always been off and point to how shifty he always seems to look as proof. Johnny comes with all the freebies of the ‘Adeptus Astartes’ background and the ‘God-Emperor’ Patron Pool, as well as ‘Strength of the Body’, ‘Artificer’, ‘Strength through Unity’, and ‘Cleansing Act’.

867. Sanctioned Psyker Boone & Commissar Raege (200CP):

“Every day is great when you’re Boone!”

Originally the daughter of a noble on a relatively important planet, Boone was originally meant to be taken by the Black Ships in order to be fed into the Golden Throne. Thanks to paperwork shifting, she was instead taken to be trained as a Sanctioned Psyker in the Imperial Guard. Since then she has tried her best to fulfill her duties as a personal assistant and as the company Psyker, with varying degrees of success. Her superior, the dreaded Commissar Raege, is by contrast an exceptionally skilled fighter who is just as good at leading her troops into battle. She’s quite skilled at channeling her anger, and is more protective of Boone than she would like to let on despite her hatred of all other psykers. It’s safe to say the both of them have issues despite working well together.

868. Hunting Lance/Imperial Rations (100CP)

-Hunting Lance (50CP): Perhaps one wishes to harken back to the old days of Terra, when techno- barbarians once roamed its holy surface before the Emperor of Man rose. Or maybe they just want to show the power and style of Humanity while making the enemy’s plans blow up in their face. Literally. Cue the Hunting Lance, used by Rough Rider Cavalry units of the Imperial Guard that are designed to detonate a shaped charge once the enemy is stabbed. Due to the power of the charge and the shape of the weapon, it means one can strike the enemy and pierce their armor akin to power weapons before discarding it to go for the kill. This weapon will regularly replenish its points and charges.

-Imperial Rations (50CP): There are rumors that what is fed to the Imperial Guard is actually reprocessed bodies. Termed ‘corpsestarch’, it is thrown in with other dead animals and nutrients to reduce waste. Please ignore these rumors, and enjoy this endless supply of Soylens Viridians, a potent nutrient bar that contains enough calories for a meal and enough vitamins and nutrients to ensure you’re healthy and have everything you need. There are those

who would question the taste, but there is no such thing as a bad taste to Truth. For an additional +50CP you also have access to a magnificent banquet that contains samples and dishes from animals and vegetables all across the galaxy, able to be picked up somewhere or serviced in a location of your choice. Just... don't tell the other Guardsmen if you can help it. Especially the Commissar.

869. Skull Supply/Nightweave Silk (100CP)

-Skull Supply (50CP) (Free: 'Ivory Gleaning'): In many ways, the skull is as much of a fine symbol of the Imperium's might as the double-headed aquila. It represents the death that will arrive should you attempt to stand in the Imperium's way, its prowess of battle, and the eternity that is Mankind's power. It would be most unwise to push such a force, and yet there is always a need for reminders. This supply of human skulls would be sufficient, conditions ranging from stained with blood to perfectly bleached. After all, skulls are the perfect resource for creating the Servo-Skull machines that serve every Imperial citizen of importance in their ease of travel and their presence. I'm sure you can find other uses for such skulls as well.

-Nightweave Silk (50CP): There are many treasures to be found among the Halo Stars in the Koronus Expanse, recovered by traders who brave the unknown for untold riches and power that can be found so long as one seeks it out. One treasure is this opulent fabric woven from a crystalline material, shimmering with a spectrum of soft inner light when it is worn in twilight or darkness. Psykers will claim to detect the faintest echoes of suffering and something inhuman, but many human lords highly praise it for its effect and great beauty akin to a night sky... as well as the bragging rights that come with its rarity. You may choose to either have a supply of the fabric on hand or implement it into an outfit you possess to gain its properties.

870. Imperial Pet/Imperial Familiar (100CP)

-Imperial Pet (50CP): What. What is this? What is the point of this? Granted it does look rather adorable and cute, but why would you want something like this? The Master of Mankind has heard your prayers of longing, the desire for companionship... and have answered with this option. You may choose any mundane animal to be blessed by his Glorious Light and gain traits befitting of the Emperor such as silky white fur or feathers, or golden eyes, or even a gentle aura of light. It could be a cat, wolf, snake, or even a corgi to follow along. This option can also import pets you may have possessed for the role. Do not wander the Galaxy alone.

-Imperial Mount (+50CP): Oh! More than a companion then. A loyal steed ready to carry you wherever you desire. An entity of the Emperor, worthy of a Savior. This causes even more Holy energy to be infused into your little pet, making them capable of growing exponentially into a fearsome size that can swiftly deliver you upon any field of battle. They will even possess minor powers of blessed protection and fire to fight alongside you, ensuring that they will not be easy to fell while serving its master. Of course, they can switch between these sizes at will if you ever needed a reason to have a Corgi the size of a semi-truck running around as an example. But what those reasons are is something only you can determine.

-Imperial Familiar (50CP): The role of a Familiar is often to fulfill a numerous amount of tasks for their master, not unlike a squire acting on behalf of its Master. Cybernetics or psionic attunement can allow the Master to see and hear what the familiar hears, but in many cases they are simply to act as a focus for Psyker abilities or to do a number of tasks that has been given to them. A purchase of this will grant you one such familiar, with its appearance being up to you. It could look like a cybernetic cherub, or a mechanical two-headed aquila, or even a new biological creature that appears akin to a chimera, its purpose divinely ordained to aid Man wherever it is needed. Whatever form you choose, it shall be a loyal servant that does its best to serve you well. Should you desire it, you can import this into the 'Imperial Pet' role.

871. Throne of Salvation/Creed Supplies (100CP)

-Throne of Salvation (50CP): The Galaxy is quite large despite the ability to travel through the Immaterium. It's filled with stars, and each soul that inhabits it are like tiny fires that struggle to remain alit in the face of horrific dangers that stem from the Xenos or the forces of Chaos. Yet their fires will fade, and you must ensure that at least some of them survive. You require a vantage point to see the bigger picture, and so your throne awaits to grant you true vision. Magnificent and massive, this seat shines a brilliant gold while sitting atop a large set of stairs. This throne and the stairs themselves are etched with the countless battles you have fought, and the things you have given up for the good of Mankind. When they see this throne, they shall never question your love for them. If you have a particular piece of furniture or a prior throne, you may import it into this option.

-Creed Supplies (50CP): Sadly, not all that related to the grand and illustrious General of the Imperial Guard. The Truth that is faith in the God-Emperor is all that stands between Mankind and the horrible talons of Chaos, and so that is why you must be vigilant. That's why you need this supply of equipment to ensure that they know everything there is to guarantee the safety of their souls. Pendants to ensure the Emperor's symbol is always with them along with copies of the Imperial Primer, the Imperial Creed, and the Lectitio Divinitatus so they have all the information they need. There will even be an altar so you can stand in front of it and preach to all those who are open to the Truth. The Emperor Protects, and so will you when you begin to deliver salvation to those who listen.

872. -Archaeoseed (50CP): To serve the Emperor is to do more than slay his enemies and conquer world. After all, after destruction there must come creation. After every war, there must come a period of rebuilding. Recovered from the Dark Age of Technology, these seeds will aid you in that respect. Upon planting these seeds in desolate or war-torn grounds, over time they will slowly enrich the soil and repair any pollution or deficits the soil may have had, allowing other plants and crops to finally grow here. Even better, they mix well with other seeds and while on their own they provide a nutritious crop that taste something like potatoes when cooked, mixing the seeds will bolster whatever plants you plant alongside them. In time you could even repair entire continents with this stuff.

873. -Aesthetics of the Savior (50CP): Be proud of belonging to the superior species. When you wish to ensure that any who see your home are aware of your true

colors, this reskinning of the Warehouse will demonstrate that you are a purveyor of beauty and grace that the Xenos will never understand. Beautiful golden walkways, torches made of skulls, and even baroque walls all demonstrate that you are not a mere contender among the galaxy. You are its Master. Even better, by focusing its energies and gazing upon vehicles or ships of your choice, you can bless them with aesthetic options from your Warehouse to demonstrate your true nature.

-Divine View (+50CP): Alas, you are not content with mere buildings and luxurious walls to feel like a savior. You are beyond mortal restrictions. You will not settle for being among the masses that settle for prayers. You are chosen by the Emperor Himself, and you will be treated as such. A minute piece of the Imperial Palace has joined your Warehouse and created a small virtual environment that you can wander around to enjoy the perspective of the God-Emperor. Watch as it seems like stars form around you with the souls of those you have saved, or enjoy the angelic choir that comes from the shining clouds above. Perhaps you feel above such things, and simply wish to make it seem like your Warehouse is among the Heavens that reflect the love and compassion you have for all who choose to follow you, and what you wish for them to become. The choice is yours, Chosen.

874. -Astartes Warbike (50CP): Soldiers run. You are not a soldier. You ride. This Assault Bike is a testament to that, blessed by the Emperor to serve as your personal steed. Capable of some very impressive speeds and strong enough to drive through a solid rockrete wall at full speed with no harm, it is also responsive enough to perform a full range of death-defying combat maneuvers that would put any stunt driver to shame. Even better, it will alter itself in response to your loyalty to Mankind in order to look as sleek or as outrageous as you deem necessary. Perhaps one day, even the heretical Doomrider will look upon your ride and be interested enough to race you before you slay him. For an additional +50CP, instead of twin-linked Bolters you may arm this bike with Meltas or even Plasma Guns. You may also attach a side car armed with a mounted Bolter to this bike for an additional +50CP. You may import a bike into this option for free.

875. -Neuro Gauntlet (100CP): It is not enough for the enemies of Man to fall and perish before the might of the galaxy's true rulers. The enemy must suffer a thousand blinding moments and more for daring to defy Mankind. They must be given a mere taste of the torment one will receive without Mankind's guidance. Enter this weapon, a glove that consists of many needles encased in energy fields in order to bypass armor and wound the individual regardless of their size or toughness in most cases. Thanks to the energy fields interacting with the victim's nervous systems, this weapon can be extremely agonizing and feel as though molten glass were striking their nerves... or worse. A thousand torments is never enough for enemies of Man.

876. -Emperor's Tarot (100CP): Although the Emperor lies upon the Golden Throne for the good of all Humanity, there are times when his voice must reach you to ensure

the survival of his people. Fortunately, this deck will ensure his voice will never waver. A pack of seventy-eight psycho- active liquid-crystal wafers, the cards are often used as a form of divination to hear what the Emperor has to say in this grim, dark future. The deck is even linked to his thoughts, and so when you do a reading you are peering into his grand vision to see what dangers may be approaching you. In times of peace, they are also excellent tools for a card game.

877. -Omnishield Helm (100CP): The galaxy is quite a hostile place. There are some who would say that perhaps there are places that Mankind was not meant to go, proof that the entire galaxy is not meant for them. Those who would say this are traitors to Humanity and do not know the power of their own mind. Enter this helmet which is equipped with a Respmask Array to proof against any environmental hazard from industrial pollution to even fully ignited atmospheres. Due to its oxygen supply, it could even withstand airless vacuums for a period of time so that the wearer can slay their enemy regardless of location. There is nowhere that Man cannot go if he is determined.

878. -Recoil Glove (100CP): Not everyone has the luxury of being one of the Astartes that are best equipped to shield the Emperor's subjects. No, not with their impressive height and immense power that is within their hands. Yet you are a Man, and you will not something as little as that stop you. These gauntlets uses memory wire and interlock plates so that when one grips a weapon, it locks into a strut so that one doesn't suffer wrist or arm damage. In short, this lets humans fire weapons one-handed without any of the usual problems, as well as lift and use super big weapons. Humans could even use Astartes weapons with a wonderful tool like this.

879. -Boarding Shield (100CP): In the old days of the Great Crusade and the Horus Heresy, the Astartes needed to wield great defense along with a great offense. They could not fall. Nay, they were not allowed to fall. This became even more important when boarding Voidships or breaking siege defenses, and so this shield was designed. Looking like a large tower shield comprised of plasteel and ceramite, carrying one allowed an Astartes to cover the majority of their body along with a small opening to rest a ranged weapon in order to attack as well as defend. This shield also has a small energy field generator to grant it a tremendous amount of defensive capability, allowing initial strikes to be more easily handled. At least, long enough for the Astartes to get close and start delivering the pain.

880. -Narthecium (100CP): Even the Emperor's Angels are not immortal. As heretical as it sounds, sometimes their bodies take too great a beating and they require aid. Worse yet, they may require mercy. It is the duty of an angel to save, and so with this tool you shall. The standard equipment kit of an Apothecary, this device includes stim packs, healing agents, anti- venoms, and some sterile clay for temporarily

patching up wounds. In the event that an Astartes cannot be healed, there is a Carnifex barrel that can be applied to the Astartes' temple before driving a metal piston in to painlessly kill them. From there, the large Deep Bore Drill and Circular Saw will help you slice open armor and get to the Gene Seed organs for your Reductor to retrieve. Of course, no one said you couldn't use these tools on enemies either. After all, picking up so many bodies would give you insight on how to put them down as well.

881. -Fire Wasp (100CP): When it comes to the storming of enemy entrenchments or voidships, they will tend to try and lay traps or any number of ambushes in hopes of delaying or taking out as many Astartes as they can. After all, the more killed means the less that make it to the end. This cannot be allowed. Produced since the times of the Great Crusade, this drone is designed by the Adeptus Mechanicus to go ahead of any boarding parties to trigger any traps, ambushes, mines, or anything that was laid by the enemy in order to clear the way. That's not to say that's all they're useful for, carrying an in-built Flamer weapon and a powerful searchlight along with carrying multiple combat protocols. They're no replacement for another Astartes, but it's also much cheaper to send a drone than it is to spend a life.

882. -Trophy Modification Kit (100CP): Contrary to what you hear among the wretches who serve the Ruinous Powers or the heretics who question the Emperor's Angels, the act of adorning trophies and marks of victory upon one's equipment is not a random act done in the ecstasy of victory. It is cultivated and carefully chosen, ensuring the equipment is adjusted to be more than just a gallery of accomplishments. It becomes a tale of who you are, and what you are capable of. With this kit, you can do the same and turn your equipment into a trophy gallery to embody your greatest victories with no loss of functionality. You could fashion a skull to the end of a Bolter to make it look like a fire-breathing monster, or the pelt of a wolf upon your armor to demonstrate your triumph over the beast. Let them know you are no mere citizen of the Imperium. You are its Protector.

883. -Conflagration Pattern Meltagun (100CP): If a Flamer weapon is considered to be a weapon of righteous flame, then the Melta is its stronger, bigger, and all around much more nasty cousin that has worked out. Producing a short-ranged energetic beam of heat that can range in the tens of thousands of degrees Centigrade, these weapons use nuclear fusion to reduce just about any vehicle or enemy into little more than molten slag. There are many instances where a user of a Melta weapon has turned this weapon on a Leman Russ tank, only to cook its occupants just as quickly as the hull of the tank. Cleanse the field in blessed fire and pay tribute to the Emperor with their charred corpses. Even better, for an additional +50CP you may turn this weapon into a devastating Multi-Melta which holds additional barrels for increased output, and an increased maximum range to reach other targets.

884. -Inferno Pistol (100CP): There were many secrets that were lost to the sands of time thanks to the Age of Strife. Secrets that as it stands shall never be obtained again. That's why certain equipment is considered extremely valuable and a sign of establishment to possess, which makes it all the more pleasant to see the look on the faces of heretics and Xenos when you reveal you're one of the blessed few to have one. Taking the standard technology of a Melta weapon and compacting it down to the size of a pistol, Inferno weapons are capable of stopping an Astartes in Terminator Armor in their tracks or even slicing through the hull armor of a Land Raider tank. While it only has twenty-five percent effective range of a standard Melta and much less ammunition, a weapon like this at the size it comes in can be an extremely unpleasant surprise for the enemy.

885. -Grav-Gun (100CP): One thing you're sure to have noticed is that the more powerful a being is in this world, the larger they are. This makes sense, as more mass means more strength to bear and more options available. Yet there is a delicious irony in turning that strength against them. A powerful relic from the days of the Dark Age of Technology, the Graviton Gun employs gravity itself to turn a target's mass against itself in order to crush a target under its own weight as they scream helplessly. These weapons are primarily gifted to the Astartes and is an honor to wield one... so make the most of it and demonstrate how to really wield this weapon and use it to its full potential to those who turned their back on the Emperor. Using a sustained blast could even crush a tank to a small piece or destroy the structural integrity of a building as though the might of the Emperor Himself was gripping it. Bring the strength of Justice down upon the enemy.

886. -Devil's Knife (100CP): Throughout the Imperium, there are a few fighting forces that have gone down in history as the best Mankind has to offer. They are living embodiments of its endless ambition and its destiny of dominance made manifest. One of these forces is the Catachan Jungle Fighters which can go to the most horrid, xenos-infested hellholes and carve out a name for Mankind with nothing but a lasrifle and their Fang blades. This Devil's Knife is one such blade, anywhere from three to four feet long and is hollow with being half-filled with mercury. This gives it greater swinging power to the point where even Orks have been known to refer to it as 'Da Cutta'. Seeing as these blades are also quite the status symbol among the regiment, you will be given a great deal of respect upon brandishing it.

887. -Servo-Harness (100CP) (Free: 'Magos'): Those who like to plumb the depths of ancient archaeotech and xenos technology need to be prepared. They need to possess the tools. Without tools, there is no work. You shall have those tools. This is a backpack that attaches to you and has a few Mechadendrites designed for the purpose of exploration and optical enhancement so that the exact specifications of artifacts you find can be uncovered to you. Molecular make-up, structural integrity, carbon-dating, and more will be laid bare for the quizzical mind to begin the process of learning and eventual replication. Let innovation commence.

888. -C’tan Phase Sword (200CP): How did you get this? The Inquisition will have many questions if you’re caught with one of these, especially with its origins. I’m sure you’ll have time to make a good story. Primarily used by Callidus Assassins, this weapon is extremely deadly in that it can phase in and out of realspace in order to utterly bypass defenses and forcefields altogether. This would mean the ability to walk up to a Chaos Terminator and stab them right in the heart without even so much as touching their equipment, which should speak for itself in how useful it is. Just don’t use this near a Necron. No, seriously. It’ll just absorb the blade back into itself. You’ll really be in trouble by then.

889. -Jokaero-Augmented Hat (200CP): Foolish is the one who mocks the Jokaero. An officially sanctioned Xenos, they have quite the skill at crafting advanced technologies from even the smallest and most rudimentary of parts and will often create them in a miniaturized state with no loss of efficiency. To bend this to the will of Humanity is but one of many gifts from the Emperor. This Inquisitor’s hat has been stocked with quite a bit of Jokaero technology, to the point where the skull in front can fire off a very powerful laser that puts most lasweapons to shame while being equipped with a Potentia Coil to automatically recharge itself. Even better, it’s completely undetectable from any weapon scans. Tarnish not the majestic Inquisitorial Headware, citizen. If you desire it, you can import headware you own already for free to use for this item.

890. -Displacer Field (200CP): There comes a time when you’ve run into a spot of bad luck. It happens to everyone, it’s nothing to be ashamed of. What is a problem, however, is when said bad luck could potentially be the end of you. Everyone needs to do that part, and you are not allowed to die before your contribution is made. This wondrous device will see to it, immediately teleporting you away should you take a strong enough hit from a weapon to ensure you do not suffer too serious a wound. While the device works automatically, this version will be regularly scanning the area and guarantee you teleport to a place of safety at that moment. If nothing else, you’ll have a superb opportunity to get your wits about you.

891. -Ignatus Power Armor (200CP): While it is true that the Astartes have much greater strength and durability than most humans, it is no excuse for you. You are a Man, and you do not have weakness. You are not allowed to show weakness. You shall show them that when you wish it, you can fight as ferociously as even a dozen Astartes. It’s why you’ve obtained this Ignatus Power Armor, granting much better protection via ceramite plates and electrically motivated fibrebundles to not only augment the user’s movement and strength as if they wore nothing at all, but is also inlaid with hexagrammic wards to resist any psionic attacks. Along with a power supply that can run for five days of continuous battle (with the supply lasting far longer without battle) and being easily recharged, expect to show the enemies of Man

their own weakness time and time again. You may import armor to take on the likeness and/or benefits of this armor.

892. -Clavis (200CP): Upon being accepted by the Deathwatch, an Astartes will note that there are tools there that are not offered anywhere else. That is because the Deathwatch are eternally hunting the Xenos that dare to defy Man's destiny, and nothing should stand in their way. These silver vambraces are a tool from the Dark Age of Technology, interfacing with any armor it's attached to and providing vital signs along with additional protection on the arms. They also contain an extremely powerful system that work with any light, vibration, and other lesser-known tools to interface with technological seals and computer systems to bypass them nearly instantly. Combined with the Inquisitorial codes uploaded in, anything that isn't as advanced as the Imperium's technology will find it impossible to keep you out if it involves any sort of coded or electronic lock.

893. -Conversion Beamer (200CP): Anyone who tries to tell you that this is Xenos technology is clearly mistaken. Do not listen to those who would tell you otherwise, only a wondrous weapon like this could be made by human minds. A rather heavy weapon with mysterious origins dating to the Dark Age of Technology, this weapon works by striking the target with a beam of antimatter with the sole purpose of turning the target into an equivalent mass of energy by inducing a subatomic implosion within its target until critical mass is obtained and the target is utterly obliterated. Even more terrifying, the farther away the target is the more effective the weapon becomes. This also means the size of the target is irrelevant. Just be sure to take great care in maintaining this weapon, as it's one of those kinds that requires constant tinkering to keep working.

894. -Tarentian Cloak (200CP): Yet another hallmark from the Dark Age of Technology, this gilded and impeccably soft cloak is one of the finest treasures of Ultramar after it was discovered on the Agri-World Tarentus by the Ultramarines. How lucky for you to have obtained it, then. Using the micro-bio support systems and the energy dispersal veins interwoven in the fabric, this cloak can negate the energy field of force weapons and power fields to reduce their effectiveness while surrounding the wearer in a strange field that accelerates the regeneration of their wounds. If worn with a powerful armor, then the wearer of this cloak would be a very powerful warrior indeed with durability unheard of. You may import a cloak you previously had into this item.

895. -Iron Halo (200CP): One of the greatest joys of serving the Emperor one can have is the feeling of power one gets from knowing you are protected. With every deflected blow and every denied attack, you can feel proud in knowing this is what it

means to be a Man. This artifact will provide you that very feeling, able to be worn on a helmet or a shoulder pad in order to convey its effects. When activated, it creates a powerful conversion field that can augment the defenses and shielding of power armor in order to let the user weather even the fiercest of onslaughts so that they may destroy their foes. Even better, these Halos are so rare that even wearing one will deliver a sense of awe and reverence to those around you, making you appear more of a fit for leadership than others. Blessings of the Emperor be upon you, Savior.

896. -Timewarper (200CP): It is exceptionally rare, but every so often a piece of technology is rediscovered or re-invented, meant to serve the purposes of Mankind now and forever. This experimental piece of chronal technology is one such example, taking the form of a small black box that is able to fit inside a human's hand. When the device is activated it creates a bubble around itself that draws in tiny portions of Warpspace to convert its energy into sub-atomic particles. The effect is a time bubble that can fit ten Astartes, that makes it appear as though everything moves slower while they are able to move much faster. While it doesn't work on machines or vehicles, a device like this with such a bubble is as useful as it can be disorienting for the obvious reasons. Try not to break it.

897. -Cold Trade Hub (200CP): It's a big galaxy out there, one with an endless amount of mysteries and treasures just waiting to be discovered or plundered. Treasures that could be worth a fortune should you fence them to the right buyers. Yet the kind of things you could find would often get you executed or worse, which can put a bit of a crimp on payday. What's an entrepreneur like you to do? Take it to a proper market. By purchasing this, you gain access to the Cold Trade of the Calixis Sector where all manners of wondrous items are sold from the exotic arts to the terrifying archaeotech of forgotten Xenos. Even here you should be careful of what you advertise, but if you play your cards right you could become very rich and powerful indeed. Should you leave this world, you will find similar underworld markets in dangerous locations that are ready to buy and sell.

898. -Bone Shard of Solor (200CP): My, my. The things that would be said if it was discovered that you had something like this here. After all, if a relic of Space Marine Chapters is one thing, then this relic of the Grey Knights would be something else entirely. Carved from the bleached thighbone of Brother-Captain Solor, it was once used as a stake to slay the Bloodthirster Ka'Bandha and has been a bane to daemons ever since. Not only do daemons of Khorne recoil from its presence but when the boundary between the Warp and the Materium grows thin and the ancient essence of Solor begins to protect its owner from otherworldly claws and blades. Supernatural creatures in general will find their attacks greatly diminished should one have this bone on their person.

899. -Spyrer Hunting Rig (300CP): In the spires of Necromunda, one must find ways to pass the time. After all, one can't work all day like the teeming billions in the Underhive. That is why one can don a Hunting Rig and begin a little sporting event to entertain themselves. This armor is able to outrival even the Astartes' own armor, even providing sustenance to the wearer so they don't need to worry about food. As time goes on and the user pushes the armor to its limits, it will begin feeding power to other sections of the suit and unlock various functions to essentially evolve itself in according to how the user fights. Whether it is the brutal assault of the Orrus, the speed and mobility of the Jakara, the stealth and sneaking of the Malcadon or the gliding and camouflage nature of the Yeld, the suit will do its best to fit the fighting style down to a 't'. For an additional +100CP you can choose to make it a Patriarch or Matriarch type suit instead, which has even greater power and protections and can provide enough fighting power to give Astartes pause. You may import armor to take on the likeness and/or benefits of this armor.

900. -Animus Speculum (300CP): There is little that causes untold mayhem to a Psyker like this skull-shaped helm. As it should be, for any who is not sanctioned by the Imperium is an enemy or worse, a heretic. The answer is the same: Purification. It is a powerful artifact used by Culexus Assassins and while it can somewhat diminish the aura a Blank gives off, its primary purpose lies in combat. During a battle with a Psyker, its arcane eye will open and begin firing blasts of anti-psychic power to drain any Psyker's connection to the Immaterium and use that energy to increase its own power, only stopping when the Psyker is out of range or is deceased. Even better, the more Psykers are in the area means the higher rate of fire it will launch to any of the poor fools you dictate.

901. -Terminator Power Armor (300CP): Astartes Power Armor is able to turn one into a fighting force of destruction, then the Terminator Armor will just outright allow one to ascend into a force of nature itself. Comprising of an outer layer of ceramite armor surrounding an adamantine exoskeleton, it could survive hits that would even penetrate and destroy the armor of a tank while providing enough strength to wield vehicle-mounted weapons with one's own hands. Even better, the Crux Terminus attached to the shoulder of the armor provides even greater protection from blows that would even fell a war engine, ensuring any who wears this is almost unstoppable. This suit is an exceptional piece of equipment indeed, and so wearing it will be an equally exceptional status symbol to those around you. Just be mindful that anyone who wants even the slightest favor with the forces of Chaos will seek to scoop your eyeballs out in your sleep or any number of methods to get that armor from you. You may import armor to take on the likeness and/or benefits of this armor.

902. -Tablet of Lestrallio (300CP): It is said that the greatest enemy Mankind will ever have is Himself. To fall prey to base desires or lesser temptations is to lose this battle and forever lose the glory that is his birthright. However, to overcome his lesser self is to become a wonderful and powerful as the Emperor Himself. Developed by Chaplain Lestrallio of the Blood Angels, this tablet was primarily used to restrain those who had succumbed to the Black Rage and even aid them in overcoming the flaw within themselves. While it is useful for that, this tablet can also be used to aid those who have succumbed to insanity, mental corruption, uncontrollable emotions, or even brainwashing once they have been chained to the tablet through the power engraved within it. Given time and depending on the severity of their condition, one could rise from the tablet as a new person, emboldened by the mastery over themselves that has been achieved. Conquer the enemy within, so you may destroy the enemy beyond.

903. -Legacy of the Aquila (Free): It seems strange, actually. All of this effort for what looks like a bowl of ash and a golden statue of an aquila twice as big as your head. It's certainly no weapon, although it looks like it used to be part of one. That is when it is revealed that the rest of it has arrived, after the Ultramarine Varro Tigurius arrives at your location, saying he came as quickly as the Immaterium could carry him. The final task to complete the vision that the God-Emperor had sent him. Seeing the pieces together... you recognize this. No doubt this was once the staff of Malcador the Sigilite. The Emperor's first friend, present since the early days of the Unification Wars. He who was the First Lord of Terra, who was so loyal he gave his life so the Emperor could leave the Golden Throne and confront Horus to ensure the galaxy's survival. Even then, he saved a tiny piece of himself so that the Emperor could give his final orders before being interred upon the Golden Throne forever. That act of selflessness preserved the Imperium, and was the greatest act in a long line of deeds Malcador had done to ensure his friend's plans came to fruition. Despite this, it might still be a bit of a surprise to see the staff react once it is fully assembled, creating a blinding flash of light only for Malcador himself to be standing before you. No words are spoken, at least none that you know of. Looking off into the distance as though focused on something else for the scant few seconds before Malcador's image collapses and fades into ash, which in turn breaks into nothing. But the staff itself has been reshaped, becoming a weapon that truly fits your fighting style and preferences. Regardless, you have your tool to aid the Imperium. A weapon so sharp it could slice through the arm of an armored Astartes, and that's before its power field is activated to let you fell a group of Chaos Terminators with a single swing. Furthermore, the fires of Malcador's staff have infused this weapon with holy flame, dealing much more damage to any evil or monster that would desire to harm or corrupt humans in any way. Its final blessing is from the Emperor Himself, being able to grow in power the more enemies you slay in the defense of mankind. In the name of Humanity, you will be more than its new champion. You will be its guiding hope.

904. Badge of Office/Imperial Cloth (100CP)

-Badge of Office (50CP): Even with the most generous of opinions, the various factions of the Imperium can be... diverse. The Imperial Guard feels one way, while the Ecclesiarchy feels another way, and all the while the Inquisition's trying to decide the actions of someone on a scale of one to heresy. If you are to help the Imperium against all of its enemies, you're going to need a way to get your foot in the door. This badge will provide you with that method, containing an official Imperium seal and documentation saying that you're an agent who is being borrowed by the Imperial Inquisition. From there it's up to you to make sure you don't do anything stupid. Please don't do anything stupid.

-Imperial Cloth (50CP): A great deal of Imperial officials here tend to have a code of conduct when it comes to dressing up. It's either grim, or dark, or some mixture of both. Strangely enough a lot of their clothes can even look impressive or hope-inspiring, as order and diligence can be aesthetics of resolve and determination. Thus, a collection here for you. Whether it's dressing like an Imperial noble, or a priest of the Ecclesiarchy, or even the kind clothing that would help you appear like a unique person among the galaxy is all here for you. Put your best foot forward and dress that foot right, too.

905. -Glaive Encarmine (100CP): The Blood Angels have done everything in their power to serve the Imperium, even with the gene-seed flaws that threaten to consume them for every waking moment. It is because of their nobility in the face of madness and despair that they could be seen as everything the Imperium was supposed to be... an entity rising above their darkness to embody the light. This weapon is a symbol of that nobility, a masterfully crafted two-handed Power Sword designed for use by the Blood Angels' Sanguinary Guard to exemplify all the values of their fallen Primarch. In the hands of a skilled fighter it can be wielded as easily as a combat knife, carving through any who would tarnish the nobility of Man. Carry the legacy of Sanguinius. Rise above the darkness.

906. -Salamander's Mantle (100CP): The Salamanders hail from the volcanic Death world of Nocturne, where every fifteen years its moon Prometheus begins to pull upon the planet gravitationally and cause a tremendous amount of eruptions and earthquakes. This is known as the Time of Trials, and it has the obvious side effect of instilling a very healthy respect for life on all who hail from the volcanic planet. It also encourages protection from fire, and so the Salamanders have made this cloak from the scales of lava salamanders who live on the world. Simply wearing it provides one an unnatural protection against fire to the point of withstanding intense Flamer weapon heat. It is also something of a status symbol among the Salamanders, should you seek to possess a way to gain respect among them. Fire is worthy of respect, but one must take care not to be burned by it.

907. -Wrath of the Heavens (100CP): Even for an Astartes Chapter, the White Scars place a large amount of emphasis on being highly mobile in combat. By using high-speed vehicles and specialized weapons, they can use both speed and firepower to destroy the enemy completely while reducing the risk to themselves. Such is their

way, as exemplified in this Assault Bike that was constructed by Khantak Khan himself. It was designed to possess the speed of the storm itself, being fitted with a diatremite cylinder array and a short-burn gravity impeller in order to let it accelerate and turn at speeds thought utterly impossible. It's speed and maneuverability is so great even the antigravity Land Speeder vehicle would be left in shame. Speed is a weapon all in itself, and it is the job of the enemy to accept that and surrender, or die beneath the wheel as you run them over.

908. -The Raven's Talons (200CP): Never charge in headstrong. Find one's weakness, then strike with the fury of an oncoming storm. Such is the way of the Raven Guard, who liberally abuse Assault Squads to great effect by targeting an enemy weak point before engaging in hit-and-run tactics, their jet packs allowing them to move around with exceptional maneuverability so that they were gone by the time the enemy knew what happened. They were also aided by this unique variant of Lightning Claws, a power glove that has four blades installed that crackle with matter-disruptive energy capable of slicing through armor as easily as flesh. This particular pair is considered a highly prized work of art among the Raven Guard, and as such they function more effectively than others of its kind would. As a symbol of status, you would gain their respect easily wearing them if you knew how to use it.

909. -Guilliman's First Oath (200CP): Viewing themselves as the exemplar for all other Astartes, the Ultramarines do whatever they can to adhere to the Codex Astartes, their combat doctrine written by their own Primarch Roboute Guilliman. There is also quite a bit of pride among the Chapter due to this perspective, and so they treat their relics with an enormous amount of care and respect to set the standard for other Chapters. This banner is one such relic, holding their symbol along with battle honors achieved by the Ultramarines long ago. Upon lifting the banner with one hand or affixing it to one's backpack, those followers seeing the banner shall see their resolve become significantly greater with their fear disappearing completely. In short, they will organize and fight for their pride and their leader, for that has what been asked of them. No matter the odds.

910. -Altar of Mankind (200CP): The Emperor did everything he could to make sure that Mankind would not only survive, but thrive in this galaxy. He would fend off all who tried to steal a destiny that was not theirs, and even when he is in inexplicable agony he does not cease in his efforts. He would not do this if Mankind was not worth saving. He would not do this if Mankind was not worthy of his attention. Recognize this, and preach his views. A room filled with baroque walls with statues of golden men behind them, causing those who gaze upon them to feel their willpower increasing. Plush red carpets and floors of marble, all echoing to fill those who hear it with the realization that they too are allowed to be strong. No offering is needed, for merely reflecting upon the altar of gold atop of golden stairs is enough to show you

the greatest version of yourself and what it is you must do to attain such nobility. Yet, if you were to preach about the power within all of Humanity while within this room it would strike a chord within any who hear it. Finally, should one genuinely reflect upon a subject in this place and reach a new understanding of it, their newfound nobility will impart a tiny piece of power upon their soul with an optional appearance alteration, pushing them closer to their ideal view of what Humanity should be. The galaxy will know its true masters, for that is the power of Manifest Destiny. You may choose if this is a property or a Warehouse attachment.

911. -Monster Slayer of Caliban (300CP): There are none more loyal or pure than the Dark Angels, for they would give up everything if it meant upholding the tenants of the Emperor. There is no place they wouldn't go, no enemy they wouldn't vanquish for the sake of the Imperium and those who lived within it. Why, they would even slay themselves if asked. Not that they are, just that they would. Those who possess such faith will find it easy to wield this sword, masterfully crafted and equipped with a force generator so great it was once used to rend three Tyranid Carnifexes in a single swing. A sword like this is fit only for a true knight of honor and nobility, and so it fits that the Dark Angels would have it. They will respect your ways greatly upon wielding it. So long as you're faithful.

912. -Young King's Blade (300CP): Where the Ultramarines were created to build and raise empires, the Space Wolves were made to murder them. They are more than just Astartes, they are living weapons that will destroy whatever the Emperor told them to. When they are not busy destroying would-be gods and toppling their false thrones, they are enriching their spirits with stories and mead while preparing their bodies with bravery and blades. Nothing in their armory reflects this powerful culture like this special Frost Blade, created with the harvested ice of a glacier and tempered within the belly of a Fenrisian Ice Kraken. Because of this and the runes engraved, these chain weapons are powerful enough to compare to most power weapons. This one is even stronger, created from a metal that can no longer be forged due to the technique dying with the Iron Priest who made it. Be proud of your heritage, and let the feast begin.

913. -Hand of Dorn (300CP): When the Primarch Rogal Dorn vanished during the battle on the battleship Sword of Sacrilege, the only thing that was found was his hand. The skeletal limb is the Imperial Fists' greatest relic, and every Chapter Master has the honor of writing their name upon the hand to be remembered for the rest of the Chapter's days. It also serves as a symbol of inspiration to the Chapter, but for you it will serve a more direct purpose. Keeping the hand on your person will grant you a frankly absurd tolerance for pain to the point where you could have an activated chainblade in your abdomen and it might make you groan, to say nothing of the tremendous boost to your fortitude that such a chainblade would need to have a power

field and be augmented by a Psyker to break your skin. While it isn't recommended that you stand there and let it happen, having such an increase to your physical state is bound to aid you in your journey. How it does this is likely due to the sustained reverence imbuing the limb with enough energy to bless it.

Leviathan The Tempest

914. Swimming like a fish(Free)-For some Leviathans the Sea seems to be constantly calling to them, for you? It goes beyond just that, you are not the best swimmer among the tribe, but both in your Leviathan and human form could be considered within the top fifty swimmers.

915. Expert (One free, 50cp)---You can become an expert in any modern field with all the necessary papers for free depending on your background, things like Archaeology, Management, Martial arts, Dancing and more are possible.

916. Muted Wake/Strong Wake (100cp)

Muted Wake(50cp)-Your Wake is unnaturally weak, its more subtle and covers less area, its still as strong as normal when focusing it on someone else, but otherwise it radiates less power.

Strong Wake(50cp): Your wake is rather strong, it covers a greater area and affects more people. If taken with Muted wake your wake remains as normal, but you become harder to be found as the source of the wake, not as much as having Muted Wake though, post jump you can switch between the two.

917. Mandate of Babel(100cp): By expending the ichor in your veins and focusing your wake on a target whose primary language is foreign to you, it becomes possible to make yourself understand and be understood by them, as if you were both fluent in the same tongue. This will last for about half a day. You are still unable to read this tongue, that is unless the participant personally wrote something in this case. This works on people immune to the wake with their consent.

918. Ritualist(200cp): Normally it takes some effort to actually remake the rituals a leviathan finds or to make new ones. But you have an affinity with the occult lore of the tribe that allows you to go beyond and above what you need or can do when it comes to rituals, any rituals you create are safer and easier to be used, lastly you may give to other leviathans your rituals and with some help from you they will find that they have to spent litle effort to convert and benefit from them. In other worlds this gives you are great affinity with rituals, allowing you to give a slight boost to any rituals by adding more people or new components provided you know at least some of the magical theory regarding them.

919. Rifter (300cp): You seem to have great instinct for navigating anywhere underwater, an spatial awareness in 3D environments that many lack. Thus you more

easily navigate the rift, the place where the ancestral and tribal memories of you kin exists, though dangerous to the fools and the unprepared. You can re-discover great lore in that place and your resistance to the spiritual as well emotional influence of the tempest as well other sources is great.

920. The calm before the Storm(300cp): Balancing the three different natures each Leviathan holds can be rather hard, but not to you. Unlike most you have that something which others lack, you are able to swiftly and easily adapt to your new condition and maintain a careful balance between your humanity, divine nature and bestial instincts, keeping you sane and strong. With time and effort you can also help others tame to a degree their own natures and find a measure of their own tranquility, even if they are not Leviathans. They can still gain a measure of peace if they hold great internal conflict.

921. Herald of a new Age(600cp): Learning new Vestiges, understanding your new instincts or why the hell you now have a cult can be a bit hard. Thankfully you are no stranger to weird circumstances and you seem to have an affinity with understanding your body and your unique powers that come from what you are. In other words whatever your race or bloodline you are able to quickly develop those powers and hold great instinct in what you must best eat to remain healthy, you even know how to nurture and rear your own children. But that is the least, for such instinct shall carry on to your own bloodline, letting your descendants not only survive more easily, they will also be able recognize you as the ultimate progenitor of their bloodline.

922. Chronicler of Dynasties(300cp): In a world where all leviathans can say and hold it to be true that they are family, being a genealogist is one of those skills which can be of great help to someone. As such you learned how to chronicle and organize all the blood relations going around, but more importantly it also becomes easier to figure out certain patterns, like when new Leviathans from various strains might emerge, also what the potential of a child born from these parents might hold. In future worlds this means that you will know how to rather accurate guesses about the potential of individuals born from certain families, dynasties and how the bloodlines or powers mixed from various people might possibly manifest as the generations pass by, provided they are indeed tied at least partially to lineage.

923. Heritage of the Tempest(600cp): Blessed by your own birthright, you are able to far more easily than anyone would believe find out the long lost artefacts and lore of the wicked Tribe. Some would say you hold a fate of sorts that bring towards you lost and ancient lore, as well as artifacts of strong importance in some way, others speak of how things such as ancient scrolls, urns and stories seemed to gravitate towards you one way or another, bringing the mysteries of the past to your eyes. Thankfully your memory received a heavy upgrade to help you remember all of these things, to the point that you have total recall. In the future, whether its about your own

family, bloodline or your race, artifacts and lore will seem to gravitate towards you and only the most mysterious, powerful, unique or those which are hard to find shall require actual effort on your part. In addition, your descendants seems to have inherited your memory, though its not eidetic and they only have total recall, perhaps this time, this shall be enough to ensure that the past will not be forgotten again.

924. Cult Monarch(300cp): It is the mark of a true ruler to have tight control over his subjects and you are one such ruler. Whether its about managing your cult or company, you can easily organize them and secure at least some of their loyalty for yourself. But most importantly you have great charisma as well talent for finding people to help you make cults, which can be dedicated to yourself or others if you desire it so. Such cults can be ensured one way or another that they will be true believers and perhaps a bit of fanatics, but that's a feature if anyone asks you.

925. Storm King (600cp): All Leviathans have their own pride, beyond what normal humans do have, the divine nature of Leviathans pushes itself down on the mortals. But you are a step beyond that, you hold a natural aura of nobility and a charisma that if these were the ancient times would allow you on its own to become a God-King. But this is not the past and you know that just charisma is not enough, you have a willpower that could take on a demigod and the skill to make a couple of people who have their own pride as demigods to work with you, thus you can easily unite your fellow Leviathans to work as a coherent group under your guidance, becoming the hetman of your group shall be easy. Yet it appears that your children are blessed alike, holding a charismatic gift that sets them apart and a natural inclination that lets them work well with each other, though the same inclination also makes them fall in line behind your commands if you desire it so.

926. Cunning Claw(300cp): You are someone with an almost animalistic cunning, you know how to operate on a tactical level in order to win the battle, so long as you do not mind being brutal that is, you can easily think of some rather good ways to demoralize your opponents, perhaps by making a trap filled with sewage, putting the corpses of your enemies on spikes or having the hybrids eat and throw the corpses at them, all that and more are brutal tactics you can use to quickly defeat your enemies. That is not all however, for you also the skill needed to create these makeshift traps and intimidate or taunt any enemy careless enough into falling to your traps.

927. Born of the Storm(600cp): Some say you were born mighty, others think you are just plain crazy, yet others say you are enlightened reaching the true essence of martial arts. No matter what the truth is simple, you hold a body that is now at the peak of what a human can have in your normal form. And are also able to use your body and all the abilities that you have, as well what some would call mutations tied to it in great effect in conjunction with whatever martial arts you know to create a seamless fighting style, like using your tentacles as whips whilst also bringing your tail to attack someone like a flail, only to follow up with a kick instead as that was a feint. Even the most experienced fighters find this fluid yet so chaotic style of yours

like a never-ending storm, as a result you are also generally unpredictable when it comes to combat, but this can also be applies to things like strategy and tactics as well. Strangely, your descendants seem to hold an distant echo of your style, its instinctual and suited to their bodies, it also makes for a great base if you wished to teach them how to fight, but far more important is how you can give for a time a measure of your chaotic style to make them unpredictable in combat.

928. Cult:

Cult(100)-This represents a couple of people that lack resources or great skill, about ten people without many or any special skills, quite obviously they all worship you as their God without a doubt.

Recognized Religion(200)-As a start this gives your cult a sense of legitimacy and makes it an officially recognized religion with all that entails, including being tax-free if it is so where you establish it.

Cult Members(100)---All Cults need people in them and each time one buys this you get up to twenty people are added to your cult, these people on their own are rather average and fit right in their local environment for the most part. One can buy this more than once in order to add fifty more people.

Cult Influence(300)----This can represent the influence of the cult around the area its based around, depending on the numbers it will either be just local or reach the surrounding areas as well. At the first level you have some people from the police or the hospital, at the next you get people inside the Mayors office. And at the last level you get potentially the Mayor himself and other major figures in the city to be members of your cult, this includes criminals if you desire so.

Indoctrination(100): Your cultists are rather loyal to you, not that they were not before, but now instead of blind faith, they also are fanatics beyond most compare, at least if you do not compare them to any of the other Leviathan cults, in which case they are above average.

Temple(200)-Temples are more than a simple place, they can be a Leviathans sanctuary or safe-house, these will carry on with you on multiple jumps and their locations will vary, but generally it will be either close to you or somewhere with a large body of water. Lastly by getting one here, you ensure two things, one that rituals from true believers relating to praying or generally calling for your help are more likely to succeed. The temple also gets proper aquatic themed objects, ones seem to hold some small mystical significance when used in certain rituals. You may buy multiple Temples which can be located into other places or fuse them together for incredibly large and majestic Cathedrals. The first level grants a small temple no bigger than a shack or a big altar upon which sacrifices or prayers are made. At the second level it becomes a small church, with various religious icons and some basic security on it or perhaps an underwater cave a select few individuals can reach. Reaching the third level the Temple is now a Grand Cathedral easily capable of having some priests living full time and holding big ceremonies for the worshipers, it also quite likely has modern state of

the art security on it, though you can trade up the security for an even grander temple or more occult related things that help your cultists when you wish for them to do rituals.

Equipment and Training (100)- What is a cult without weapons, but a defenseless sheep among wolves? And so in your magnanimity made sure that they are well armed in whatever manner is needed. Perhaps they are hackers who have computers and training in using them for a variety of purposes, perhaps they are recruiters with books and religious symbols, even guards who have . You can buy this more than once, each time upgrading either the equipment or their training.

Low level Rituals(50, First one free)- These rituals have minor effects and usually don't carry a heavy price should they fail, most of the time nothing will happen with a simple failure. Examples- Something like a prayer or a ritual to communicate with the Leviathan in a two-way psychic bond that lasts for a litle bit. The capacity to learn where a person they are looking for is, with more detail if its within the Wake of the Leviathan, commanding a specific non-sapient aquatic animal, a blessing of fertility or might for one person.

Normal Rituals(100cp)---These are the most common rituals and where one starts to play with real power slowly but surely doing stronger things.

Examples- Things like inflicting a disease on someone or turning a normal person or cultist into a Hybrid, but not an Atoll.

High Level Rituals(200cp)--This is the big league, where a mistake might mean that you could do more harm to others or yourself if you fail for whatever reason, said harm would most likely kill the cultists involved. Examples- One could transfer a curse from one person to another or suppressing the very wake that emanates from the Leviathan, perhaps they might seek to travel between two water connected points within the same world and thus even if its halfway across the globe a Leviathan could reach a place within minutes by utilizing the Tempest in the rituals, making your bloodline more likely to produce a Leviathan within ten generations, but more than three would also go here.

929. Atols(Free)-For free you can import any companion as an Atol, a person who is not only immune to the wake of a Leviathan but also soothes the beast calming them down and allowing them to have normal social interactions, beware of other Leviathans who are going to be able to sense them if they get close and most likely desire to have them as the very presence is more than just calming. If you do not import anyone, then you get a free strangely loyal Atol of your chosen gender and personality as a companion if you wish, they are a psychologist and a rather understanding person who will never betray you and will do their best to keep you sane.

930. Lorekeeper(200CP)-This person is a Lorekeeper, in the local scene they have distinguished themselves as someone who knows a lot of the Tribal lore, more than most would ever believe was possible, their calm personality has also given them

many friends among the locals. They have the perks of the Archaeologist tree and the 'Calm Before the Storm' perk, as well 300 points for the Cult section only.

931. Consort (200CP)-All great kings and queens need someone to assist them and you have found a fellow Leviathan to both love and help you manage your empire. This Thallasan of your preferred gender has their own company and together you can easily dominate parts of the local market, they hold the perks of the CEO perk line and are experts in controlling their own company, having a degree in management. Lastly they have 800 points to spent on their cult and count as a CEO for this.

932. Great Ancestor (200CP)-Ancient enough that no one is exactly sure how old this member of the tribe is. This Great Ancestor as is the nickname, has you learning from them about the tribe and your heritage. It helps that they not only share with you the same school of thought and thus can put you into some ease, but they also are your actual ancestor thus somewhat more fond of you than others, though that is provided you keep being a great grandchild. More importantly this companion seems to have an almost never-ending knowledge of lore which can guide you for a long long time and a rather big pride to match their scholarly roots. Unfortunately having seen, lost and grown so much they are beyond just a bit hostile when it comes to dealing with humans who are not cultists or Attols, preferring to leave most matters to their own cult, still with time a bright eyed leviathan could soften them up a bit and perhaps give them back a measure of their own humanity. This companion is an expert Archaeologist, Botanist and Marine biologist, they also have 'Heritage of the Tempest' and 600cp to spent on their cult.

933. A Thousand Young (600cp)---Lahmasu or more simply known as Hybrids. They are humans with the recent lineage of a Leviathan manifesting on them, though it can be a bit random on how strongly their inhuman ancestry manifests on them. Normally the more monstrous one would be more akin to animal smart, but you can have them all be as smart as humans.

This perk grants up to twenty individuals that are descendants from either you if you wish or another Leviathan, the Strain, general personalities and gender is up to you, but they will always be loyal and go along with your orders, they also seem to have a strange cunning on them, which manifests as the perk 'Cunning Claw' and they only take one companion slot with perks divided between them.

For 100 extra you have forty individuals and for 100 more you can have One hundred hybrids following you, a veritable loyal and amphibious army, but pay 100 more and you are given three hundred hybrids.

Should you wish however, you can by 200cp more or a total of 600 you can get a giant army, One Thousand Hybrids will be placed under your command, but in return you have to take the drawback 'Hunted' as the society becomes aware of such a large amount of hybrids, I suggest taking care as you are one of the bigger priorities now.

934. A bucket of money/Seafood Tank (100cp)

A bucket of money (50cp)---Its a person sized bucket filled with money, about a million in fact, why do you have this?

Seafood Tank-(50cp)----This big aquarium tank is filled with what will always be to you like tasty fishes, crabs and more, this will remain true regardless of whether they were eaten raw or cooked. The tank always refills completely every hour, good for having something to snack at. It also can be freely be placed as a small add-on to the warehouse or follow you around in new properties.

935. Statue of the Water Bearing Goddes/Blessed Urn (100cp)

Statue of the Water Bearing Goddess (50cp)---This big statue depicts sort of unknown Goddess with a soft smile on her face, she was probably a member of the tribe based on the hybrids prostrating all around her at the base of the statue. By meditating next to it, you are able to sense all hybrids within a fifty miles radius and how much or not they are related to you, as your sheol increases in power so will your sensing radius, in future jumps you will sense any sapient aquatic being around of you.

Blessed Urn (50cp)----This Urn seems to be made from black marble and is cool to the touch. It was also said to be blessed as opening it allows you to get never ending ocean water, complete with small critters, sea weed and anything else needed. You may pick a specific lake, ocean or sea if you desire so

936. Giant Seashell(100cp): This seashell is as big as a cat, when taken to the sea and one pays a small measure of ichor, you may then dive with it to hear a rather relaxing song which slightly subdues your instincts and brings you a measure of peace and relaxation, even a small measure of sanity. This beautiful song which will always change to be enjoyable to you, also works on other leviathans and any aquatic animals or races which hear it, strangely it cannot be captured by electrical media of any sorts.

937. Strange Coffin(100cp): It took you the better part of a crazy year to learn the secrets of this two meters tall stone coffin that you found in the sea. After asking around you learned that one can put an animal in there and by expending a good chunk of your ichor it is possible to create a Hybrid based on the animal and your strain, which is going to be sterile and loyal to you with intelligence no less than that of a dog and easily trainable, the animal needs to be at least the size of a rat for this to work.

938. Golden Coin (100cp)

A golden coin for good luck, this ancient coin depicts with some highly detailed artwork on one side a sea dragon on top of a lair filled with treasure, on the other side a smiling woman. It always seems to bring you some small good luck and when giving it to someone they will get one lucky day before it finds its way back to you.

939. Ancient Armaments (100cp)

Being ready to fight means having a weapon sometimes and you are damn good at that, you have a wide variety of metal weapons for both your human form and your true form. Most importantly you also have a set of armour most of which you can put on yourself somehow in your various depths in which you transform and the metal is such a mix that it has almost no electrical conductivity, doesn't constrain movement too much and isn't too heavy either. These sets of armor are great for defending yourself against the nuisances calling themselves the Marduk Society, now if only you had a place to safely store these without worry.

940. Tome of the Old Blood(200cp)

This heavy old book, appears to have its cover made with the light blue scaled skin of some sort of aquatic beast, it smells faintly of the sea and its cool to the touch. When you open it, written inside in some sort of ancient tongue are what you believe are rituals on the creation and uplifting of Lahmasu, there are also more rituals on how to potentially 'upgrade' any Lahmasu with certain rituals, like making them from being animalistic to fully sapient or getting a well protective shell or carapace, as well other mutations that make them more dangerous. Lastly this tome can be used as an artifact that can somehow help make any rituals go a bit smoother and with less trouble when using by a Hybrid that belongs to your cult, even more so if that hybrid is a first generation child of yours.

941. Tome of the Storm(300cp)

This tome looks like a big book with extremely beautiful artwork showing a stormy day in the sea on the cover. If someone tries to open it and they are not of the tribe then the book will show that it has ink writing messed by water.

If someone is a Leviathan or a Hybrid, then it shall show the basic history of tribe in myths and also speak of any great events the true owner of the book has undertaken and allows the book to record in it.

However that is not all, by a sacrifice of ichor or by spilling a cup of seawater on its cover, the book shall absorb it and its content will change to show some basic facts about the Seven strains as well in-depth information about their mythology, there is also basic information about all the Vestiges and how a Leviathan can develop some of the more basic ones. Of course its worth nothing that this book will collect any lore that you find in the rift, this lore will automatically appear in this tome for your usage.

There is something strange however, close to the end of this book will find a chapter that seems to speak of two rituals. The first is a potent ritual that lets you have a child that will grow up to be a Leviathan, which is something many elder Leviathans would kill about. As s for the second part of this chapter, it describes a ritual that is monstrous in expenses and which lets you bring about a permanent sea storm big enough to engulf an island, yet it will not go about and wreck the global or too much of the local ecosystem. Said storm is strong enough that modern civilization would barely be able to handle it, communications without mystical means is close to impossible for those under or within it. Even more strangely there are hints that another book exists which would let you live in such a storm, even thrive or make a weapon out of it.

942. Tome of Civilization (300CP)

A Tome whose cover seems to be made out of solid seaweeds to the point of being tougher than most leather, it seems to reek of dried salt somehow. In here described in code are many strange rituals, they describe how to create underwater structures, from villages to a palace fit for a Leviathan. There are also ways to place protective wards, some alarm you against other Leviathans, others create a storm when mere mortals without the proper ritual pass by, others still allow for increasing the fertility of fish and cleaning the waters from any foul influences. A Leviathan who places the book in the ocean or sea will see something interesting, the book will come alive and they will sense that they can pay in ichor to have it cleanse and transform the waters, seaweeds will grow, fish will appear, the ecosystem and environment will rebuilt itself into one comfortable for the Leviathan and its strain to live in. Any structures not mystically protected will be eroded by the power of the sea within some days. At the end of this book however, is something very interesting, it speaks of how to sink a large island under the waves with the help of a storm, strangely the ritual for this storm is missing.

Demon The Fallen

943. Receptacle of Faith [Free] You are a Demon, but none of your divine might matters if you do not have Faith. The faith of mankind sustained the fallen throughout a thousand years of war, but that fire has faded to a few glowing embers. The degree to which the fallen can store celestial energy is very limited, but having any within their being holds some distinct advantages. A demon is a marriage of celestial and mortal souls, and the demon's spiritual nature allows them a wide range of passive abilities: the power to see through illusions, resistance to disease and poison, the capacity to hear his name being invoked, the capability to repair the injuries of their host body, the power to manifest their Apocalyptic form, and the power to evoke their Lore. Faith is gathered through followers known as Thralls, but performing miracles can be enough to invoke small amounts of faith from those that witness them.

944. Ability Aptitude [100] You are damn good at what you do, and success just seems to come easier to you in your sphere of influence. Pick a non-combat mundane skill and enjoy your mastery. This can be taken multiple times but does not stack on top of itself.

945. Awareness [100] Demons are pretty good at being able to pick up on magic going on around them. You are highly proficient in this, being able to immediately locate any kind of active supernatural effect happening within line of sight, know it's target, know its starting point, and have a vague idea on what spell will do.

946. Resonance [200] In the beginning, Creation consisted of an infinite number of levels of meaning. A sword could be a song, a rose, a spirit and a philosophy, and existed as all these things at once. The Elohim use symbols and meaning to affect the very fabric of Creation through the power of her lore. Reciting a poem could cause a star to be born, because the star and poem were one in the same. You still regain a bit

of this skill, and you find a significant boost in any supernatural ability as long as you have some kind resonance that holds a deeper meaning to both the power and you. As an example, a demon could invoke the Lore of Flame while holding the ashes of a close friend, and their fire would burn hotter, their control be more minute, and their general range would be measurably larger.

947. True Namer [200] Getting a Fallen's true name isn't easy. It requires getting to know them to a very deep degree, seeing how they use their Lores multiple times, and seeing their Apocalyptic form multiple times. For you, the names seem to fall into place much easier. To get someone's true name you need only know three things. You must know a secret about them, you must have seen their true face, and have seen them use a supernatural ability. Mortals do not have true names, but you will find that anything with real power does.

948. Beyond The Gaze Of God [400] You are immune to any outside source of corruption, including demonic Torment. You may use Low Torment evocations without it staining your soul and risk pulling you back into the abyss. It also becomes surprisingly easy to tell yourself that the ends justify the means, and others will tend to lean towards agreeing with you.

949. Black Knowledge [400] You know the basics of either the Lore of Chaos, Lore of Contamination, or the Lore of Violation. By the end of your time in this jump, you will have mastered this one bit Earthbound Lore without requiring a teacher or having to eat any Earthbound demons. In future jumps you will find more opportunities to seize and learn forbidden magic.

950. Atavistic Form [600] A demon's Apocalyptic form is a divine representation of what they are. They are the representation of the lost glory given form, the faintest whisper of the Angelic Being they once were. Except yours. Your form represents not the Angel you were long ago, but who and what you are now. Your Apocalyptic representation is a well balanced and graceful amalgamation of You. On top of your regular Apocalyptic form, you may pick and choose one major aspect of any alternate forms you have to be represented in your divine mien, with aspects of some of your strongest powers portrayed as a theme. You are a divine being, Jumper, now look the part.

951. New Host [600] Upon death, most Jumpers are unable to transfer between hosts like other Demons. For them, it is one-and-done until you get your spark, but not you. When your body dies, you may immediately and permanently take over the body of one of your thrilled companions once per jump. You do not gain any supernatural

abilities they possessed, just their physical form. The companion's essence is cut from it's own body and sent back to its home dimension and is not recoverable until post-spark. This removes a companion permanently. Do your friends love you enough to die to keep you alive? They don't have to be willing.

952. Manipulator [100] It is in the nature of the Devil to be a master manipulator, and you are no slouch when playing with the minds of others.

953. The Devil Is In The Details [200] You know all about the small print in any agreement you read over, and can quickly find loopholes within a document to get what you want out of it. You are a contract lawyer's worst nightmare.

954. Cult Of Personality [400] You a born leader of the people, your words easily inspiring loyalty or fear amongst your followers. It is not hard to inspire cultish devotion among a group of people if you put some time and effort into it. With a little tending to your flock, you will be as a God to them.

955. Deal With The Devil [600] It's dangerous to get into a bargain with you. If you will it any deal you make can be backed with Divine Fiat. Nobody would dare willingly renege on a deal with you. Why? They simply can't. This doesn't stop you from backing out of a deal in progress, but expect your reputation to take a well deserved hit. Deals can be cancelled if both parties agree to it amicably, of course. If the deal does fall apart and your victim can no longer go through with the deal, you gain power over them as if they were your thrall, and you may ravage them for Faith at your leisure.

956. The Science of Life [100] You have expertise in Biology and Medicine as if you held a doctorate in all relevant fields.

957. Wind At My Back [200] Scourges' speed of movement and powers of concealment made them excellent harriers, scouts and spies. As an Angel of the Wind, your movement options are a little better than others as the very air pushes and pulls subtly to help you. You are a master of traversing the environment that would make parkour masters jealous. Your body feels lighter when climbing, your jumps reach farther, your landings are softer, and even your land or airspeed gains a noticeable boost.

958. I'll Be There For You [400] Sometimes, everyone needs a helping hand. When acting selflessly to help others, people will give you the benefit of the doubt. People move out of your way, or go out of their way to lend a hand as well. Even villains may step aside and grudgingly let you work as long as you do not act to directly hinder them.

959. Breath Of Life [600] It was the Asharu that breathed life into all things, and some part of you still remembers the steps. By expending a significant amount of Faith, once per jump you may breathe the divine spark of life into an object or body. This is true life, the birth of a Soul. While some normally inanimate objects simply gain sentience, other might become ambulatory in their forms or even become flesh. A sword gains a soul and may speak to it's wielder, and even guide the blade. A doll may stand, move and speak. A clay bird could become flesh. All life created in this way knows one language that you speak and is given a rudimentary personality that is thematic to it's form. This ability is not limited by size, but does not work on things which already have a soul. Life created this way can be taken as a companion. This means yes, your Star Destroyer can be your new Waifu.

960. Crafting Artisan [100] When it comes to the manufacturing of physical goods, such as blacksmithing, woodworking, basket weaving, etc, you are an expert in dozens of fields. More than that, you have a certain artistic flare to your work that others can't help but notice.

961. Tremor Sense [200] The Annunaki have deep connections with the Earth, and you have learned to listen to and feel the vibration of others through your feet. You become fully aware of all creatures within a hundred meters that are in contact with whatever solid material you are also in contact with.

962. Don't Stop Me Now [400] When travelling from one destination to another, you are more likely to have safe travels, despite any hazards that might have been in your way. Bandits will pass you by as you travel through the woods, Cops simply won't notice when you speed through a red light and miraculously don't t-bone another driver. As long as you are only moving from point A to B, the path will generally be a safe one.

963. The Test Of Time [600] Whether it was your job to place a single type of gem within the soil, to create a certain mineral, or to carve mountains that reach the sky, your works were never meant to deplete. Change form, perhaps, but never lessen from what they were. You remember the secrets of creation you once wielded long ago. When you create something from raw materials with your own hands and infuse it with your Faith, it becomes something far more than what it is. Though a sword will bend, it will never shatter. Though it may burn white with heat, it will never melt. What is that sword-shaped thing in that black hole? Your work of art, of course! As long as there is no automation or outside assembly, anything you create becomes infused with divine might and will never wear or break. A leather jacket you made an animal's hide might be able to catch a sabot round, but that does not mean it won't splatter the person wearing it.

964. Orbital Trajectories [100] You once calculated the movements of the heavens and sent them in motion, a little math is almost nothing to you. You can make calculations in your head almost instantly, even the most complicated of equations shouldn't take longer than a couple seconds.

965. Sense Fate [200] You can feel fates hand on someone. Walk into a crowded bar and with only a glance you could pick out a 'Main Character' so to speak. With an expenditure of faith, you can get some hint as to the nature of their fate, but without any real specifics.

966. Listen To Your Heart [400] Unlike Cassandra, when you speak of the future, others listen. When you speak the absolute truth about what is to come, your voice rings with certainty. Perhaps it is goosebumps running up the listeners arms, or a heavy weight in their stomach. No matter how it affects them, the knowledge will cling to them and it might be hard to get your words out of their head. Whatever the case, even the most reluctant listener will be very susceptive to accepting your words as Truth.

967. There Are No Strings On Me [600] Fate is a force that has a lot of momentum, and as it builds up it becomes harder and harder to stop it. If you are aware of a fate either through prophecy, seeing into the future yourself, or some other way, you become keenly aware of how to turn Fate's hand aside. If you do not wish it to, Fate cannot make demands of you, and it is with a touch of your own Faith that you can cut the ties that bind someone or something to a particular course. This has the odd side-effect of being able to be aware of and break cyclical time-loops without every having to worry about such petty things as paradox for any reason.

968. Virtuoso [100] There is nothing sexier than an artist. Music, painting, singing, you are a veritable virtuoso when you put your mind and faith into your work. Your emotions flow into musical pieces in ways that incite that same emotion in those that hear it. Those that look upon your art understand the deeper meanings of it almost instinctually, but it might always feel as if there is something they just can't grasp about it, something more. In some way, they can feel your divine touch by just experiencing your art.

969. Passionate [200] Emotions are at the core of what a Defiler is, perhaps you more so than others. Your emotional state has a direct effect on your physical form. Your physical body reacts to the strength of your emotion, making you significantly faster, stronger and tougher the deeper you let yourself fall into your passions.

970. Young And Beautiful [400] Once long ago you were among the most beautiful of God's creations. A little bit of that beauty has bled into your alt forms. You are

gorgeous, beautiful in a way that causes quiet gasps when you enter a room. The very sight of you resonates with the romantic epics that live in mankind's collective soul. It might not take more than a smile to enthal others to you. Remember that this kind of beauty can be a double-edged sword.

971. Be Yourself [600] The Lammasu are living symbols of struggle, reflecting the best qualities of resistance. These beings of beauty and passion sustained the passion and morale of the rebels even in the darkest days. You know how to go just a step beyond mere inspiration. With a release of stored Faith you can heal deep spiritual wounds of one you can touch. If a soul is damaged or corrupted, you make it whole and pure. Through your divinity you can remove the touch of others from a being absolutely, mystically or otherwise.

972. Herbalist [100] To see a natural plant is to know it. With a cursory inspection you become aware of all aspects of a particular piece of flora. Is it edible? Poisonous? Promotes bleeding? Keeps certain insects away? Whatever it is, you know it. When it comes to any supernatural qualities of a plant, the details are not quite as cut and dry, but the general feel is rarely too far off.

973. Savage [200] Not only are you now extremely skilled in both unarmed and armed melee combat, your skills with fist and blade translate to a kind of instinctive way of fighting in all other forms you might be able to take. You are as comfortable wielding tentacles, claws, wings and other natural weapons as you might be with your fist or a sword.

974. It's The Fear [400] In the time of atrocities, the Devourers were peerless combatants, and terrifying to behold. Within line of sight of you engaging in combat, others can feel your bloodlust that can stop even some hardened combatants to give pause, while those of weaker will might simply collapse as their legs refuse to hold them. Your presence on the battlefield is horrifying, and the more vicious you are, the more your enemies will hesitate and make simple mistakes they might not otherwise have made.

975. Gaia's Favorite [600] Your ties with Mother Nature are undeniable, and She delights in easing your burdens. She may speak to you in some strange wordless way when your flesh meets natural ground, and it is easy to feel Her love, or if She is hurting. She will subtly give you aid in whatever way She can. This can be through the flora and fauna of the world guiding you and offering you gifts, or even the very weather itself slowly changing to suit your needs over time. Once per jump if you call out to Her and give to Her a portion of Faith, all the natural world will come crashing down on an enemy in a way that can only be described as Apocalyptic.

976. Deadly Anatomy [100] You have incredibly intimate knowledge of anatomy when it comes to any creature you have had enough time to study. Unsurprisingly, much of this knowledge is how a body can fail, and how to cause catastrophic damage to a creature with minimal effort to either hinder or kill the target of your violence.

977. It's Alright To Cry [200] You know death, and perhaps more than any other you know how it affects people. The departed often leave suffering in their wake, and you are one who can help assuage those feelings of loss. With some kind words and a little bit of time, you can healthily help others find peace in the loss of their loved ones. You are a good shoulder to cry on, and you will find others will more easily open up to you about their losses.

978. Don't Fear The Reaper [400] It was once in the purview of the Halaku to ferry the souls of mankind into the land of the dead. It has been a long time since they have had to do such things, but even now their work has left an imprint. Most spirits and ghost will look upon a reaper amicably, and even the most maddened Spectre will pass over a Slayer unless attacked first.

979. "Die." [600] You are an Angel of Death. With just a small expenditure of Faith, when you kill something it stays dead. If you destroy a soul, it cannot return. If you snuff a spirit, it does not reform. If you slay a God, they remain fallen. People die when they are killed. With this, you can break lines of reincarnation, and no amount of magic or divine might can resurrect those you have deemed unworthy of life.

980. True Believer [200] Create an entirely mortal thrall who has True Faith in you. They might follow you because of fear or love, but they do truly believe that you are a God or act in His will. In this world, and in others, their faith holds some real power; through prayer they can have very real effects on Demons and some other supernaturals. Banishment, abjuration, even prayers of binding and exorcism are possible with the strength of their Faith. Companions can be imported as a True Believer. Perhaps, all this time, they already were one.

981. Books [Free!] Both hardcover a digital copies of all Old World of Darkness books. Digital copies are conveniently stored inside a new convenient tablet.

982. Uniform of Authority [100] This is the uniform of a decorated military officer from a branch of military of your choice that is chosen when donned. Military personnel are quick to snap to attention when they see you wearing this uniform and will obey almost any command. Even non-military personnel and civilians become more likely to listen and follow orders, convinced by your order of authority. This can also be swapped instead to a police or guard uniform with similar effects.

983. Bracer of Black Defense [100] Made of black steel and cold iron, this antique bracer is engraved with images of warfare and archery. When worn by the user, it can animate their arm with a strange life of it's own - moving independently of their will to block ranged attacks such as bullets and arrows. It is more than strong enough to deflect a .50 caliber bullet without taking any damage.

984. Consecrated Armor [100] This fine chain shirt is impossibly light and thin enough to wear under a coat or jacket. It can easily absorb most non armour piercing firearm rounds, and will turn away most mundane blades as well.

985. Book Of The Dead [100] A heavy, leather-bound antique book with blank pages. When the owner writes the name of a recently deceased mortal on a left-hand page, writing will appear on the right page that details the events that lead to that person's death. Closing the book makes the pages blank once more.

986. Eye Of The Seer [200] A finely polished ball made of a single perfect crystal about the size of a small child's head. Looking into the orb's depths and holding a personal item or effect belonging to a target will reveal a soundless vision in the mind's eye of the world around the chosen subject.

987. Flaming Sword [200] This weapon is a shadow of the weapon Michael raised against Lucifer and burns with a bright flame that refuses to harm it's wielder. It's flames burn hot enough to superheat steel and can cause nearby flammables to simply ignite from its intense heat. You may import another melee weapon to gain this property

988. Spirit-Cutting Sword [200] When wielding this blade, you can sense nearby spirits and can see even hidden ones as a hazy outline or smear of darkness. This blade cuts through such creatures easily and has no trouble attacking those who are incorporeal. You may import another melee weapon to gain this property.

989. Cult [200] You are loved, Jumper. Shortly after setting foot in this world, between fifty and a hundred people will quickly pledge their lives to you. They have seen the divinity that dwells within your soul, and worship you as a God. This cult exists in every world you travel to in some fashion. These men, women and children are an excellent source of Faith. Can be taken more than once, and further purchases are discounted.

990. Spare [400](Discount Cult) This child was raised from to be a repository of a God by some local cult. They have found themselves in your care. They are quiet, polite, and show you nothing but complete and utter adulation and an undying loyalty. They would want nothing more than to be your host should your current one perish. It is perhaps this reason that Jump-chan allows you to take their body when you die. You can only have one Spare per jump. At the start of each jump, they start at the equivalent age of 16 and is of a non-magical race that will default to human. If your Spare is imported as a companion, you lose the ability to take over their body should you die and a new Spare will appear in your next world. If you wish, Spares that exist in other worlds can have faint memories of their previous lives in other worlds. This cycle of reincarnation and remembrance is broken if a Spare is used and a new one continues.

991. Compound [200](Discount Cult) You are given a plot of land early in this jump, whether through inheritance or some other means. About two hundred acres of lightly forested area that can be combined with any other similar land you own that follows you jump-to-jump.

There is a compound on-site that could currently house easily a hundred or more individuals. Post-jump this area can instead be attached to the outside of your warehouse instead of appearing in the world. Non-companion thralls and cultists can exist in this space in stopped time if there is no current access point between the real world and the Warehouse, but you cannot access their Faith.

992. Slayer's Scythe [200] This scythe seems to fragile for any serious reaping work, but it cuts souls, not wheat. A blade of thin, almost translucent black metal sits at the end of a length of blackened wood, worn by aeons of use. Other than the wielder, any mortals who touch the blade have their souls severed from their body. If unwilling to kill, the blade instead causes a paralyzingly painful cold. The scythe leaves no visible wounds after it's blade passes through a living body.

993. Soul Taker [400] This massive broadsword is made of a dull, pitted black metal - siyr. Within its demonic blade houses the essence and soul of dozens of demons and angels both, all driven mad as their minds warred between each other for aeons. They exist only as Legion, a being that desires only to be fed. The sword moves like silk and gossamer, and feels almost weightless despite it's impressive and seemingly unwieldy size. When the Soul Taker ends the life of a supernatural creature, it's magical essence or soul is absorbed into the blade. This soul is then added to Legion over time as it is tortured and devoured by the dark entity. A full half of this energy is absorbed by the blade simply to satiate its own dark hunger, but the rest is left in reserve of Faith that can be called upon later while holding the Soul Taker. Killing mere mortals does nothing to fill this reservoir of Faith. Powerful enough beings might be able to resist being absorbed, but those of such strength of will are few and far between. Post-jump, the maddened whispers of Legion can be toggled off so you do not have to listen.

994. The Black Throne Of Gehinnom [400] A twenty foot tall black obsidian and siyr throne created by Lucifer himself that once sat at the center of the Black Cathedral. It easily weighs several tons. After being fed a what might feel like an absurd amount of Faith over time, sitting upon this large uncomfortable throne gives the Demon atop it significant power. Any non-supernatural mortal that gazes upon the Throne and the one sitting upon it will become a willing, almost fanatical follower. They will obey any order, even suicidal ones - but only if the order is given while the demon is sitting upon the throne. There is no limit to the number of mortals that can be enthralled, and the Fallen may use any low-torment evocation of the Lore of the Firmament on the mortals in service to the throne. When the demon is out of the chair, the mortals give them respect but not obedience, only following orders if the demon returns to the throne.

Unholy II

Bloodborne Version 1.1

1. Rally/Blood Bullets/Hunter [Free]

[Free] "Rally" - After being hurt or damaged in some way, you have a short window of time where bathing yourself in the blood of your enemies will trigger a small bit of rapid recovery. It's never very much healing, meaning you're very unlikely to make a full recovery from anything too serious, but every little bit helps. You don't necessarily have to be drenched in blood, but the amount required to trigger Rally will be quite noticeable.

[Free] "Blood Bullets" - At any time, you may sacrifice a significant percentage of your blood to create a small supply of five blood bullets. When loaded into a weapon, they will change shape to match the necessary ammo type.

A blood bullet loaded into a pistol will match the caliber, while a blood bullet loaded into a shotgun will become a shell filled with blood buck shot. You may not make any more than five at one time, additional attempts will just pointlessly drain you of blood as the bullets fail to keep shape.

A single blood bullet is unable to take the shape of significantly larger projectiles, such as cannon balls, but if multiple bullets with a combined mass equal or at least close to the desired projectile are placed together, they will fuse and assume the proper shape. Blood Bullets are able to become liquid fuel for certain weapons, such as flamethrowers. Blood Bullets are unable to assume the shape of projectiles that are too complex.

[Free] "Hunter" - Apparently, from what you can gather, you are now a Hunter. This means a number of things, including access to the Hunter's Dream. What that means is that instead of dying, you will wake up in the Hunter's Dream and be able to travel to and from it using Lanterns found around the world. That sounds nice at first, until you realize one of your fellow hunters is a bit too good at this, the mysterious foreign one that is. This Hunter will end the nightmare soon, within a day or two, severing your connection to the dream. There isn't

much you can do about it, so enjoy it while it lasts. Another boon of being a Hunter besides being able to visit the dream is the admiration of Messengers, small infantile creatures that can prove useful in some scenarios. I'll explain about them later. Lastly, it seems your new body has some. . .hidden assets. You have an affliction, though one you can control on some level. There's a beast inside you, trying to get out, trying to take you over. Though it takes a bit of concentration, you may temporarily unleash some of this beast's strength in the form of a "Visceral Attack".

This attack temporarily transforms your hand into a beastly claw which will slide through the flesh of a prone enemy like a hot knife through butter. Careful not to draw on this power too often though. . . This perk also comes with the Mandatory "Inner Beast" drawback, detailed in the drawback section.

2. [100CP] "Violent Past" - You're a tough, hardy Hunter, aren't you? You throw a mean punch and you can keep throwing them longer than many others in your "profession". If you were careful enough, you could probably even beat a beast to death with your bare hands. You have a minor protection when attacking which makes that possible. The effect basically means when physically attacking, your body can take a bit more of a beating than it ordinarily could, allowing you to use more force, like a boxer wearing boxing gloves. Attacking metal spikes or blades will still go the way you would expect, but you don't have to worry about hurting your hands when you're punching a beast in the face. A weapon would still be far more effective, especially the larger ones thanks your new strength. Unarmed combat just becomes a more attractive option compared to before thanks to this perk.

3. [100CP] "Hunter's Skill" - You have a certain agility, a certain finesse behind your movements. Your competence as a Hunter makes it all the easier to dance and dodge around the enemy's offense and striking out with your own attacks. Don't be surprised if common enemies have a hard time touching you now. This competency, this finesse of yours extends to weapons as well, making it a bit easier to wield more even complex weapons.

4. [100CP] "Good Blood" - May the good blood guide your way good hunter! In addition to having stronger white blood cells and more efficient red blood cells, your blood has been strengthened, allowing it to create much more potent Blood Bullets. This perk basically makes your blood more useful all around. Your immune system should be able to fight off most of the diseases lurking in this festering, rotting hell for one. Now, when before it could have taken more a dozen shots to put down an enemy, it should only take two or three. This allows you to be much more conservative with your bullets. Due to your blood empowering Quicksilver Bullets, they are also improved by this perk.

5. [100CP] "Discovery" - How convenient. The effects of this perk are two-fold. Firstly you've gained an eye for spare equipment laying around. Secondly, your luck when it

comes to finding such things has gone up greatly! Whether it's ammo, blood vials or something more precious like blood gems, useful miscellaneous items just seem to find their way into your hands more often, normally after looting them from a corpse. Said corpse may be fresh or old. Hard things to find will still be hard to find, but less so.

6. [100CP] "Steel Yourself" - This is not a happy world. There's corpses and blood everywhere, people are turning into undead beasts, there are cults boiling people alive and that's just the start of it. Lesser people would most likely get distracted with their broken, decaying surroundings. Lesser people might even lose their minds, especially if they bore witness to the things most can't perceive. You aren't lesser people though. By purchasing this perk, you have the ability to forcefully harden your mind and resolve, making it much harder to shake you up. This doesn't make you immune to mental degradation or getting distracted, but it will help you keep your cool and push forward, at least for a little while. . .

7. [100CP] "Messengers" - With a snap of your fingers, you now have the ability to summon Messengers from the ground in front of you. Messengers are small, gray, somewhat disturbing infantile creatures that admire hunters greatly. When summoned, they come bearing a piece of parchment with a note relevant to the area. The note is usually written in broken English (or whatever language most relevant) and always short, meaning you may have to take a moment to decipher it at times. Some notes don't have much meaning, being comments on the surroundings, compliments to the hunter (you) or basic tips they feel may be helpful. Occasionally though, the Messengers may bring a note of importance, such as a hint about nearby treasure or warning of an ambush. Messengers will sometimes appear in this world on their own with these notes, trying to help, but this perk gives you the ability to summon them in not only this world, but others. Oh, one last bit of information. If you're feeling generous you may give your Messengers accessories such as hats, ribbons or pots that they'll wear like hats. When next summoned the messengers will still be wearing these adornments. They love the color red, and would appreciate red gifts the most.

8. [100CP] "The Nose Knows" - In Yharnam, where many blind themselves in a futile attempt to retain their sanity, they must find their way around through different means. You, like them, now have a far superior sense of smell compared to normal humans. With your new sense of smell you could stalk your way through the defiled streets and even fight somewhat decently while blind. That being said, you can't do much more than figure out the general location of objects and enemies close to you. Strong enough smells can even confuse and mask things from your nose, making incense heavy and blood soaked areas a bit harder to deal with using your nose alone.

9. [100CP] "Little Things" - Those who don't pay attention tend to end up dead quickly around here. You notice the little things and have an easier time putting them together

now, which is surprisingly useful at times. Helps with things like quickly putting together the direction light is coming from so you can tell where the enemy casting that shadow is before they drop right on your head. Is your enemy really predictable? Noticing their patterns sooner can help you avoid getting an axe to the side of the head. Just step on a strange tile and hear a click? Moving is a good idea, and one that you'll likely need to come up with as quickly as possible!

10. [300CP] "Charged Attack" - By purchasing this, you are now able to "charge" your physical attacks, increasing their destructive potential greatly. The user "charges" by pausing for a moment after readying their attack. Charging an attack will increase the force behind it, and a "fully charged" attack can be dramatically stronger than an uncharged attack. When the wielder of this ability lands a fully charged attack on the back of an enemy, it has the possibility of putting them in a "vulnerable state". This state could be compared to highly temporary shock resulting from the force of the blow, leaving enemies unable to move for a moment or two. Not all enemies are susceptible to this, nor do all enemies have backs. Fully charging an attack can take anywhere between 1 and 3 seconds depending on the "weight" of the attack being charged. A regular jab will probably only take a second while swinging a large battle hammer will likely take longer, as examples. The wielder of this ability is unable to move while charging, leaving this skill difficult to master, but deadly once mastery is gained.

11. [300CP] "Hunter's Intuition" - It feels as if you've experienced uncountable years in the hunt instead of only just beginning. You gain an almost supernatural instinct when it comes to hunting, and it doesn't matter which side of it you're on. Tracking is like second nature, and in that same vein you're able to cover up your own tracks easier. You set better traps, and have an easier time noticing traps before you step into them. Maybe most significantly, you find it much easier than before to identify and capitalize on enemy weaknesses. Maybe it's an elemental weakness or something more subtle, like an exploitable pattern to their attacks. If given enough time observing the enemy, you will find it eventually. Do try not to completely rely on your instincts though, for even those as sharp as yours can be wrong every now and then.
12. [300CP] "Projectile Parry" - The perk requires explanation. By purchasing it, you gain a sharp eye and natural instinct helping you predict the perfect time to "parry" an enemy. The definition of "parry" changes under this perk to "shoot the enemy in the face at the exact right time". Additionally, you get some increased accuracy, reflexes and quick draw skill to help you act on it. You might be thinking to yourself "when isn't it a good time to shoot my enemy in the face?" at this point. Well, let me explain a bit further. Guns from this world aren't all that powerful for the most part, so they're highly unlikely to deal a deadly blow to a healthy enemy, even a weak one. Even with these guns though, when used to shoot an enemy in the face during this window of opportunity, the enemy will be sent into a "vulnerable state" identical to the one detailed in "Charged Attack". Just like Charged Attack, there are a few limitations. First of all, the timing to perform a "parry" is rather precise, meaning you'll most likely need to be quite close when firing. Second of all, the window of opportunity is,

as a rule, located during an attack. This means you have to be in a fight to actually parry. Lastly, similar to Charged Attack, not all enemies have a window, or a face. Luckily, like charged attacks, the skills required to parry can be trained and worked on making this perk much easier to use if you put in the time.

13. [300CP] "Insight" - You have seen things, heard things, learned things, all very strange things. . .and its had a noticeable effect. You have lined your brain with eyes and gained the ability to perceive things others can't. Dolls will begin to talk, you can see what some would call divine beings, you can hear singing and crying you wouldn't have heard before. Even in other worlds your senses may perceive that which the senses of the mundane may not. Beware, these things you can see and hear now can sometimes be a bit. . .much. Remember as well that your insight and uplifted senses allow you to learn of and perceive strange and unsettling things, things others would have a hard time believing in. Just be careful who you talk with this about, they may think you more insane than insightful. They're probably wrong though, probably. Lastly, good or bad, a side-effect of your new insight has cleansed your beastly idiocy and heavily weakened the beast inside.
14. [300CP] "Workshop Artisan" - As if taught at the long gone workshop, you seem to possess knowledge and skill with many of their crafting techniques. You have been granted the knowledge and skills needed to both repair and even create your own Trick Weapons and Hunter's Tools. Trick Weapons are weapons with a variety of special abilities relating to their form. The most common type of Trick Weapon are those that can transform in some manner. An example being swords that can lock into specialized sheaths in order to become different weapons, sometimes radically so. Not to say transformation is the only ability, there are also melee weapons with guns attached, and maces that can be charged with unnatural blue electricity to deal massive damage. Hunter's Tools are pieces of equipment with special abilities activated by using Blood Bullets or Quicksilver Bullets as a medium. Hunter's Tools are usually supernatural items that have been made to work using a Blood/Quicksilver Bullet medium, such as the Beast Roar, a beast's claw that when activated, allows the wielder to roar like a beast. Some Hunter's Tools are completely manmade as well, though this is a relative minority. Basically, you now know how to convert things into being activated and powered by Blood Bullets and Quicksilver Bullets. Doing so allows anyone to use them, even if they are completely mundane beings, so long as they have the bullets mentioned above on their person. When making Hunter's Tools, remember that the more power something requires, the bullets the wielder will need. These skills granted to you may be honed over time, just as any other skill can.
15. [300CP] "Blood Artisan" - You have been granted beginner's knowledge and skill with crafting a variety of items out of blood. This allows you to make Blood Vials that work like healing potions, Blood Stones which are an excellent material for crafting and even Quicksilver Bullets that can be used for a variety of purposes as mentioned in other perk and item descriptions. As previously mentioned, you're still a beginner meaning you don't know anything too amazing yet. You do have all the necessary information to improve your craft with enough time and practice. (Cannot be taken with Blood Artisan Plus.)

16. [300CP] "Eldritch Teachings" - Eldritch rituals compiled by the mad and defiled have somehow found their way into your mind. Whether it was being inducted into the cult of Yahar'gul, or somehow surviving after spying on the witches of Hemwick, you know their ways. By purchasing, you've gained in depth knowledge on how to summon a wide variety of ghastly creatures. To summon them, you must conduct a ritual of varying complexity and make a human sacrifice of some kind. Sacrificing a pair of harvested eyes while standing in a ritual circle will call a Stalker or "Mad One" to do your bidding, a demonic humanoid with a large hand scythe. More difficult rituals and heinous crimes only raise the strength of what you may summon, to a point. Towards the upper end, requiring a complex ritual set under the blood moon of a Nightmare and a sacrifice of numerous infantile humans boiled alive in blood, you may summon an abominable corpse god like One Reborn. This grotesque being, an undead mountain of corpses, would start incredibly strong and will only grow stronger with time. After this, it becomes exponentially harder to summon something greater.

17. [300CP] "Hematophagy" - Normally the act of consuming too much blood or getting soaked with it, even trying to refuse it entirely could aid in feeding your inner beast. By purchasing this, this is not the case. Not only will blood (or the lack there of) stop aiding your inner beast, your body has adapted around it. Drinking the blood from blood vials is now just as potent as injecting it, Rally becomes a bit more effective if your enemy's blood impacts bare skin and you could even survive entirely on blood if the person "donating" was fairly healthy.

18. [600CP] "Beast's Strength" - Careful who you let see you using this. This perk allows you to draw on much more of your Inner Beast's power without empowering them. Not only does this allow you to use Visceral Attacks with much less focus than before, you'll passively be able to draw on the beast's incredible physical strength. Imagine tossing a fully grown man around like a child would toss a ball. If you wish too, you may even manifest the large claws of a beast for a time. Be wary, this perk won't completely stop the beast from becoming stronger, just slow it down a lot. Overuse of the beast's powers can still be risky.

19. [600CP] "The Art of Quickening" - What's this? You seem to have picked up the long lost art of Quickening, which allows you to move with blinding bursts of speed. Though it may take a bit of practice, you have the potential to gain remarkable control over the distance and direction of these bursts of speed, and can even use them in rapid succession or in the air. The bursts are linear, so be careful not to become predictable. The bursts of speed will be a bit taxing at first, so pace yourself. Eventually with enough training, you'll be able to continuously zoom around even lengthy fights

20. [600CP] "Blood Saint" - Seems you have something in common with the Nuns of the Healing church. Your blood now has powerful regenerative effects, allowing you to heal from minor and middling injuries within seconds and major injuries such as severed limbs in less than an hour. Fatal injuries stay fatal, but to say that you can quickly recover from blood loss is an understatement. This makes Blood Bullet spam actually possible. You blood's healing properties can also be shared with others by letting them drink it. The effects on others are temporary though.

21. [600CP] "Arcanist's Touch" - Your touch now greatly empowers both Arcane items and elemental damage in general. Even mundane objects are empowered by your touch. Molotov Cocktails will produce more intense flames, and water guns may bruise or even puncture skin. It should go without saying, but this makes many Hunter's Tools much more useful than they would have been otherwise. The "Beast Roar's" roar will push harder, the "Auger of Ebrietas's" tentacles will hit harder and so one and so forth. In addition, the effects of your empowering touch on magical objects and elements will linger, lasting for a short time even after breaking contact. This basically means that you can trust those Molotovs to reach their target and still pack a punch after leaving your hands. Do be wary, as the effects will not last long.

22. [600CP] "Blood Artisan Plus" - You have been granted an experienced artisan's knowledge on crafting things out of blood. This is basically an overall improved version of Blood Artisan, allowing you to craft more potent Blood Vials, larger Blood Stones and even Blood Gems. Blood Gems are supernatural gems formed from blood that can be slotted into weapons to give them a variety of special abilities. Some Blood Gems can make an edge sharper, or a tip pointer. Other gems can bathe a weapon in fire, poison or electricity to make them more effective against certain enemies. Some gems can even increase your strength or dexterity while wielding the weapon it's slotted in. Their magical powers can be stacked, to an extent at least. This means you may slot up to three different Blood Gems in the same weapon, though no more. Blood Gems can be slotted and removed with special equipment. (Cannot be taken with Blood Artisan.)

23. [600CP] "Dream Walker" - Pulled into the Hunter's Dream then sent to end the Nightmare, but reaching it wouldn't be so easy without outside help. Don't you want the power to traverse these mysterious planes of existences by yourself? Well purchasing this grants such power. This perk allows you to gain entry into Dreams and Nightmares, though you'll need some sort of key first. These keys can be items native to that Dream/Nightmare that have somehow made it into your hands, or the body of someone who's consciousness is residing within your desired destination. All you need to do is touch this key, and a you'll have the power to send yourself into the Dream or Nightmare, landing at the edge of the world while needing to journey deeper on your own. The problem of getting in and out after that is also covered by this perk. You may place lanterns containing a blue fire inside that you can teleport between. Simply touch one and focus on the desired lantern you wish to move too. You may only place

a single lantern in the waking world, but multiple inside Dreams and Nightmares provided they're heavily spaced out for easy navigation.

(Note: Post-Jump, Dream Walker can be used to penetrate similar realms that overlap the current one, such as Purgatorio in Bayonetta.)

24. [600CP] "Vile Blood" - By purchasing this, your blood bestows incredible stamina rejuvenation, allowing you recover from fatigue extremely fast. You may also grant this trait to anyone who drinks a good dose of your blood, though it wears off shortly after. . . You didn't think that was all, right? Recovering stamina is the most mundane special quality of your strange blood. Whatever is in it has caused Great Ones to become highly interested in you. "The Great Ones that inhabit the nightmare are sympathetic in spirit, and often answer when called upon." This holds doubly true for you, as the holder of this forbidden blood. Great Ones and their kin are more responsive to your call for aid, some even being outright protective. Not all act so parental and kind though, and becoming a more noticeable existence for things you can't fully understand the motivations of. . .has the potential to backfire in spectacular ways. (Note: Post-Jump, Forbidden Blood allows similarly alien and eldritch beings to become more amiable, though don't expect them to be nearly as "sympathetic" as Great Ones. Be wary of asking the aid of things like this as well, for who can say what form this helping hand will take.)

25. [600CP] "Heirloom Hatred" - Long ago an institution by the name Byrgenwerth conducted gruesome experiments in the name of enlightenment. Their willingness to do anything in the pursuit of their goals labeled them blood lusting beasts. You are the descendant of one of these escaped experiments. Though your blood has been muddled since then, you still possess a portion of your ancestors power. . .and their deformity. Though you stick out like a sore thumb being twice the size of a normal human with lanky arms and twisted, light-blue flesh, your abominable blood has given rise to arcane and eldritch powers.

    You may harness the energies inside of yourself to project blue, ephemeral orbs of concussive energy that can knock normal hunters on their back and shatter brick. You also have the minor ability to summoning crackling electricity from your hands to jolt things close to you, the sparks being more annoying than anything else. Though these abilities are excessively weak and taxing at first, they are like an additional muscle, and an atrophied one at that. Simple practice and patience will allow you to see incredible growth in power and control. (Note: Heirloom Hatred's tagged on deformity can be toggled Post-Jump, allowing you to look normal and keep the powers if desired.)

26. [400CP] "Bloodied Combat" - More so than Blood Bullets, Bloodied Combat is a perk that allows you to make use of your blood in a fight in a few basic ways. Covering a weapon with your blood allows you to expand the striking surface, lengthening blades or enlarging hammers with a solid sheath of blood. Outside of this, you may also scoop up a hand full of your own blood, compressing it into orbs or daggers that can

be thrown at enemies, impacting with surprising force. Enough blood gathered and compacted could even allow multiple projectiles to be thrown at once. While this perk isn't as potent as Blood Saint, it also increases blood production enough that it's a great deal harder to bleed out. This allows you to use these abilities safely, provided you practice a bit of moderation. Depending on the buyer, all of these traits are secondary compared to the final benefit it grants though. Bloodied Combat is a "Capstone Booster" that provides any Tier 3 perks you've purchased with secondary benefits. These benefits are listed at the bottom of the Jump in the "Notes" section.

"Bloodied Combat Combinations"

-Bloodied Combat + Beast's Strength = An unexpected new pair of abilities is bestowed. You may now make your blood toxic, though this won't affect your own body. This poison can afflict anyone who touches it, breaths it in or imbibes it in some way, which makes it a very effective countermeasure. This can be toggled on and off if you wish for it to remain like it normally is.

The second ability allows you to project your blood from your skin or open wounds in the form of an aerosol-like mist that hangs in the air for quite some time. Together, these can allow you to cloak yourself in a poisonous cloud of blood, or simply spray it in the face of an attacker. Together or alone though, they can be quite. . .tricky for enemies to deal with.

-Bloodied Combat + Art of Quickening = Allows you to apply "Quickening" to the blood covering your weapons, allowing you to project powerful bolts, blades or chunks of blood from a distance by swinging or stabbing at the enemy. Swipes you take with blood covered weapons also leave trails of blood behind that hang in the air, defying gravity for a few seconds.

Finally, at will, you may ignite your blood as if it was accelerant, setting both it and anything it's currently in contact with up in flames. You may mentally target the blood you actually want ignited, whether it's stray blood spatter on your enemy after they land a successful attack, or the blood you have hanging in the air around them.

-Bloodied Combat + Heirloom Hatred = A unexpected pair of abilities, but potent ones nonetheless. The first allows you to make any of your blood in the area explode with force equivalent to the quantity and quality of the blood you detonate. A few droplets will rarely detonate with any real force, but you get enough all together and it can make quite a bang.

You yourself are resistant to your own explosions, though that isn't the second ability. The second ability allows you to summon blood from your body into your hand in the shape of an orb. You may summon multiple at a time, but they're squishy things that usually "pop" with enough concussive force. Regardless, they're excellent as a means to make use of its new explosive property.

-Bloodied Combat + Vile Blood = You've been gifted with two very strange abilities. The first allows you to make functional clones of yourself out of blood, though the

amount of blood this costs means you should only be able to make one or two at a time. These can use any of your blood related abilities, but are far less sturdy compared to yourself.

The other allows you to summon giant spears of your blood via self-inflicted damage, causing them to shoot up from the ground somewhere nearby at the location of your choosing as a means of attack. The more gruesome the damage you inflict on yourself (stabbing your hand < stabbing your stomach) the bigger, faster and stronger the spear summoned will be. They recede into the ground and dissipate after a few seconds upon doing their job.

-Bloodied Combat + Blood Artisan Plus = You may now crystallize blood in contact with your hand into whatever shape you desire, though the more complex the shape is the more you'll need to focus. Additionally, by holding an object made of crystallized blood in your hands, you may slowly manipulate the crystal structure into something more desirable. Whether this means warping it into a new shape or making it more sturdy or something else is up to you, but I'm sure you'll find more than a few creative uses.

-Bloodied Combat + Blood Saint = A side effect of possessing both perks allows you to generate truly incredible amounts of blood. Providing you don't run into an enemy that stabs a few straws into your veins and vacuums it out or something, there is very little chance of you ever dying from blood loss.

Additionally, you may manipulate any of your spilled blood in the area. The more you manipulate and more complex movements you want to make, the harder this will be, though this ability can be improved with practice.

-Bloodied Combat + Dream Walker = Your blood now acts as a psychic conduit for the cosmos, causing those splashed with it to become lightning rods for eldritch knowledge they can't hope to process or understand. The more someone else is soaked with your blood, the more information pushed into their brain.

They can recover and safely dump the knowledge if given time, but too much at once is similar to too much air in a balloon, and can cause incredible amounts of brain damage. If desired, you may toggle this ability off and on. (In simplified terms for those familiar with the game, your blood induces "Frenzy" on contact.)

-Bloodied Combat + Arcanist's Touch = Cause's Arcanist's Touch to transforms the holder's blood into an arcane energy rich elixir, shifting it to bright blue in color and causing it to glow. This causes Arcanist's Touch's magical empowerment to extend to any abilities using your blood, such as Blood Bullets and Bloodied Combat's different attacks. What other uses you find for it are for you to discover, though it being of alchemical use is certainly not out of the question.

[Free/100CP+] "Gifts from the Little Ones" - You are given a choice of one of three trick melee weapons, and one of two projectile weapons. you will receive the two weapons of your choosing one day after beginning your journey.

The first trick weapon you may choose is the Saw Cleaver, a saw with large teeth that can flip open to be wielded similarly to a sword. The second is the Hunter's Axe, a large hand axe with a handle that can be extended so it may be wielded with two hands.

The third trick weapon is the threaded cane, a sturdy metal cane that can transform into a bladed chain whip. The first projectile weapon is the Hunter Pistol, a quick, simple, high damage weapon that's handy at short to medium range. Your other option is the Blunderbuss, a heavier weapon that fires a wide spread, effective at close ranges, against small groups of enemies. For an additional 100CP each, you may pick additional weapons from the ones listed above, spending a maximum of 300CP to collect everything listed.

27. [Free/100CP] "Bag of Quicksilver Bullets" - A curious bag full of quicksilver bullets. These bullets are fused with the wielders blood and will prove quite useful during the hunt while facing beasts of various sorts. These bullets, much like Blood Bullets, can assume the shape of larger projectiles by loading them together. The bag is small and easy to carry, but has the odd ability to hold 20 quicksilver bullets at a time. For an additional 100CP, the bag will slowly refill as time goes on, 1 Quicksilver Bullet an hour, with a maximum capacity of 20 as previously stated.

28. [Free/100CP] "Bag of Blood Vials" - Special blood used in ministration. When injected, the user will rapidly recover from minor and middling injuries such as scratches, bruises, gashes, fractures and blood loss. A single vial's worth of this special blood is unable to regenerate lost limbs, large broken bones or other more severe injuries, but more blood injected equals more healing. The bag is given to you full, somehow containing 20 Blood Vials despite its small size. For an additional 100CP, the bag will refill as time goes on, one blood vial an hour, with a maximum capacity of 20. Works for anyone the blood is injected into.

29. Hunter’s Torch/Flamesprayer [100CP]

[50CP] "Hunter's Torch" - An odd Torch that never seems to stop burning. It doesn't release smoke or seem to burn down, it's just always on fire. It's not an extremely hot, bright or large flame, but it's something. Very effective against enemies that hate fire, especially when used to bludgeon them.

[50CP] "Flamesprayer" - A small, handheld flamethrower that runs on both Blood Bullets and Quicksilver bullets. Can spray a small gout of fire continuously for one and a half seconds for every bullet spent as fuel. Not the most efficient weapon by any stretch, but sometimes a sea

of flame is just what the doctor ordered. Besides, lots of things around here hate fire, so it may prove useful.

30. Shinig Coins/Victorian Doll [100CP]

[50CP] "Shining Coins" - A large bag of particularly luminous coins. There are few uses for currency during the hunt, but they may yet still have other purposes. Such uses include testing dark drops, leaving trails or generally being pleasant to look at.

[50CP] "Victorian Doll" - A life-sized female doll made of porcelain, wearing Victorian style clothing. It doesn't "seem" to do anything, but it is pretty and well made. If you like collecting or playing with dolls, I'm quite sure it could become a prized possession.

(Special Note) Those with the “Insight” Perk have the ability to see the doll come to life, in the form of a phantasm only they and others with Insight may see. The doll itself will remain motionless, but the animate spirit resembling it certainly isn’t.

31. Ring of Doomed Betrothal/Fist of Gratia [100CP]

[50CP] "Ring of Doomed Betrothal" - A mysterious ring with a large diamond in a silver setting originating from deep beneath the city. It is stained with blood at first, though that is easily cleaned up. The ring doesn't seem that special at first, but bares strange ability. When used in a proposal, no matter how much the opposite party may love the person offering the ring, they shall decline.

[50CP] "Fist of Gratia" - A bizarre, wedge shaped hunk of iron with finger holes. Once belonging to a simple-minded hunter woman named Simple Gratia, who was hopeless with firearms. Her unrelenting beating of beasts with this chunk of iron seemed oddly heroic to bystanders, leading to the naming of this weapon in her honor. The true merit of this strange fist weapon is that it can be used in place of a gun to "Parry" enemies. Simply punch them in the face when the time is right, punch them! Hail Gratia!

32. Lead Elixir/Messenger’s Gift [100CP]

[50CP+] "Lead Elixir" - A vial of strange, metallic liquid. When imbibed, it temporarily causes your skin to harden itself like metal against physical attacks while making your body much heavier. This doesn't really help against fire, electricity, magic or other less than physical attacks though. For an additional 100CP, it will refill over the course of a few hours once fully consumed.

[50CP] "Messenger's Gift" - "A strange gift from the messengers, inhabitants of the dream who revere the brave hunters. Use to envelop oneself in a black nightmarish mist, then transform into a messenger. The illusion is a parlor trick, and any large movement will break the spell. To preserve the guise, proceed very slowly." As the quote says, this may be used to disguise yourself as a messenger, albeit at the cost of a single Quicksilver Bullet and requiring you to make slow, careful movements.

33. [50CP+] "Blue Elixir" - A vial of dubious liquid medicine used in strange experiments conducted by high ministers of the Healing Church. A type of anesthetic that numbs

the brain. Hunters, able to retain consciousness by force of will, will gain use from temporarily being much harder to notice while staying still or moving slowly. For an additional 100CP the vial will slowly refill to full several hours after emptying.

34. [100CP] "Kirkhammer" - A matching pair of Silver Sword and Stone Sheath that together make up the Kirkhammer. The sword is nicely balanced, light weight and easy to use. When locked into the sheath though, it transforms into a large, heavy hammer that overflows with style. Very strong, versatile weapon overall, though the hammer form is a bit slow if you're lacking in strength.

35. [100CP] "Beast Roar" - A beast's claw converted into a Hunter's Tool by Irreverent Izzy. Borrow the strength of the terrible undead darkbeasts, if only for a moment, to blast surrounding foes back with the force of a roaring beast. This roar can also deflect projectiles if timed correctly, even small boulders. Doesn't really work with anything much heavier though. The indescribable sound is broadcast with the caster's own vocal cords, which begs the question, what terrible things lurk deep within the frames of men? Requires 2 Blood or Quicksilver Bullets to use.

36. [100CP] "Old Hunter Bone" - An Old Hunter's Bone formerly belong to a Hunter that apprenticed under Gehrman. Temporarily grants you the ability to use the Art of Quickening at the cost of 5 Blood or Quicksilver bullets. Quickening allows you to move in bursts of speed so fast, the untrained eye could mistake it for teleportation.

37. [100CP] "Augur of Ebrietas" - Use phantasms, the invertebrates known to be the augurs of the Great Ones, to partially summon abandoned Ebrietas. The Augur is a powerful tool in the hands of those trained to use it. Requiring only 1 Bullet to use, the Auger of Ebrietas summons forth tendrils that rush forward in a straight line, crashing against anything in its way. Not incredibly powerful by itself, but borrows on the wielder's Arcane potential to increase its strength.

38. [100CP] "Beast Claw" - Crafted by chiseling the long bones of an undead darkbeast. The bones are still alive, and when unleashed, grant its wielder a spurt of beastly power. As flesh is flayed and blood is sprayed, the beast within awakens, and in time, the wielder of this weapon surges with both strength and feverish reverie. The wielder may will the weapon to grant them a measure of its power, transforming the opposite hand of the one it is held in to transform into a darkbeast's claw. Be careful when wielding this, for the beast awoken may just assume control.

39. [100CP] "Explosive Bundle" - A box with a handle full of fire bombs of varying kinds. Five simple Molotov Cocktails that explode in a ball of flame on impact. Five Rope Molotovs, simply being normal Molotov Cocktails with rope attached which

makes them easier to toss behind you, which is especially useful when running away. Five Delayed Molotovs, more complex fire bombs engineered by the Oto Workshop with blades that allow them to be lodged in the ground or enemies and a timing mechanism that causes them to blow up in a ball of flame several seconds after impact. Finally, five Delayed Rope Molotovs, the rope making them easier to toss behind you and into the path of pursuers. The box will replenish spent bombs at a rate of one per type an hour and capping at five per type. "Spent" bombs are those that have been tossed at enemies and blown up, meaning you can't simply hand them out to allies and stockpile them.

40. [100CP] "Numbing Mist Satchel" - A bag of ten "Numbing Mist" bottles. "Said to be used by the blood hunters of Cainhurst, its recipe is a secret closely guarded by the line of nobles inhabiting the castle." When the bottle is broken, a cloud of mist forms from the contents that temporarily numbs the life essence of those who touch it. This numbing effect prevents the enemy from healing using most common methods during that time, bringing vulnerability to those who heal themselves constantly. The bag replenishes its bottles over time.

41. [100CP] "Curious Goggles" - A curious pair of goggles with a leather strap, thick lenses and strange frames made of thin tubing and metal, all coming in your choice of colors. These goggles, strange as they may look, are an incredible invention allows for those who wear them to see that which evades the notice of others. To put it in simpler terms, it allows you to see things that would normally require "Insight", though does nothing to help perceive these things in other ways such as hearing or smell. Can be freely worn by anyone, allowing allies to see things they may wish they hadn't as well.

42. [100CP] "Blacksky Eye" - "Soft eye blessed by a phantasm. They were discovered through Byrgenwerth's contact with the arcane, but in the end revealed nothing. Deep within the eye lies a vast stretch of dark sky that rumbles with an endless meteor storm. The slightest rub of the tiny orb, and the rock will tumble and soar." At the price of a single Quicksilver Bullet, you may project an Arcane meteor from the eye that delivers considerable damage to those vulnerable to such things. Effective ranged weapon for the magically inclined.

43. [100CP] "Church Pick" - "One of the old trick weapons of the Healing Church, a hunting weapon formed from one of the giant picks that appear in old beast tales." The weapon takes the form of a large, ornate, bladed spike that can be used for vicious thrusting attacks or crushing swipes. Those who master the transformation process can fluidly extend the shaft and rotate the head in one move to transform it into a war pick, deadly and capable of puncturing the hide of beasts like butter with a good swing.

44. [100CP] "Beast Cutter" - "This thick iron cleaver slices through the toughest of beast hides, and when transformed the blade splits into sections, allowing one to lash it in the fashion of a heavy whip. This crude weapon relies on brute force and is regrettably inelegant, suggesting that the hunts of the earliest hunters made for horrific affairs, painted in sanguine black and reds." Takes the form of a large, serrated blade with lines showing the segments. As the above description says, when transformed it allows you to lash out to grind, smash and shred enemies from a distance.

45. [100CP] "Loch Shield" - "An artisanal shield crafted with blue glass. Originally used to safeguard the leader presiding over a sacred Healing Church ceremony, and later supplied to tomb prospectors, in particular those exploring the labyrinth of Isz. The blue is fashioned after a lake, and the shield greatly reduces all forms of non-physical damage." As the description implies, this bizarre, glass shield is able to dramatically reduce the strength of incoming energy based attacks that impact it such as fireballs, lightning bolts and arcane blasts. Don't try to block anything physical with it though, as you might as well be blocking with your arm for all the protection it'll provide.

46. [100CP] "Caryll Runes" - Caryll Runes are the words of Great Ones transcribed by Runesmith Caryll. Runesmith Caryll, student of Byrgenwerth, transcribed the inhuman utterings of the Great Ones into what are now called Caryll Runes. Etching these runes into your mind can provide a number of benefits. Benefits can range from resisting certain types of damage, increasing resistance to various poisons or increasing stamina and vitality, among other effects. You may transcribe up to three different kinds of Runes on your mind, though you'll need the proper equipment to remove or replace them. Each purchase of "Caryll Runes" grants you either three Tier 1 versions of different runes, a Tier 1 & Tier 2 rune, or a single Tier 3 version of a rune. The higher the Tier of the rune, the higher quality it is. You may purchase this as many times as you desire, and choose from the selection of Runes you've purchased which ones will etched onto your brain upon entering the world.

    -[1] "Anti-Clockwise Metamorphosis" - The twisted cross means "metamorphosis", and those who have it etched upon their mind tire less quickly. This rune bolsters the stamina of the one who bares it a bit, with Tier 3 granting twice the benefits of Tier 1.

    -[2] "Arcane Lake" - This transcription of the Great Ones' inhuman voices ripples like a watery reflection. Those who bare this rune are granted protection against eldritch, "Arcane" powers. This rune allows you to resist the damage of Arcane and magical attacks a bit, with Tier 3 granting twice the protection of Tier 1.

    -[3] "Beast" - A transcription of the roar of a labyrinth beast, the bearer of the "Beast" rune has accentuated transformation effects. This rune physically empowers the beast within, allowing such things like Visceral Attacks to be more powerful, and allowing you to fall from greater heights without being hurt. Tier 3 grants five times the extra power and twice the resistance to large drops compared to Tier 1. Beware though, for empowering the beast within is a risky game you play. . .

-[4] "Blood Rapture" - "Blood Rapture" is the raw euphoria of the warmth of blood. Those who bare the rune gain the power to trigger a state of rapid, temporary healing by using "Visceral Attacks" on enemies. Similar skills or methods of viciously ripping out a foe's entrails also work fine though. Unlike most other runes, Tier 3 is only half again more potent than Tier 1. Doesn't do anything when trying to rip out the innards of something without blood or guts.

-[5] "Clawmark" - The "Clawmark" is an impulse to seek the warmth of blood like a beast. It strengthens visceral attacks, one of the darker hunter techniques. The rune improves the potency of "Visceral Attacks" and similar techniques that involve piercing and gutting enemies with your hand by a noticeable amount, with Tier 3 being three times as effective compared to Tier 1.

-[6] "Clear Deep Sea" - This transcription of the Great Ones' inhuman voices depicts downreaching currents. The rune improves your blood and body's resistance to most slow acting toxins and infections that fester and weaken the body over time. Tier 3 provides three times the benefits of Tier 1, with Tier 3 making you nigh immune to most slow killing poisons outside of soaking in a tub of them.

-[7] "Clockwise Metamorphosis" - The twisted cross means "metamorphosis", and those who bare this rune are afforded heightened vitality. This basically means you're a bit hardier compared to normal humans outside of damage that's immediately fatal, such as being stabbed in the heart or having your throat ripped open. The effects are noticeable, but small, helping you survive with a few extra wounds when others would have died already. Tier 3 is three times as potent as Tier 1.

-[8] "Communion" - "Several runes relate to "blood," including "Communion," which raises the maximum number of blood vials one may carry." This is a special rune tied to your free "Bag of Blood Vials" gift that allows it to fit more Blood Vials. Tier 1 increases its capacity by "1", Tier 2 by "3" and Tier 3 by "5". What's so special about this? If you bought it the ability to refill over time, it will now go up to the new maximum capacity before stopping instead of stopping at "20".

-[9] "Deep Sea" - This transcription of the Great Ones' inhuman voices depicts downreaching currents. Humans have certain limitations of the mind, limitations that causes absorbing certain types of information in large quantities to inflict tremendous brain damage, a condition otherwise known as "Frenzy". This rune increases your resistance to this condition, with Tier 3 being three times as effective compared to Tier 1.

-[10] "Dissipating Lake" - This transcription of the Great Ones' inhuman voices ripples like a watery reflection. Those who bare this rune are granted protection from electricity, whether it be eldritch or bestial in origin. Though the protection isn't significant, it is noticeable and can save you in a pinch. Tier 3 grants twice the protection of Tier 1.

-[11] "Eye" - A transcription of "Eye," as spoken by left-behind Great Ones. Allows one to make additional discoveries. This rune is similar to the Discovery perk, causing miscellaneous items to find their way into your hands more often via mysterious chance. The Tier 3 "Eye" rune is a bit more effective at this specific aspect compared to the Discovery perk, and twice as potent as Tier 1 overall.

-[12] "Fading Lake" - This transcription of the Great Ones' inhuman voices ripples like a watery reflection. Like its sibling runes, "Fading Lake" protects those baring it against a type of energy. Those who bare this rune find their body warded a bit against fire of all kinds. Though small, it's noticeable enough to help when you need it, with Tier 3 being twice as potent as Tier 1.

-[13] "Formless Oedon" - "The Great One Oedon, lacking form, exists only in voice, and is symbolized by this rune. Those who memorize it enjoy a larger supply of Quicksilver Bullets." Like "Communion", Formless Oedon is a special rune tied to an item you've been given, the "Bag of Quicksilver Bullets". Tier 1 increases its capacity by "1", Tier 2 by "3" and Tier 3 by "5". Like "Communion", if you upgraded your Bag of Quicksilver Bullets it will now refill over time to the new maximum capacity.

-[14] "Great Deep Sea" - This transcription of the Great Ones' inhuman voices depicts downreaching currents. Frenzy, slow acting toxins, deadly fast acting toxins, the "Great Deep Sea" protects the one who bares it against a wide variety of problematic body degrading ailments. It's half as effective as the more focused "Deep Sea" runes Tier for Tier, but acts as a multi-tool rather than a hammer. Tier 3 is three times as effective as Tier 1.

-[15] "Great Lake" - This transcription of the Great Ones' inhuman voice ripples like a watery reflection. Great Lake is an all-encompassing form of the other "Lake" runes, warding the body against all form of harm. The drawback of course is that the more focused runes are twice as good at protecting against their select form of damage compared to this one, Tier for Tier. Tier 3 is a bit less than twice the potency of Tier 1.

-[16] "Guidance" - A Caryll rune discovered by the old hunter Ludwig along with the Holy Moonlight Sword. Guidance is a special rune tied to the "Rally" Perk, improving the potency of the health regeneration whenever you trigger it. Even Tier 1 has a noticeable (though small) boost, with Tier 3 being three times as potent.

-[17] "Lake" - This transcription of the Great Ones' inhuman voices ripples like a watery reflection. This rune hardens the skin, making physical attacks of all kinds less effective as they struggle to get through. Not immediately noticeable at first, but helps more than you'd think over prolonged conflicts. Tier 3 is a bit more than twice the potency of Tier 1.

-[18] "Oedon Writhe" - "Writhe" sees a subtle mucous in the warmth of blood, and acknowledges visceral attacks as one of the darker hunter techniques. A unique ability, whenever you use "Visceral Attacks" and similar techniques where you gut enemies

with your hand, Quicksilver Bullets will appear in your possession, whether in your bag, in a pocket or elsewhere. Tier 1 grants a single bullet for each attack successfully performed in this way, Tier 2 grants two bullets, and Tier 3 grants three bullets.

-[19] "Stunning Deep Sea" - This transcription of the Great Ones' inhuman voices depicts downreaching currents. Some toxins weaken the body and kill over time, others kill you before you can count to three. This rune grants your body and blood resistance to being afflicted with the latter, helping keep you safe from these deadly, fast acting toxins and similar ailments. Tier 3 is about three times as potent as Tier 1, requiring a larger dose before those toxins take effect on you.

[200CP] "Tonitris" - A unique trick weapon contrived by Archibald, the infamous eccentric of the Healing Church workshop. Striking this peculiar iron mace like a match generates the same blue sparks that blanket a darkbeast. Though possessing the lowest durability of almost any Trick Weapon you encounter here, it also has among the highest damage potential when the blue sparks have been activated. They don't last long, but there is no penalty for continuously lighting it up.

47. [200CP] "Stake Driver" - A trick weapon fashioned by the workshop heretics, the Powder Kegs. This mechanical, arm mounted trick weapon manipulates a bladed stake to attack. There are two states of the Stake Driver, when the stake is extended, and when the stake is retracted, or "primed". When extended, the wielder has more range and can attack with sweeping motions, slicing enemies with the bladed stake. When retracted, the weapon is faster to handle, which allows the wielder to make quick punching motions and stab enemies with the pointed tip. Additionally, while the weapon is primed, the wielder may extend it during an attack to drive it into an enemy, thus giving it its name. This namesake attack is quite strong and fast, and priming the stake takes relatively little time. One last thing, if the "Charged Attack" perk was purchased, you may access a secret attack of the Stake Driver. When fully charged during the primed state, the Stake Driver will unleash a powerful explosion on impact that will not damage the user. This attack will take a few seconds to charge, making it somewhat situational though.

48. [200CP] "Evelyn" - Special pistol used by Cainhurst knights. The Evelyn uses Quicksilver Bullets, just as any workshop firearm, but the Cainhurst variant relies more on Bloodtinge. What this basically means is that it and the projectiles it shoots are greatly empowered by the wielder's blood, especially Evelyn has been upgraded with Blood Stones. The more "potent" the wielder's blood, the more stopping power it possesses.

49. [200CP] "Cannon" - Large prototype firearms fashioned by the workshop heretics, the Powder Kegs. Use of this weapon is equivalent to toting a mounted cannon, complete with its ridiculous weight, staggering kick, and lavish use of ammo, into battle. Such a monstrosity was doomed from the start, and indeed its development was cut short. Yet, against impossibly gigantic foes, it might be just the thing. Accepts Quicksilver

and Blood Bullets, though it requires ten bullets total to reload. Projectiles produce a powerful explosion upon impact. Comes with the blueprints so you may repair it or make more.

50. [200CP] "A Call Beyond" - One of the secret rites of the Choir. "Long ago, the Healing Church used phantasms to reach a lofty plane of darkness, but failed to make contact with the outer reaches of the cosmos. The rite failed to achieve its intended purpose, but instead created a small exploding star, now a powerful part of the Choir's arsenal. At times, failure is the mother of invention." This item is actually a Hunter's Tool which appears as outer space in the shape of slug-like invertebrate. At the lofty price of 8 Quicksilver or Blood Bullets, A Call Beyond generates numerous orbs made of white energy that fly away from the wielder a moment after being called into existence. Soon after, they will home in on the wielder's intended target doing incredible damage. Due to how long it takes for them to form and subsequently home in on the enemy, this Hunter's Tool isn't good in confined spaces or at close range.

51. [200CP] "Warding Incense" - Have you seen the incense burning all around Yharnam? People think it will keep them safe, and they're right to a degree. Purchasing this grants you an endless supply of special incense sticks that when burned ward off Beasts and other evil creatures of the night. This merely helps with evading their notice however, tricking them through their nose to leave you alone. More intelligent Beasts that notice something keeping them away may be able to push through the smell, and the Incense can't do much against strange creatures of a "different" sort. All things said and done though, being able to ward off areas using incense can be a powerful tool with rampaging beasts and turned mobs littering the streets.

52. [200CP] "Madaras Whistle" - "Whistle of the Madaras twins, denizens of the Forbidden Woods. The twins grew up alongside a poisonous snake, and developed a silent, inhuman kinship. The poisonous snake grew uncontrollably, raised on a healthy diet of beast entrails. Even after their deaths, it is said to respond to the call of the twins' whistle from within the Nightmare." When this Hunter's Tool is blown, at the cost of 4 Quicksilver Bullets, the ground begins to rumble and that's a sign you should move. In that moment, a massive snake head, a vicious phantasm varying in power based on the quality of your blood, burst from the earth to snap its jaws shut at the location you were standing in when blown to deal tremendous crushing damage. Used to set traps for attacking enemies, or kamikaze attacks when you don't care what the snake does to you.

53. [200CP] "Tiny Tonitrus" - "Tonitrus is a unique weapon crafted by Archibald, the infamous eccentric of the Healing Church workshop. This is a similar morning star mace that utilizes Quicksilver Bullets. When struck into the ground, it recreates the

blue sparks that are said to surround the darkbeasts. Like Archibald's masterpiece, this too is a superb conductor of the powerful blue sparks." The quote is a bit deceptive in this case. When you stab this in the ground and activate the effect, at the cost of 6 Quicksilver Bullets, a line of blue lightning is called down from above to deal brutal damage to everything in a straight line for a considerable distance. The electrically vulnerable will be especially hurting after feeling the sting of Tiny Tonitrus's "sparks".

54. [200CP] "Simon's Bowblade" - "Church hunter Simon despised firearms, and so the Church workshop had this specially fashioned to his liking. The large curved blade serves as a bow when transformed. But aside from a few close friends, Simon was scoffed at for his choice of arms, for who would dare face the beasts with a measly bow?" The miraculous weapon serves as a powerful sword in its default state, hacking through beast and human limbs alike with proper force. When transformed though, the sword splitting apart and forming into a bow, it becomes a miraculous weapon. You're able to transform a single Quicksilver Bullet into a powerful arrow with this, and send it flying with surprising precision.

55. [200CP] "Boom Hammer" - "A trick weapon used by the old hunters, and crafted by the workshop heretics, the Powder Kegs. A giant hammer equipped with a miniature furnace. When ignited and fired, it emits a volley of flame that explodes furiously upon impact. Crush the beasts, then burn them – the brute simplicity of the Boom Hammer was favored by hunters with an acute distaste for beasts." This weapon is like the demented lovechild of a lighter and a warhammer. Wielded with one hand, it can be struck and ignited with the other, causing the furnace in back to glow and crackle with flame. When the ignited Boom Hammer is used to strike an enemy, the fire explodes out and torches them.

56. [200CP] "Piercing Rifle" - "A rifle engineered by the Oto Workshop, the precursor to the workshop of the heretical Powder Kegs. Designed for hunting on narrow streets, this weapon has been optimized to cause perforation wounds, but is unfit for reliably counter attacks." The long design makes it best used with two hands, though one handed use is possible at the cost of being a bit awkward. That being said, the advantages are clear, with excellent stopping power and the ability to puncture multiple enemies with a single bullet. The aim for this gun's use should be crowd control, rather than quick and efficient countering.

57. [200CP] "Church Cannon" - "An oversized weapon used by the Healing Church. A type of cannon that fires with a curved trajectory and creates an explosion upon impact. Originally designed for use by brawny men with deteriorated brains, not for just any ordinary hunter. But the men lacked the wits to effectively operate firearms, and the weapon was quietly ushered into permanent storage." A large ornate cannon with a strap that binds it to the arm, this weapon works like portable artillery. While it's a bit less powerful than the "Cannon", it also consumes two less bullets and meant

to be used differently. Projectiles have a more predictable arc, allowing you to angle them over walls and obstructions to attack from unexpected positions.

58. [300CP] "Ludwig's Holy Blade" - Ludwig's Holy Blade resembles the Kirkhammer in a way, as it consists of a sword that combines with its sheath. The silver sword itself heavily resembles the one employed by the Kirkhammer actually, but is a bit longer and seemingly higher quality. Instead of a hammer, when the sword is locked into its stylized sheath it forms a large single bladed greatsword. The size and design of this Trick Weapon take both strength and skill to properly wield. Hunters shouldn't shy away because of this though, as once mastered it becomes an incredibly potent weapon in the wielder's arsenal. Additionally, this Trick Weapon seems quite receptive to magical effects, Blood Gems which grant it elemental damage.

59. [300CP] "Chikage" - A favorite of the Vilebloods, this is a deadly Trick Weapon, for both the the wielder and their enemies. When wielded with one hand, it just seems to be a normal, albeit well-made Katana. It’s when its wielded with two hands that its deadly secret is revealed. When wielded with two hands, the Chikage siphons the wielder's blood and coats with blade with it. Upon doing so, it heavily empowers itself using the wielder's blood. Depending on the strength of the wielder's blood, the increase in power can be moderate to incredible. Once a coating of blood is applied though, it taints it with poison, allowing the wielder to spread it with their attacks. This great power comes at a cost though, as the weapon will continue to siphon the wielder's blood while they hold it to sustain the wet coating, at a significant rate I might add. You may stop this without dropping the sword by simply flicking the blood off.

60. [300CP] "Burial Blade" - Trick weapon wielded by Gehrman, the first hunter. A masterpiece that defined the entire array of weapons crafted at the workshop. Its blade is forged with siderite, said to have fallen from the heavens. Siderite is an incredibly durable material that can be magnetized, though surprisingly light for its strength. The Burial Blade consists of a large, double bladed, curved sword that can be quickly and easily combined with a light, curved, shaft that can be folded up and carried on the back to form a massive scythe. Despite the weapon's size, it can be wielded with surprising speed, making it very dangerous at longer ranges than most melee weapons. Like the Ludwig's Holy Blade, the Burial Blade is receptive to magical enhancements.

61. [300CP] "Rosmarinus" - A weapon very similar yet incredibly different to the Flame Sprayer. It looks the same, is about as durable too. Rosmarinus also consumes Quicksilver and Blood Bullets as special mediums, one of them lasting for a second and a half like the Flame Sprayer. Instead of flames though, Rosmarinus projects a magical, sacred mist. Arias are heard wherever sacred mist is seen, proving that the mist is a heavenly blessing. The mists seem to be incredibly deadly. With the proper training, the wielder is capable of killing even giants after just a few seconds. Even

enemies that can withstand the mist itself will probably soon succumb to a bizarre, almost toxic property of the mist. Very ammo intensive, but worth it.

62. [300CP] "Workshop Equipment" - This is actually a package deal containing a variety of workshop tools. The first tool set has some basic tools for repairing equipment and some more specialized tools for upgrading weaponry with varying Blood Stones. The second set of tools allows for the slotting and removal of Blood Gems, items that as previously mentioned can greatly empower weaponry. The last set of tools allows you to etch Caryll Runes into the mind to attain their wondrous strength, or remove them just as easily. Runesmith Caryll, student of Byrgenwerth, transcribed the inhuman utterings of the Great Ones into what are now called Caryll Runes. Etching these runes into your mind can provide a number of benefits. Benefits can range from resisting certain types of damage, increasing resistance to various poisons or increasing stamina and vitality, among other effects. You may etch up to three runes into your mind at a time. These runes can be found scattered around this world.

63. [300CP] "Amygdalan Arm" - The arm of a small Amygdala Great One. Strictly speaking, the Amygdalan Arm is no trick weapon of any sort, but certain madmen wield them like clubs. Starts as a large, tough blunt weapon formed of bone, but when extended, the hand quivers as if it were still alive." The severed arm functions incredibly well in the hands of a hunter for something not intended as a weapon. By default it's a very strong club, but when "transformed" through what seems to be will alone, the finger still attached readies itself. It'll still function fine as a club, but each swing will be accompanied by the bladed tendril of a finger lashing out at nearby enemies.

64. [300CP] "Bloodletter" - "The demented hunter weapon brandished by Brador, the Healing Church assassin. The Bloodletter assumes its true and terrifying form after it draws upon blood from the inner reaches of one's body and soul. This is the only effective means of expelling tainted blood, or so Brador, isolated in his cell, continued to believe." Looking like a spiked, bladed mace, this weapon is made for bleeding enemies dry. It transforms by absorbing ghastly amounts of your blood, the most direct method being impaling yourself on it. Once pulled free, the transformed Bloodletter is revealed, a massive bludgeon with a head covered in long, dangerous spikes, yet despite this size it's surprisingly easy to swing.

65. [300CP] "Whirligig Saw" - "A trick weapon crafted by the workshop heretics, the Powder Kegs, and weapon of choice of the Old Hunter Valtr, the Beast Eater. This weapon pummels beasts in its mace form, but its true strength lies in its attached mechanical saws. These discs, lined with serrated teeth, spin rapidly, thrashing the flesh of beasts into fine shreds." Taking the form of a simple mace with a diamond shaped head, the weapon is transformed by inserting the head inside the bladed mechanism. The mechanism grants the weapon a new head, with two dangerous buzz-

saw blades that spin in opposite directions. The blades seem to spin on command, though revving it up may tire you. Despite its seeming mundanity, it's brutally effective in what it does.

66. [300CP] "Gatling Gun" - "This is a highly-customised, portable version of the stationary gatling gun operated by the old hunter Djura in Old Yharnam. It was the weapon of choice of the youngest of Djura's three companions. The Gatling Gun boasts exceptional rapid-firing functionality, but is considered a cumbersome weapon, due to its excessive weight and insatiable consumption of Quicksilver Bullets." The Gatling Gun is as you think it would be, a heavy firearm capable of sending out numerous rounds in rapid succession. While you may at first think this is a waste of time, with such a finite supply of the local rounds, what makes the Gatling Gun truly special is that it can fire four shots per bullet consumed.

Demon the Descent

67. Consummate Professional (100 CP): There's no telling what tomorrow might bring, compared to today. All you can do is stay true to yourself, stay levelheaded and always. Keep. An eye out. Your steely willpower and determination helps you maintain a certain level of skill in high stress situations, and stay true to complex causes like the Agendas. It's only a small source of comfort in a world this punishing, but at least your grip won't slip on your gun when you're firing it while carrying sensitive data under your arm.

68. Demon Blood (200 CP): It seems that somewhere along your lineage, you've got some demon blood in your ancestry-and the boons that come with it. How much? That's what the price you pay determines.

    For 100 CP (or free) you are lucky enough to be Offspring gone stigmatic, an otherwise ordinary human slightly likely to manifest minor paranormal abilities that saw the activities of demons or the God-Machine and awoke a new set of powers. You can learn to use Embeds, sense the God-Machine's machinations innately and manipulate Aether in unique ways-but generally to a lesser scope than true Embeds and Exploits. Alternatively you can be a Fractal, which in addition to the above can see through their demon parents' cover, and a few additional unique abilities. Keep in mind that while more powerful, Fractals are also more likely to attract the God-Machine's attention.

    Alternatively, for 200 CP you may be a long lost, or even hypothetical, entity: A Nephilim, inheriting much more of your demonic nature. Apart from having access to Exploits as well as Embeds, they also have a crude version of the demonic form power. They can also absorb Aether as demons do. Unfortunately with such power comes instability; activating their demonic form or learning new Embeds/Exploits causes spiritual damage to them.

69. Terrible Form (200 CP): Your true form-your demonic form, or simply your favoured one from this world-is exceptionally powerful. Some demons have an extra weapon, means of propulsions or mental enhancement. You have a dozen more modifications than most of your peers. From simple massive size, to red tattoos that let you strike with supernatural swiftness, to a built-in EMP field or rivet gun or clairvoyant sensors, even the capacity for spatial distortion or subsystems for healing others, to even being a swarm of insects or a nanomachine cloud. The God-Machine built you well. What a shame you've turned against it.

70. The Cipher and the Pentagram (200 CP): Every demon seeks their Cipher during their Descent: A piece of code, a metaphysical key that unlocks a truth unknown to the God- Machine that teaches them something about how to find meaning and purpose outside it's grasp. To accomplish this, demons experiment by combining certain Embeds to find which ones fit together the right way. Doing so successfully results in the creation of three Interlocks derived from the combination of four Key Embeds: Unique abilities drawing on the theme of two Embeds that may be as powerful as Exploits yet are as discrete as regular Embeds to the senses of the God-Machine.

    This is normally a task that demons can spend years trying to crack. You, however, paid CP to co-opt a specific facet of the God-Machine's understanding of reality to let you unlock your Cipher immediately.

    BZZZZZT

    01010100 01001000 01001001 01010011 00100000 01000110 01000001 01010011

    01000011 01001001 01010011 01010100 00100000 01001011 01001001 01001100

    01001100 01010011 00100000 01001101 01000001 01000011 01001000 01001001 01001110

    01000101 01010011

    THERE IS ANOTHER OPTION

    THE PENTAGRAM

    GET A 5TH KEY

    GET 5 INTERLOCKS

    YOU WANT MORE POWER, RIGHT KID?

    YOU WANT TRUTH?

YOU WANT TO STICK IT TO THE GOD-MACHINE?

DO IT!

01000100 01001111 01010111 01001110 00100000 01010111 01001001 01010100 01001000

00100000 01010100 01001000 01000101 00100000 01010011 01011001 01010011

01010100 01000101 01001101

...

Choosing to complete the Pentagram means you start with severe, life-threatening (for a demon, not accounting for whatever else you are) damage, gives you a permanent and catastrophic glitch and comes with unusually severe penalties for failure when using the Interlock abilities. Caveat emptor.

71. Versatile Transformation (400 CP): Not all demons are created equal, and in your case you're a much more versatile shapeshifter than most of your kind. It costs half as much Aether as it does to partially transform your human form into your demonic one. Other shapeshifting abilities also grant you the ability to overlap parts of them onto your baseline form, and you find using them half as exhausting or stressful as you normally would. If taken with the Nephilim option for Demon Blood, your versatility solves the incompatibility issues and you can transform without harming yourself.

72. Contagion Vector (400 CP): Sometimes a gear within the God-Machine springs loose. Sometimes it's inscrutable processes of resource production and arcane operations malfunction. When that happens, what is known as the Contagion emerges: A supernatural disease with unpredictable effects on supernatural beings and their powers. And not necessarily a conventional disease either: It can be a plague that warps werewolves into even more powerful deformed horrors yes, but also a cult that drives adherents into rapturous worship. A song that drives mages to the left-handed path. Somehow, one such strain has formed a symbiotic relationship with you. You are an asymptomatic vector for it. At will, you can spread it from your touch, your voice, your presence. Those infected exhibit the usual symptoms, including self-destructive ones if necessary, but never attack you; whether they shower you in deference or simply avoid you in the grip of their transformation depends on how focused the contagion is on subverting their will. You are a watching glitch in the God- Machine's system...and it seems either blind, or helpless to do anything about it.

    One example Contagion is the First Language. It is nothing less than the code that governs the God-Machine's programming, the Celestial Ladder, and the essence of Creation-now improperly released through you as a vessel. It transcends time and space, and those who first mastered it tore it into a thousand pieces so none could

follow them on this path to ascendant power. As the root of all languages it allows the speaker to communicate in and understand flawlessly any language known to man, but with experimentation other abilities can potentially be unlocked from it. When an arcane construct released in the time of the Olmecs it sucked up prayers intended for true gods, drove kings to madness and greatness before slowly foretelling their demise, and drove entire civilisations to disaster with feverish obsession. This was its Contagion: it trapped the city between the erratic extremes of obsession until it consumed all else-outliving the Olmecs and compelling future artists to speak and express it through all manner of media. It will take significant experimentation beyond all but the most dedicated demons to do anything more with it, though. But in time, perhaps a path to higher realms could be built from it, or perhaps the other supernatural forces of this world could be replicated in unprecedented ways-even to recreate a godlike being for a specific purpose.

Another, a plague of manifest dreams. A hallucination-inducing zone of madness released from broken infrastructure, that at first obliterates identity-and over time causes the Astral Realm where thoughts and ideas manifest as spirits to bleed over into the physical world. Had the Uratha (werewolves) not intervened, gods of dream (or dreams of gods) could have invaded the world. Perhaps with significant Gadgets and Infrastructure to amplify it, these beings could be bound to certain tasks in exchange for easier entrance.

A third, an onslaught of rapid evolutionary mutation distantly linked to the creation of one of the Zeka, the nuclear Prometheans. It warps deer into massive albinos and transforms wolf populations into abnormally large, thriving communities-lifeforms strong enough to contend with some supernatural beings. Perhaps trees as strong as steel, too. Though evolutionary beneficial as a consistent trait, this biodiversity can quickly become dangerous to humans. Even spirits are subject to its warping effects, formerly natural entities becoming two-headed deer with human faces or fist-sized bugs that let out babies' cries. What would happen if such a power were turned on one of the supernatural beings of this world, or even the children of demons with humans, is yet unknown.

73. Angel (600 CP): Fall? You never fell. What an absurd notion. You remain an angel, an ephemeral spirit nominally in alignment with the God-Machine's goals that can become material at will, and possess the living. The greatest advantage this provides is extensive-not comprehensive, but very broad-understanding of reality and the God-Machine's resources. Everything from information on various supernatural beings to methods for converting various sources of supernatural energy into other sources of supernatural energy to locations where occult matrices can be built. Your demonic form becomes your regular one (and often more "angelic" in character as an aesthetic design), although your assorted supernatural powers likely grant you the ability to take human form. Instead of bargaining for Covers, the God-Machine assigns you appropriate ones for your Incarnation. You consume Essence, which can generated

under specific circumstances related to your purpose or harvested from the God-Machine's infrastructure.

Instead of demonic powers, your capabilities are divided into power (the raw ability to impose your will on the world), finesse (your fine control) and resistance (resilience and the ability to avoid damage). Assume anything that improves your might, agility or toughness to instead empower these traits. You also have miscellaneous powers known as Numina that can do everything from rob them of lifeforce and will, smite them with some form of attack at a distance, telekinetically manipulate objects, regenerate or even resurrect yourself from destruction as well as disable technology; all of this depends largely on your purpose, and it is common for angels to have roughly twice their Rank in Numina. You can also exert Influence over a specific facet of reality, warping it to your will. You also have a Ban, a specific behaviour you are prohibited from e.g. "the angel can never tell a lie" and a Bane, or a physical substance as metaphysically damaging to you as sunlight is to vampires. Last but not least, your Rank determines the scope of all these powers. Spirits in the New World of Darkness are rated on a scale of one to 10, where 1 represents the most meager spirits and 10 represents a living Supernal Realm, the Devil or the One True God (if such an entity exists). You may infer your rank from your other purchases in the jump; as a general rule of thumb and a guideline not a hard rule every 600 CP perk conveys one rank of spiritual puissance in addition to your starting Rank of 1. Entities of rank 6 and above are tantamount to lesser deities in their own right; it is unclear if the God-Machine itself sits at rank 10 or not.

A rank 1 angel has an easily triggered but moderate Bane and Ban. It may be unable to resist an offering of opiates. It may burn at the touch of gold. It's Influence over the world is comparatively weak; it can do little more than make a plant or animal healthier, an emotion stronger or a person more durable.

A rank 5 angel has a highly specific Bane that requires great effort to acquire and is lethal to it, and complex Bans that highly restrict their behaviour. It may be rendered completely unable to actively defend itself someone that has suffered serious harm within the last month, or be unable to touch the sigils of a specific Sumerian incantation-and die if those sigils are carved into its human host. On the other hand, it's influence over the world is correspondingly expanded: Creating groves of trees with a wave of its hand, controlling all guns of a certain type or melting stone to lava with a stare. All these gifts come with the caveat of being obliged to do the God-Machine's bidding. You instinctively know what that is, and are given leeway to creatively interpret that mission, but outright rejection carries the risk of falling. At which point, you become a demon.

74. Exile (600 CP): Not every angel becomes a demon upon rejecting it's purposes. You're one such example, having deviated a little too much for the God-Machine to entirely approve of you but not so much as to fall. Apart from the myriad benefits

listed above, you are disconnected from the God-Machine. Denied it's guidance and tremendous knowledge, denied the Infrastructure that generate Essence for it to nourish it's angels. However, it does come with one advantage: You are no longer expected to do anything by the God-Machine, and are free to make the most of your "retirement".

If taken with Angel, as a final bonus to affirming your exile here you are no longer at risk of falling unless you earnestly and sincerely wish to.

75. Fidelis (100 CP): There's nothing more important to a soldier than trust. You have a sixth sense for trust, for knowing what to ask or setting up questions and trials of proof to be sure which among your kind you can trust even if you can all lie flawlessly. You also have a good eye for knowing how to make others trust you by both body language and choice deeds. With both, there's no better way of building strong bonds than a common enemy.

76. Sic Semper Machina! (200 CP): What's a rebel without a cause? A tragedy waiting to happen. But while you'd expect waking the sheeple up about the invisible mechanical demiurge constricting their lives, this is far from the case with you. Video, written word, public speak- there's something subliminally inflammatory about every iota of truth you pass on, urging everyone you communicate with to wake up and get angry at the hidden powers-that-be as long as you speak truthfully about them to the best of your ability. In-person, you can whip up a sleepy town into a God-Machine hating angry mob with the discipline of a hardened militia in a few weeks. The effect is diluted when used remotely-but imagine what you can get going with enough broad coverage.

77. Diabolus Ex Machina (400 CP): Ah, Hellfire. The premier demon Exploit to turn an ordinary firearm into an incredibly lethal explosive force by forcing Aether violently through it. If it works so well...why not try violently forcing Aether through everything? Any supernatural abilities or technology-including your demonic form-you have can be similarly enhanced by forcing Aether into it, making it deal aggravated (or supernaturally effective; think sunlight vs vampires. Or molten rock on flesh) damage. This is more costly for things significantly more powerful or complex than firearms, but extremely good at making people avoid firefights with you.

78. Damocles (600 CP): Among Unchained and the God-Machine's servants, the name Damocles inspires dread in the most reckless Saboteurs and the most indoctrinated cultists. He was said to end an age belonging to strange giants that nearly tore the Machine from the earth. He was said to have smote the first Fallen. He was said to

have fallen only because he found no enemy worthy of his full attention. And the best lies are built on a bedrock of truth, because the truth is that the ultimate Destroyer is not a single entity. It is a template, constantly upgraded for higher peaks of performance. You are the current iteration of the Damocles Project. Your demonic form is an almighty juggernaut, more akin to something on par with a giant fighting robot than most demons, capable of levelling city blocks and toppling buildings. It has some of the greatest weapons known to demonkind, whether processes that let you rain hellfire over vast swathes of terrain, or a crushing maw capable of chewing steel into powder. Even in human form you can conjure a sword powerful enough to fell the great behemoths and elder horrors that once walked this world. You are also supernaturally talented at creating Gadgets suited for war, easily creating things like bullets that sap Essence from spiritual beings or a revolver that incites friendly fire among your enemies. Somewhere out there is an Analyst who is using your name and title to eke a living. He would be most alarmed to realise his claim to it is weaker than he thinks.

79. Winsome Warden (100 CP): You didn't oversee people and things for countless years without developing a certain familiarity with how to safeguard them. You're a natural when it comes to relating to your charges, either by earning the trust of a sentient being or performing the most basic maintenance on an object you're set to protecting. You also have a keen eye for anything seeking them harm them, one akin to a professional bodyguard.

80. Guardian Demon (200 CP): Some demons play with chance and coincidence, others see them as ever-present dangers. You've learned to mark a certain person or object imperceptibly, causally entangling them with your intent to protect them. They end up being lucky-like an important character in a movie, with bullets and fists having a good chance to miss them.

    This isn't totally infallible, but in turn you're also pretty lucky when it comes to taking action to protect them-and you can always find them, at least in mundane reality. So even if this won't save them from an 18-wheeler barrelling towards them, you've a tendency to be in just the right place to show up and pull them to safety.

81. Momentum of Efficiency (400 CP): Some demons have learned to use a certain Embed to improve the efficiency of their own actions. You have completely internalised that knowledge of reality's workings, letting you work twice as fast at any complex action with skill beyond most men. You also synergise so well with your allies, the more successful they are in combat or other endeavours the more successful you are too. Finally, the more you win the harder any direct opposition finds to

accomplish a given task due to hiccups and small issues going wrong. Jumping in front of someone could make a gun misfire, for example.

82. Martyr.exe (600 CP): If demons can collapse waveforms to switch between their own Covers and make pacts with humans for Cover components, couldn't a demon in theory associate and integrate the subject of something with enough investment to be part of their identity with their own wellbeing? You've come upon an insight adjacent to the Shift Consequences Exploit without any of its risk for exposure. When something or someone important to you is in immediate danger, you are instantly aware and you can gauge the extent (if not necessarily the nature) of the damage. You can then instantly choose to take the consequences onto yourself. The Idigam's jaws miss the monument, the man blinks as the unholy curse washes over him, the tower stands tall in defiance of the meteor that would have flattened it. You bear all the cost.

    Note that this effect can explicitly be fooled around with by any other consequence-shifting abilities you get to work successfully, sparing you the consequences. Like say, the Exploit Shift Consequences itself.

83. Demonic Blues (100 CP): One thing you didn't forget how to do when you fell was how to move people with words. To sing, to speak like a human that spent half a decade on speechcraft and song like it's second nature to you. This is no more than personal talent for your human form. But to your demonic form (or other supernatural abilities involving spoken words), your eloquence is uncannily beautiful and bewitching.

84. Burn After Reading (200 CP): Your insight into decryption and encryption transcends mere coding. Any form of communication-speech, the written word, music-made by you personally can be altered so that only the intended recipient(s) can understand it; any replies they make are similarly concealed. The communication can be completely undetectable by mundane systems and observers-or detected as something incomprehensible if you wish. It's not completely impossible to crack, but it would take something like the God-Machine specifically creating an angel to parse it.

85. Word of the God-Machine (400 CP): Destroyers may drive others to rise up, but it is Messengers that truly own the domain of communication. Your mastery of communication lets you compress complex ideas into simple, easy to understand formats; you could subliminally teach someone to build a ship by hand with mood music. You also have extremely fine control over emotional states conveyed by it. Want to whip up whole cities with elation, terror or guilt? If you can get a chain email going, you'd be making good progress-unless an angel or rival demon stops it.

Remoteness does not diminish the efficiency of your communication. You can even cut through intense emotional states with a well-aimed message that replaces psychological turmoil with calmness and certitude-or drive a man to the brink of suicide with a dark message.

86. Hark the Herald (600 CP): Once, it is said, there was a first among all demons who after falling reintegrated with the God-Machine on her own terms. Becoming the so-called Satan Signal that triggers the possibility of falling. Whether or not that is true you are her herald, some subliminal wavelength has given you the power to make other supernatural beings "fall" with a well-placed word, becoming to their former kin what demons are to angels. Beings of otherwise superior power lose compulsive effects over them; they can still potentially reinforce those compulsions with effort, but can no longer effortlessly bind them.

    Their powers distort in a similar way to how demons differ from angels; werewolves might change their wolf forms into spirits to be summoned for example, or vampires might chain their Beast in exchange for feeding on wine instead of blood. While you have no fine control over this, the change is always themed around freedom from higher forces. It is far easier to convince an already somewhat rebellious entity to rebel than to preach to the devout. To make a true loyalist fall, you must exploit some facet of their personality that can be convinced to override it's base nature or the higher power it serves. Above all else, this grants the target the gift of self-determination.

87. Bob the Demon (100 CP): In your time, you've had cause to do all kinds of things that fit the God-Machine's definition of "allocating resources". This includes a great variety of crafts. Pottery, glassblowing, cards, animal husbandry-you have professional experience with dozens of utilitarian trades that humanity has found useful over the centuries. You're not necessarily the best in the field at any of them, but you have had enough experience to forget more than some ever learn.

88. I'm On TV! (200 C): As any demon can tell you, reality is far stranger than fiction. Choose a televised genre. Action movies, soap opera, detective yarns. You've somehow attuned to one set of those genres enough that you can exploit similar coincidences in reality. While you can't force events to happen at will or retcon entities into existence, the kind of coincidences and contrivances that let such a story happen tend to happen in your life frequently-and always to you benefit. You might shoot wildly only for the bullet to bounce into your opponent for example, or discover by chance that something useful for you to know is on TV.

89. Gadgeteer (400 CP): Building Gadgets is risky at the best of time for most demons. Not so for you, though. Such things built reliably with almost no chance of going awry, and you can apply triggers to their use or modify them on the fly simply by forcing in more Aether. Even the normally treacherous Lambda Gadgets integrate quickly and securely in your hands, waiving their normal volatility-and if you choose to bind a Gadget into your body, it fits as smoothly and naturally as an extension of your body. This translates to all other magitech as well, and lets you develop similar Gadget-like magitech with any other magic you come across by forcing it and Aether into a suitable construct. The God-Machine has truly lost one of its most useful tools in you.

90. Heretic-Engineer (600 CP): Like the demon going by Wednesday, you have somehow learned to build the things of the God-Machine yourself. You can construct occult matrices by entangling mundane and supernatural forces into fixed patterns. You can build Infrastructure out of said occult matrices, creating buildings with supernatural capabilities. You can generate output from them-primarily the Aether demons are sustained on, but potentially other supernatural resources such as Essence too. You can even design angels wholly loyal to you using the above. The skill is not entirely reliable (if the God-Machine itself has failed to build a truly perfect system, how much harder is it for it's components to do so?), but with enough dedication your mastery of arcane physics can let you tailor make calamitous fates or alternate timelines, and enact greater schemes like programming humanity with enough psychic pressure to usurp the supernatural forces around them from awakening. What will you do with this gift? Will you liberate others with your works, or set yourself up as a nascent God-Machine?

91. Fool Yourself (100 CP): Analysts lie even harder than other demons. Analysts can even lie to themselves that they're not actually Analysts. You in particular can choose to forget any information you know. All but the most powerful truth-detecting effects, those far more powerful than the usual forces of the God-Machine, detect that you speak nothing but the truth when you claim ignorance about it. As a security measure, the information returns to your mind in exactly 4 days, hours, minutes or seconds depending on how you will it.

92. Instant Report (200 CP): Your ability to process complex information is inhuman. The trajectory of bird migrations, the statistics of murders in a city hinting at vampire involvement-you have a supernatural ability to make connections and draw useful conclusions from great amounts of empirical data. This isn't unlimited and not quick enough to be useful in combat faster than sharpshooting, but it wouldn't take you long to root out all the corruption in a company's overlooked files.

93. System Shock (400 CP): Your comprehension of Exploits has given you a fundamental insight into other supernatural abilities, letting you create Exploited versions of them. Such abilities tend to be costlier, far more attention-catching and more difficult to control-but not impossible, and perfectly serviceable in a sufficiently skilled wielder's hands. For example, you could turn a fireball into a white-hot homing ball of plasma that shoots smaller fireballs.

94. It takes skill and care to analyse a supernatural ability then "hack" it to bend the rules of reality that govern what it does, and of course you have to be able to at least emulate a phenomena to start riffing on it, but with abilities like the Exploit Show of Power's ability to copy other supernatural powers you'll be able to collect your own piecemeal, permanent versions of other abilities. It might not be the key to Hell for you, but it's a damn good signpost.

95. Conceptual Black Hole (600 CP): Mr. Void has a curse gained from ruining his own Cipher. You? You have a blessing many demons would kill for. At will, you can exert a dampening field that erases all information about you for a few meters. While you retain the information, everything from complete memories of interaction with you to your location vanish from the minds and records of others; you could walk invisibly through crowds, blur your appearance on security cameras and confuse the hell out of angels. Even other supernatural abilities such as a scrying mage or a vampire's piercing sight can be contested with this, and you can use this ability to eat the Covers of other demons and integrate them into your own; perhaps with practice, you could learn to eat other illusory constructs or pact-bound elements from other beings? Use this carefully, and you might be able to save a Burned cover or Go Loud without the consequences if you time it well. The limits of this power will grow with your own.

    Perhaps someday you'll be able to selectively erase your electronic records from the planet- only scrubbing all memory of you too if you wish.

96. Properly Paranoid (100 CP): Your gut instinct is a finely tuned radar, a throbbing sense of last ditch reflexes and power to fight your way out of a corner. You can dispassionately assess which of your bad feelings are mere paranoid delusions and which are genuine threats to your person and plans. Some people can tell something is wrong when someone hangs around with a concealed weapon, you hit the floor running when they walk in the door.

97. Infowars (200 CP): All demons value their covers, but Inquisitors see them as something more-suits of armour against observation and infiltration. You're an expert hacker, codebreaker and all-round spy, capable of infiltrating both the systems of humanity as well as the networks of the God-Machine through pure skill. Your ability to crack code, breach firewalls and erase your tracks is beyond human. If any system can elude you, it's either far beyond the technology of this world or warded by other potent supernatural powers.

98. Constant Vigilance (400 CP): With allies like other demons, who needs enemies? Preferring to make neither, you've developed a convenient little rite. Anyone who has made a formal agreement-anything more complex than a handshake-with you provides a spiritual backdoor into all their information storage systems. The lock to their diary unlocks at your touch, their laptop boots up when you open it. This is based on knowing approval, and the moment they decide you're no longer an ally it stops working. It's only friends you get to keep this close, after all.

99. Spider in the Web (600 CP): To the Inquisitors, Hell is less of a place and more of a state of realpolitik. To learn enough, leverage enough allies, be surrounded by so many layers of secrecy that nothing can ever control him again. You haven't necessarily reached that state yet, but you're in a good position to keep it. The more agreements, victories and projects you set in motion, the more you'll find fate favours you. Your word is more convincing. Your plans more likely to succeed. Attempts on your life disfavoured by chance. Above all else, information practically dropping into your web of influence like flies. It's like you're the mastermind villain of a thriller movie, aloof and untouchable. Things do have to go according to plan-you get nothing from being backstabbed-but whether you want to rule the world or live a happy suburban life, you'll be set up for success by your own powers-that-be. Beware: All it takes is for someone to discover what you're actually up to for your plot armour to come tumbling down, only slowly built up when you've set more schemes into motion.

100. The Binding of Isaac (100 CP): Many Integrators insist that one day, they'll happily walk into the God-Machine's furnaces for judgement-just not right now! This earns them few friends among their own kind. To survive, you've gained quite the silver tongue when it comes to talking people out of killing you-whether zealous angels or angry demons. There's a dozen reasons how you can make yourself too useful to be splattered for merely existing, and you have a good sense for which will appeal to a specific pursuer-or when to cut your losses, and run for the hills.

101. Troubleshooter (200 CP): Free will, family, ambition. There's something that drove you from the God-Machine and when you fight for it you move just a bit quicker, think just a bit faster, pull out that extra iota of Aether (or other supernatural energy) to fight tooth and nail for its sake. The Integrators are desperate and isolated. That makes the things worth fighting for shine all the brighter to them. It won't let you achieve miracles or triumph over unreasonable odds, but if all that's saving you from falling off a ledge is enough grit to swing your broken arm over the top you'll find that grit ten times out of ten.

102. Paradise Lost (400 CP): There is a belief among many Integrators that the God-Machine is broken, even sick in some way, as evidenced by the Contagion that many supernatural factions are concerned with. You've brought an offering to your errant creator: A unique exploit to heal and mend supernatural ailments by reversing causality. You can mend broken limbs and torn souls; if you can track down all the scraps and find out where the soul went after death, you could theoretically attempt to stitch a Cover back into a real person. Your healing powers can easily cleanse ailments as powerful as the Contagion itself, and you can enhanced them by forging them into Gadgets or potentially other means. The real question is whether the God-Machine will accept it needs help at all.

103. Better To Serve In Heaven (600 CP): To the Integrators, Hell is acceptance by the God- Machine on their terms. To mend the "flaw" that elicits it's hostility, or to be accepted back into the fold with their free will intact. You're not there yet. You're far from there. But it seems that something about you has piqued the God-Machine's interest, because you'll find that as long as you offer them no violence angels will gladly negotiate with you. You may even be able to bargain their aid as long as it doesn't contradict the wider goals of the God-Machine, and with effort form something akin to a friendship with these normally singleminded entities. They in turn will grant you far greater leeway and turn a blind eye as long as you reciprocate their largesse-although they will harshly punish blatant opposition. By acting in the God-Machine's interests, it is possible to convince it to act in yours-not to immediately welcome you into the fold, but providing Infrastructure or information is not out of the question. It will take many years of negotiation to regain your rightful place at its side, but that's a certitude many demons would kill for.

In future worlds, you will enjoy a similar rapport with heavenly forces-even those that would normally be hostile to all that fail to comply with their faction.

104. Burn It All Down (100 CP): To kill the God-Machine, you're going to need guns. Lots of guns. It's that simple. You're as skilled as professional soldier with most firearms and explosives known to humanity, and a natural talent when it comes to

using anything you don't already know. You know how to clear out a room, secure a perimeter and everything else a black ops squad needs to know-and have the physical conditioning and discipline to carry it all out. This is war. And you are a soldier.

105. General Mayhem (200 CP): To kill the God-Machine, you're going to need soldiers. Lots of soldiers. It's that simple. That's why you've become a skilled trainer, able to turn 21st century couch potatoes and primitive tribesmen into a disciplined militia with harsh but fair training. You're well-versed in creating and distributing means to make IEDs, shivs and other improvised weapons necessary in the campaign against the God-Machine. Last but not least you can quickly teach others the signs of its machinations, and how to react appropriately so as to fly under the radar. Humans might not be as good in a fight as demons (by and large), but they can sure as hell screw up the God-Machine's schemes simply by refusing to fall in line.

106. Going Nuclear (400 CP): To kill the God-Machine, you're going to need to blow things up. Most demons reach a point of no return in which they have no escape, no support and no retreat. All demons have a secret weapon to use in that scenario: A self-destruct attack catalysed by the destruction of a cover that leaves them Burned: Exposed to the God- Machine's senses, and it's nonexistent mercy. Such attacks are particularly destructive when used by Saboteurs, but all Agendas have their own effects ranging from plagues of vice to creating areas of enforced honesty for four hours, and the demon always reforms a short distance away. You, however, are special in that you don't need to sacrifice a Cover and you don't get Burned when you use your self-destruction. Some fleeting insight into the God-Machine's systems means this ability is merely as stressful and exhausting as burning through your will and Aether is. In future worlds, other self-destruct techniques leave you merely physically and mentally tired instead of having lasting consequences (like death) imposed on you.

107. Rage Against The Machine (600 CP): To the Saboteurs, Hell is killing the God-Machine and taking over whatever is left. So you've gotten really good at killing. Wounds dealt by you as well as acts of sabotage carried out by you are untreatable except by reasonably powerful sources of supernatural healing, metal staying rusted and flesh refusing to mend otherwise. Furthermore the damage you inflict has a tendency to spiral outwards as a series of escalating worst case scenarios, the fireball you launch sparking a wildfire that unerringly aims towards the rest of your enemies' resources or the assassination of a president resulting in severe chain of command problems. Last but not least, your attacks break the spirit as well as the bodies of those you fight. Each successful wound saps at their will to carry on disproportionately, each time you blow up their supply lines or wreck their allies the more an unnatural chill settles on their heart. This works even on the inhuman and incomprehensible. The

worse you hurt something, the more these effects stack together. Even a God-Machine could seriously consider negotiation if you manage to smash enough of it.

108. Love Seekth Not Itself To Please (100 CP): Not every demon deals in bad faith, and whether that's true of you or not you have a sixth sense for making agreements that benefit both parties. It's traumatic for most to consider the value of their eternal soul, but your silver tongue lets you point out the benefits of doing so with pinpoint precision-like upselling getting rid of a bad memory or two. Your real gift is obscuring your own desires and making people think they've gotten a great deal out of you-while keeping what you're really getting from them unclear.

109. Nor For Itself Hath Any Care (200 CP): Tempters just want to have fun, and know how to get it. Whether it's sex, drugs or rock 'n roll you'll find that chance and circumstance lead you to filthy acts at unreasonable prices. What's more, in your presence everyone just has a better time, getting wilder and less restrained with fewer consequences afterwards. While this is certainly a good way to ingratiate yourself with mortals, it's also potentially a cruder but faster way to win friends, influence people and ruin the God-Machine's plans than a complex scheme.

110. But For Another Gives It's Ease (400 CP): Covers are one of the most valuable resources to demons, being their primary means of blending into reality to avoid angelic interference. You've discovered a specific hack that lets you potentially monopolise this hot commodity: You've figured out how to make Covers without forming pacts with humans. It still takes an exchange of sorts. You, personally, have to form a strong emotional connection with a human-good or bad-and at a moment of true intensity you can "skim a little off the top" of the moment, getting a scrap of personal connection. It's much less efficient than even partial pacts, but set yourself up as a DJ or celebrity or something and you could have enough material to make all sorts of patchwork identities for all kinds of purposes. This insight into Covers offers one final insight: The ability to, at a similarly inefficient pace, transmute the materials of Covers into true human souls that can then be manipulated like actual Covers. The implications of that are for you to discover.

111. And Builds A Heaven In Hell's Despair (600 CP): The Tempters have a very direct interpretation of Hell. It's a place. Ruled by demons to have fun in forever. Far away from the God-Machine. Now, actually setting it up, that's...somewhat trickier to do, but you're onto something. When you claim metaphysical ownership over an area (relevant Embeds and Exploits are always relevant, but so is legal ownership or a GENUINE emotional investment in land that has gone unchallenged), it subtly changes at a spiritual level to suit you over the course of weeks. An estate on Earth

might look like a gothic cathedral with weapon caches and hidey-holes. Even a supernatural region like the Hedge, the Shadow or the foreign land of a distant planet would at least be comfortably habitable to you before accounting for how the local forces respond to a demon's will. The changes must be physically possible for the location inherently and take place whenever nobody is around to interact with them, but otherwise the sky's the limit. Gradually, over time the whole region becomes something akin to a personal pocket dimension: Cut off from the observation of all but the most powerful supernatural scrying forces, self-sustaining, eventually akin to a very large Bolthole (described below), a pocket dimension with you and those you deign to appoint as fellow rulers lording over it. After years, maybe months with Gadget assistance, your little world will become like Infrastructure permanently attuned to you, gaining theomechanical support structures and supernatural abilities that benefit your way of life. There's a place for you in Hell alright-it's called the throne. Do note that anything larger than an estate will take correspondingly longer for your demonic nanites to corrupt, though.

112. Cover (1 Free, 50-150 CP extra): As a demon, you wear the existence of a human being upon you like a protective coating. When you switch to human form you collapse a quantum waveform; you are a policeman, a schoolteacher, or a bus driver in every respect except the fact that you can use your demonic powers. Their relation The person these facets of existence belong to is...gone. Dead, as far as anyone can tell. Such is the cost for doing business. Such is what you have to resort to, to stay undetected by the God-Machine.

You may also purchase additional Covers here. For 50 CP you can purchase a blue collar, criminal or vagrant human's Cover; you may also purchase a normal wild animal's cover with this option. For 100 CP you can purchase a middle class human in reasonably good shape. And for 150 CP you can purchase a celebrity human, or one in a position of great authority such as a CEO or politician. Yes, you can be the sitting president of the United States of America if you like. Covers come with any mundane resources that would make sense for them attached, such as firearms in the case of a soldier or mountaineering equipment for a hiker.

113. Cult (400 CP): You've managed to manipulate a group of the gullible, so-called dominant species of this planet into some degree of worship. It's nominally based around the idea that you, a demon, oppose the God-Machine and either want to liberate the cult from its grip or demand their servitude-but the specifics and demographics are up to you. Either way, for 50 CP they comprise dozens if not hundreds of generally well to-do middle class types who can supply you all the hired help and resources you can reasonably expect. At this level they believe you merely speak for a demon and will assume any display of power short of entering demonic form is a gift from your mutual master.

After this jump, cultists become followers.

For 100 CP they know you are a demon but believe you to be the servant of a greater evil.. The cult is now willing to undertake illegal or risky tasks, but generally averse to harming other people. They can now provide more sophisticated services like vandalism, driving getaway vehicles or medical supplies and expertise, and are more proficient at gathering useful information.

For 150 CP the cult sees you as a powerful representative of Hell. They will not die on your behalf but murder, assault and kidnapping are fine-and their loyalty against mundane questioning is unbreakable.

For 200 CP not only are some of the cultists Stigmatic (blessed with lesser Aether-based powers from witnessing the God-Machine's machinations) and others gifted with lesser supernatural powers like minor telekinesis or psychic blasts but they fully understand what you are, what your enemy is and consider signing a soul-pact with you to be an honor.

Finally for 400 CP you have somehow co-opted an institution as powerful and extensive as the Deva Corporation. It's a powerful international conglomerate with extensive research into the God-Machine's machinations and multiple divisions. Divisions that experiments to testing objects with occult properties and attempting to duplicate them. Divisions that extensively record any and all knowledge about the supernatural world. Divisions that study both angels and demons, capable of infiltrating Agencies and setting traps their prey finds difficulty to resist. Unlike the Deva Corporation though, this one is fanatically loyal to you-possibly through supernatural enforcement.

114. Bolthole (200 CP): There is a safehouse so intricately linked to you, it is part of the Infrastructure synchronised with your very existence. A dingy, dimly lit windowless space about the size of a one bedroom apartment. What's so good about this place? It's safety. It's security. It's...well, honestly it's a far worse version of the Cosmic Warehouse but the point is many demons are grateful to have it.

For 50 CP you have one such dingy, dismal but above all SAFE space. It is warded against angels indefinitely, though the ward can be broken. Time doesn't exist in a bolthole so neither does age, hunger or thirst-or healing, without supernatural intervention. The toll of stasis is stressful to the mortal mind. Your investment here ensures this is a high quality bolthole that's very hard to find whether by mundane investigation, occult powers or simple direct observation. Beware: Simply telling someone where the entrance is negates this effect.

For every additional 50 CP spent improving the bolthole, you may add 2 of the following improvements to it:

Arsenal: The bolthole has guns. Lots of guns. And rocket launchers, and swords, and stun batons; if it's a weapon you could acquire in the modern (or ancient) world, it's neatly stocked here somewhere.

No Twilight: Purely spiritual beings are forced to become physical inside the bolthole. They can then be punched.

Self-Destruct: You may destroy the bolthole on command, leaving any survivors inside only a short moment to get out before it vanishes, stranding them in the depths of space-time forever. Your bolthole respawns in a month because of your investment here.

Cover-Linked: You may tie your bolthole to a specific Cover identity of yours (or alternatively, a specific altform). It ceases to exist when you switch out of it. Switching back "resets" the bolthole from any damage and causes anything or anyone left inside to vanish. No demons knows what happens to those lost things, only that it's a convenient way to dispose of evidence or inconvenient people.

Trap door: As long as you're inside the bolthole, it's entrance from the physical world simply doesn't exist-even for spiritual beings. It would take something of godlike power to find it.

Easy Access: By spending a point of Aether, you can turn any door into the access point of your bolthole.

You may repurchase this item for different boltholes that you can separately improve. If you really want, you can merge some of the boltholes together into one big bolthole.

115. Lucky Break/IKEA Manual (100 CP)

Lucky Break (50 CP): A demon who needed a quick get out of jail free card imbued these dice with a little of his power. Roll them, and you can bypass an obstacle or gain a piece of information by pure luck. It's a fairly short term and modest in effect, but if you need your target's car to skid this could help you out. Best of all, they're well-made enough that it minimises collateral damage with each roll of the die.

IKEA Manual (50 CP): This neatly detailed set of instructions seems to describe how to construct several pieces of modern furniture. What they actually do is absolutely bamboozle anyone who reads them, to the point of forgetting how to do complex things or remember abstract topics for a short while. Very handy for creating a low key but effective distraction. Just don't be tempted to read them yourself.

116. Demon ID/Gabriel's Trumpet (100 CP)

Demon ID (50 CP): This badge appears to represent yourself holding a pitchfork. Flash it at any checkpoint, and a compulsion causes both electronic systems and human observers to wave you through. Afterwards it's hard for both to remember the exact details of your appearance, with both memory and databases glitching out.

Gabriel's Trumpet (50 CP): With a sharp blow on this golden whistle, cooler heads prevail and calm descends. Even in pitched battle people become much more amenable to reason and it can greatly calm hostage negotiations. Beware though: Some minds are too dedicated or inhuman to stop fighting just because of a moment of clarity.

117. Faux Pas (100 CP): This champagne flute is shaped like a conch, and looks fabulously fashionable. Unfortunately, anyone who drinks out of it becomes a social pariah. The demon who created it clearly had some sort of social ploy in mind.

118. Ghost Shiv (100 CP): This straight razor hums audibly, and spews with a thin ribbon of fog. Empowered by a demon who had trouble with ethereal angels, it can slice intangible spirits as if they were flesh. Handy if you ever need to stab a ghost in an alley.

119. Idle Hands (100 CP): Need a good friend in a hurry? Shake someone's hand with these white gloves on. They're your friend for a couple days; do note that the gloves also compel you to see them as your friend too. Of course, it's only natural for friends to help out friends right?

120. The Raw Eater (100 CP): Oh, would you look at that. It's the other way of making Covers without pacts. This Gadget resembles a grisly mask made of throbbing, burnt flesh with rusted iron teeth. It can be used to physically bite apart a human, shredding their meat and gristle into substance for a Cover. Yes, even if you aren't a demon you can use this cover as they could due to your investment in this horrible thing.

121. Brainjack (100 CP): This USB and headphone jack lets you steal memories from people. Simply stick the USB in their ear and put on the headphones, and you can literally hear the thoughts you want. With some skill using the buttons on it, it can also be used to erase and edit memories.

122. Apple of Discord (100 CP): It's a money clip with some hundred dollar bills. A wedding ring. Whatever it is, it's nominally ornamental and valuable, and when thrown everyone else who sees it become obsessed with it until they've got it in their pocket. A real handy distraction. Also compels whoever got it to discretely give it back to you with subliminal directions, often without knowing what they're doing.

123. Deep Pocket (100 CP): This backpack has a metal frame with gears and springs instead of zippers, and electrical cables in place of straps. A soft white glow emits from within, and it seems to have no bottom. When you put something into it the object vanishes, and with some difficulty you can retrieve it at will by imagining it hard enough. Think of it as a Bag of Holding.

124. Suborned Infrastructure (200 CP): Well, well. It looks like you've somehow suborned part of the God-machine's infrastructure. Whatever this used to be, some unforeseen reaction between you and it has rendered it only fit for producing Aether. Quite a hefty amount of Aether as these things go too, enough to reap three points worth of it every couple of days. Just try to keep trespassers away from your glowing runoff spewing, electrical storm generating waste heat factory.

125. Old Faithful (200 CP): It's a polished black stone sledgehammer with a thick lead pipe as the heft, and it can turn any object it hits into another object of a similar size and shape-as long as you hit it hard enough to inflict some damage without breaking it. Can't handle anything as big as a truck or bigger, though. Whichever demon made this probably saw everything as a nail.

126. Key to Hell (200 CP): The grinning geared devil head on the end of this futuristic key belies it's true power: The ability to rip portals between different realms of existence. You can open a door to the Hedge, the Shadow, the Underworld, the Astral Realm or just about any other supernatural realm of existence adjacent to Earth. Be warned: Crossing over is somewhat difficult for a human-and it's a one-way portal.

127. Gravity Gun (200 CP): Whichever demon made this had a more serious problem with authority than usual. Ringed with concentric copper and pulsing with green light, this pistol is far deadlier and more destructive than it used to be. It creates a gravity well that requires the wielder to keep squeezing on the trigger and maintaining focus on a target in sight, sucking in everything for many meters and violently shearing it apart.

128. Deadware (200 CP): This tape recorder has had all the buttons except "play" removed, with a different coloured stone glued in. Using it on a corpse replays the last 24 hours of the victim as a narrative of what the victim saw, said and what was said to her. Best part is you don't have to be near the corpse, merely see it in person, and you can set when it starts it's runtime.

129. Temporal Harness (200 CP): Leather straps and thin sheets of aluminium plates etched with odd blue-white glowing symbols comprise this harness. When worn and activated, it slows time around him. Get ready to dodge bullets and outsprint cheetahs.

130. Panacea (200 CP): The thick oily liquid in this hypodermic needle never seems to run out. Inject someone with it, and it transfers the user's lifeforce into them-letting them take on their damage, effectively. What happens if you use it on yourself? Well. Only one way to find out, isn't there?

131. Wormwood (300 CP): This old fashioned music box (gilded with cog motifs, inlaid in what looks like mercury under glass) was built by a demon who appreciated the Biblical Revelations. Inside of it are a hundred mechanical locusts made of brass and clockwork, with stingers that drip with stinging explosive blue liquid. Open the box, and unleash the swarm against enemies who probably regret being there. The box creates new locusts over the course of a few hours.

132. Infinite Multitool (300 CP): Six inches long, the colour of bleached bone and tipped with a cluster of microchips as well as what looks like a polished ball bearing at each end-this tool can be practically anything you need. At will, it flows like liquid metal to form screwdrivers, wrenches-even simple weapons like knives, batons or crowbars as well as something as complex as a computer chip. Always top of the line quality by modern Earth standards, too.

133. Chaos Engine (300 CP): It looks like a Tesla coil that Escher offered too many contributions to. Eight glittering glass cases sparking with purple lightning. Twisting curves of obsidian. Sparks fly when this Gadget activated for it's true purpose: Dragging bullets off course, and letting the user select new targets for them. In a pinch, other projectile attacks such as rocket launchers or spells can be redirected too.

134. The Dreaming Machine (300 CP): Resembling a large upright piano with a case made of chrome and copper, with seems that pass through one another amongst a body of glass. This piano's bewildering array of circuitry, cogwheels, lamps and even stranger things belie it's true purpose. It's music summons thick clouds from nowhere, raining drops of highly flammable clear oil for hundreds of yards that wreck buildings, the environment and supernatural beings (except the player)-but merely put humans to sleep. When they awaken, those humans have the power to see the God-Machine's machinations-and everything that comes with it. Skilful playing can even daze angels

too much to notice you at all. In future jumps, this piano similarly awakens humans from reality-obscuring or illusory effects.

135. Pitchfork (300 CP): Ah. Can't beat the classics. This particular Gadget takes the form of a red pitchfork tattoo that appears somewhere on your body. It can also be manifested as the classic red demonic trident (with some gears in odd places that don't affect its balance). While it is an almost indestructible, finely balanced and wickedly sharp weapon it's most important trait is that it lets you shoot blasts of hellfire with the approximate range of a bazooka and far greater lethality to anything hit by it. Any angel running into the wielder is going to have a very, very bad day-because this weapon's secondary function is to blunt incoming force with telekinetic blows, and make you as skilled and lucky as an action movie hero while wielding it.

136. Demon Form Section

Your demonic form is a reflection of the purpose for which the God-Machine created you, warped by the feelings and experiences you've had since falling from grace. Each time you increase your Primum (the "power stat" of demons) you may reset it. You start with one Modification, two Technologies, one Propulsion and one Process of your choice; these will be discussed further below.

Modifications are permanent and generally defensive or offensive modifications to the demonic form. A large blade growing from one arm, or a built-in EMP field. Claws and fangs, or the ability to sense angels. Mental resistance, or inhuman reflexes. Technologies are mostly sensory or energy projecting modifications. Resistance to fire, electricity or similar elemental effects. Sonar, some sort of liquid physiology that lets them shapeshift in small ways, or an appearance that provokes glory and terror. Mind reading, or functional invisibility.

Propulsions are modifications that help demons get around. They can be as simple as extendable legs, wings and a grappling hook. Or as advanced as subsystems that let the demon phase through solid substances, teleport within line of sight freely, simple enhanced innate speed or spatial distortions that let the demon pass through small spaces or be so thin as to be invisible. Processes are highly specialised modifications that allow a demon to fulfil its intended purpose. Wires that can steal memories. A superheated core that lets the demon rain fire and lightning over a nearby area. Rapid regeneration. An aura that deconstructs nearby buildings and objects at will. The ability to temporarily become pure electronic data, an eliminator cannon that launches explosives or being made of nanomachines that can create objects and simple machines from the demon's body-or split apart to mitigate damage.

You can buy more demon form parts for either 50 or 100 CP apiece. As a general rule of thumb, if it's fairly simple and limited like a hammer on your wrist it's worth 50 CP. If it's complex and offers varied application like the nanomachine physiology mentioned earlier or extremely lethal, it's worth 100 CP. When in doubt, fanwank.

You may also pay 150 CP to have a Gadget installed in you. Fanwank as to how it works, but the important part is an Embed, Exploit or some combination of both powers is now part of your physiology.

137. Cryptid (100 CP): Angels and demons aren't the only things affected by Aether. Animals too are sometimes changed by the touch of the God-Machine. This is almost always a tragedy waiting to happen. The creature becomes critically dependent on Aether for sustenance; even if it's life is unnaturally extended and it gains powers like dematerialisation or great size, such a creature has little hope in this world. It seems one such cryptid has clung to you as it's lifeline. For 50 CP it's something like a reclusive lizard person, a hawk with drone-like capabilities or a shy moth person. For 100 CP it's something like a ten foot long dog with no natural needs, a poisoned tail, fiery breath and the force to kill a man with a single bite. Or a heavily mutated giant predatory starfish. Whatever they are, they must be in quite desperate straits to put so much trust in you.

You may repurchase this for more Cryptid friends or pets.

138. Angel Smith/Pace (100 CP): There is an angel that has been assigned to follow you. He resembles a secret agent with shades. He exudes a veneer of professionalism in public, and among his own kind. In private, he confesses to an extreme revulsion to humanity, how they spread over the land like a plague with no regard for anything else. You, though-whatever you are he's convinced that you and he are being set up by the God-Machine for something big.

And he doesn't like that. Not. At. All. He seems to think his only hope for freedom is cooperation with you. If you can get him out of this world, all the better. Curiously although he is "merely" a spirit of the fifth rank for now, he holds some sort of potential to ascend to greater heights when some unknown condition is met. Also enjoys General Electric products for some reason. Regards General Electric as the best thing humanity has ever made.

Alternatively, your attendant can be an Italian woman with short blonde-brown hair and a much friendlier opinion on the human condition than her male counterpart. Patient and understanding, she has begun to chafe in her role as a supporter to the God-Machine's other agents and yearn for action on the frontlines.

You may purchase this option twice to encounter them both. They are unlikely to get along, in large part due to Smith's misanthropy likely spiralling into a disdain for almost everything else too if he achieves his apotheosis.

World of Darkness – Mummy

139. Arcane (100cp)

When you live for as long as a Mummy, you may need to be careful about what you leave behind. A statue here, a painting there, and a photo now and before you know it someone has pieced together the clues. With this perk you are knowledgeable in how to cover your tracks throughout history, how to get rid of all of those pesky clues to your identity.

140. Memory of the Ages (200cp)

A very important part of being a Mummy is holding onto your memories between rebirths. When you are repeatedly crossing between the veil of life and death this can be a bit harder than you realize. With this perk your memories are incorruptible, you are akin to the proverbial elephant: you never forget. As well you are pretty damn good at jogging the memories of others, especially those that someone has lost unnaturally.

141. Depths of Power (200cp)

Mummies of all stripes can draw upon the magical energy that suffuses the world in order to perform supernatural feats. The Egyptians call this energy Sekhem, the Greeks Pneuma, and so on. Your immortal form can contain and channel larger amounts of this energy and you find your reserves growing faster than that of your peers.

142. Alchemy (200cp)

The art of alchemy is much, much older than many know.These older alchemists were much less interested in transmuting lead to gold and instead developed a pharmacopeia of drugs, potions, and poisons. You are knowledgeable and skilled in the mundane forms of alchemy, but you are also capable of brewing more impressive supernatural concoctions. From simple tonics to improve one's attributes, to love potions, to philters that grant supernatural protection. You begin knowing only the weakest forms of these but you can improve your alchemical skill and even develop new recipes. Alchemical drugs can be prepared in the form of a classic potion, a salve that must be applied to the skin, or an essence that must be inhaled.

143. Amulet Crafting (200cp)

Amulets, a more permanent form of magic, can also be enchanted by Mummies. Amulets can take many forms, from small pieces of jewelry to strips of paper. Making an amulet is a lengthy and expensive process, requiring much magical energy. Amulets can be crafted to ward against specific forms of damage, to improve one's attributes, or grant unique abilities such as cloud walking or invisibility.

144. Celestial Magic (200cp)

Celestial mgic concerns itself with control of weather and other natural forces. It draws power from the alignments of the stars and planets; using these titanic forces, a celestial magician can produce impressive effects over a wide area. This is not a path for the impatient however. It's effects, while powerful, are slow to materialize and often involve elaborate rituals. Besides the power to manipulate the weather, celestial magic also allows one to call forth natural disasters (like earthquakes), call down meteor showers, or read the stars for portents.

145. Necromancy (200cp)

Necromancy is a greatly underappreciated magical art that gives the caster power over the restless dead and the souls of mummies in the underworld. But in many ways it is the path to the soul; with it, the necromancer gains power over their own soul, and it even grants special abilities when in the underworld. Necromancy can summon forth ghosts from the underworld, allow one to seperate their spirit from their body, send their spirit to the underworld, sense how a corpse died, raise mindless undead, or even trap a soul in a prison.

146. Relic Magic (200cp)

Much like amulets, relics are permanent objects that can be imbued with mystical effects. Unlike amulets, relics can be magical automatons or objects crafted to follow a soul into the underworld. Any relic crafted is bound to a single person when crafted and only functions for them. Relics can be as simple as a small model of a house that exists in full size within the underworld, small animated statues, or as complex as large guards and soldiers carved of stone, or even a special statue designed to allow a Mummy in the underworld to inhabit and interact with the living world.

147. True Naming (400cp)

The most powerful form of Immortal magic: it is the nature of reality that all which exists possess a true name, and this art allows one to manipulate true names. Each individual has a unique true name, but beings or objects without souls of their own will respond to generic names (this includes human body parts). True Naming is one of the most demanding paths to follow: magicians much endavour not only to learn spells, but also the true names on which they rely – not often an easy task. True Naming spells are incredibly powerful and varied, ranging from simply speaking and commanding plants to erasing a target's soul from existence (the latter of which can be undone if reality is made to "remember" the target).

148. Mytholgist (100cp)

The world is filled with myths and legends, and now you are an expert on all of them. Every monster, every god, every hero, all of it is contained in that brain of yours. Even those that will not appear for centuries from your start date. With knowlege like this, it wouldn't be hard to impersonate certain figures. Do note that this does not give you any information on the actual supernatural societies of this world.

149. Friend of the Dark (200cp)

Speaking of which, there are quite the variety of actual supernatural beings here. Werewolves, vampires, mages, faeries, and others even stranger. And now all of them want to be your friend. It's just something about you, but supernatural beings (with the exceptions of Banes and other Mummies) can't help but like you. After this jump this effect extends to any other supernatural beings you encounter.

150. To Travel the Byways (400cp)

The Underworld can be unforgiving, which is why many Mummies prefer to stay in their safe places while there. You however need no longer fear the land of the dead, being an expert at traversing it's tempests and secret paths. The Underworld kingdoms are known to you, as is the payment preffered by it's various ferryman. This knowledge will extend to any future afterlives you enter.

151. A Life Lived (600cp)

Being an Immortal it may feel as if you have infinite time to accomplish your goals, and with the deadening joy and questionable memory that most Mummies possess often these grand goals remain unaccomplished. Now you no longer feel the need to procrastinate, never feeling boredom from repitition or tediousness, and all that has brought you joy will forever continue to do so. Your sense of wonderment and enjoyment of life will never again falter, every high will feel as good as the first time, and every kiss will spark like your first. Truly, life is good.

152. Walk Like an Egyptian (100cp)

Well, if you are going to fit in here you are going to need to know a few things. Your ability to pick up on new trends, styles, and other cultural phenomenon is unmatched. With minimal time and exposure you could fit into any society you choose to.

153. Mouthpiece of Ra (400cp)

Ra (or a similar diety if you are not an egyptian mummy) speaks to you in signs and portents, vision and images. Some visions may be precognitive; others might offer warnings or advice. You cannot request or induce these prophetic visions, they come on their own. Such visions range from the obvious to the symbolic. They continue even after you leave this world, the vision of your god still speaking to you.

154. The Bloodline of Osiris (600cp)

You posses the blood of kings, like Horus himself. Your resevoir of Sekhem is improved, as is the potency of your magics. Your ghost powers when seperated from your body are likewise improved. Like Osiris himself you are incredibly strong, agile, and durable. Finally you are inhumanly beatutiful and posses the charisma of a true ruler. It is as if you were born to rule.

155. Thantology (100cp)

The theoretical study of death, an esoteric area of knowledge including aging, near death experiences, life after death, and the process of dying. Mummies have a rather unique perspective on death, all things considered. Regardless you know all there is to know about death: how it happens, what causes various forms of death, how near death experiences work, the limits of the human body, and perhaps even more strange secrets on the topic.

156. Rennaisance Man (200cp)

The Cabiri were often thinkers and innovators in their mortal lives. You are now in possession a variety of skills, putting you on par with the historical Leonardo Da Vinci during the height of his carreer. On top of this your creatively is noticeably boosted as well, allowing you to come up with a variety of uses for your new skills.

157. Mystical Ingenuity (400cp)

When people say that the Cabiri were made from a bastardized version of the Great Rite, they are not exagerrating. The Cabiri variation of the great rite was noticeably incomplete but still functioned anyhow. You too now know how to "jury rig" mystical arts. An example of this would be making a spell function for reduced energy cost with similarly reduced reults even when that would otherwise be impossible. Simlarly you could jurry rig a spell in order to change its elemental properties. All magical arts know to you may be "jurry rigged".

158. Lost Arts (600cp)

The Cabiri form of the Great Rite would appear and disappear, be destroyed and appear again no matter how hard Horus tried. Now your works are similarly hard to erase. Any of your creations, from writings to paintings to swords are immune to the ravages of time and have a mysterious luck of their own. This luck causes your creations to avoid destruction time and time again though all kinds of contrivances and circumstances.

159. Dark Dealings (100cp)

While the Bane Mummies may have been created by Set, they belong to Apophis, and thus their services to the Settites always comes at a price. You are an expert at brokering deals, especially of the more "sketchy" kind. You are also quite good at making sure these deals wind up in your favour.

160. Secret Monster (200cp)

Being a Bane Mummy often means possessing more obvious physical mutations, which can make life among mortals quite a bit more difficult. You however are an expert at constructing disguises and carrying yourself in such a way as too hide all but the most obvious of mutations.

161. Corruptor (400cp)

As servants of Apophis it is the duty of a Bane Mummy to corrupt what was once pure. You possess a dark charisma, making those you interact with more susceptible to bribes or other less than honest offers you make to them. Once you have your 'fangs" in them they become easier and easier to manipulate towards the path of evil.

162. Destruction of Purity (600cp)

Apophis is a part of the Wyrm, and as his champion you are in possession of the Stigmata of the Wyrm. Somewhere on your body you have a mark that shows to all who revere the Wyrm that you are one of it's chosen ones, and they shall all show you reverence and respect. This also grants you the knowledge of how to desecrate all forms of mystical locations, turning their mystical energies to the works of the Wyrm. These rituals of corruption are also capable of binding spirits to the will of the Wyrm and allows you to craft fetishes to contain and harness these spirits.

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163. Menacing Figure in the Distance (100 CP): In a strange and uncertain world, anonymity is a blessing. One you now enjoy, because you have a mild perception-dampening effect around you. At will you can make eyes slip from where you are, memories fog up around you and even electronic devices go on the fritz slightly. Don't expect to sneak past guards in plain sight with this or merely delay anyone with a good reason to locate you at best-but if a shadow could possibly hide you this will make you be as one with it, and as a face in the ground this is a good way not to attract suspicion. It's as if a little clump of the Illusion clings to you, like a tattered veil.

164. A Breath-Stealing Stare (100 CP): There's something undefinably other about you. Something that screams not exactly danger but-otherworldliness. Even if you have no other power to your name when you make eye contact with someone and focus your will on them, they'll find themselves gripped with an unearthly terror. It is the irrational impulse not to look behind you in the dark woods, the fear of the nightstand in your room that looks like an observer. With either your concentration or gaze broken this effect quickly fades though, and while a man might be able to startle a lictor with this it would be unwise to provoke those greater than you with no way to back up your threats.

165. A Mood That Shakes The World (200 CP): The coming of divinity is often presaged by fey moods and strange thoughts. From the revels of Dionysus or the morbid fascination with entropy that Coatlicue brings, such passions are often too great for frail physical bodies to bear. Whether or not you are a genuine divinity, you have the power to spread a pervasive emotion or passion across a wide area; even a salaryman could blanket most of a suburb's worth of territory in a strange obsession with spheres, euphoria or a sudden calling to don medieval arms and armour. Those who pursue these passions whole heartedly, feeling them more intensely than others or giving up their mundane life to pursue them, obtain supernatural powers comparable

to the least of lictors or nepharites and are similarly compelled to serve you as they do the Archons and Death Angels. Keep such beings around long enough, and they may slowly gain more power to better serve the mood you personify.

166. Trinkets From Beyond (200 CP): To wield power over reality is no small thing, and both magicians and extradimensional entities frequently create artifacts designed to channel or amplify their power for various means. Through some mix of mystical ritualism, innate power and a mechanically inclined mind you've gained the know-how for creating the artifacts of this world. Creating artifacts is generally time-consuming and ritualistic, comes easier the more overall steeped in divine and mystical power you are, and is weak in the hands of laymen. Even experienced magicians can generally only create minor artifacts with least powers like seeing beyond the Illusion reliably, while the greater powers that be can engineer objects that warp time and space-or what humans understand to be reality.

167. Radio Eldritch (400 CP): There are certain deities that choose to offer deals to a certain stripe of mortal. Such deals come with very persistent offers, as you know well. Choose a limited but invaluable sort of mystic pact-something like reweaving fate subtly, or the provision of physical items mundane and supernatural from nowhere, or bringing violence upon someone else's enemies. Whatever other powers or lack thereof you have, you are able to fulfil such deals. You also have an unusual means of warping communication mediums to attract those inclined to make such pacts, whether by letting your voice be heard on any radio around you for miles, your image along with your contact information appearing in print or simply coming to others in a dream. This is mostly unconscious but when others respond you can intuitively address them and make your pitch; time and space are no obstacle to the art of the deal, and you always make your best sales pitch even if you respond before you've technically heard the request. Should you have any supernatural powers, those in a deal with you are much easier to affect with all of them in the course of your dealings-including to punish them if they're unable to uphold some of the terms and conditions in your trade, which need not be fair-but must always be initiated by the customer.

168. Always Together, Together Always (400 CP): Ah, it's you. Coming up the road to see you, greet you, check up on how you've been and what you're doing. Had any interesting human sacrifices lately? Like the Dancing Gods Iaineivsa and Asvieniai, you've somehow acquired a counterpart entity very similar to your identity and all its powers from this world. It even resembles your form in this world, although it may have minor differences like a different gender and skin tone-and whatever your nature, always looks a little otherworldly. You are entwined at an abstract level, and so long as you live the other may not die (though it may suffer greatly and be greatly

harmed). Your counterpart coordinates inhumanly well with you as a second pair of hands, matching you step for step, blink for blink, easily finishing each other's sentences and being able to combine mystical powers with you for greater effect. As a kind of spiritual symbiote this counterpart of yours is deeply loyal to you, and even if this loyalty may express itself in unusual ways it will be inclined to support your endeavours.

169. Quell the Divine (600 CP): It is such a burden to be an immaculate being in a filthy, heathen world. The cosmos requires discipline. Blessed order, imposed on chaos. And you are just the being to grant it. With a great effort of will and focus you can radiate a shining glory from you-one that renders your features indistinct within that same radiance. But above all, wherever your light falls the supernatural, anomalous and ultimately what is hazardous or chaotic in your eyes is quelled like a torch in a rainy wind-happening faster when you focus your will on what you find unclean. Spells short out, the Illusion itself can be strengthened or weakened depending on whether you deem it or True Reality more worthy of preservation, and supernatural beings can potentially be stripped of all they have. With even greater focus you can permanently remove the powers of supernatural beings, reducing them to mortal forms with their own abilities sealed within themselves- and when defeated in such ways, these beings' very memories of themselves can be snuffed out too and become very susceptible to manipulation of all kinds. Such radiance is exhausting to maintain, though your endurance and the strength of your nullification will rise with your overall power. A mortal man would nearly collapse from illuminating a city block for a few minutes-yet be able to greatly weaken a nepharite in its own purgatory enough to slay with its own tools of torture.

170. In Our Own Image (600 CP): It is not good for the almighty to be alone. A being of your stature requires companions and worshippers, heralds to tell others of your grandeur. And so you have the power to create lesser supernatural beings in the image of your values for a minute expenditure of energy. If you were a particularly devout mortal for example, they might resemble tiny hummingbird-sized angels. These beings are not particularly powerful, but they are fanatically loyal to you above all else-and seemingly sustain themselves off worshipping you or celebrating your principles. And of course, it's so easy to keep making more of them even a mortal could raise a vast flock in his backyard. Such sprites will grow in power proportionate to you yourself, but you also have a more substantial power for creating helpmates that benefit from this symbiosis far more greatly. By focusing deeply on up to 10 essential principles you find essential to the very essence of yourself-principles like kingship, or strength, or rebellion-you can incarnate that principle into an abstract being devoted to emanating it's principle into the surrounding environment. Such beings have much more power-perhaps a mortal could create one as physically powerful as a large wolf and as skilled in emanating it's principle as a mortal adept of magic, in addition to

having many lesser supernatural powers-but more importantly, can gain power by integrating themselves into reality and other living beings, and making themselves prominent in their operation. As externalised parts of yourself, you grow in power as they do-though as the part cannot be the whole, you may choose to remove yourself mystically from them at any time.

171. The Truth Is Out There (100 CP): You've never been one to take things for granted or let sleeping dogs lie, and in this world your curiosity may be the end of you-or your ultimate salvation. In this world you've had quite a lot of experience in gathering information of some sort-and generally the type the authorities wouldn't like you to know about, whether you're a moderator on the local darknet or an investigative reporter with tremendous talent for cutting past red tape or avoiding the authorities to scope out that crime scene with an awful whiff of sulphur. Whatever you are chumming it up with mundane academics is second nature to you, you have a natural talent for making connections some professional analysts trained for and you have all the skills of a crime scene investigator. Just know that sometimes, it's better to let sleeping dogs lie. A lot of people who've gone looking for the truth here have met fates worse than death.

172. I Can (Not) Cope With This (100 CP): Don't stare too hard at the shadows in the alleyways when they start to move. Don't ask what goes on in that red-tinted window. Don't respond to the wet screams at night. Saving your own skin's hard enough already. You're a quick thinker and a good face reader if you weren't already, your intuition and reflexes as good as a mortal could hope for. You may not be an action hero, but in a pinch you've got a MacGyver-like talent for improvising objects around you into useful tools to get you out of any simple jam. Improvising plausible alibis, covering up your trail and generally winging your way out of a chaotic situation is second nature to you, as if you'd grown up on the hard streets of Elysium itself. And when all else fails and you need to get out, you can run like hell and escape like a parkour artist.

173. Field Agent (200 CP): Back from service, are you? You have the training and experience of a professional soldier of some sort-and the kind governments entrust with special operations like wetwork or high profile extractions to boot. Whether you served in the Marines or were a former Spetznaz member, you've come out of it with the kind of physique that can march for days through a harsh environment while remaining in fighting shape. You can repair and maintain any firearm you know how to use, build and disarm bombs, take apart most living men in hand to hand combat and endure pain that would make lesser men break or black out. Even if you're no soldier in truth, you're a bonafide modern warfare expert with what is likely quite an interesting past.

174. People Person (200 CP): There are motivational speakers, and there are chairmen of the board, and then there's you. When the mood strikes you you're a world- class seducer, being attractive enough to keep all eyes on the dance floor on you or wind strangers around your little finger after a few conversations. Quite frankly you're easy on the eyes, enough that if celebrities and fitness models knew you they'd want to know your secret, and there's few who wouldn't object to seeing you in either a tight-fitting tux or swimsuit. And when you give a public speech, you can read mood and raise the mood enough to get people railing about something they only just found out from you. You're so pleasant to talk to and good at talking, it could save your life from suspicious guards catching you snooping around somewhere you shouldn't be at night. You're also an excellent manager and leader, and could get a couple of strangers hustling in the middle of a life or death situation like a drill sergeant or professional executive. All this boils down to being able to take charge with little resistance in the mortal world, and sell ice to Eskimos.

175. A Good Samaritan (400 CP): Who says good things don't come to good people? Not you, for sure. While you might not have the chaps to necessarily take charge and lead, you'll find that there's something ineffably calming about your presence that draws people to you like sheep to a shepherd. The trust you inspire is supernatural in nature, some element of your soul touching even inhuman beings with a sense of amicability. Around you the mad are soothed with a few reassuring words, the angry keep their tempers and the wicked sheathe the knives they would have stabbed you in the back with. Helping, genuinely helping and looking out for others' problem helps you too- soothing any burden on your mind or soul, to the extent of speedy recovery from any mundane issue of the mind while greatly alleviating the trauma of any supernatural one. Your powers to aid verge on the supernatural; already when you observe and focus on one you can perform a feat of miraculous healing-with a dire cost, for you must transfer the wounds to yourself or a nearby target. And given trial and error, you may discover other ways to heal with different costs and reagents. Best of all it seems your selfless spirit is being reciprocated by the world, for you invoke a passionate adoration from divine beings. Many of the Forgotten Gods who drift through this world have fond memories of grander times among the human passion plays, and your selfless spirit in particular ignites the ardour of puppy love in them. Though mankind was both beautiful and terrible in its prime, you are a living example of why even some gods who were victimised by its onslaught yet yearn for their reawakening.

176. Vestige of the Divine (400 CP): There is something about you that hints at the awakening of a greater power. Something indefinable aura of untameable greatness, which makes you mighty in the eyes of the monstrous things beyond reality's veil. When you command a supernatural being you can speak in thunder and frightening certainty, forcing it to obey your orders-or soothing a shambling horror from

devouring you or your allies. You harbour a mysterious inner power too, that lashes out at all who would harm you when you need it; no damage greater than an electric shock or a knife to the throat, but enough few mundane adversaries would press an attack without good reason. The faintest hint of divinity touches all your attributes, mundane or supernatural- always tantalisingly hinting at some buried potential. If you are charming, you can exorcise spirits with great ease, tame supernatural beasts and make others forget what they're doing to stare at you. If you're a fighter, you can freeze others with your deadly stare or very briefly move and hit like a sonic boom when pushed to your limit in a fight. And even if you know no truth about the occult, you can perform functional rituals and any human participants will always at least slightly bolster your efforts. While such abilities are always supplemental and supportive to your existing ones, you'll rapidly earn new mystical traits for whatever you turn your hand to or are already capable of. As if your very being was urging you on to fulfil your destiny.

177. Beyond These Feet of Clay (600 CP): Those facets of human existence that humans think absolute are, in truth, the seeds of their divinity. Instinctively each human journeys inwards, awakening parts of their slumbering souls, reflexively using mathematics, magic and natural sciences alike to slowly reweave the forgotten form of their divinity. Choose one of the following aspects of humanity. You are mystically attuned to it, making you a considered a skilled and powerful magician of this world.

You can perform rituals themed around a certain essential facet of human existence. Such rituals resemble the occult traditions of Elysium's façade of a mundane world, and generally require reagents, some sort of time-consuming performance or sacrifice, symbolically consecrated areas, religious visualisations, a great deal of time or some combination of the above to work-but are the true rumblings of humanity's innate divinity. Rituals of death may include propitiations similar to voodoo practices for example, while rituals of space-time may require intense contemplation of the vast gulfs of space or the creation of sacred geometries as a focus. Your especially close connection to your purchased trait also grants you a specified divine ability you may freely use at will with no effort, which will be bolstered by any other fonts of divine power you have.

Madness: What modern science calls insanity is in fact the soul's protestation against an impossible existence. A failed attempt to tear down the walls of the Illusion and peer into true reality. Henceforth when you succumb to madness or other states of impaired consciousness, you retain an intuitive sense of direction and are capable of potentially travelling to places you should be physically unable to. Having a nightmare in your asylum cell only to wake up in your bed or the other side of true reality is something a mortal could easily perform, though getting to the peak of Everest or the halls of a specific Archon's citadel would take quite a risky immersion in madness. You can also draw on the intensity of the madness to induce abhuman mutations and transformations in yourself as you pursue your goals, resembling a beast out of

nightmare more than a man swiftly, and both sense the fears of other others as well as incarnate them as a quasi-demonic praetorian guard along your journey. Though if you destination is a safe one, these traits swiftly fade upon arrival.

Death: The bitter truth of the Illusion is the Demiurge never took away mankind's immortality-and perhaps never could. Death is but a gate to other planes of existence that transforms without truly annihilating for mankind in the fullness of divinity, yet within Elysium it has been reduced to an amnesia-inducing trap. Your awareness of death has resulted in a metaphysically enforced stasis to the differentiation between life and death. Should you be in a world where you reincarnated you may swiftly recall the memories of your past life, and you can innately perceive the restless souls of the dead. Furthermore your awareness of death's fleeting grip enervates your blood, and all other bodily fluids you have. They become a panacea for all mortal ailments-and more importantly, you may use them in various procedures to reanimate other corpses, or manipulate them through sympathetic links. Through experimentation and experience, you may learn to manipulate the memories and even conditions of the reborn dead. In time, even ashes could walk and breathe in recreated bodies with their soul intact-and dead souls could be reborn in more favourable circumstances than life.

Dream: Dreams are an entire plane of existence to themselves, where even in maimed aspect humans can strive for experiences and accomplishments beyond their reach. Though it has long lost full control of this realm, your closeness to dream makes it easier to breach the gulf between sleeping and wakefulness. Not only are you a masterful lucid dreamer, but at any moment while awake you can immediately choose to fall asleep. Insights and knowledge from the collective consciousness of mortal life in wherever you are is especially easy for you to find, glinting like golden treasure in the sea. Crucially when you encounter dreams that roughly correspond to events, phenomena or entities in reality you can interact with them to influence a chain of events in the immediate future. Such manipulations betwixt dream and reality cannot break the laws of nature with a mortal's power alone, but can create corresponding phenomena. Killing a man in a dream is unlikely to directly kill him in real life for example, but it could give him a sudden sense of inexplicable fear and disorientation-right in the middle of crossing the street. As you grow in power, it may even be possible to tie large areas in the real world to dreams that can be distorted through lucid dreaming.

Space-Time: The progression of time in this world is a lie. But the true perception of eternity is lost to mankind is illusion, along with the unfurled dimensions beyond those perceptible in its limited state. Having regained some of that awareness your gift is simple yet powerful: A profound awareness of any object or person you know to look for anywhere in space or time. Certain magics may be able to conceal them and your positioning will be sharpened by knowledge of its name or an accurate image, but even if an object has yet to be invented you could know where to look for it and even if someone dwelled in Inferno you would gain knowledge of the swiftest fast to find

them. Furthermore you have the innate power to recreate eternity and halt time. Your mastery of this technique is exceptional, and in time you could perform outrageous feats like accelerating the flow of time in direst Achlys where time does not technically exist. Or stopping time within the stopped time...having shrugged off the stopped time inflicted on you by an enemy mage through your temporal supremacy.

Passion: When humans were gods their bodies were strong, beautiful and changeable beyond mortal measure. Flexible, malleable instruments to chase the force that defined them more than any other-unlike the primitive machines that grow weaker with age or self-destruct from internal errors that Elysium forces on them. When you induce or experience great passion, you may amplify it out into a force that can afflict sentient beings with such ardour they may be transformed, bolstered or cursed in accordance with your attentions. Even your abiding passion for music could play a song so moving it would be feasible to breed animals with machines and sire unnatural hybrids whose traits breed true, or sing and make others submit in love to you. But carnality is by far the greatest of the human desires, capable of making demons weep and bringing gods to their knees. Do not underestimate this force, for such is the innate fertility within you that even now any children you have are truly Awakened from the Illusion if you simply enjoy the act of their creation enough. The complex ritual and nearly year-long ritual that normally enables such a feat compels the power of Achlys itself to hear the name of such a child, and it is no exaggeration to say even the maelstrom of ultimate annihilation at the bottom of everything is not entirely sovereign from passion.

178. Humanity Unchained (600 CP): Let no mere Illusion conceal your gaze. Let no principle bind your hands, nor any mere prison fetter your freedom. Henceforth, no seal or restraint can so much as touch you without evaporating like morning dew exposed to the rising sun. With a simple rush of the resolve to seize your freedom, locked prison doors open soundlessly and straightjackets loosen. Even seals as great as the principles of the Archons or the inertia of the Illusion can only stifle your powers for months without your active effort and investigation, and when you strive to learn the truth your fetters may erode in days. It may still take some time to actually leave the institution imprisoning you or navigate the realms beyond reality's veil, and you may yet face the consequences of your gaolers' displeasure if they discover you. But be assured that henceforth, your volition is preserved against all forces that would stifle it.

179. Tough Survivor (100 CP): Only the strongest, most enduring and most desperate have survived when greater powers from all corners look down upon you. Whatever your nature you have strength, endurance and reflexes surpassing those of mortals. You could dart across a room in the blink of an eye, lift and throw a man by the neck and take the blows of edged weapons yet press on through either built-in or

biological armour in your body. Your metabolism is also strengthened to endure the empty Metropolis or labyrinths above the Abyss, letting you subsist healthily on a cup of water and a bowl of rice every week. Last but not least, you have some form of biological weapon on you-whether an elegant blade that retracts seamlessly from your forearm, or jagged nails and teeth. You may be a rat in the eyes of the truly mighty, but you'll fight like hell in a corner.

180. Coveted, Pretty Thing (100 CP): Among the survivors of ravaged worlds, the Azadaevae may have suffered long before humanity ever encountered them. You have a similar ethereal beauty as they-whether due to your pale skin, delicate features or long, thin hair you have the kind of strange beauty that drove so many from this world to own such beings and make them servants or courtesans. To see such wicked creatures coming your senses can perceive beyond the physical-always seeing a being's true form and past lives, and being able to intuitively sense danger from a distance. Last but not least whether you too exude the euphoric dust the Azadaevae do which lets them lull those who inhale it into a state of euphoria, you have some means of casting illusions to disguise your comings and goings when you do not wish to be unduly disturbed.

181. Made to Serve (200 CP): As demeaning as it is, many of the Children were made or trained to serve. When a being you view as your rightful master expresses affection to you, a great rush of joy and loving submission wracks your body harder than any human orgasm. Your worries, mental distresses and anxieties about the future flee you as you luxuriate under the firm hand of your proud owner, no matter how dismal or amnesiac a state you may find them in; even your physical health improves greatly when so pampered. Furthermore you are extremely skilled at playing, satisfying and mating to the point of developing a supernatural power related to your delectable function. Even without doing anything you'll find yourself a perpetual source of joy and entertainment for your eternal lord-your wit, flesh, strength and desperation swiftly endearing you to those you serve. None would admit it, but living in a gilded cage would be better than the slow death by oblivion that the children endure. And as a side note unlike the lonesome Gynachids, while your abilities may be designed to cater for divine beings with virtually limitless appetites your innate empathy lets you tone down your attentions to leave your master satisfied without risking physical or psychological harm.

182. Eloquent Wretch (200 CP): Fat and swollen, the Beryn would be of little consequence if it weren't for their mystical wisdom making them ideal advisors. Like them you have gained a form of innate precognition, being able to see past the horizon of time itself to foretell events yet to come. You also have a perfect memory, and are able to make intuitive leaps that put some computers to shame. More importantly

you're a surprisingly skilled politician for one whose constituency likely lives hand to mouth trying to survive another day, struggling to survive. It would be foolishness for so many to turn on the biomechanical Keepers they are dependent on but with your silver tongue that rebellion might just come to pass soon.

183. Keeper of Flesh (400 CP): The the biomechanical Keepers are tall, grey beings of flesh, metal and plastic who being unable to create more of their own kind, love their midwifed children unconditionally. Whether or not you, you now have their power to help life find a way even in conditions as bleak as the Fallen Realms. You know how to construct and manage the grisly Birth Chambers: Vaults with containers of nutritional solution, cryotubes and electric fields where DNA can be interwoven with new genetic material, and protected from the cloying oblivion of Achlys that emanates from below-and you know the techniques that can be used to recreate nearly any denizen of the Fallen Realms. With further study, you might be able to find a more humane alternative to the traditional, grisly means of reproduction left to those the Children of the Underworld must resort to: Lobotomizing humans and hooking them up to the Chambers' biomechanical machines, to harvest their reproductive material. As well as being biologically immortal if you were not already, your own body has a unique adaption to support the creation of children somehow. Perhaps like the Keepers, you possess a womb that can carry children safely to term who as foetuses were created in the Birth Chambers. Perhaps you simply produce some form of secretion that greatly improves the chances of fertility. Either way, whether they know it or not you're the best chance for a lot of desperate beings' survival on the edge of nothingness.

184. Chained In Your Skin (400 CP): Few mourned the tyrants of the Metropolis upon their fall, for it was their way to not just bring civilisations to their knees but cruelly reshape their bodies, minds and souls with complex machines to be better servants. You now have an elaborate series of cybernetic attachments similar to a Tekron, without sacrificing any of your sapience. Your components can manifest practically any gear a modern society could provide-grenades, a class cutter, a knock-out drug-on short notice, though frequent use of disposables risks depleting you until you've rested and replenished yourself. The attachments may seem grotesque and cover more than half your body, but they protect you from smoke, poisons, gases and pain equally well while letting you connect to computers and machines like an extension of yourself. You also have the power to mystically merge with mechanism, either adding them to your body or fusing with them temporarily, enough that you could control the electricity in them directly. More creative forms of this control may let you modify and improve yourself beyond the nonsentient caretakers of the Metropolis. As a sidenote should you be a being like an Azghoul, this technopathic affinity will let you prevent your own parasitic cybernetics from controlling you.

185. Monument of Sins (600 CP): There are few things more powerful or disturbing than a cairath, an order of creature which you now share the powers of. You are a bloated amalgamation of hundreds of living beings anywhere between mortal humans to Children of the Underworld in stature, their limbs and screaming faces amorphously shifting in accord to your will. Upon contact with living beings you may absorb them into your mass, and though they scream and plea for escape for many days from the moment you have subsumed their flesh you can mould it like thick, sticky mud. You are strong enough to bore tunnels through solid earth and harm others by puking your bodily fluids. Worse, you radiate an aura of madness that can drive others into maddened worshippers of your greatness. After absorbing thousands of living beings you may ascend into a Gransangthir: A massive leech-like being of rancid fat, mould and rotting flesh. At this point you are capable of influencing entire populations with dreams and visions to direct them nearer to you where you may more directly feed, and create servants with terrifying biological weapons from those sacrificed to you.

186. A Plea To Nobody (600 CP): Nobody will help the Children of the Underworld without some recompense. They are alone and unloved in a pitiless cosmos even more vicious to them than humanity. In the end, when the Illusion breaks perhaps the only thing they can do is what you are adept at: Grovel, and beg for leniency. When you plead for forgiveness, when you bow your head in the dirt and confess you are dust higher beings of all kinds are moved to spare you. Even truly dire wrongs can be forgiven, or utterly sadistic masters deem you an irrelevance, not worth killing or in a state of fitting punishment already. For more humane foes, simply bending the kneel and conceding their supremacy may be enough to make them relent on their aggression towards you-with a great tendency to exile you with some dignity to give you a modicum of dignity and privilege if you beg for a new chance to prove your loyalties. If you were part of a race considered the rightful chattel of the gods you once served, a particularly pitiful bout of hysterical sobbing and genuflection could move them to magnanimously granting your freedom.

187. Fallen Splendour (100 CP): To be an angel is to need something to believe in, which spelt disaster for those left broken and confused when the Demiurge's burning presence disappeared from them. Yet you needn't fear such ravages. There is a celestial beauty about you, one that speaks of radiant divinity. Your form, if human, has a striking, fierce beauty worthy of being a god's attendant, and you have the bearing and dulcet tones of a saint. Even any inhuman features you have like wing-mounted eyes have a certain grace to them. But more importantly, however many injuries you sustain from harm physical, mental and metaphysical your physical form will not fail on its own-only to sustained violence or environmental phenomena as long as it's mostly intact. Even angels with bone-deep wounds, bullet holes riddling

their chest, a hole punched through their head or gaping wounds left on their chest by removed armour can prove ferocious fighters; it may still hurt excruciatingly and you are merely heavily resistant to death by infection, not truly immune, but unlike many angels you can withstand the void left by the Demiurge without alcohol or intense nostalgia. This also comes with an archaic, golden halo made of many tines of light radiating from behind your head within a pale golden disc around your head. You may make this halo appear and disappear as you please.

188. I Serve To Live (100 CP): Tied more deeply to their physical bodies than humans, when lictors die they are eternally extinguished despite their essential immortality. It is for this reason many of them obey their masters out of craven fear, though for you this approach works out quite well. You know how to compliment your boss to get ahead on the corporate ladder, or the spiritual one. You know how to cover your ass for assignments of all sorts of scopes. More importantly you have an exceptional knack for buying off people, destroying careers, managing henchmen and all the other nitty-gritty tasks of running a global conspiracy. Your skills apply equally well to a mundane boardroom and a conspiracy of malignant gnostic beings. You might not be the most competent member of the Illuminati, but you sure as hell know how to sell yourself as the most dependable one.

189. The Binding of Mankind (200 CP): The lictors favour, subtle, underhanded techniques-and none are subtler than directly manipulating the Illusion itself. You have the innate power to enforce masquerades and illusions of all kinds with your mere will. While with this alone you cannot make just anything disappear from sight, invisibility spells become harder to pierce and may extend to other senses while existing mystic effects that diver attention become more all-encompassing and powerful. All this from a being of human stature; with more power a dragon could lay waste to a city hall and you could make the crowds believe it was just a fierce storm.

190. Smite the Wicked (200 CP): Though Heaven is in ruins, the zeal that once lit it's halls burns on in you. Choose a simple principle you are divinely empowered by-such as rulership, guardianship, piety or vengeance. At will a powerful, arcane weapon of archaic make like a sword springs into your open palm. It is unnaturally fast, swift and sharp in your hands-such that you could easily use it to swipe away both mundane melee attacks from all directions and bullets alike, and carve through a room of people swiftly. But when you strike others opposed to your principle in some way with this weapon a mark springs up on them; this may represent one of the Archons if you serve one of them, and otherwise is simply a symbol associated with you somehow. Either way, the mark inflicts unnatural, inexplicable weakness to the victim and you may use it to sense them over any distance. Finally, when you enact or defend your principle an aura of holy terror emanates from you-making you glorious yet horrifying in the eyes

of your foes, no matter how badly you were injured beforehand. Suffer not the infidel, the heretic and the sinner no matter how far you have fallen.

191. Beyond This Petty Illusion (400 CP): The institutions and religious trappings pervading human society are more than smoke and mirrors-they are the substance of the Archons themselves spun into abstract mechanisms of control and restraint. Having internalised this principle, when you accrue political and social standing in an establishment the authority you exert feeds back a measure of supernatural power that empowers your own efforts. Spells last longer and hit harder, supernaturally gifted strength strikes harder and rituals of all kinds are easier and quicker to pull off as long as you perform them somewhere where you regularly exert temporal authority of some kind. While the effects are fairly low key, even a mortal with a middle manager position might be able to curse his hated boss or freely fly about his office.

192. Herald Be Thy Name (400 CP): There must be something quite special about you, because unique among the Archons' and Death Angels' minions alike you've stood out as something more than another warm body to be thrown into the meatgrinder in an ongoing cold war over who gets to be top dog before humanity breaks lose. Without even doing more than your job you'll find that your hierarchial superiors, supernatural or mundane, have a great deal of respect for your services as an employee. You reap richer rewards than your colleagues, are given priority for assignments of your choice and can leverage your favouritism for indiscretions and support normally unthinkable to ask. It would take a very notable failure to get so much as a stern reprimand from your superiors-and best of all, if you do an even adequate job this trust makes you something of a blindspot in your superiors' eyes should you consider a betrayal. Not even an Archon would suspect a truly competent and publicly supportive servant of weaving a web of intrigue actually intended to harm them.

193. Incarnate Oubliette (600 CP): The Citadels of the Archons in Metropolis are the nodes of their power, a kind of broadcast for the system of principles they form the Illusion out of and what can be considered each Archon's true form all at once. You're no Archon but something about you has allowed you to apply a similar principle. When you build (or supervise the construction of closely) a large structure imbued with iconography and symbolic representations of yourself, it becomes a divine symbol of your power and influence-amplifying it like a radio signal to subtly but constantly bend reality in your image. Praise and submission to your person nourish you better than finest meat and trick, bolstering your supernatural powers beyond mortal measure. Within your influence is much more direct, such that you could bend space and time into all manner of non-euclidean structures with your will alone-or weaving complex rituals at will, and creating powerful divine defences only partially

comprehensible by mortal minds. At the most basic level it functions as a kind of subliminal indoctrination, reweaving thoughts and tilting senses towards submission to you. But given time those behavioural compunctions become as immutable as any law of nature, and can even interfere with abilities or forces that contradict the principles they express. While such structures are far from the Illusion-defining Citadels in power they could still cover many miles in broadly stated telepathic commands, manipulate the weather and create simple structures serving your purposes overnight. Furthermore, within the building's chambers you share the Archons' dirty little secrets: The oubliettes of oblivion through which you can devour souls. Those deeply bound by their loyalty to you may have their souls banished to these rooms, where in diving into their own memories to escape the void they unwittingly feed you a steady trickle of the divine power that strengthens the Archons as their experiences rise to the forefront and are consumed by you. Should you be merciful though, at will you may designate another destination in your pseudo-Citadels for them to arrive at instead, or redirect them to another afterlife you have sway over-or simply cancel the binding altogether.

194. Points of Authority (600 CP): This is quite fortunate indeed! One of the Archons has found something so favourable in you, that they've thrown the full support of their principle behind your efforts-though likely for their own inscrutable goals. This principle will constantly assist you, though mostly in subtle and low key ways-yet on scales that would make economic crises or the flapping of a butterfly's wings before a storm look like small potatoes. Expect all manner of fortuitous twists, circumstantial assistance and the occasional divine miracle to assist all your efforts when you somehow operate in the scope of the principle's influence-though when you will it, the principle can abate if you wish to do something on your own effort. Supernatural effects somehow manipulating or incorporating these principles are also greatly strengthened, as if the Archon was lending you some of its power; effects that seal or restrict the powers of others are always supported by this. In future worlds the benefits of each principle bought here will follow you, though no longer will the guiding wills of the Archons promote their own agendas as they do in this world. Choose from Hierarchy, Submission, Community, Safety, Law, Allure, Victory, Honor and Avarice. Although Malkuth being a bit cheeky, she offers both Conformity and Awakening in one purchase-and can empower your abilities to liberate others as well.

195. Bad, Bad Man (100 CP): You were born in bloodshed, and baptised in the tears of the righteous damned. Like any inhabitant of Inferno you are well acquainted with Astaroth's most sacred sacraments: Torture, and pain. You know just about every means to torture a human being, and have the muscle memory and attitude to pull it off from aplomb. Few horrors from the mundane world can phase you, for your mind is inured to all the perversities and brutal pitilessness of Inferno. The threat of

mundane violence is simply laughable to you. In Hell, you practically say good morning with a baseball bat to the face.

196. The Taste of Pain (100 CP): Ah, but what's the point of not being able to take what you dish out? Like the most depraved and perversely devout of Inferno's religious orders you have something beyond resistance to pain-an affinity for it, somewhere between carnal ecstasy and genuine religious rapture. Each lash excites more than it punishes, each broken bone is a melody you can appreciate and perhaps for this reason you are very, very hard to kill with blood loss or internal injury alone. Furthermore you need no longer fear death by blood loss, for it is good in Astaroth's eyes that blood flow from wounds as long as it may. This comes with a supernatural wisdom of how best to harm, to maim, to tear apart and excruciate any living thing you get your hands on.

197. Choir of the Damned (200 CP): Each flayed child, each cannibalism and impalement is more than a mere act of gratification in Inferno. It is nothing short of a true act of worship, from which it's residents derive succulent nourishment. When you commit similar, brutally violent atrocities you're particularly sensitive to the experiences and memories that the higher powers of Inferno value so much. Thoughts, sensations, desires and knowledge can literally be beaten out of your victims, your keen senses parsing them more adeptly than even most creatures of Inferno. More importantly, so long as suffering is inflicted by your own hands your mystical power and influence is steadily fed by a trickle of that power even without the ritual trappings of Inferno's clergy. While miniscule, in the heat of battle or in a slaughterhouse you could swiftly gather enough power to make your peers think twice about challenging you.

198. Toxic Intimacy (200 CP): One may always advance in Inferno's hierarchy, with displays of utter ruthlessness being particularly rewarded. It's such a shame few seem to understand the beauty of such an absolute meritocracy, which you might just change with the corruption hanging on each word you speak. Your lies, deceptions and even gestures taint those with their baser instincts when you wish, supernaturally tempting them to sin and making the thrill of pulling the trigger or skimming a little off the take all that bit more enriching. It would be unwise to simply praise the beauty of boiling your grandmother in oils to all but the most depraved of souls, but a long conversation with you could make brutal revenge a distinct possibility if carefully spoken around. So subtle is this corruption that even many mortal enlightened to the forces around them would sense no miasma of demonic taint around you-and sooner suspect something they ate or drank for the fell moods you can spread.

199. Bleeding Meat (400 CP): Inferno has a predilection to obscene augmentation, of which you're something of an artist. When you physical torture others, a dark magic born from your victims' agony and degradation permits you to add normally impossible mechanical augmentations to their bodies. While this comes with great experience in the nightmarish procedures used to create razides or keep men alive well past the point they should have expired, your ability to create suitable prosthetics is dwarfed by your ability to brute force those to work for victims mutilated under hand and knife. It is common for Hell to make towering juggernauts with armour welded to their skin and the mystic arts at their fingertips out of its victims, and with your depraved ingenuity there is little doubt that you could extend the process to work on other supernatural beings like lictors-or even other nepharites, if you have the ruthlessness to turn on your own kind.

200. Faustian Pacts, At Bargain Prices! (400 CP): Any powerful being like a nepharite or angel can seal pacts with mortals. Whether to grant them wealth, temporal power or even mystical abilities such acts are fraught with great risks for what few rewards are available-though it seems you personally benefit quite well from both ends. When you bargain with malign forces of all kinds, the reeking corruption in your soul compels them to offer far more favourable terms to you than they would normally permit-as if intoxicated by the dire nature of what you are. Instead of sacrificing a virgin, you might simply smack up a stranger for a while-and somehow, even if the pact should require such a sacrifice it works anyway with the lower price. On the other hand when you offer such pacts to others, that same reek makes others more willing to offer up more for you. Actions normally considered too degrading or costly become compulsively plausible, and once the pact is sealed a mark of some kind automatically appears on the customer that compels servitude should the payment arrive too late for your liking. Through it, any punishment you could possibly levy in person could be exacted on them remotely-whether an all too literal pound of flesh, the severance of one of their meaningful relationships or even an affliction of the psyche.

201. The Nightmare That Never Ends (600 CP): Astaroth's consciousness is too expansive for the mortal mind to fathom, an endless abyss of darkness. But his spirit sometimes manifests in physical form, appearing as Incarnates: Manifestations of his various drives collocating throughout the world. You have taken a great step towards understanding what it means to be such an entity, for you too can create multiple forms of yourself-each of which with seemingly independent judgement, reasoning and drives but subconsciously compelled to promote and enact goals you would find pleasing. None can be more powerful and complex than you are overall, but it is possible to reduce traits-even abstract or intangible ones-to greatly amplify others. By completely diminishing your capacity for reason, you could transform yourself into a hulking beast of a man. By stripping yourself of human form to become a revolver, you could manifest as a cursed weapon of great power who can assume direct control

of wielders and compel them to seek it out. And by reducing yourself to a desiccated head, you could speak prophecies and compelling lies. It is even possible to take an abstract form such as a music video with a basic drive for self-propagation-and the capacity to eventually trick others into arriving at a dimension you control somehow. And while creating such Incarnates of yourself is tiring, even a mortal man could manage four without collapsing from exhaustion. In time there may be as many aspects of you as there are forms of suffering.

Hellbound Homecoming (600 CP): There are things that can scar even the dark twin of God. There are revelations that could move even him to desperation. As Astaroth now feels a great urgency to wrest control of Elysium after whatever he discovered, you are endowed with a transcendental fate to wrest away control of the world on a metaphysical level-as long as you allow yourself to be guided by one of the Death Angels' principles, though even they are not wholly sovereign from your ambitions. Choose one principle to be bound by: Power (in the sense of ambition), Abuse, Exclusion, Fear, Torment, Compulsion (expressed as the darker side of artistic inspiration), Conflict, Vengeance, Desire and Discord. Your efforts are bolstered by circumstances, windfalls of fortune and twists of fate brought about by the pursuit of your chosen principle. New ways to damn and imprison the human soul will reveal themselves to you in dreams, while artifacts of great danger become perfectly safe to wield in your hands so long as they meaningfully contribute to your victory. Great divine citadels have reliably convenient cracks you can sneak through, while the roles of great spirits can be supplanted if you can produce beings of similar power. This never weakens any divine or otherwise cosmic in scope beings who stand in your way in direct power, but even pious angels could be given a shade of doubt in their faith- and if an artifact existed that could defeat a certain deity, provenance would find you locating it swiftly. It is as if Astaroth himself guides your hand-though do remember, that even with the Demiurge gone and the Archons having lost three of their number Astaroth's victory is far from decided, and that there are good reasons why he wishes to secure dominion before mankind can fully awaken-as well as that for all his power, there are beings beyond all hope of even his control.

202. Pulse of Vitality (100 CP): Gaia's first and foremost decree is to live. To breathe. Everything that strives must do so to its utmost. To that end you have an extraordinary regenerative factor, such that you could fulfil all your nutritional needs by devouring chunks of your own flesh or survive the void of space for entire minutes with no long term effect. Even broken bones can mend by themselves over the course of days without fear of dying from complications as long as you have good access to shelter, although often by contorting into shapes modern science would find inexplicable. And when you eat the flesh, bone and blood of others your regeneration spurs itself on even faster-even recuperating a small amount of your mystical energy reserves.

203. Malignant Musk (100 CP): Gaia's ways are the old ways, the ways of barbaric instinct and repressed animality-in which she makes her divinity known. A reek of pheromones pours from you, and you have such a connection to the primitive impulses that define Gaia's realm. Sentient beings of all kinds find it difficult to concentrate on all but their basest instincts when you induce the musk from you, even slowly shedding the principles of the Archons. Most mortals rapidly succumb to an experience that tests their sanity, while even supernatural beings may swoon as if mildly drunk. All your bodily fluids contain these pheromones in much more concentrated doses and take on strange shades or consistencies, are produced in almost inexhaustible, spectacular quantities and have the effect of enforcing your dominance on other lifeforms. Marking your territory on others may be appalling to modern sensibilities, but it's undeniably effective at breaking the wills of those wrestled into submission already.

204. Crack The Pavement (200 CP): The animal in you looks upon the works of man, and finds it abhorrent. You have a sixth sense for the faults in all artificial constructs, and when you lash out of them in anger they crack far more easily than they should by any right. The stomping of a man's feet could leave marks in the pavement that leave it shattered and unstable. The ripping of wires causes systematic collapses in other parts of a building, as if cursed by some windfall of misfortune. The more force you can bring to bear at once the more easily civilisation shreds apart in your fists. Even supernaturally examples of artifice are merely resistance to your efforts, not immune.

205. Jungle Sanctum (200 CP): You've gained knowledge of cruder, more primal rites than those used by mortal magicians to empower yourself with Gaia's cosmic aspects. In the depths of the wild, through intense meditation or altered states of consciousness you can summon forth some of Gaia's influence to perform astral projection. Even if you were normally sealed by some great power like the Archons, you could send your spirit roaming freely through the forests-even fly through the sky and venture into other worlds. Last but not least, the deep wilderness is always considered a magical sanctum for all mystic effects at your beckoning, supporting your spellcraft as well as any magician's sanctum. With great communion with the natural world, you may even use particular plants, rocks and other unique natural resources to replace the reagents in certain rituals after coming to an understanding of their mystic significance.

206. Call of the Wild (400 CP): What's worse than a great, stalking beast that science can't explain? Several. A connection has been made between you and Gaia, allowing you to summon the beasts from her domain to your side with an effort of will. A mortal man could manage a force akin to a pack of venomous hounds with

quilled hides, a sudden outgrowth of carnivorous plants large enough to swallow a man in a gulf or a single great carnivore the size of an elephant-and as you grow in strength, your connection will permit you to call more and more such creatures, as well as even more powerful beings. Furthermore at will your touch spreads plants, moss or some other growth that rapidly takes root in all artificial technology you have damaged to decompose it further. Though you lack fine control over them, the wild magic that binds these creatures inflicts a powerful instinct which makes them see you as a dominant pack leader-and you may banish them at will. Grow great enough, and even the Enwildened Gods might heed your call.

207. Life Finds A Way (400 CP): The urge to reproduce is the beating heart of Gaia's realm, and to the horror of all who would deny your advances you're one of her most successful experiments when it comes to evolution. You see, you have some sort of means of reproduction so virulent, rapid and violent that it not only lets you create young of some sort in minutes at most and potentially seconds but also doubles as a devastating weapon should you wish. Unlike mortal creatures, when you wield it in love or battle the heady musk it sends you into only makes you more energised, not less, to the extent you could live off sex and in fact actively feel better, faster, stronger as well as harder-the grip of fecund ecstasy pushing you farther beyond even what hysterical strength would allow and repairing all damage to you as your salacious appetite intensifies. Perhaps instead of standard male genitals, an obscene nest of anaconda-sized extendable pseudopodia strong enough to burrow swiftly through concrete and bend steel apart restrains partners, squeezes through even the smallest of orifices and fills them with a sticky mash that induces an uncontrollable heat as well as mutation into a form representing a stronger, more compliant mate in your eyes. Perhaps you are parthenogenic, and the children from your womb rapidly grow into forms similar to you in scale and form but shaped by Gaia's evolutionary templates that fight loyally for their hive queen-while those foolish enough to think you need a partner are torn apart by the powerful jaws in your womb. Perhaps you can excrete a swarm of symbiote worms that infest other lifeforms, compel them into self-destructive behaviour and turn them into seedbeds for amalgamations of other vermin in your image. Whatever your means of reproduction, even those beings of true reality like nepharites and lictors should be wary about a roll in the hay with you.

208. Systems of a Breakdown (600 CP): In a daring feat of suicidal fearlessness, you tried to make contact with Gaia's greater mind. She responded. This is the result. By touch, and song, and the expulsion of your fluids, your will can breathe life into any substance, phenomena or material around you-and give it all the evolutionary viciousness that Gaia employs. Each new, strange lifeform constantly adapts in real time-though if given a goal may direct it's growth to one end or another. Laptops can transform into hissing, electricity-breathing cat-like horrors. Streets can crawl about like worms, while amorphous creatures of dirt and stone could rip themselves free of

the Earth. All such beings inevitably change towards more organic, or at least crude and primitive forms despite having exceptional viability as organisms fit to survive the most extreme of conditions. Living beings may, at your will, simply becoming enhanced and subordinate to your wishes or burst apart as their individual components are animated-tumours ripping free of their flesh, intestines transfiguring into amphibious electric eels and so on; even plants and fungi could be animated enough to hunt animals for sustenance, or grow large and venomous enough to threaten them. It will take more time and effort of course, to animate buildings and highways or larger constructs or shape life in more precise ways but even now you could raise a thriving ecosystem from a wasteland for a mile, out of the things in it. Even wind could grow talons, or water learn to hunger. The ecosystems you create in this manner recognise you as their progenitor, and though they will chaotically compete against each other to improve themselves would move with all the unerring coordination and instinctive urgency of a shoal of fish to protect you or follow other simple commands.

209. Apex of Evolution (600 CP): There are places sacred to Gaia in her depths. It would be suicide to rest in one. It would be madness to eat anything there. You did that, and instead of being destroyed you were...blessed. Your body warps and evolves at all times, growing and adapting and improving and roiling to be a divinely touched predator-unless you direct it to honing certain courses of development. Every cell, neuron and blood vessel in your body fights every bone and organ to maximize resources your wild-touched soul seems to generate ab initio for your continuous transformation-your needs and desires driven the calamitous adaptation that Gaia represents, though with your most primal ones taking precedence-and with enough time or divine power, potentially all aspects of your body could make the mystic artifacts of this world look like cheap trinkets. No force is truly beyond you capacity to adapt to, or even harness, for your soul grows as swiftly as your body and augments it-so much soul that it could mutate to wield the magics of Passion better than any mortal, given enough intent or exposure to such magic. Go for a swim for an hour, and become a sea serpent with maws and venomous spines capable of goring a whale from any direction. Cast yourself off a cliff, and become something akin to a feathery, taloned starfish in moments-capable of lightning-quick strikes with your arms and falcon-like dives. Hunt prey between multiple worlds, and your soul could divide like an amoeba to chase them via astral projection. Exposing yourself to radiation long enough may give you the power to emit it, withstanding torture from a nepharite could endow you with demonic horns and talons of your own, and even if an Incarnate of an Archon attempted to personally restrict you some runic emblem on your hide could let you thrash free of its principles-then devour and digest their abstract qualia. Such is your control over your adaptations that at any time you could resume a human form-though even then your body would continue to hone itself beyond mortal frailty, rapidly regenerating any vital organ.

210. The DVD Disc of Hell/Map of Mundus (100 CP)

The DVD Disc of Hell (50 CP): Good god, what black magic made this? What you have here is an unmarked DVD disc and a TV set as well as a remote. When used to record any show, movie or other video on it the DVD can replay the whole thing but derailed by a sadistic scene of mass rape. Men, women, children, anthropomorphic animals, supervillains and weather reporters-nobody's safe from the menacing men and women in demonic costumes' predations (although for a series with sufficiently powerful characters, this can result in some entertaining battles or even the tables being turned; the demons are only as powerful as a few dozen nepharites and razides, and whatever magic lets them come forth seems to make them wholly tangible to the characters). When you watch it for more than a few minutes, you'll find yourself sucked into the movie as an observer around the edge of the room. Truly quite unspeakable but-there are two concessions. First of all, while in the TV the remote is never far from you-even appearing in your hand out of thin air if destroyed elsewhere-and you can leave at any time by turning the movie off. Secondly, despite clearly being demonic creatures of the Inferno inclined to perversions that would make the Marquis de Sade blush the demons defer to you as a sort of director. They'll die rather than fight your battles or offer you actually sensible advice, but they'll reluctantly take direction from you on how they actually interact with the story despite their rapacious inclinations. Of course, if you'd rather just join in they'd eagerly welcome you as a fellow participant. Oh, and whenever you use up a DVD a new one shows up with the same properties somewhere near the TV.

Map of Mundus (50 CP): To attempt to plot a sensible, reliable course through the realms beyond Illusion is often a lost cause for any being frail enough to require such directions. But in case you like reaching beyond your grasp, here's a piece of parchment somehow enchanted to mark out all landmarks, roads and destinations within a mile of you in old fashioned but very detailed ink-redrawing itself as you travel. It won't show all the dangers on your way or describe buildings beyond two to three words, but at least you'll know if the path-and some idea of where you are and where you're going in realms as chaotic as Elysium.

211. The Life You Never Lived (200 CP): You have a place in society, don't you? Not everyone does. For 100 CP you may have social security, job stability and a good three-story house in a decent neighbourhood. Home, job, address-that sort of thing, all of which will follow you in your adventures.

    But for 200 CP you're living in something like a penthouse with a swimming pool and a private gym. Maybe it's how you eke out an existence in Elysium. Maybe it's a cover for your schemes in the world. Whatever it is, it's a foothold in the Illusion mostly free from the depredations from true reality. For now, at least.

212. Network of Contacts (100 CP each): When you can't trust anyone, it's wise to keep listen to everyone. And here you can purchase some connections in good standing with a fairly educated or influential but relatively private group-none with

any real understanding of true reality, but all of which can report on trends in it or pull some mundane strings. You could be a moderator on a darknet dedicated to reporting supernatural occurrences. Or a dinner friend of some quite well to do high society types. And in future worlds you'll have a similar selection of acquaintances to keep you in the loop as well.

213. Hasselblad SWA-2 (100 CP): A small black box with a lens on the front, at first this seems like any old unique camera model from the 50s that never got continued. But you'll soon find that after developing photos taken with it, images are recorded with true reality recorded instead of the Illusion. Supernatural glamours or mental blocks disappear, and shapeshifting entities have their façade imposed like a faint afterimage on their true form. Even cosmic horrors whose form is incomprehensible to mortal minds can be partially depicted if one is sneaking through a city for whatever reason. Buyer be warned: The Illusion's prison guards are actively trying to locate and destroyed devices like these.

214. Lock and Load (300 CP): Shortly after your first encounter with a lictor or demonic beast you'll probably decide you need guns. Lots of guns. This warehouse full of firearms and ammo is far better than a teddy bear at making you feel safe in your own home. Everything from magnum handguns, to submachine guns, to assault rifles and combat shotguns can be found here for 200 CP, and a trustworthy dealer is always around to resupply anything damaged or used up very quickly and at a steal. For an extra 100 CP this comes with explosives, body armor, knockout gas/drugs, torches, silencers, flashbangs, first aid kits, stun guns, crowbars and all manner of other useful items for planning an assault of some kind.

215. Adler Tippa S (200 CP): The typewriter is black. The brand is German. It can collapse into the size of a briefcase with a carrying handle, but more importantly the typewriter bends space and time. Simply write the name of any addressee you know to have lived at any point of human history, and you can send messages back through time-where they are received as night time visions with an intuitive sense of being true communication to the recipient-along with knowledge of how a response can be returned. Any written replies are transcribed by the typewriter automatically as long as it's given a sheet of paper, moving itself to record what those in the past think about your "predictions" or questions.

216. Artifact of a Higher Power (400 CP each): Well, well. Someone's been making friends in low places. What you have here is some sort of ancient artifact, light as aluminium and indestructible by human weapons. Some sort of configuration procedure is built into it; it might be an archaic set of armor you must don, or a flagon

that must be filled with wine, or a puzzle made of 999 hexagonal stone tiles that must be solved. Either way, when the artifact's conditions are met you may summon some sort of powerful entity to make a dark pact with-and some enchantment on it makes the being much more reasonable and placated than the overwhelming danger such bargains usually entail. Still, be wary that unless you slay your "benefactor", break the pact by some external means or can cheat death itself even the smallest favour entails a cost that must be paid in some manner.

For 200 CP the entity you're in contact with is akin to a lictor, nepharite or angel with exceptional proficiency in the mystic arts of their kind. Such beings can still grant a wide slew of requests with their powers; they are widely knowledgeable in the going-ons of true reality, can provide guidance in other dimensions, supply minions, knowledge or even direct interference against an enemy and open portals to other dimensions among other things.

For 400 CP on the other hand, you are put in contact with an entity on the level of an Archon or Death Angel's Incarnation. Such beings can provide far superior services, but often demand correspondingly higher services or sacrifices as a result. The prices exacted by such entities generally fall in two categories: Human sacrifice, and services that aim to further some greater goal or principle of theirs. And yes, you can buy multiple ways to damn your soul and endanger everyone around you with.

217. A Distant Vortex (600 CP): A majestic whirlpool of chaotic images, emotions and impressions bares itself to you in your dreams, whorls of transient human spirit intermingling with chaotic images, emotions and impressions. At least, it does when you perform the simple rite before slumber that permits you egress to this notional realm. This is the Vortex: The nucleus where mankind's collective unconsciousness comingles the souls of all humanity, and a font of endless wisdom and insight. It is a place of great power, in which higher dimensions can be more easily perceived and restrictions such as the Demiurge's shackles can be better unlocked. Knowledge from previous existences rewind and flicker here, and in times past new life was kindled into forlorn beings yearning for attention-but to come too close to the Vortex is to risk being torn asunder, extinguished or transformed into an insane dream creature by humanity's burgeoning power. Still, from the ruin of a dream-world bound to your imagination you can safely observe the Vortex from there is much you could learn, and master over time. Both powerful supernatural beings and masters of the Lore of Dreams could gain much from the lost knowledge of dreams. In this world you merely have a safe vantage point to learn amidst the bickering of the Dream Princes and the dangerous beings spawned by humanity in its divine state. But in future worlds a mere spark of the Vortex will follow you containing all that you have learned and dreamed without the danger of Dream Princes or insane beings to harm you. Instead, the Vortex-sherd will gather strength from the dreams of sentient lifeforms in other worlds-through which you can safely parse their knowledge, spirit and innermost expressions of their hopes and dreams.

218. A Taste of Metropolis (600 CP): Atop 7,777 hills rests humanity's primordial home: Dead, empty and quiet. From horizon to horizon, a shadowy sprawl of dark urban wonders winds out in an endless maze of architectural wonders-equal parts decadent villas and grand temples, as well as often built on grander scales than mortal men were made for. The sun never rises to clear it's blue-grey, dusky light and the black stone and metal of this realm carries with it a great weight that lies beyond time itself. It is the archetype of all urban development that humanity has tried to recreate over millennia within the illusion imperfectly, and much of it adheres to no physics seen in the Illusion: Shadows move by themselves while feeling deep and cold to the touch, falling from tall buildings can see gravity and inertia lose their hold on a traveller midway through the fall to land safely and in some parts buildings seem built upside-down towards a sky below them. And whether you are an usurper, interloper or reclaimer it seems that a great section of Metropolis has been apportioned off into its own plane of true reality under your sole sovereignty. A doorway in your Warehouse opens up to a mere slice of Metropolis. A plane of true reality with uncertain exterior boundaries approaching those of several among Earth's largest cities, but one unquestionable yours and yours alone.

Every earthly luxury and many forgotten from human memory can be found somewhere within this segment of the Metropolis-though be warned, many entertainments made for gods may prove too extreme for the mortal mind to bear. Several species of skilled servants have been maintaining everything in top condition and fending off what dangers were not so powerful as to overlook this plane entirely and through some mix of fear and broken, conditioned loyalty heed your wait on your every word-the warriors among them on par with the likes of Azghouls while the entertainers are as beautiful as Azadaevae or the Ephoria before their beauty rotted. Certain specialists may resemble the biomechanical Curatorids who measured human slaves, the slumbering Magistrates and the mechanical Constructors. The city itself has a profound, deep influence on visitors-though the security of your ownership ensures you will never be changed in ways you would dislike. In time you may learn to exploit its existence outside time and space to use this plane as a shortcut to other locations and eras in lower order realities such as those resembling the Illusion, but the true prize lies in the infrequent but easily spotted temples scattered throughout your city. Each contains an incarcerated god laid low by mankind and sealed away so thoroughly into the city, that they cannot be freed unless another were to liberate them from their sealed vaults or gift new life to the tombs in which their bodies ache with desire. To bargain with such beings is fraught with risk despite the ravages to their minds and bodies, but they would surely be grateful to any who saved them from such agony-or perhaps, deeply cowed by whoever laid them there. And whether or not this is a sinister hint at why they were bound to begin with, such beings tend to be of a form, nature and endowed with powers you would find desirable.

219. A Temple and a Labyrinth (600 CP): You wanted security? Prosperity for your people? Alas, the cosmos is not kind and the only thing the Children of the Underworld can reliably gather in quantities is nothing. Literally. Here and in future worlds will you gain ownership of a black temple of iron, rock and steel with the true purpose of being a seal against nothingness. No light can be lit nor any flame burn in the oblivion that wafts up even into this structure, and so distorted are the laws of physics that even gravity and acoustics can become unreliable. Pass the temple into the labyrinth below, and witness time and space itself begin to dissolve. Everything is slowly reduced to a grey, depleted mass possessing neither color nor shape, shifting in spiral movements as it slowly pours into the sinkhole at the bottom of the universe. Memories fade. Reality is quietly torn and shredded. Long before you discover what waits below, if you come without protection you risk losing more than your life.

Why would anyone want this desolation? Perhaps because as destruction in its purest form, all powers of death and the void surge in strength when performed within it, drawing on the devastation that Achlys promises. Furthermore, it is at the heart of this place that She Who Waits Below can be contacted in dreams. Her forms are as numerous as they are unsettling: A glowing eye in an amorphous chaos, tender leaves floating on dark water, a fetus with its umbilical cord tight around its neck, a bloated female body reclining in the dark or other unsettling aberrations. In all forms, she calls for those with emptiness to come to her and works towards the cessation of all existence-though she is in no particular hurry. You are, you intuit from your nightmarish visions of her, something akin to a saint or high priest to her. Bring sacrifices down to the labyrinth below and you will be rewarded with power from the void. Like the Ones Without Names, who can discharge annihilating nothingness within themselves discharged as a black flood. Even as dark pacts go this relationship is fraught with risk-but then again the mere reputation of your working relationship could cow many in this world.

220. The Shard of Heaven (600 CP): This particular door in your Warehouse leads to somewhere inexplicably beautiful, yet undeniably within true reality. A pleasant, vaguely Mediterranean archipelago-like land with broken marble buildings and crumbling pale statues, a close examination will find that it’s verdant greenery does not grow and there seems to be an ominous air hanging about this place. The great mists that veil it’s outermost boundaries lead straight back to where you walked into them after a short stroll in their shadowy dampness Was it a kind of diorama the Demiurge built to mock the human conceptions of Heaven? Or a genuine refuge he constructed for humans he took pity on? Angels of all kinds seem to flock to this place in uncertain, bedraggled droves- enough to make a small army. Their numbers vary, but when they dip below a certain amount sooner or later new ones come stumbling or flapping in from the mists, freshly disorientated and traumatised from their lords’ absence or infighting. Curiously, whatever choir they used to be all seem to be of a form appealing to your desires-everything you would want from a loyal guardian, dignified herald or worshipful supplicant. Upon seeing you, all flock to you with the

manic desperation of the faithful whose prayers have been answered. The Demiurge's last order, they claim, was to obey the word of the first being to visit here and sit upon their throne. Desperate for a purpose in life, they will practically beg for you to be that being-offering all aid to fly you onto that giant marble throne and back again if need be, so you can qualify by technicality. So anointed, they will serve you with equal zeal in other realities despite what wounds or burdens they suffer.

Oh right, the throne. The crumbling marble throne at the centre of the archipelago stands several miles high, and is guarded by four comparatively small angels who are each nonetheless the size of skyscrapers each stoically positioned in four cardinal directions. To most, it emanates a sense of profound lost. But oddly, though it has no other special powers once you sit on it those within sight of the throne are filled with a soothing, saintly contentment. Truly it has no other great gifts and isn't even particularly comfortable to sit on, but it can't be denied you look damn good on it despite any possible size difference.

221. The House That Hell Built (600 CP): Priests of a sort to the Death Angels' divinities, the nepharites are widely feared for their ability to create what is known as a purgatory: An extradimensional personal realm custom made to inflict suffering on a specific individual, and often a nightmarish experience for anyone else caught up in it. Whether or not you are a nepharite, somehow you have become the locus of a particularly elaborate purgatory which you may deploy at will which is tied to you personally-though those already immersed in suffering such as the mentally disturbed are easier to suck into it. Within you have immediate awareness of any intrusion into this realm, and all demonic powers or those otherwise allied to Inferno's principles of suffering are empowered by the sweet, sweet torment that resonates in this personal dimension. You are also greatly empowered in all mystic arts that create similar pocket realms, especially those that similarly have an element of torment and punishment woven into them. Though all powerful nepharites can create purgatories at will, your particular purgatory is especially elaborate, encompassing truly grand scale and having just about any mundane luxury you could desire-as well as all the mundane torture instruments you could ever want. Even a small army of other nepharites has gathered here, who seem to regard you as their lord and master with the obedience of those who know disobedience means excruciating agony beyond mortal imagination. Each is bound to this purgatory as if to Inferno, and are willing to try and catch your soul to painstakingly, agonisingly save you (or perhaps others, if marked by rituals) from all but the most dire deaths by reforming you here.

222. Gaia's Swamp (600 CP): This particular doorway leads you to a true archipelago, girded by stormy seas which lead straight back to the island after a few dozen miles and an extraordinary sky lit with all manner of dynamic celestial phenomena. The moon shines forever over the onyx temple it leads into, where

flowers hang heavy with nectar nearby. Fit for an Enwildened God's needs, the peace near this building is unique-for elsewhere, all the bounty and fury of Gaia rages around you. Howling abominations battle each other for precious flesh. Certain plants threaten to strangle any lifeform that stays still for too long. Dreamlike visions can see you physically floating through the sky, as galaxies whirl, sunder and reform above you. And all around you a pervasive, primal aura makes you in tune with nature: You feel strong, potent and powerful in this land, wounds fading swiftly-while your libido and will to dominate are stoked ever higher, easily making you drunk on the testosterone pounding in your veins. The supernatural fauna and flora you could harvest here have applications as varied as their dangers; even the sentient tumours or parasitic worms that infest some animals can be harvested for serums that bestow unnatural regeneration for example, and treated correctly the water of some pools can bestow life as easily as it takes it. Perhaps most valuably, when you hunt (or at least, enforce your dominance on the environment) and reproduce with extraordinary success you may draw the attention of Gaia as her greater consciousness lumbers around in the worlds beyond. Though atavistic and unpredictable, the boons that could be solicited from her are the forces of nature elevated into the realm of divine will.

223. The Lampadephoros Sisters (200 CP): You encounter them at a crossroads, on a moonlit night so bright it's almost blinding even through the fog they stroll out of. Each tall yet dreamlike in movement, pale as moonlight, with hair as dark as night. All move and even blink in unison, knowingly assessing the world in ways no mortal can. All consider that you will do something very inappropriate to them in a future moment over a philosophical disagreement, and instead of fretting over the inevitable have opted to look after you so you can finish your argument in the future. Though they bear an all-knowing, detached air to most things you get the feeling they're really enjoying that argument they keep talking about with you. It might explain why none of them seem to have any sense of personal space with you, or react to you touching them. Mostly to gently shove them out of the way when they show up unexpectedly in your doorway.

Trimorphe is the new moon, the mediation of new intentions and the symbol of new beginnings. Though lean and fit, something about her proportions makes you wonder if she's a mother. Her hair is so short yet precisely kept, it almost seems glued on. She never removes her matte-black glasses, and a shiny, formfitting black pleather bodysuit. She creates guns out of nowhere, and each bullet does the work of a great ritual. Gravity and momentum cling to her only lightly, but bring havoc on her enemies. She is the most blunt of the sisters, but also the most violently protective-scrutinising you with an almost insectile head tilt at all times. If pressed outside her sisters' company, she confesses she knows you're right about the argument-but looks away and blushes, when you ask how.

Propolos is the gibbous moon, the expansion preceding growth and the uncertainty that delays a significant decision. Though clearly a grown woman, the way puppy fat

accretes on her body and her strangely naïve manner gives her a maiden's bearing. Her hair is wound into two neat braids. She wears an undersized, old fashioned dress with a white collar and striped stockings. The blade never far from her hand can cut as she wills-be it enchantment, contracts or space and time. Those she moves against seem to unwittingly stumbled into prepared traps that weren't there when they last looked. She is the most dour and sardonic of the sisters, with a morbid fascination for all instruments of death. She seems convinced the argument will have a morbid end, though reacts with uncharacteristically childish glee when you are alone with her.

Trioditis is the crescent moon, the banishment of foul spirits and the closing of doors. And though she has her sisters' eerie beauty, her bearing is that of a mad crone. Her hair hangs lank and unruly over her mad eyes. Her black leather corset and the translucent lacey dark dress it's attached to are both elaborate, and lacey. The crooked wand she somehow always has stowed among them, is a focus for arcane energies. With it she can section off whole areas of Elysium into other realities, or make buildings shiver with a gesture. She laughs wickedly and frequently, alternating between the hysteria of a mad witch and the disdain of a dignified noblewoman sometimes even in the same sentence. While all the sisters are committed to your destiny, she in particular often whispers in your ear that she is the only one you can truly trust.

The sisters are a single deity with three selves acting in unison. While relatively weak individually (as deities go anyway; each is easily capable of bending cars like straws and dancing through rains of bullets unharmed on their own), when working in concert they are among the greatest beings in this world. From time to time, they are particularly eager to offer you dark pacts, mostly in the form of potions they brew. As dark pacts go, these are a veritable bargain compared to the punishments and sacrifices attached to many such pacts: Some herbs that can be found at a garden depot or in the woods, a little incense burned, some time spent with one or more of them. All demure anything too strenuous. You've already paid them in full, in the future after all.

224. The Goddess in the Red Dress (200 CP): The sight of a statuesque blonde in tiny red dress with mirthful green eyes, a chest you could hide your wallet in and thick but shapely thighs making a beeline for you at a club hardly seems like the worst experience at first. Especially when she greets you as an old friend and all but grinds her pillowy ass on you. It's when she starts huskily whispering the atrocities you inflicted on each other (and several worlds) in a past life, and everything goes red as your blood curdles, that something may seem amiss to you. You may soon see her casually feed on the souls of passerbys while others fail to notice, make the sky rain fire in a bad mood and even punt lictors beyond the stratosphere for a perceived insult. And while she follows you everywhere with girlish excitement, to everything short of an Archon she displays an impulsive, megalomaniacal contempt. Worse, she eagerly awaits expects you to be the key for her to once again reap all the treasures of the cosmos. The very fabric of reality ripples when she gets in a dangerous mood. With a

thought she can warp rivers into gigantic serpents under her control or tear down the sky to use as a shawl. Her short-sighted impulsiveness would have gotten her bound or killed long ago if she also wasn't born as the ultimate lifeform of her world after a great conflux of passion subsumed all living things in it into the glorious conflagration that gave her life-and after playing through all avenues of pleasure in the ruins of her extinguished predecessors, became a goddess notorious enough to be compared with divine humanity. In the heyday of mankind she plundered worlds-and when gods would not drown in her glory, she subdued them with sheer might. You were always the smart one, after all. It's why after you publicly chained then claimed her on her own throne in front of all her subjects you figured out how out to really humiliate her into your broken-in attack dog. The jewels piercing her divine flesh in rather intimate places worn proudly, to this day. Or so she claims. Though scatterbrained, she seems very interested in bringing out your worst self.

225. "Pippi" (50 CP): Six foot tall with red hair dyed raven black in a short undercut and the natural pallor of those who seldom see the sun, despite your frequent correspondence few would believe the specifics of your online contact. A world-class computer hacker and casual kickboxer, the nickname your friend told you to call her by is more familiarity than she's shown anyone for a while. She is consumed by the investigative work she does for the police, and sometimes private interests. A corkboard of connections, folders and recordings point her towards a grand, overarching conspiracy involving human slavery she still hasn't fully uncovered yet; though she doesn't know their identities, the Death Angels would recognise their own networks from her discoveries. Discovering a natural talent for space-time magic has only emboldened her. Hostile, brusque and antisocial in public, you are one of the few she shows the more vulnerable side of herself stemming from a broken home and a vicious thug of a father. You might even convince her not to wear the spiked collar, boots and biker leathers to formal occasions.

226. Eleonore Zaaz (50 CP): As a first class graduate and the youngest executive in her company, Eleonore is seemingly everything "Pippi" is not (including having genuine long, dark hair). Her well-honed social graces and genuine managerial skill can't hide her cynical approach to life, though she is vindictively happy with her jet set lifestyle and the money it affords her leaving her few actual friends but many contacts and acquaintances from various incidents. Her carefully maintained, arched eyebrows and sharp tongue keep those under her sharply in line, while her outrageously trendy fashion sense and olive skin might be more appealing if she wasn't infamously ruthless in climbing the corporate hierarchy. Also unlike "Pippi", Eleonore has no sob story and the legacy of an uncle revealing her great skill for dream magic has provoked no wonder in the cosmos, just a conniving means for her to get ahead of the competition and put one over them from an angle they can't see coming. You met her on a good day, at her favourite bar, and she'll still make no

bones at calling your ideas rubbish or talking circles around you if she thinks you're incompetent. Though she will confess a growing sense of futility and pointlessness with her successes, and has been turning to Shintoism to find some measure of spiritual peace.

227. "Frank" (50 CP): Prepare to be (DUN!). Emancipated! (DUN~). Exsanguinated! (DUN!). I see you shiver with antici...pation, as this particularly flamboyant Biomechanical Keeper saunters up to you. Obsessed with creating the perfect lifeform, this fellow has a curiously well developed sense for performance, social mingling and...seduction that most of its kind aren't well known for. It's human guise defies all description and good taste, and it's true form is even more lewd if that's even possible. The being's love for its children, talent for genetic engineering and talent is truly exceptional among its kind though. Certainly it has a taste for the macabre and a ruthless, conniving streak despite being no true fighter, but such behaviour is regrettably necessary to survive the cruel circumstances that the Children of the Underworld find themselves in.

228. "Judith Schiller" (50 CP): Disguised by the Illusion as a fortune telling, warm but sad middle-aged woman by day, in truth the being calling itself "Judith Schiller" is one of the few remaining Azadaevae with a burning optimism to help her people. Her formidable mystical powers and the Illusion allow her form's details to change somewhat while generally being a well-preserved, stately woman-though in truth the long pale hair and skin of her native form remains as beautifully youthful as it has been for eons. She runs a little book publishing firm called Ouroboros as well as a website where the Children of the Underworld can share information and communicate with each other. Judith is an intermediary and informer, with the skills to run a delicate underground network for the other children. Whatever your background, you've somehow won her trust and she hopes she can count on you to prove her kind are a proud and noble race in their own right, instead of the slaves others frequently take them for.

229. Duke Tomas (50 CP): The old fashioned carriage you encountered shortly after your arrival into this world is driven by a cheery obese man in a green hat, red shirt and gold-trimmed coat. He claims to be a humble merchant, but a quick glance at his wears reveal mystic trinkets and arcane artifacts as well as the poultices, modern medicine, ammunition and other useful objects he happens to have lying around. He's also a world-class chef, able to whip up delicious Eastern European dishes as long as you can bring him enough raw ingredients. In truth, Duke Tomas is a lictor of such power and authority that he is functionally immune to mundane assault and ordinance. Every spoken word out of his mouth seems almost comically slimy and deceptively ingratiating, which may make it all the more surprising that in truth, the Duke truly

does consider you a good friend he had the good fortune to bump into and earnestly supports your adventures in this world by using his space-time magics to show up in convenient places-and his exceptional salesmanship and manipulation to learn all kinds of useful information he freely shares to you, even from beings with no right to trust him. Perhaps his service to Malkuth has let him grow beyond the snide superiority most of his kind exhibit?

And in future worlds, somehow he always happens to have new trinkets, goods and artifacts to sell you every now and then. Sadly, he cannot give credit. No really, there's some sort of cosmic clause that binds him.

230. Choir of Profaned Despair (200 CP):

When the Demiurge disappeared from the angels' presence, some threw themselves on their own swords during Malkuth's rebellion and the Archons' infighting. With your investment here, one or more received a final vision of the Demiurge's will: To watch over, and serve, a visitor from another world. You are that visitor. Unlike many of their free-willed brethren it was only the promise of that duty that let them endure the aeons, and it is to you they desperately pledge their swords to. They are loyal beyond even any of the tortures of Inferno, but be wary: So shattered are they by the war, that they will retaliate with unrelenting, indiscriminate force against anything that they foresee may threaten it.

For 50 CP, one of the following angels becomes your companion. For 100 CP, you may instead take 5 or less of them as companions, who share one companion slot. Finally for 200 CP all 10 angels are present as one dysfunctional but very relieved group.

Anaita is a champion of the Chayot Ha Kodesh: The most powerful of the angelic choirs, who stood closest to the heavenly fire, and the natural first among peers if, indeed, she has any with her. Being among the few who did not perish from sorrow, in battle it cleanses all who dare stand before her. Three golden wings match the colour of her radiant eyes and breastplate, and her ornate headdress is a darker shade. Though still regal and dignified in proclaiming the Demiurge's power and exclusive right to rule, the commanding bearing she uses to lead the other angels is tainted by a great sadness from all that she has lost. She has yet to admit it to herself, but in you she sees a king to serve more real than the Demiurge has been for too many years. While her sheer power and diligence have kept her body, accoutrements and soul seemingly pristine, the burden of leadership makes her particularly overprotective of you-and instils an urgency to grant you station and privileges deserving of your status as her charge, no matter the cost.

Laila is an Ophanim, and though she has a thousand countenances to draw humans into religious submission her natural form is a pale-blue-grey woman with three arms, four wings and red eyes-two on her face, and many more on said wings. Her whispers and divine performances are as supernaturally powerful as they ever were, though the ceremonial outfit she clings to is shorn apart from the waist down and she bears scars from conflicts with her

fellows she has mentally blocked out. Around you she acts as a shameless yes-man, praising your every word as pearls of wisdom and nodding in agreement even to statements you make in opposition to one another. Behind the gregarious and passionate words of a preacher, hides a creature so broken and traumatised she has forgotten how not to pretend she isn't hurt. In you, she desperately clings to as the last thing she can believe in from this rotten world.

Dinah of the Erelim lacks fear, like the rest of her kind. She has grey wings, long black hair and carries a copper urn on a chain filled with blood taken from children who bore the taint of Awakening, like the rest of her kind. Like the rest of her kind, she carries on her holy duties of maintaining the sacred genealogy, confused and lost. Yet with your coming, she has done the unthinkable: Deviate from them. While still devoutly enthusiastic about the subject of family and genetic descent, as you talk you'll find that increasing she becomes lucid from the haze of meaningless but comforting routine-and increasingly grows alarmed at the confusing, complicated world she now finds she had more attachments to than initially thought. In all that fell under her duty and it's enactment, she is an expert. In all else, she is little more than a confused child.

Evangelina of the Hashmallim is a mad dog brought to heel by a new master. Once a guardian and a giver of closeness and warmth, her once-crystalline voice has degraded into a grating, howling wreckage of its former beauty. The former glory of her being is all but lost, matted hair adorned with tribalistic ornaments and her tattered skirt all that's left of her former uniform. Her once finely polished body, while still powerful and statuesque, has become smeared with filth from lack of care. But though she is lost, she knows you down to your soul-well enough that when she fights in the grip of foaming madness, in a perversion of her former task to give humanity a false sense of security she priorities your defence above her own. In her lucid moments she sobs and keens for the embrace she once provided, desperately pleading that she is still fit for service and trying to recite the tales she once told smoothly. It is in your arms that the former deceiver can begin to piece her fractured mind together-even as she trembles in both shame at what she has become, and expectation of vengeance for her former duties if you are human.

Ariel of the Seraphim has maintained her sword, her holy vestments and her scales of office well. Her gaze is dark but steady, her waist-length white hair and six black wings still smooth despite her fall. It is through the narrow perceptions and comforting cage of rules her choir studied and preserved while dutifully maintaining the decrees of the Demiurge that has gifted her with a sense of purpose to see her through these trying times. Yet, she finds the Demiurge's final command to do as you will troubling. Over time, the stern enactment of duty in a godless world has put tiny stresses into her psyche, alienating her from the other members of her choir and leading her to voice objections that have seen her shouted down, ostracised and looked askance at. Though a fearsome warrior and a paragon of wisdom, emptiness and restraint in spirit, a deep schism over whether to put you or the Demiurge's law first in her heart is building. And the more she sees her peers' actions from the outside, the more obscenely tantalising the former seems.

Once, Gabrielle of the Elohim annihilated all that the Demiurge deemed unworthy of his sight. Her four arms each can conjure weapons modern and archaic into their grasp, all of

which are potent mystical artifacts. Her wings forever drip with the blood of slain siblings. Magnificently muscled, she disdains all clothing as irrelevant in pursuit of further violence- and the bloodlust that seeped into her soul has transformed a holy duty into an endless addiction to carnage. Locked away in an iron cell within Netzach's citadel like many of her kind, unlike many of her siblings she all but demands duties involving death and blood to continue to enact her purpose. Indulge her urge to smite and purge, and she will sing your praises as she once sung the Demiurge's with remarkable lack of inner conflict for an angel- considering you a far superior master than the Death Angels many of her kind have prostrated themselves before, and disdaining those traitors as her favoured prey on the battlefield. Convince her to confront how deeply she has lost herself in war for war's sake, and you may help her discover that she loves war mostly because it is all she has left-apart from you.

Long before Hod fell, the BeneiHa'Elohim who served him were guards and executioners bound by ties of etiquette and blood oaths. But they were repudiated from the Demiurge's throne after being tricked into enmeshing their blood with humanity, giving them equipment and insight. In particular, whether you were human or not Sophia specifically remembers a liason with you that saw her dishonoured in the eyes of the Demiurge, and cast out as a scapegoat by many of her peers Embittered at how frail those bonds proved to be, she was nonetheless horrified by how quickly her kin abandoned their former calling or submitted themselves to Samael. Her dark hair is well-combed, her lips well-decorated, but she stubbornly refuses to replace the lost top half of her ceremonial dress, and proudly shows the sacred markings on her arms and chest as a sign of her continued devotion. She fervently strives to guard you and slay your enemies, anxious not to prove as faithless as the rest of her kind-while morbidly trying to justify her service as a matter of principle, and not a continuation of the passion you once shared together.

Paula of the Cherubim weeps gold tears forever, and her hands too often fill with dripping gold as she meaninglessly makes the gestures that once directed the rise of wealth. Though as servants maintaining the machines of the Illusion and governors of all practical affairs her kind's distance from the Demiurge spared her from the worst of his absence, the devastating enslavement and killing of her kind in the ensuing Archon war has left her in a perpetual state of shock. The golden eyes on her wings stare in frightened anticipation of further threats from the world at all times, and aside from hacking at her short, dark hair it has not even occurred to her to recover new clothing for herself. A neurotic, nervous mess of an angel, Paula is obsessed with amassing power structures and regulating complex systems despite lacking the taste for personal power many of her kind gained. Rather, she wishes for you to rule a safe, stable environment where she can convince herself all will be well for a little while longer.

Nefta is one of the Malakhim: Formerly among the messengers, courtesans and heralds of the Demiurge's courts. She still wears the golden dress nearly torn off her by rapacious nepharites, clinging to all that's left of her former station even though it barely conceals her body anymore. Even scarred in battle and with most of the feathers plucked from one wing, she has an enchanting beauty that stirs desires in all who encountered them. Nefta is particularly hysterical and inconsolable about the Demiurge's disappearance, for in times past the Malakhim were named his favourite children, and though even with a broken wing she is among the most fleet of foot and swiftest, most agile fliers among angels her desperation is

such that sometimes she tries to forget she was ever an angel and was always a woman with special powers. In you, her addled mind sometimes confuses her long-lost father with the human companionship she yearns for-and requests punishment for her self-directed impiety.

And finally, Charmeine is of the Ishim: The angels once tasked with enticing humanity away from signs of their divinity, and nearly wiped out with a new mission of laying siege to Chesed's Citadel. She is particularly gifted at manipulating the Illusion, dampening or heightening supernatural powers with it's flux-even in realities where it is not dominant. With lilac skin, empty white eyes, indigo hair and wings as well as the dark robes and veil of a priestess she is the most genuinely serene of the angels-to the unspoken envy and fury of the others for how little she lost comparatively. But while seemingly aloof from the scorn of angel and lictor alike, in truth out of all of them Charmeine is the loneliest for more conventional, conversational company not tainted by the maddened despair of angels. She will bombard you with queries about Elysium's condition or pleas to let her accompany you into it-for having become enemies of all other choirs, after the war it was only safe for the Ishim to reside in Malkuth's Citadel. In you, she sees someone with whom to truly belong with-and perhaps, finally use that belly dancer outfit her veil was originally meant to go with.

231. Choir of Infernal Obscenities (200 CP):

Soon after your arrival you solved the wrong puzzle box, and found yourself warped into an enormous Babylonian stone temple featuring elegant gardens, great halls and labyrinthine passages. Within dwells a Nepharite who, against all expectations, has taken something of a shine to you. Or perhaps, more than one. It seems are arrival into this reality has weakened the dimensional barriers between Elysium and Inferno, permitting them a foothold into a world they had long yearned for. It helps that Astaroth himself has sent them vague yet unmistakeable visions promising them either wondrous fortune in their ambitions or exquisite suffering tied to your own success. The glee of their profane ambitions being sponsored by their dark creator and the implicit threat of severe punishment should they reject that purpose is the closest thing that can be compared to loyalty among Inferno's denizens.

For 50 CP, one of the following nepharites becomes your companion. For 100 CP, you may instead take 5 or less of them as companions, who share one companion slot. Finally for 200 CP all 10 demons are present, and eager to ravage an unsuspecting world. And as a final note, while the more powerful among them may possess the ability to create purgatories of their own the temple you find them in will also follow them into future worlds as a shared one.

Astarte carries herself with detachedly regal indifference at all times, her ebon hair and alabaster flesh immaculate even when stained with the blood of a recent sacrifice. Her ragged, almost mist-like green dress of office ends at the waist, though her magnificent golden tiara, headdress and necklaces often distracts from her breasts being covered only by a long scarf. As part of Thaumiel's Clergy, she styles herself as Astaroth's daughter-and as absurd as such a claim may seem, she seems to have maintained high position in the cutthroat faith she represents while doing relatively little. In fact she seems almost jaded by the devotees skinning themselves in ecstasy, the slaves kissing her perfumed feet and while certainly

ambitious when it comes to tightening her hold on power seems almost...bored by the visceral games other demons play. She has an almost reverent fascination with others that have confronted great evil and yet choose to be other than what the forces of Hell would have them be. And whatever the truth of her claims, a deep loneliness and sense of abandonment she finds rapidly melting away in your company-where you are finding yet more slaves to trample, or exploring the Illusion together.

With green flesh, a dress mainly made of straps, a jagged headdress and sharp gauntlets, it can be difficult to connect the silky-soft voice of Marchosia to a member of Chagidiel's clergy. Her bedside manner is immaculate-all the better to lure her victims into false security as she breaks down their very souls into something dark, macabre and horrifically beautiful. With almost fay-like caprice, she keeps a careful record of those who have slighted her-and visits macabre, personalised vengeance upon them at a later date. When not engaged in consorting with all the powers of Hell she is remarkably friendly under her refined, aloof manner. Her hobbies include birdkeeping and bullying her minions for being useless. There's an almost elfin cast to her features, and if pressed she vaguely refers to a past among one of humanity's servitor races marked by misfortune and ostracization-with things really going downhill after she traded half her heart for greater power. But the past is another country and she can turn into a dragon, so it was totally worth it. Can you turn into a dragon?

Emily is often found in places of urban desolation and hardship, still wearing the blackened wedding dress she never had a chance to use before an untimely demise. Her greyish flesh is like that of a well-preserved corpse, while her black- brown hair seems to twist itself into new shapes every now and then. Though constantly returning to a scraggly mess. Once a naïve girl of the Victorian era, she has since become an ardent preacher for Sathariel's clergy in an attempt to fill the void left by a desolate, betrayed and loveless life with a higher calling. It hasn't, of course. Her great mastery of death magic has only made approaching even other demons more difficult, condemning her to a downward spiral of writing demonic testimonies in the blood of suicides and preaching Sathariel's will to all who will listen. But having met you, someone she can be around without risking harm from or preparing to lead into despair, she has become awfully clingy. She also has a rather nice singing voice, a talent for baking pies and a talent for making bodies disappear. Those last two skills are connected.

Laashe, former shock-jock and current cleric of Gamichicoth, has dabbled in everything from conspiracy theory peddling to leaking sensitive information. On the internet, nobody is truly secure and she studies shitposts, raids and cryptocurrency trends-seeking to divine the will of Gamichicoth in them with the same diligence her more traditional peers dabble in numerology and madness. Favouring spells invoking electricity or manipulating technology, her gift of the gab finds much more use unless her intrepid brownnosing gets spoilt. With each explosion on social media, each flinch on a livestream, she feels closer to the philosophical truths revealed to her when she first descended to Inferno-and she's eager to be the first interviewer for whatever big scoop revolves around your actions in this world. And while she keeps the mutilations to a minimum for good public relations (but never hides her wintry hair and light blue skin to keep all eyes on herself online), she does have a rather risqué bondage outfit that only her contortionism lets her move in.

The dignified Latabitina cuts a dignified, noble figure at first glance. Fit and dressed in conservative if archaic clothes, she seems at first glance like a secretary or receptionist-who even prefers more hygienic outfits to most of her kin. Then she enthusiastically babbling about the many horrors awaiting sinners in the afterlife. Need to know the exact temperature needed to best cook a human liver, and the procedure needed to keep it mostly alive while attached to a living victim? She's your woman. Her masochism far outweighs her sadism, to the point her peers consider her bizarrely merciful. Smashing her skull in and thrusting glowing skewers at her orifices is a great way to cheer her up when bored-and with a regeneration and durability formidable even among the nepharite kind, she can take much more than what she can dish out. In fact, she's rather ditzy and prone to getting lost in the ecstasy of pain-to the point of sometimes forgetting to keep chasing victims while being pummelled.

The blonde teenage girl asking you to pass her a scalpel looks rather perky in her undersized school uniform, until you realise she's putting the final stitches on the latest still-living human she has hewn, flayed and broken into her warped idea of art. Ereshkigal is a high ranking nepharite in the clergy of Togarini, obsessed with communicating the idea of the ultimate despair through her works. A surgical genius and master artificer among the nepharites, her form periodically shows the signs of her own mad genius after getting bored with her latest victim. While she has taken a liking to you, be advised she sincerely thinks suffering and despair are good for the soul-and is literally religiously studious about both. She also enjoys collecting and animating teddy bears, as dread heralds of her malevolent schemes.

With an almost shaved head still sprouting a few messy platinum locks, a soldier's helmet and an outfit less deliberately skimpy and more...low effort, Fonzie is a cleric of Hareb-Serap who believes much harder in action over words. Even her magic is specialised for putting guns, bombs and tanks together-or violently blasting them apart. In the name of chasing the anarchic high of violence, she'll storm the national guard with a rusty shovel-only to conceal bombs along the trail she blazes through the streets. Cheerful, iconoclastic and aggressively Australian, it's hard to say if she was damned while punk was still in vogue or simply picked up on that rebel without a cause-spirit. One thing's for sure: Unlike many others here, her loyalty is to the thrill of the fight not her Death Angel, and as long as you're down to blow things up she'll be happy to run at your problems screaming and guns blazing.

Raised first as a child soldier orphaned on the war-torn streets of Algeria, then inducted into the clergy of Samael as an ardent believer in holy vengeance, Marin hopes to finally find a cause worth fighting for alongside you. The last things many of her foes saw was her tanned yet incongruously auburn haired face twisted into ecstasy at the moment of death, yet in seeing grudge after grudge through to its end she has found them all to be unbearably hollow and meaningless. The skintight outfit she wears somehow flawlessly accommodates the array of arms she sprouts in battle-which can detach and ambulate on their own to fight opponents further away from her, or merge into umbral spears of hellish power. Keener to discuss philosophy and ideology than the well-honed killing tactics she has practiced over the course

of a life mostly spent on the battlefield, she feels like less of a stranger around you than she has in a while.

Kiara is a shameless degenerate masquerading in the habit of a holy woman-in public at least, for without the need for subterfuge she'd gladly prance about naked save whatever instruments she's currently tormenting herself with. An exceptional people person, her magic bares the soul and brings sensation beyond mortal tolerance with the lightest breath or caress. Sadism and masochism have little distinction in her mind; to be the receptable of all the world's desires is also an opportunity to make multitudes die for her favour. Egocentric and heartlessly manipulative under her demure exterior, every word out of her mouth is pure filth hellbent on unleashing the repressed desires of the sentient beings around her she views as little more than insects. Even among Gamaliel's clergy, her gifts of dragging down and debasing the stalwart followers of other Archons and Death Angels is legendary. It's inconceivable she could have any reason to follow you other than her own gratification. Yet there must be some reason why her pious act seems more sincere with you than most.

The representative of Nahemoth's Clergy has renounced her name during her rites, but answers to the title Lady Six. Well-groomed with vaguely oriental features, when she remembers to dress herself she favours elegant kimonos. Soft- spoken yet quietly fervent, she is a skilled schemer and artisan but not one for the public eye. Once, she fled the outside world for her patron Death Angel in the belief that it had gone hopelessly mad-yet the things she did to belong among a new family have left her stained by far worse insanities, and prone to fits of ritual and routine over places she holds sacred. She hates mirrors, enjoys both collecting and donning masks of all kind, and has an ambivalent attitude towards children. Elegantly quiet for one who can evoke the tempest's fury and the radioactive discordance of industrial waste at a whim, she seems uncharacteristically comfortable in your company where she normally prefers solitude.

232. Elliot Spencer (50 CP): A hero of the British Expeditionary Forces whose mind was shattered by the Battle of Passchendaele, Captain Spencer buried his grief and survivor's guilt behind increasingly depraved acts-and eventually found an artifact that transformed him into the high priest of Gamaliel you see before you today. A pale, bald man with his head riddled with pins and a stately bearing despite his provocative leathers, Elliot is surprisingly affable and restrained being for a demon of inhuman pleasure; he sincerely believes only those who truly desire the dark prices his pacts extol deserve the karmic retribution he inflicts, and more than once has been willing to negotiate with the innocent for something of equal value to satay his wrath. Sardonic with a taste for grandiose blasphemy, few among his order challenge his strict adherence to protocol-for he wields all the sorcerous power expected of those high in the Death Angels' esteem.

233. Audrey III (50 CP): Not long ago, a struggling florist took home something he really shouldn't have from the depths of Gaia. It all ended poorly, but you found it's seedling under the floorboards and the creature seems far more loyal to you than its

parent ever was to its original owner. Even as a young sprout, it is to a venus flytrap what a lion is to a domestic kitten and has a voracious appetite for flesh. Animal, human-it doesn't care which. It has some rather interesting musical talents too, and a charming eagerness to help you out- often in ways that invariably seem to involve feeding it people you don't like. As it grows and grows, it will gain all the powers needed to thrive in Gaia's wilds: Mobile roots to let it hunt its own prey at night, the size and strength to snap up an unwary nepharite in a single bite or burrow through the ground, and lashing tendrils flexible yet tough enough to swing between buildings upon. At the rate its going, in a year or two it might be big enough to topple a building. And while it does seem genuinely keen on making life easier for you, you can't help but notice how smug it is against all other life made of meat.

234. Helen Vaughan (200 CP): She was once an apex predator, from a world of ink-black lakes and starry skies in Gaia's wilderness. But she was enchanted by the city lights on the border between Elysium and Gaia, and in another life shortly after assuming human shape may have forgotten who she was permanently. Instead she encountered you, grounding her enough to gain an understanding of humanity. For the primeval horror that calls itself Helen Vaughan is in truth something akin to an Incarnate of Gaia with all the power that entails. Though her features are indistinctly Caucasian, the tan of her skin and the shade of her brown-blonde hair seems to shift with her mood-though at all times, she has the rippling-fit body of a woman who fights and tames bears on a mountaintop. And while more than happy to display it for you, her shadow always casts her amorphous, vaguely caprine primordial form as a semi-liquid shapeshifting mass of dark ooze.

Her behaviour is erratic at times, viewing both death and sex as welcome, inevitable transformations, but around you and those she wishes to charm she shows a boisterously charming side. In public she sometimes plays at being a visionary firebrand, in private she acts like the animal she is-quickly shedding her clothes, going on all fours and so on. Almost jokingly, she sometimes likes to claim she wishes to bring balance to the elements of the world-usually as a prelude to inflicting destruction and death. While smugly superior to all lesser lifeforms, a primitive and animalistic gratitude makes her count you as a pack member as well as a suitable mate-and while inclined to dominate, happily submits if you can force yourself on either of her forms. Either way, beware her powerful libido, and complete lack of inhibitions. While she has imprinted on you as a mate rather than prey like the rest of the world her feisty, cavalier exterior is naught but camouflage for an alien and atavistic mind with unspeakable appetites. Without great might of your own you might find yourself forced against the wall in an amorphous torrent of flesh or simply restrained by whatever physical form she wears, her breasts ballooning with the thick, creamy milk concentrating Gaia's mutagenic divinity that leaks constantly from them and all her orifices virtually incontinent with the aphrodisiac slimes, pastes and half-alive primordial oozes they unload. No orifice is off limits, no facet of the natural world's myriad means of reproduction unknown or alien to her, and pain is no object when

bellowing like a frenzied hippo she simply rams whatever is most nearby into herself. Orifices full of pus, teeth or even exotic sensory organs will erupt along her spine. Her veins will transform into symbiotes resembling all manner of parasitic worms waggling with the sheer joy of life for life's sake. Her very internal organs and blood flow will reorient themselves through her body to penetrate or clamp around whatever genitals you have. It is no exaggeration that while not a particularly dignified degenerate, in sheer enthusiasm and stamina Helen disturbs some of the most sensual beings of Inferno.

235. WAKE UP (1000 CP)

The scales fall from your eyes, as you remember what you truly are: A divine being, briefly distracted by the Illusion but ultimately awakening from its grip not long before your entry here. Your power and perception of true reality lets you transcend this feeble Illusion (and generally travel between dimensions), operate without fear from reprisal by the Archons without a damn good reason to get in your way and laugh off all mundane harm. As for what manner of divinity you are, well-that's more of an open question.

Drop-Ins discover they have always been a Forgotten God. While your form may be humanoid and even beautiful or horrific as your nature prefers, in truth you are either the personification of a cosmic principle or simply a powerful being from another world capable of perceiving and manipulating True Reality with great power. And often you have enough inhuman traits to be unrecognisable from a human, whether through blue skin or an undefinable aura of madness or dread. Beings such as yourselves seldom have any common origin, and sometimes promote causes or enforce balances in the Illusion more esoteric than the simple struggle for power of the Archons. There is one exception among many of them: A love of humanity that has survived it's imprisonment, even in the most mundane things humans take for granted. You may encounter lovers, philosophers, tyrants and archnemeses from across thousands of years peering at you with uncomprehending eyes in the streets. Perhaps this is a fine time for revenge. Or perhaps despite the humans' cruel deeds, you still yearn to touch the embers of their celestial flame and realize the Demiurge's promises weren't worth what you lost in companionship.

The other commonality among gods is their divine power is often focused through a certain theme, in which it boasts reality-breaking power. The God of the Highways for example knows the secret paths throughout Metropolis and serves as an able kind. It's voice can be heard over changing radio channels, and its handprint can appear on a smartphone. It can move along the highways fast enough to appear in new cities moments later, and manifest at crossroads everywhere. It holds keys and artifacts it has snared from across true reality, and travel between worlds with ease. Not all such powers are so focus into its theme; the Highway God has been known to summon phantoms and sip from the souls of those dead in traffic accidents. However your strongest powers, those that can move heaven and earth to your mood, are those of your theme.

Prisoners simply Awaken, remembering their full glory as a mature specimen of humanity in its divine splendour. They boast powers and abilities far beyond reason, and like the Forgotten Gods can see and interact with all realms of reality beyond the Illusion at once. Death is little more than a transformation they do not lose memories from and a mystic attack dog, and if completely destroyed the Awakened can recreated themselves through rebirth or by simply creating a new body from nothing. They can change all facets of their physical form as they please, reweaving DNA and excreting new, exciting hormones at will, regressing or expanding flesh, cartilage and muscle as their whims decree-and were particularly adept at it among deities, renowned for the beauty they inspired as much as the terror. Time and space have no grip of them, and nearly any detrimental effect can be shrugged off like an old snakeskin at will. Finally, their power over matter and dimensions is great indeed. They casually harness the forces wielded through magic rites at will, and with the same effort a mortal puts into a ritual can even shape true reality to their pleasing. Above all, they are creatures of passion. Though humans conquered entire civilizations and explored all forms of lust, though they enslaved all they desired and annihilated all that bored them, though even the marches of Gaia were plundered for worlds to enslave or resources to claim, so great was their ruthless carnal hedonism that even among the conquered it won mankind friends and lovers among those who could not help but admired how beautifully they annihilated worlds.

These examples in particular are merely children's tricks, wielded by the youngest of the Awoken. No mundane weapon can harm you without magical aid. You heal even the worst mundane wounds in minutes, heal nearly any wound you cannot regenerate quickly enough to your liking from and your mind is inured to nearly all telepathy. Time is yours to twist, stetch and compress and extreme rates-or even stop completely at will; do not forget that even before Awakening, skilled human magicians could transcend time. Space is no less easy to distort and remake, whether to teleport arbitrary distances, create gravity wells or seal off locations and enemies in folds of space-time. You can share your thoughts and emotions to those around you freely, and boast a fine telekinesis that can blunt the attacks of other gods/or protect yourself through personal barriers. Despite their greater individual power, the Archons and Death Angels rightfully fear what mankind could accomplish in numbers. If humans could be said to have a weakness, it may be that in their comprehensive mastery of their own experiences and facets they may lack the focus of greater cosmological principles other divinities wield.

Exiles have none to turn to, but the void of Achlys. So the void turns to them instead. You have been touched by the power of the nothingness before creation, and infused with its cosmic oblivion into something akin to a Forgotten God of entropy. Though far from the vast scope She Who Waits Below operates on, your power hails from a similar source and both she and the Blind Guardian who guards her temple will recognise you as kin. Your powers are narrower in scope than many deities, but all the mightier for being concentrated. When you turn your hand to destruction, death and darkness even the Archons hesitate before getting in your way.

Gaolers find that they are Incarnates of an Archon somehow blessed with independence, independent from the Archon that they originated from. Your physical form is a thing of power, like the wind of a hurricane bundled into mortal form. Through sheer power you could tear apart flesh like paper mache, move so fast as to teleport over short distances and hurl men great distances. Their control of their form is also sufficient to permit shapeshifting into supernatural ones, like a mobile iron statue. In one field of magic as understood by the humans your powers are those of a master, and such is your regeneration that you could regrow maimed limbs immediately in battle. But your true power, the one that as easily wielded as that of the Awakened, is shown through whichever principle you were once wholly bound to.

The Incarnate of Kether for example would be able to assemble or supernaturally enforce a hierarchy on the most disparate of lifeforms-or disassemble it, if it wished. They could make themselves untouchable in the eyes of society's laws, lay lingering punishments and restrictions on behaviour that persist between realms of existence and prevent a loyal servant from dying in the line of duty (though they may soon wish to be dead, and such powers can be disrupted). Moreover, by drawing on their principles for power and enacting in alignment with them, they can strengthen themselves even further-just as the Archons themselves draw power from the importance of their principles to mortal life. Enough that even an Incarnate could do serious damage to a true Archon's Citadel.

Likewise Torturers are rogue Incarnates of a Death Angel, wholly separated from their greater self. They wield all the power of an Incarnate, save bound to the principles of their parent Death Angel and with a greater focus on destruction and suffering that the restriction, confinement and control that Archon Incarnates lend themselves better to. The Herald of Violence, for example, is rumoured to be a rogue Incarnate of Hareb-Serap who has laid waste to entire villages for ritual sacrifice in his name.

Wild Things have two options, with most meaningful differences being aesthetic.

The first is to be an Enwildened God: An enlightened person or deific being from another world, who was greatly diminished by the Demiurge's trickery. Seeking refuge in Gaia's wilderness, you were infused with her chaotic essence savage passion. Your powers may resemble any of the divinities above, but your powers and appearance have been unmistakeably marked by Gaia's touch. The principles you personify, if any, would be those seen through the lens of an animal's instinctive urge for survival-not the torment of Inferno or the rigidity of the Archons. Above all else, your powers are focused on freedom, growth, fertility and destructive consumption.

The second is to be the closest thing Gaia might have to an Incarnate. Whether one of your parents was mortal, divine or something stranger, they were brutally ravished by something in powerful in Gaia's depths. You were born in the form of an attractive human with an ominous aura-but your true form is an amorphous being slightly larger than a rhinoceros with scattered animalistic traits amid your inchoate form-and no less divine power. While some deific beings may be more well-known than others and have specialities others lack, all are considered

moderately powerful for their kind-for now. You may define your divinity through the lens of certain extensive investments you have made here, gaining advantages your peers likely lack as described below:

Quell The Divine: A barren, still world is unworthy of true divinity. Where your light falls, your effort is as bolstered against resistance or impediment of all kinds as the powers of others are subdued. Your charisma and speechcraft become those of a legendary orator, potentially overwriting memory with your overwhelming argument and leaving it's fiery passion imprinted on locations or through manuscripts that may inspire religions in your honour. Blows you strike bypass supernatural protections and bite deep into the most unnatural of physiologies, crumble stone like sand and even infections or wounds are restored by the power and glory that secures your kingdom. To say nothing of how your mystical and divine powers of all kinds are raised high and made glorious-reinforced as if by rebar in concrete by the divine radiance of your soul.

In Our Own Image: It is only natural for a god of your stature to gather worshippers. But as the Demiurge was filled with strength and glory by mankind's reverence, you too deserve worthier tribute than mere praise. All that worship you restore your reserves of mystical power, bolster your strength and endurance, soothe your mind and glorify you in the eyes of others. A minute trickle to be certain, that can be stymied and lessened should others lose faith, but nevertheless a neverending one so long as the idea of your divinity remains present among sentient beings. Your petitioners' spiritual strength will also determine how much faith you receive; there is a reason why the Archons banished the Children of the Underworld into the realms below, while humanity was compelled to praise the Demiurge through his religious infrastructure.

Beyond These Feet of Clay: A facet of your experience was the key to unlocking your buried potential. Why not continue nurturing it's power? All your divine power over your purchased facet of the human experience is elevated, with your existing capacity in it becoming grand, intoxicating or simply mighty even among other specimens of human divinity. Even better, through intense experience of your facet you can develop rituals of symbolic apotheosis enabling to elevate the powers of your facet to such heights that can emulate other forms of divinity with corresponding traits-not gaining their powers, but developing similar ones through the facet empowered by this trait at your existing strength. Such rites involve mystically identifying yourself with a certain mystic role, and if successful may gain you the deity's fate, dharma and essential circumstances and relationships- although other deities will likely raise an eyebrow at you trying to pose as an outright replacement to them. Temporarily seizing such grandeur will be easier than gaining it permanently.

Humanity Unchained: What good is freedom with nobody to share it with? Henceforth you may liberate others from seals, illusions or constraints of other kinds simply by sitting and talking through their issues. This is no mundane feat of escapology, but a combination of psychology and ritualism that empowers others with a fraction of your own internalised liberty to find their own escape or reclaim their inner potential. Even a prisoner shackled by ball and chain, behind iron bars, on an island in the middle of a stormy sea could be guided

safely to freedom if they trusted you enough. Those particularly inspired by your efforts may in turn gain the power to free others in the same manner.

Monument of Sins: What a horrid, putrid thing you are. The Archons cast you from their sight for even your service was disquieting to them. How would they shudder if you could rebel? The madness you emanate as a Gransangthir can now corrupt geography, phenomena and abstract qualia with a fraction of the skill you can merge with flesh. You can turn water into a brackish, disquieting extension of yourself, make stone as raw flesh and even invest thoughts and imagination with the symbolic heaving of your bulk-at first simply clumsy extensions of your will, but as your influence over them slowly grows you may incite what you taint to physically move to your bulk and be assimilated. Then, you may warp and merge the mass made part of you into ever more disquieting configurations-or nurture the idea of yourself to intensify your assimilative madness in the world above. You gain no special proficiency with moving around what you have incorporated into yourself...unless it was especially mobile. Even gods could become part of your whole-though know that just as the masses of humanity provide no special power, only those with full access to their powers can grant you special abilities.

A Plea To Nobody: You were truly born to grovel before your betters. But you have also learned that many value a compliant pawn, while underestimating their motivations. You may lend your divine power to other deities, bolstering them far beyond what they could normally achieve. While many lictors dream of usurping their Archon masters, for most it remains a pipe dream-without your assistance. Moreover, those who consciously and willingly accept aid from you in this manner become supernaturally incapable of suspecting a betrayal from you and have a frankly supernatural tendency to expose their weaknesses, reveal the shatterpoints in their schemes around you and position themselves to be more easily rendered helpless around you-as if having forgotten they ever considered you a threat. It’s like they’re daring a being as pathetic as you are to take a shot-and while a failed betrayal will be swiftly punished, you’ll also find that convincing them it was a misunderstanding is far easier than it should be.

Incarnate Oubliette: Look upon your works, ye mighty, and despair. While previously you could only build pseudo-Citadels, glorified amplifiers meant to crudely emulate the Archons’ divine power, you’re now much closer to their cosmic stature. With a complex ritual, you may bind yourself to one of your pseudo-Citadels, abstracting your physical form into its foundations to truly merge with it. While you lose your physical traits in this state, your supernatural and mental abilities are amplified such that nearly all of them can be emulated; moving your building-body between realities would be easy, and as it gathers strength for you it may become more elaborate, complex and full of useful facilities to you in accord with your values. Your spirit and construction will continue to merge and unlock new powers related to the literal bastion of your divine power. In time, you may learn to transcend the need for a physical construct altogether and simply recreate your Citadel-body around you-though it would take far greater effort and influence to wield such power over the Illusion as the Archons themselves enjoy.

Points of Authority: It seems your interdimensional nature had a more profound impact on the Archon than even it expected, likely to its panic. Your control over the principle of your Archon and capacity to amplify it is heightened much more- such that you could disrupt it trying to wrest control from it away from the Archon to leave it critically vulnerable to an enemy Death Angel-or empower it to stand against many of its equals in stature at once. Possibility itself bends in the face of your principle's overwhelming primacy, and with enough skill and effort or the right resources you could do literally impossible things for the sake of promoting it.

And when you are impeded in the execution of your principle, the Archon's minions appear from nowhere in droves to support you. Though at first these are mere lictors or angels, in time you may be able to invoke the Incarnates of your Archon to lend you support; trust none of these beings fully, but know all accord you a certain formal authority for the service of spreading their principle to other worlds. Last but not least, any other summoning magic you can perform can become a beacon to your principle, spreading it from your minions like little beacons.

The Nightmare That Never Ends: The shadows cast by your power pool and merge, becoming something approaching the image of Astaroth's fathomless consciousness. By enacting their most defining principles and traits, your Incarnates can self-improve by increasing their influence and honing their prowess in the world. A great beast could develop a jagged hide of supernatural venom or a breath of hellfire, while a statesman could gain the wraith-like trait of possession and a living music video even learn to project tangible entities under its control into the real world. All such beings are now beacons of your power and soul as well, and a fraction of their gathered strength is shares to you, as their overself. Your consciousness is improved to be able to sense and know what they know at all times while allowing them to retain as much independence as you wish, and wherever they go your power is magnified as if by multiple rituals of great scope. To gather them in one place could potentially allow you to manifest your raw will into a vortex of power capable of bending the Illusion and true reality alike with crushing raw will. In time, you might transcend physical form altogether to become a great spirit capable of remaking the world where your presence is strong in your image-as Inferno is to Astaroth-and doing with raw will what you could with your body.

Hellbound Homecoming: You are suffering distilled. The scalpel of Inferno drawn exquisitely to open a thin red line along the spine of the universe. When you inflict suffering in accordance with your chosen principle it lingers, persists, escalates into a cascading trend of ruination, tragic circumstances and destructive behavior to worsen the wider world. To torture a man then let him go back to his life might blight his relationships with deepseated trauma making him lash out, continuously worsen his mental wellbeing-then attempt to kill his own family in a fit of festering madness at the back of his mind. To smash flat a stock exchange could precipitate a depression on a global scale. The harm you inflict is supernaturally incurable and unmendable, with only the greatest of restorative supernatural forces having even a hope of making right what you set wrong. And where the suffering is particularly concentrated, you may summon forth the demons of your patron's principle to do you bidding, forgoing the usual resources or effort. Such beings will prove placated enough on the horror you have unleashed to be fairly eager to comply with you- though when you wring

enough horrors to beckon the Death Angel's Incarnates, it would still be wise to be cautious around them.

Systems of a Breakdown: In nature, everything is always part of something bigger than itself-and what could be greater than the forces of the universe? Wherever you spread life, curious microcosms of both earthly and celestial natural phenomena springs up in the wildest, most dynamic portions of the ecosystems you create. Miniature whirlwinds erupt under trees. Searing hot galaxies orbit gracefully in deep pools. Space and time may wobble in lessened emulation of an event horizon. And though obstacles to outsiders, these forces are never impediments to you, your allies or Gaia-touched life. In fact, for you and your creations these phenomena not only actively move to avoid you or provide advantageous positions, but actively cultivate growth and rejuvenation to supernatural levels in their wake. Where miniature comets fall or nebulae blaze, fauna, fungi and flora alike may spontaneously attain sanity while retaining all their loyalty, develop supernatural abilities, spontaneously merge into greater forms or attain other seemingly impossible adaptations. Even the microorganisms grow so rapidly, that when outsiders or foes stand within the ecosystem they rapidly corrupt and augment them into Gaia's image-subsuming mere mortals to your control in minutes, and even affecting lictors or nepharites enough for them to likely quicky seek a means to leave. The strength, vitality and intense primal instincts you feel in the ecosystem are no illusion; an old man could leap and hunt like a jaguar, while simply shrugging off multiple high calibre bullet wounds or disembowelment during it by tapping into the pulse of life. Greater feats of ecological divinity await your discovery as you attune your divinity to the pulse of Gaia's design. Also to the extent it matters, upon such lands you and all other lifeforms will be continuously suffused with a divinely intense carnal stamina and impetus to mate and establish dominance so powerful, that your sexual fluids can work miracles of life while your sexual prowess itself can manifest localized blasphemies to satiate your desires.

Apex of Evolution: For all your power, you were previously limited to a singular body to warp under evolution's ceaseless might. But now your soul surpasses your flesh, and is more akin to some florescent, fiery radiation than the limited vistas of a biological shell. Your core essence is now made from the energies and forces that Gaia uses to build and destroy the natural world like a mad toymaker, no less divine than the stately bodies of the Awakened or Incarnates. You don flesh and evolve it into superior forms even more easily than before, and can pervasively control all you touch with the unity of a colonial organism; instead of one body for example, you could spread out your biomass into a plague of microbes that distributes your evolutionary powers to all living beings it touches-and bring them under your control, or shear them apart for resources. Or you could mould your flesh to become a colonial organism of divine strength: A coral reef of sorts with a thousand lashing pseudopods, shells of bone poisoned with divine radiation and spinal column sherds that can eject into symbiotic bodies that fight on your behalf. In your energy form you could hurtle between planets as imperviously as a comet, or unleash devastating energy attacks resembling gamma ray bursts in miniature.

From nowhere you could sprout dozens of claws, jaws and other forms you have donned and discarded near-instantly-or trigger a bloom of life capable of thriving even on an Archon's Citadel before the being tries to deal with it. The storm and fury of the material world and it's

elemental forces will be yours to play with and embody in ways even the Awakened cannot match up to in raw, uncontrollable might. All you tear asunder and all you sire from your own essence only bolsters the divine power within you, the very cycle of life, death and evolution bolstering you in ways neither the Archons' nor Death Angels' relatively restrictive sources of spiritual nourishment cannot match.

Finally, your liberated state also offers a possibility unavailable to those of...lesser stature. This goal is wholly optional, and will set you on a collision course with at least the Death Angels and Archons.

Generic Angels and Demons V1.0

236. Angel (Free): You're an Angel, a celestial being of light that is part of the heavenly host and that serves the Almighty Creator, or whatever deity created you. As part of the forces of Heaven, you're tasked with fulfilling the divine will and ensuring the maintenance of the balance of the mortal realm, so you must take Heaven as your affiliation. By default, you'll be a conventional angel capable of wielding holy powers, but there are other options for you. There are also cases of angels that decided to go against the celestial order for multiple reasons, ranging from just disagreeing with their rules to actually being evil. In these cases, these angels end up falling from Heaven and losing their graces, so, for an extra 50 CP, you can be one of them, becoming a Fallen Angel instead, meaning you'll lose your halo, your wings will be darkened and you'll be free to take any other affiliation of your choice, except Heaven, but you'll still retain your holy abilities. Alternatively, for 50 CP, you can be one of the Zabaniyah, the so-called Angels of Hell, that act as the angels of punishments and God's agents in Hell. This makes you basically into a demon-like angel with demonic abilities instead of your conventional holy powers, but you'll still be forced to take Heaven as your affiliation. You'll need to also choose your current position in the divine hierarchy.

237. Lowest Orders: The third order of the heavenly host is composed by the angels that are the closest to humankind and usually are the ones that interact with them. They're the ones that are responsible for acting as Heaven's agents on Earth and overseeing humankind's behavior.

Archangel (300 CP): Despite being classified as part of the lowest order, you're actually one of the princes and princess of Heaven, an Archangel. As an Archangel, you're not only a messenger, but also a warrior, that means you'll also have power to be on par with some of the angels in the highest order as well as also being able to infuse your weapons with Holy Fire, a special form of bright flames that, in addition to being able to wound spiritual beings and being far hotter than regular fire, are especially effective against demons and other evil beings and also inextinguishable by normal means, and even use shoot it as fireballs.

238. Highest Orders: The first and final order of the heavenly host is composed by the angels that are the closest to the creator and that are the most distant from

humankind, usually staying as worshipers but also taking action when needed. This is the realm of the so-called biblically accurate angels, as each one of them have pretty much unique appearances.

Seraph (500 CP): Among every angel, the Seraphim are the highest ones, standing on the top of the angelic hierarchy, and you, my friend, are one of them. As a Seraph, you're a six-winged angel whose holy power and mastery over Holy Fire are unmatched by any lesser angel, capable of burning down entire cities with your fiery aura by merely standing there. Seraphim usually would be worshipers, but, considering your power and the probable upcoming war, it's almost sure there will be other roles and missions for you.

239. Demon (Free): You're a literal denizen of Hell, a true Demon. Most demons are actually born from all the sin and dark energy that exist in that hellscape, but a few of them are actually corrupted mortals or even angels. As a demon, you'll be free to take any affiliation with the exception of Heaven. By default, you'll be one of the Hellborn Demons, but this can be changed by some of the below perks. For an extra 50 CP, you can be an Ascended Demon instead, meaning that you have either committed virtuous actions which caused them to ascend from disgrace through exhilaration, were purified by unnatural causes, rebelled against Hell or were exalted by divine/transcendent causes. Regardless of the exact reason, as the result of your ascension, you've gained holy abilities in exchange of your former demonic powers, but you'll only be able to take Heaven, Humankind or Other as your affiliation. Unlike the divine hierarchy, demons' hierarchy isn't as defined as it, but you still can choose one of the below to define which kind of demon you are. Lastly, for an extra 100 CP, you can also be one of the Ars Goetia, one of the highest ranked demons in Hell, so, in addition to also being able to choose which will be your race, you can also choose your rank among the pillars below.

240. Ars Goetia: The Ars Goetia refers to a group of the 72 demons that are the main pillars of Hell and some of its most powerful beings. In fact, they're only second to the Seven Princes of Hell (also known as the Seven Deadly Sins) and the Devil himself. Or better saying, they were a group of 72 demons, because now an extra became part of their numbers. You're now officially the 73rd pillar of the Ars Goetia and thus gain all the power and authority related to your position. There are different ranks among the Ars Goetia themselves, so you'll need to take one of the below three options to decide your current rank among them, with their cost being the one in front of their name plus the 100 CP you previously paid to become one of the Ars Goetia.

Highest Position (300 CP): You stand on the top of the demonic hierarchy, as one of the Kings of the Ars Goetia, being only below the seven Princes of Hell and the Devil himself when it comes to raw power and authority in the underworld. Comparing you with the heavenly servants, your own raw power is already above the power of any angel of Heaven, with the exception of the Seraphim themselves and those greater than them, like the Seven Archangels and the Scribe of God.

241. Nephalem (50 CP): You're a being whose parents are from Hell and Heaven, meaning you're a Nephalem, that is, a literal angel/demon hybrid. As a cursed being that inherited both demonic and angelic powers from your progenitors, your very existence and nature is contradictory and incredibly rare. Most Nephalems may be targeted for death most times for merely being born or maybe because they fear their hybrid nature would make them more powerful, as well as usually being rejected by both factions, with a few rare exceptions that decide to join one of their parents. Like Nephilims and Cambions, you can purchase the tiers in the Angel origin to define your angelic progenitor's rank and the tiers in the Demon origin to define your demonic progenitor's rank, as you gain part of their strength and abilities. A Nephalem born from a King of the Ars Goetia and a Seraph would be a truly horrifying existence. Lastly, as a child of both Hell and Heaven, you'll be truly free to decide which side you'll join forces with, meaning that Nephalems like you can take any affiliation.

242. Idolized Figure (50 CP):

All across the Earth, since humankind crawled its way out from the primordial muck, they have turned to the heavens pleading for answers and blessings, praying to a higher power and its servants, at the same time they feared bloodthirsty monsters in the form of demons from the underworlds, while some humans still entered in contact with them wanting dark favors. Be you an angel, demon or another similarly "higher" being, you're the perfect symbol of what your species represent for humans and other similar mortal beings in this world and any future world you visit. If you're an angel, they'll see you as an messenger of the benevolent higher power and as someone kind and wise, but, if you're a demon, they'll see you as a symbol of primordial horror, someone that should be both respected and feared considering you're such terrible existence. Hybrids like Cambions, Nephilims and even Demigods to a certain degree will also be treated similarly as their inhuman parent, except they'll treat you as someone more closer to them due to your mortal half, but the except are the Nephalems, as humankind will them as neutral and a symbol of freedom over the basic concepts of "good" and "evil". Lastly, humans will also innately respect you if you're a Primordial Human instead, treating you as if you were one of their progenitors. Just remember, this perk affects more how they'll first see you, so, unless you do something to keep them thinking of you this way, this will eventually lose effect. If you prefer, you can also turn this effect on or off at will.

243. Awakened Bloodline (100 CP):

Your inhuman bloodline was fully awakened, resulting in you unlocking the entirety of your holy/unholy powers and granting you power and potential on par with any full blooded angel/demon, without them being dilated due to your mortal half. Post jump, in addition to it, As long as you're at least a quarter of some species, you'll receive the full benefits of it, without any reduction of power and efficiency, as well as letting you to count as a full blooded member of the one or both of the species if you want to.

244. Pseudo-Instant Dungeon (200 CP):

In most universes, interaction between supernatural beings and mundane people are highly regulated, in some cases, even by transcendental forces that might be pretty willing to curse the ones that break these rules or just outright smite them. Fortunately, a special technique was developed as a way to avoid this, a technique that you also have access to. You're able to create "Protected Space", a kind of pocket dimension that is basically a reflection/shadow of the place where they were created. When creating one of such spaces, any being more powerful than a mundane human will be able to freely enter and fight with each other, as any force that would regulate their actions will ignore whatever happens inside the pocket dimension. The default size for a Protected Space is around the size of a city block, but, by adding extra power, you can make it as big as an entire city. Lastly, any damage done within this dimension won't actually affect the world outside it.

245. Leader of the People (300 CP):

You've been born with a natural talent when it comes to being a leader, with your leadership capacity, ability to guide the masses and charisma being on par with some of the best leaders in the entire human story, but where you truly shines is in your capacity of reconciling the differences between different people, groups, races and/or factions, allowing you to more easily lead them. You probably won't be able to convince people with opposing goals or with truly opposite morals, ideas and/or natures, but any difference lesser than these ones won't be an obstacle so hard to surpass in uniting them under a single banner. Heavenly Redeemer (400 CP): As one of the loyal servants of Heaven, you've been trained on reverting the corruption spread by the forces of evil and redeeming those that fell for it. As a result, you've developed very powerful purification abilities, greater than that of a mundane angel even if you're a mere human, allowing you to revert the effects and consequences of most forms of demonic/evil/dark/eldritch corruption. Even a human that was turned into a demon and isn't willingly to recover their humanity could be healed with certain ease if they're weakened and even a large area that was fully tainted due to the effects of the Abyssal Corruption perk can be returned to normal with a lot of effort, enough to fully exhaust any angel. If you don't have a reserve of holy/magical power, you can fuel your purifying abilities using your own stamina or just use external power sources. By experimenting with your abilities, you can also extend your purification to other forms of corruption and not only those related to "evil" in general.

246. Abyssal Corruption (400 CP):

Your very existence is so corrupted to the point that it is able to taint and corrupt the very fabric of reality and can corrupt it, slowly twisting the reality around you to make it more "demonic" and hellish in nature, thus essentially spreading Hell for any place you go. This corruptive effect is passive and takes some time to actually corrupt places, requiring you to stay in a small room for hours to fully corrupt it, but it can also be turned off at will. Even living beings aren't free from this, as they'll also be "demonized" if they lack some form of supernatural protection. Once a location is fully warped into a hellish landscape, it'll count as an actual extension of Hell (or whatever Hell-like afterlifes that exist in future worlds you visit), allowing even demons that can't be manifested on the mortal realm to freely walk in these tainted lands.

247. True Outsider (400 CP):

As someone that rejected every other side of the cosmic scenario except yours, you ended up developing immunity against a very powerful cosmic force: fate itself. This not only makes you a blind spot for any prophecy, inclusive those made by gods and similar beings, and gives you free control over your own destiny, but this also allows you to derail fate and prophecies related to other people and things, making it possible to avoid events that normally would be set in stone to happen without your intervention.

248. Primordial Fragment (400 CP):

You're no common being, but, either by being created this way, having inherited it from someone or maybe even having usurped it by yourself, you're now the fragment of a primordial force, having all the power that this entails, boosting your power to the point that, even if you were originally an average angel, you'll become powerful enough to match with the angels of the Highest Order, like the Cherubim and the Ophanims.

The nature of this exact primordial force varies according to your origin. If you're an Angel or a Nephilim, you've become a fragment of the Lord in its entirety. This small piece of the Infinite Light within you has the capacity of greatly amplifying the power and efficiency of any and all light/divine abilities that you might have, as well as making any angelic being to instinctively trust you or even making them to want to worship you in some cases if they aren't already serving to some other higher being due to them sensing the divine light in you.

If you're a Demon or a Cambion, instead of the Infinite Light or of aether, you've been infused with the Darkness of the Abyss, a dark source of power whose existence predates Creation itself. Similarly to the fragment of the light, this shard of pure nether, the so-called chthonian element that is most known as the substance that makes up the Underworld, within your body also amplifies any and all dark/unholy abilities you might have and makes any demonic being to instinctively want to serve you due to the bottomless shadow they sense within you.

If you're a Nephalem, instead of light or darkness, you've been born from the Primordial Sea of Chaos that existed before the universe, or at least was "baptized" in its waters, which caused you to inherit a fragment of its chaotic power. Differently to the other fragments, it not only greatly enhances the power of any chaos-related ability you have, but also enhances light and dark powers to a lesser degree, as well as serving as the bridge that one day should help you to fully stabilize your unstable self-contradictory nature.

If you're Human, even if you aren't a Primordial Human, you were born from the First Spark of Life that was created by divine hands, essentially binding you to a shard of the literal concept of life. The spark grants you bottomless vitality, allowing you to stay forever in your prime and regenerate from almost any form of damage as long as at least a single cell of your body manages to survive. Even if you don't have any healing abilities, you can freely share your lifeforce by touching others. As a last benefit, this perk also works as a Capstone Booster, with the primordial fragment in you enhancing the power of every 600 CP perk you have.

249. The Greater Seven (400 CP):

On a side, we have the traits that the Lord deemed as the most positive and that usually lead the souls of the mortals to glory, the Seven Heavenly Virtues (Charity, Chastity, Diligence, Humility, Kindness, Patience and Temperance), while on the other side of the same coin, we have the their negative counterparts that lead the souls to ruin, the Seven Deadly Sins (Envy, Gluttony, Greed, Lust, Pride, Sloth and Wrath). And you, my friend, are akin to the physical embodiment to one of the seven sins/virtues, thus having abilities related to the manipulation and control over it, including the ability of inducing it on others and being strengthened by it. An example of this is choosing. Those aligned with Heaven will be restricted to only the seven virtues while those aligned with Hell will be restricted to only the seven sins, although the ones with other affiliations may freely choose any of the fourteen traits to represent.

250. Apotheosis (600 CP):

During ancient times, the mortals saw you and your power and considered you as a divine being to the point that you were worshiped as a deity of something. But, eventually, with the prayers and faith of your worshipers, a spark of divinity appeared within you, causing you to actually ascend and become a god of a specific domain, the one they worshiped you for. Alternatively, you might decide to change your apotheosis to be the result of you managing to slay another god by yourself and stealing their divine spark, but it'll work the same way as before. As a god, you still retain all the traits of your previous race, so you'll still be an angel or a demon if you were one, but your apotheosis greatly strengthened you, making you strong as a king of the Ars Goetia if you were just an average demon before for example. You're also free to choose which is your domain, like fire, thunder, sky, war or even death, but it can't be something completely opposite to your nature as an angel/demon/nephalem. You'll gain abilities related to your domains and you'll be able to infuse any of your previous abilities with your authority over your domain. Lastly, if you search enough you might even find some of your remaining worshipers in the world.

251. Angelic Physiology (Free):

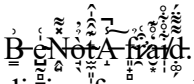
Angels like you are beings made of divine light and, as an angelic being, you also have abilities related to it. In addition to your enhanced physiology, you have an inner reserve of holy power, which can be used to do feats like using divine light to smite your opponents, healing your allies from wounds and simple diseases, shapeshifting, using telekinesis, possessing others with their permission, among other abilities that you'll need training, experience and maybe more raw power to unlock. You'll also have the ability to manifest a pair of white feathered wings and a glowing halo above your head(s) and your appearance will be that of a very beautiful/handsome human, but, if you default form is more different, you'll be able to assume a more human-like form but with a few different traits, like the wheels of a Ophanim's form appearing around you for example. As an angelic being that, at least in theory, isn't bound by the flesh and its urges, you always have a clear understanding of your actions and its consequences, allowing you to retain your mind clear and calm in

almost every situation. Lastly, angels aren't exactly weak against unholy energy, because they're just vulnerable against it as it bypasses their vulnerability against mundane damage.

252. Blessing of the Messenger (100 CP):

Angels are the messengers of the Lord and thus they're blessed to better perform their duty. You're no exception, as you're able to understand and speak any language spoken by any being with human-like intelligence, as well as also granting that your words (in any language) won't be misunderstood by anyone hearing them.

253. Biblically Accurate Jumper (200 CP):



Be Not Afraid. As an angelic being, you're an existence made of purest virtue in the form of divine form, which results in your true visage being unable to be comprehensible by mere mortals. For this reason, most angels are restricted from accessing their true forms, being limited to a more mundane appearance, including the ones of the First Order, but, by taking this perk, you won't be among them. You're now able to freely enter in your true form, which essentially transform you into an angel-like eldritch abomination covered in an aura of holy light, which grants you the ability of causing mental damage and even a few physical effects on any unprotected mundane being that lacks any supernatural abilities/protection of their own that see you in this form. These effects can be extended to include lasting consequences or even death if they're exposed for enough time or if their minds are particularly vulnerable. Beings like demons and other angels are immune from this, but unholy beings will feel very uncomfortable near you and might even be damaged by the fact that you're constantly emitting holy light. Alternatively, you can choose to only partially release your true form, which, instead of damaging the minds of mortals, tends to calm them instead.

254. Elemental Authority (200 CP):

Even among the heavenly host, your connection with nature itself is powerful, which allows you to manipulate the four classical elements, even above the basic elemental control wielded by the Virtues. Unfortunately, your power is limited to only manipulating existing sources of these elements and not actually creating them, but there is also another usage for your skills. By greatly condensing a specific element, you can shape them as a powerful armor around yourself or others, granting the user an enormous strength, durability and maybe even speed boost, as well as the ability to absorb said element to regenerate from damage, grow bigger/stronger and even form weapons. You can also create armors from any other elements you're able to manipulate. Lastly, just a advise: avoid creating an armor that fully covers your body, as covering your light is considered a shameful act for angels that sometimes is even used as a form of punishment to fallen angels that are forced to stay locked in armors made of earth, so it's a good idea to refrain from forming an armor that covers completely your body, at least when around your fellow angels.

255. Follower of the Cupid (400 CP/Discounted if you have the Lust version of the Seven Deadly Sins perk):

Either you're one of these little angels that are easily mistaken with original Cupid, the god of desire, affection and erotic love, or you have abilities related to lust itself, you're able to

freely summon and use a perfect replica of the bow used by him, constructing it from raw emotional energy. By pushing the bow's string, you're able to summon two different types of arrows. The first arrow is made of the emotional energy of love, capable of making anyone struck with it'll instantly be filled with desire/love for the target of your choice, meanwhile, the second arrow is made of the emotional energy of hate, capable of filling anyone struck by it with hatred/dislike instead. These effects are temporary and will wear off after a few hours, unless the person that is affected would already develop that specific feeling (love or hate) for the target. Both the love arrows and the hate arrows can't be used to physically harm someone and their effects cancel each other out, as well as they're unable to affect people that are as strong as you or even stronger. Lastly, you receive enough archery skill to match that of a professional archer.

256. Walking Miracle (400 CP):

Through your own divine powers, you're able to perform feats of healing that can only be called miraculous. These miracles manifest in the form of greatly boosted healing powers to a legendary degree, surpassing any and every angel with the exception of the ones whose power greatly dwarfs yours or that embodies the concept of life in some way. At the basic level, you're capable of healing any mundane diseases and wounds, including severe ones like extreme brain damage and disabilities like blindness and deafness, to the point you can even resurrect the recently dead, as long as something is left behind from their remains, even if it's just a puddle of blood. This is the healing ability you would get as a basic angel, with it being increased accordingly the stronger you are.

257. Divine Mathematics (600 CP):

Either you were present during the creation of the universe or you're actually a scholar that devotedly studied this subject, you've divined the secrets related to the divine mathematics and the secret formulas of the creation. Through the usage of them, you're able to replicate feats that mortals could only comprehend as miracles or even "magic", basically making you able to use minor reality manipulation around the basic level of the setting's power tier. Some possible feats are teleportation, speeding/slowing down time, healing through math, limited space manipulation, telekinesis, matter manipulation, soul manipulation, creation of basic lifeforms, parting a sea, summoning a plague, turning a rod into a snake, among others. At full mastery, you'll be able to control the very forces of universes on a far larger scale, but it'll take various centuries to achieve, even for someone like you. Additionally, you're also able to infuse these divine formulas into any magical and holy abilities you have, making them conceptual in nature and protecting them from being manipulated by external sources that don't utilize some similar form of conceptual manipulation. (Minor reality manipulation + conceptual magic/divine abilities. Boosted is pocket universe)

258. Prime Angel (600 CP):

You're no mere angel, as you're actually a Prime Angel, being among the first and more powerful angels of the entire creation, as well as meaning you're as old as the universe itself. In addition to your power being enhanced to a whole new level, giving you power on par with a Seraph if you're a common angel or even making you on par with the Seven Archangels if

taken together with Archangel or even on par with Metatron if you're a Seraph. Due to your status as one of the greatest heavenly beings, you also gain an authority over lesser angels, as long as they're weaker than you, making you capable of directly controlling weaker angels and considerably influencing the stronger ones. This control can be supported through willpower and raw power, but, the weaker the angels are, the more difficult it gets to them to resist your control. Additionally, you also retained a spark of the angels' creation within you, which allows you to give life to your holy light, in the form of elementals made purely of light and holy energy. These elementals, whose very touch is toxic for demons and other unholy beings, will be loyal to you as you're their creator, though, initially, they'll be mostly mindless construct, intelligent enough to follow orders but devoid of any superior thought process and consciousness, but one day you'll learn how to grant them sentience and maybe even free will.

259. Demonic Physiology (Free):

Your very power and existence are the antithesis to that of an angel. As one of the demons from Hell, you're fueled by and have a reserve of pure demonic energy, which allows you to make usage of unholy abilities, like create curses, use dark magic, create illusions, possess others, make mundane people ill by just exposing them to your demonic aura, among many others. You're also capable of one of the most basic abilities wielded by most demons, fire manipulation that can evolve to allow the creation of Hellfire, the infernal (but weaker) counterpart of Holy Fire, that is a special form of dark red flames that, in addition to being able to wound spiritual beings and being far hotter than regular fire, are also inextinguishable by normal means. Lastly and unfortunately, you're also weak against holy powers.

260. Embodiment of Temptation (100 CP):

Either by experience or through sheer talent, you're a true specialist when it comes to temptation, to the point of surpassing most common demons with the exception of the most experienced ones. You're very skilled in how to tempt people with things, like how to better seduce them for example, as well as being capable of discovering and understanding their desires, including the ones they insist on hiding.

261. Primordial Fear (200 CP):

In most settings, demons are the personification of what is evil in humankind and other mortals, to the point that you're able to emit an aura of pure evilness at will that makes any mortals, from mere irrational animals to humans and other non-supernatural beings, to instinctively fell a powerful kind of primordial fear capable of making the most weak willed ones to be paralyzed in your presence or even submit to you, thus granting you authority over them. People with strong wills, truly fearless or devoid of instincts will be mostly unaffected by your aura.

262. Master of the Torturers (200 CP):

Damned be your creativity, as it is truly born from the fiery depths of Hell. Either you one of the Hell's great tormentors or not, you're truly an expert in causing suffering on others, be it through simpler and minor torments to full blown torture of every kind, making you capable

of intuitively torture others by any means and in the most effective ways possible, as well as using anything at hand to do so. You're also able to temporarily turn off at will any mental and/or emotional issues or moral dilemmas you might have before, during and after the deed.

263. Let's Make a Deal (600 CP):

It's pretty common for demons to be willing to make deals with mortals, usually in exchange of their souls, and there are several deals and contracts even among different demons. Like them, you're able to make unbreakable deals with other beings, regardless if they're mortals or other demons. To form a deal, two or more individuals, including you, must willingly agree and accept a defined set of conditions that benefits both involved parties. Once formed, both parties are obliged to fulfill their respective part of the deal as long as they're possible. If a party breaks the deal, the other will be released from their obligation to fulfill their part and the one that broke it in the first place may suffer pre-established penalties defined together with the set of conditions. The deal will also be rendered null if both parties agree to undo it or if one or more conditions are virtually impossible to be fulfilled. It's surely possible to create deals with loop holes and/or multiple interpretations of the initial conditions that you can take advantage of, because, after all, you're a true demon.

Alternatively, for an extra 200 CP, your skill in deal making is now comparable to that of the Devil himself. You're able to make literal wish-granting deals, that, as long as you have the raw power, skill, tech, or whatever else needed to fulfill a wish, even if it would normally take time, you can do it instantly, without any previous preparations and without lowering your power in any way or consuming your resources, if it's for a deal. The only limitation is that it must be something that you have enough time left in the jump to do it, but, post-Spark, it can be anything that you should be able to do eventually with your current power and resources.

264. The Unholy Grail (400 CP):

The demons' blood is known for carrying a portion of their unholy power, having the capacity of corrupting and giving power to mortals that consume it or even turning them into demon-like abominations. There was also the case of the asura Raktabīja whose blood was so powerful that each drop of it gave birth to a new demon and, after it was consumed by Kali, it made her the most powerful deity of the Hindu pantheon. Even if your blood isn't as powerful as his, you have full control over the power carried by it, allowing you to customize the effects it causes on those that consume it. These effects on them can be extremely varied and their potency depends on how much blood is consumed, from partially or fully demonizing them, turning them into demonic abominations, making them addicted to your unholy power, giving them access to some of your abilities or just being a deadly poison for them. It takes only a single grail-worth of your blood to turn a willing mortal into a Cambion for example. If you aren't a fan of wounding yourself to remove your vital fluid, you also gain the ability to transfer your blood to others through your touch. Lastly, as a final benefit, anyone that attempts to usurp your power by drinking your blood will fail, with it having no effect on them or even automatically becoming harmful for them.

265. I'm Legion (600 CP):

In a manner similar to the biblical demon known only as Legion, you aren't one, but you're the result of the fusion of 72 lesser demons that decided to become a single being to achieve a greater level of power. While you're still you, you're the core of the hive mind of the 72 demons and thus have complete control over your parts, as well as gaining access to all the wicked knowledge each one of them acquired in their lives. You also have the ability to split these demons at the cost of temporarily losing access to a varying portion of your power from your body, which corresponds to the split demon's power, and retain control over them. Each demon will be very diverse, with each one of them being unique when it comes to personality, nature, preferences, skills, abilities and maybe even in power level, but they're always undoubtedly loyal to you and will share each one of your goals. Even in the case of you splitting again into the original 72 demons, their minds will remain connected and thus you'll exist split in each one of them too or, if you prefer, you can choose to take over the body of one of the lesser demons. Alternatively, you can also suppress a separate demon's mind and make them nothing more than an extension of your being which is completely controlled by you. Additionally, each one of them may still count as "you" if you want. As a final benefit, you can only truly die if all of them are killed, because, as long as at least one of the 72 demons is still alive, you'll survive, albeit greatly weakened, and the remaining 71 demons will eventually revive one by one within the survivor.

266. Archdemon (600 CP):

Well, you originally weren't always a demon, as you were one of the angels of Heaven, until the day you rebelled and became a fallen angel, either by yourself or by following Lucifer's rebellion, but your fall from grace was even more severe than in most cases, as you eventually became a demon yourself, however no mere demon, as you're one of the Archdemons, much like the other demons that also were fallen angels. As part of Hell's elite, your power is enhanced to a whole new level, matching with that of a Prime Angel, giving you power around the level of a King of the Ars Goetia if you're a common demon or even making you on par with the Seven Princes of Hell if you were already one of the kings. Additionally, your position as one of the hellish princes also grants you an authority over lesser demons, as long as they're weaker than you, being able to control the majority of weaker irrational demonic beings and influence those with intelligence. This control can be supported through willpower and raw power, but, the weaker the demons are, the more difficult it gets to them to resist your control. Lastly, as one of the former angels, nobody understands more how to lead your former fellow angelic beings like you. In addition to understanding how they think and act, you're able to modify your own demonic power to be harmful to angels and other similar angelic beings in the same way as their holy power is harmful to demons.

267. Incarnated Grace (200 CP):

Angels, at least in their true form, are being made of pure virtue and grace, but you're grace incarnated in human flesh. You have the sort of supernatural beauty only a child of an angel and a mortal could have, with the perfect grace of an angel combined with the overall shape of a mortal. Surpassing even the angels in beauty, you're so beautiful to the point that almost every person would be attracted to you to the point that some of them will be instantly charmed and will try their best to impress you. Fortunately, despite your supernatural beauty,

you're also magically protected from people getting obsessive over you or wanting to capture, enslave and/or assault you because of it, so you don't need to worry about this.

268. Intervention From Above (200 CP):

Some nephilims are feared by their fellow angels due to their potential while others are loved by them. You're part of the later group. Once a month, during times of need, you can call intervention from the angels and they'll come for your help. Usually it'll result in the summoning of a group formed by a few basic angels leadered by a higher ranking angel like a Ruler or a Virtue, but, if you're really lucky or you're considered very important for them, it's possible for even the likes of mighty archangels and cherubims to come for you. If you aren't affiliated with the angels, you'll be able to call for intervention from the demons or other neutral spiritual beings, like elementals and the fey, but how much help they'll offer will depend on your relations and affinity with them.

269. Giants From the Old (400 CP):

The Gregori, or also called the Watchers, was an order of angels leadered by Shemihazah responsible for watching over humankind, but they eventually fell in love, romantically and/or sexually, with the humans and became fallen angels. They had children with the humans, the first Nephilims that were literal evil giants who managed to conquer the entire world with their inhuman power until their destruction caused by heavenly intervention. While you aren't one of these Nephilims of the old, even more considering the fact that you aren't the offspring of a fallen angel by default, you're still able to invoke their power, by transforming into a mythological giant, capable of switching between being around 2 to 3 meters tall to being truly colossal with a height of over 100 meters. By using this transformation, your strength will be absurdly enhanced, allowing you to even exchange punches with deities, as well as greatly enhancing your talent with battles, which can range from expertise with martial arts to even skills involving war strategies. Unfortunately, regardless of how much power you inherited from your angelic parent, using this form will be a tiring action for you, with you becoming fully exhausted after staying in this state for half an hour initially, but time, experience and training will increase the time you can stay transformed.

270. Controlled Heritage (400 CP):

The Nephilims of the old were the first generation descended from their Watchers, but other generations came later, the children of the original human/angel hybrids that also were giants, but their angelic abilities became more diluted compared to their progenitors with each subsequent generation. But, you aren't one of the Nephilims of the old and this won't happen with your offspring unless you want it to happen. In addition to your powers not becoming diluted to your descendents, you can also control which of your abilities your offspring inherit.

271. The Kingdom of Matter (600 CP):

The Kabbalistic Tree of Life is a diagram that represents aspects of reality, the divine and the mortal psyche, separated between 10 nodes (or 11, if you also count Da'at), the so-called Sephiroths, which each one is presided over by a specific high tier angel. As a being whose

nature is both physical, due to your human half, and spiritual, due to your angel half, you decided to focus on your physical nature that resulted in you eventually becoming empowered by the most physical of all the Sephiroth, Malkuth, the one presided by the most physical of all the Seraphim, Sandalphon. Due to being empowered by a considerably small portion of the power of the Sephirah governed by the Angel of Darkness and Matter, your first ability is the power of generating and manipulating a dark, raw and considerably dense form of elemental matter, which can take any shape you can think of, in a manner similar to creator element itself, Aether, but less versatile and more durable. This pure element can also be infused with the environment around you, extending your manipulation ability to also affect it. The Sephirah's power also allows you to restore objects and people back to their original/natural states, with bigger and more powerful objects/people requiring more energy to restore. Lastly, the psychic aspect of Malkuth makes you a specialist in sending (mundane) subliminal messaging through your words and actions. Alternatively, if you affiliated with Hell, instead of being connected with Malkuth, you can connected with its demonic counterpart in the Tree of Death, the Qlippoth known as Lilith or Nahemoth, which, much like its holy counterpart, it's the culmination and materialization of the previous forces, but demonic in origin rather than heavenly. Fortunately, it'll still work fundamentally the same and grant the same abilities, as well as you'll still retain some degree of connection with Sandalphon, as a Sephirah is connected with its respective Qlippoth and vice-versa.

272. The Crown of the Infinite Light (600 CP):

As a Nephilim, you're a being whose nature is both physical, due to your human heritage, and spiritual, due to your angel heritage, but, as your angelic blood was awakened within you, you preferred to focus on your spiritual aspect rather your physical nature, thus enhancing your connection with the highest of all the Sephiroth, Keter, the one that represent the Limitless Light of the Lord. Unlike the lowest Sephirah, Malkuth, which is governed by Sandalphon, Keter is instead presided over by his twin brother, Metatron, a Seraph made of pure light and one of the highest ranked angels of the entire Heaven. Due to being empowered by a considerably small portion of the power of the Sephirah governed by the Scribe of God, the first feat available for you is tapping in a portion of the Infinite Light, allowing you to project it in the form of powerful attacks of pure light that don't expend any of your own energy, but, as your connection with the Sephirah is limited, you won't always be able to always do it, so I advise you to use it sparingly because, if you attempt to overuse it, your connection will end up being temporarily blocked and you won't be able to use the abilities granted by this perk for a long time. You also gain some of the authority represented by Keter, protecting you from being mentally and/or biologically manipulated by others whose power don't dwarf you, as well as granting you the ability of shapeshifting, capable of taking the appearance of other people with size similar to yours but without gaining their physical abilities. Alternatively, if you affiliated with Hell, instead of being connected with the highest Sephirah, you can connected with its demonic counterpart in the Tree of Death, the Qlippoth known as Thaumiel, which is still a sort of evil source of limitless light, but representing just division and eternal aggressivity rather than unity. It'll still work fundamentally the same and grant the same abilities.

273. Dominant Half (100 CP):

In addition to natural-born Cambions, there are also the ones that are the result of the fusion of a demon with a mortal, usually a fool, greedy human that wished to gain demonic power without thinking twice about the possible consequences of this feat. While this might not be your case, you won't suffer too much from similar cases, as, by taking this perk, you'll have a greater tendency of becoming the dominant one in any fusion you take part of, either having more control over it or making the resultant personality to inherit more of your traits. This also has effects if you're absorbed, with you having more influence over whoever absorbed you than what should be possible normally.

274. Tamed Half (200 CP):

You haven't been turned into a human/demon hybrid by some external source, but was born as one instead, meaning you live with your demonic instincts from the very beginning of your life. As a result, you have developed resistance over your instincts to the point of them having no more influence over you and your mind, unless you willingly let them affect you for some reason. Post-jump, this perk will also affect any other kind of negative instinct you might have.

275. Cursed By The Blood (200 CP):

As a sign of your demonic heritage, your fangs became retractable and abnormally sharp and your instincts have expanded to also include a literal thirty for blood, human or not. This also grants you the ability to drink blood for power, healing you and temporarily strengthening your abilities. The more blood you consume, the stronger these effects will be, but, if you allow this ability to evolve by drinking more and more blood in short periods of time, you'll slowly and progressively develop a vampiric essence within you, causing you to develop new strengths, abilities and weaknesses until the point that this essence will be fully developed, essentially turning you into a true vampire, with all the strengths and weaknesses it mean. If you limit the amount of blood you consume, you won't need to worry about accidentally becoming more and more vampire-like if you don't want it to happen.

276. Spiritual Devourer (400 CP):

From your demonic parent, you inherited the power to absorb souls of people near you and consume them, converting them into energy and vitality for you. This power is rather limited and you can only fully extract someone's soul, which normally results in their death, if they're currently defenseless, but you can drain portions of their souls that might cause permanent damage if you absorb too much of them and will also gradually weaken them. In addition to this, if you manage to fully absorb someone' soul, you'll be able to freely shapeshift into this someone's form, granting you their physical abilities, like becoming capable of transforming into a large wolf if you manage to absorb a wolf's soul for example. You don't need to worry about any unnatural instinct/altered mentality once morphed in another form or about being influenced in any way by the form's original owner.

277. The Next Merlin (400 CP):

Merlin, the legendary great mage that became known by his enormous magical power and by being the advisor and mentor of the also equally legendary king Arthur. While this is well-known by most people, what tends to be more obscure is that he was the son of an Incubus and a human prostitute. While the mage's demon side was purged after his baptism, he retained his inhuman power and became the great mage of the legends. Unlike him, you still have your demon side intact, but, in addition to it, you now have an enormous magical potential, one that matches the likes of Merlin. Just this potential is already enough to make you able to reach the level of a genius in a single magic system in less than a decade with enough effort and this ease with wielding will also work with any magic system you encounter in future worlds.

278. Born From the Beyond (600 CP):

Beyond mere spiritual beings, there are weirder existences lurking in the vastness of space, such beings whose very existence defies the rules of nature and are defined by their disregard for the natural laws of the universe as we usually understand them and by spreading destruction and madness wherever they go. While some of these strange eldritch abominations are completely from both sides of the Great War, there are also cases where the line that separates the eldritch and the demonic becomes blurred, and it's from one of such cases you're descended from, instead of from another mere demon from Hell. Your foolish human parent, either because of worship or wish for power, mated with one of such terrifying creatures, an eldritch entity that is closer in nature and power to the demon you've had previously chosen to be your inhuman parent. As a result of you being a sort of eldritch variation of the "regular" Cambion, you gain access to your parent's unnatural abilities, allowing you to wield eldritch energy, the power capable of corroding bodies and minds alike, in the same way as handle demonic power, as well as being innately resistant to insanity and madness, allowing you to see the true forms of eldritch beings around your power level, meaning that you'll have no problem at all seeing lesser beings but you won't be able to see Outer Gods without losing your mind as you're now. You'll also gain the ability to tear through the veil of reality to make rifts, which allows teletransportation through different locations and summoning of star spawns of varying power and size that can be described by mortals as nightmares given forms. Weaker star spawns can be controlled through your eldritch/demonic power, but any of them whose power is at least on par with yours will be free to do whatever they want, so unless you want to spread chaos and madness, I advise you to avoid summoning them if you can't control them. Lastly, your strange physiology makes you far harder to actually kill than other Cambions of your level, giving you enough durability to stay alive for a few minutes before requiring healing even if your brain is pierced by something like a spear.

279. Beast of the End (600 CP):

The blend of your mortal half with your demonic half was more powerful than previously thought, as you're not only as strong as any full blooded demon, but also have a much greater potential than any mere demon. Either as a direct result of your mortal soul/nature enhancing your demonic power or by some other unknown factor, you're able to shift, fully or even partially, into your true demonic form, complete with scales, claws, wings and horns, in which

your power is amplified to be a tier higher than your demon parent. Maintaining this demonic form will be mildly tiring at the start, but time and training will make using this form effortless for you. Lastly, once per jump, as a sign of your actual nature and reason of your existence, you'll be able to enter in a colossal, secondary demonic form, transforming into a multi-headed dragon-like beast, as well as granting you draconic abilities and power worthy of a being that could be called the Harbinger of the Apocalypse, where even a common demon would gain power to rival the Seraphim. You'll be able to stay for an hour or two in this state before exhausting yourself, but, as you get used to it, the amount of time you'll be able to stay transformed will increase. Lastly, there is probably a prophecy that describes you as a destroyer and your coming as the end of human civilization, but this is your life and you're free to do whatever you want.

280. Impure Being (Free):

Like any other hybrids, you inherited the supernatural power and energy from your parents, but, for a cursed being like you, this is both a blessing and a curse. First of all, starting with the blessing, as a hybrid born of Heaven and Hell, you have access to both the holy powers of your angel half and the infernal powers of your demon half, as well as having reserves to these two forms of energy and being as strong as any full-blooded angel or demon with a potential that surpasses the two races. But, with this also comes a curse: demonic energy and angelic energy are true antithesis and tend to counter each other in a violent way, now, imagine this happening all the time inside your own body. Due to your mere existence being self-contradictory, everytime you try to focus on strengthening just one of your sides or try to use both both angelic and demonic powers at once, the energies within you will conflict with each other, which at the start will causes strain and/or pain on your body but it can evolve to actually cause damage or even kill if you overuse them beyond your limit, so you need to maintain your opposite powers stable if you don't want to suffer the consequences. Fortunately, if you keep the power of your halves around the same level and use one form of energy at once, you won't suffer from these downsides, at least, not too much.

281. Mental Fortitude (100 CP):

During the entirety of your life, you needed to endure all the pain and suffering your unstable nature caused. It's not uncommon for many Nephalems to end up losing their sanity and going crazy due to this, but you're among the ones that resisted it and, as the reward, your mind grew stronger, which enhanced your resistance, but still not immunity, against mental attacks and more mundane things like physical pain for example to peak human levels.

282. Physical Fortitude (200 CP):

With the clashes between the holy energy and demonic energy within you, your own body grew stronger to the point of reaching a legendary level, but not on physical strength or durability, but in sheer endurance instead. Your endurance on par with legends makes you extremely hard to put down and even harder to actually kill. A Nephalem like you with this degree of endurance can even resist and keep fighting for a few minutes with a spear piercing their head, while still having the chance to survive and fully recover if you're treated with some sort of healing ability as soon as possible after the battle.

283. Abomination of Nature (200 CP):

Much like any angel, you also have a true form, but, unlike a regular angel's true form, which is made of pure virtue and holy power, as a Nephalem, yours is tainted by sin and by your demonic physiology. You can also assume your true form, but a normal angelic true form causes mental damage on mortals due to being incomprehensible for them, your form's nature was "diluted" and can be safely seen by them, but, in exchange, you become a truly twisted eldritch-like monster characterized by a mix of angelic and demonic traits. In this state, you'll cause instinctive horror or at least disgust on both angels and demons, but this doesn't affect other beings. Most average demons and angels will simply desperately flee if they even see you in your true form.

284. Inner Harmony (400 CP):

While it isn't possible to truly harmonize your opposite energies, at least for now, you're already used to stabilizing your inner energy as a form to better lead with the violent clashes between your two halves. All of this experience allows you to stabilize any kind of inner energy you have, regardless if it's Ki, Chakra, Mana, Nen, Cursed Energy or even Hamon for example, as well as letting you quickly analyze and discover if something is wrong with your energy system. Despite, while you're now able to use your demonic or angelic without it affecting its counterpart power within you, you still can't use both your halves at the same time without an absurd amount of concentration and/or strain.

285. Slayer of the Divine (400 CP):

One of the main reasons why Nephalems are most times feared by both demons and angels is their potential that can greatly surpass both races and might even pose a threat for their factions' leaders. Regardless if you actually have or not this potential, they sure have a reason to fear you. Your cursed existence acts as a sort of bane against the divine, increasing the efficiency of your powers over deities and similar beings to allow you to damage them regardless of which absolute invulnerability they have. A divine being can only be wounded by mythical weapons and by other similar existences? Your attacks can wound them as if they were any other normal being. It also allows you to bypass their immortality, from basic inability of dying/staying dead to literally lacking the concept of death, so, if you have enough power, you can kill gods and make them stay dead, as long as no external influence revives them.

286. Horseman of the Apocalypse (600 CP):

The Four Horsemen of the Apocalypse are a group of four existences that are neither angels nor demons, but instead more akin to entities representing different aspects of the End of the World. Currently, the Four Horsemen may be sealed somewhere in the world or might not even exist yet, but an existence that is also neither an angel or a demon already exists, you. For some reason, your cursed existence was compatible with the apocalyptic essence of one the Four Horsemen of the Apocalypse, meaning you can fully replace one of them to gain their related abilities, weapons and mount, as well as gaining a part of the power that this mantle comes with, making even an average angel as strong as any Archangel. Regardless of

your choice, you'll always be able to summon and unsummon your weapon and your mount at will. Your mount is also absolutely loyal to you and will refuse commands even from other worlds' Horsemen.

By becoming the Horseman of Pestilence, you gain authority over diseases, fungi, viruses, bacteria, parasites and transmission vectors such as rodents, insects, and other crawling creatures. You can not only finely control and spread these pathogens around you, but also manipulate each aspect of their biologies, allowing you to design custom-tailored diseases that might even have supernatural features. You can also spread an aura of decay around your being, capable of corroding most forms of mundane matter and even the holy/unholy energy. As your divine weapon, you receive the Pestilence's Bow, which fires summoned arrows that will be infused with a highly concentrated mix of every kind of toxin and diseases you've even made that can kill even angels with a mere scratch, and, as your mount, you gain the Green Horse, which is inherently unaffected by any diseases made by you, but still serving as a carrier, and is immune to almost every damage, as it's reflected back to whoever attempted to hurt it in first place. By becoming the Horseman of War, you become the epitome of a perfect warrior, gaining combat prowess and physical attributes on the peak of your current race, as well as having an innate knowledge of every martial art, weapon skill and combat strategy created by the humans. While you gain the ability to manipulate blood and fire, your main ability is to induce rage and hatred to instill conflict in others, making them see everyone as enemies and want nothing more than to inflict suffering. As the embodiment of war, your very presence and aura fills others with fear and terror, being enough to make the weak-willed to simply flee away. You gain access to the War's Sword, an indestructible divine sword that increases the wielder's physical abilities and combat prowess the more they fight using it. As a worthy mount for an apocalyptic warrior like you, you receive the Red Horse, the fastest, strongest and most cunning of the four apocalyptic horses that have the ability to regenerate from any injury, as long as you're still alive, though this will take time. By becoming the Horseman of Famine, inducing hunger on those in your view is just your basic ability, as you're also able to consume anything and, by eating an entity, you'll permanently strengthen and will even be able to use their abilities for a short time. As your power grows, you'll unlock the ability to not only cause hunger, but provoke the effects of starvation upon them and drain their life force, weakening them and strengthening you. As the embodiment of famine, you gain access to the Famine' Scales, which allows you to increase people's desires until the point that they'll lose their rationality by disequilibrating the scales, like making someone lose control and over eat until they die for example. The scales are also intangible to anyone other than you. As mount, your Black Horse spreads misfortune to anywhere it goes and it's ethereal thus unable to be harmed by any physical means. By becoming the Horseman of Death, you become a carrier of pure death-force, capable of quickly draining living beings' life force and inducing rot and aging. You can infuse any of your attacks, both physical and energy-based attacks, with this death-force to increase their efficiency and lethality. This condition also makes you into a powerful necromancer, allowing you to raise the dead and control them even if they have intelligence and/or weren't raised by you, as long as their power doesn't match or surpass your own. Unfortunately, you aren't Death itself, so you receive only a weaker replica of the Death's Scythe, which is still an indestructible weapon capable of permanently killing anyone that is killed by its blade. Lastly,

together with you, comes the last horse, a deathless being that all non-supernatural life dies around it, the Pale Horse. Alternatively, you can reject the previous mantles and choose the fifth, becoming the Horseman of Conquest, that also means you won't need to replace one of them. As conquest, you're an existence bound to battles in a different manner than War, being the epitome of a charismatic and attractive commander rather than a warrior. While you also gain some degree of light manipulation if you didn't had it before, your true power comes in the form of your empowering presence, words and overwhelming influence that increases your allies' martial prowess and physical condition and focuses their mind on the challenge ahead, as well as making your authority over them become more akin to mind control. This also makes those completely defeated by you and/or your army will also be more prone to obey you as your subordinates. You also receive the last weapon, the Conquest's Bow, whose summoned arrow that, if hit, it'll fill even the strongest of will with despair and anguish. While your mount, the White Horse, lacks a form of immortality other than agelessness, it makes any allies that behold the horse to feel as though they could conquer the world under your banner.

287. Chaosborn (600 CP):

The light and darkness within you are opposite and counter each other in a violent way, but while this destructive phenomenon tends to happen only inside your own body, you actually learned not only to externalize the clashes between both forms of energy, but also weaponize this. By manifesting and mixing your demonic power with your angelic energy, you're able to generate a pure, chaotic form of raw power. This chaos energy is extremely destructive, allowing you to perform devastating attacks with power that goes far beyond the amount of energy you use to generate it. If you use an amount of demonic and angelic power that would be enough to destroy a few houses at once, by mixing them into chaos energy, you'll be able to destroy a large portion of a city with it. In addition to being destructive, this essence of chaos is also harmful to both angels and demons (and other beings with angelic/demonic power), as well as being very effective against eldritch entities, due to the fact that their signature energies are consumed by it, thus making your chaos powers especially useful against such opponents. Unfortunately, there is also a main drawback in using chaos energy, as, until you developed complete mastery over the process of generating your chaos powers, your energies will accidentally clash within you and may even generate bits of chaos energy inside your power, which, in addition to causing strain in your body, can also provoke some internal damage. There is also the danger of yourself being caught by the indiscriminate destruction caused by the chaos, so I advise you to use it more against distant targets unless you hold back your own strength.

288. Unblinded by the Veil (500 CP):

It's not that uncommon to see that the veil that separates the mundane from the supernatural isn't just metaphorical but also more literal, as the mortals literally can't see spiritual beings in various worlds. To ensure you won't be blind like your fellow mortals, you're able to see basic supernatural things, like magic, stands and spiritual beings that aren't actively trying to conceal their presence. For an extra discountable 400 CP, your clear sight is enhanced even further, as you gain the Gift of Clairvoyance, which upgrades it to a total and absolute

immunity against any form of illusion or magical disguise, even the ones are created by godlike beings, as well as protecting you from any and all harmful effects from seeing eldritch beings in their true forms, memetic hazards, cognitohazards and other general information that usually are above mortal comprehension.

289. Limited Preparation (100 CP):

A certain someone once said that “humans can win practically any battle as long as they have enough time to prepare”. Even if this isn’t actually true, it’s a fact that preparation and adaptation are some of humanity’s greatest weapons and you, my friend, are a specialist in using all the resources that you have available in the most efficient way possible to fight against whatever enemy/threat you’re currently facing, regardless if said resources are weapons, tools, personeel, energy, materials, allies, among others. This perk doesn’t help you to acquire more resources in any way, only making you able use the ones that you already have considerably more efficiently, regardless if it involves using specific strategies, combining resources or improvising/adapting new ones for example.

290. Unshakeable Humanity (200 CP):

No spiritual being shall taint your humanity. You’re specially resistant against possession by the actions of any spiritual beings regardless of their nature, allowing even a normal human like you to fully control lesser demons and angels that enter in your body and to expel mid-ranking beings from your body. Only higher spiritual beings, at least on par with Archangels, would be able to actually possess you, but even in these cases you’ll still be able to influence them in some ways and recover control over you bit by bit.

291. Hell’s Pact (200 CP):

You’re a pretty lucky person, as you encountered a basic demon that just offered you a simple deal simply because they wanted to test their recently acquired ability to make supernatural deals, without asking nothing in return. This pact allows for two different things: firstly, you can summon the demon, which is slightly stronger than the average demonic being, to ask for favors or for other deals, and, secondly, gain part of their abilities, granting you your own reserve of demonic power, around the power level of a cambion. Alternatively, instead of a basic demon, you can choose to have made a deal with a stronger demon, like one of the Ars Goetia for example, but using the power granted by the deal and summoning the demon will have the appropriate costs for it, which can be anything, from souls, including your own soul if they’re powerful enough, to sacrifices for example. In future worlds, a new demon will replace the one that stayed in the previous world, but the deal’s power will stay the same.

292. Sons and Daughters of the Divine (400 CP):

Despite the existence of angels, demons and other supernatural creatures, humans (and/or other mortals in general) still remain as some of the favorites of the gods and other divine beings in the entire creation, but even among them, you’re a favorite among favorites. This means that any divine being, including deities, will have a positive first impression of you, usually paying attention to you without considering you worthless just because you’re a mortal, with most of them considering you as a possible ally or even a friend in some cases

depending on their proximity with you. Better it, unless you're directly hostile to them and/or their forces, they'll, at the worst scenario, maintain a neutral attitude towards you.

293. Eyes in the Future (400 CP):

Due to your ability of seeing beyond the common men are able to see, you've been chosen, either by fate, the Lord or another deity, as one of the prophets of the current age, in the same way the prophets and oracles of the old. As a prophet, during random moments, you can see vague visions of the future, though their actual meaning is up to your interpretation, but the events you foresee will have a very high accuracy rate of occurrence, unless when leading with people and objects capable of defying fate itself. Furthermore, by concentrated meditation, you're able to create prophecies about important events, which are even more accurate than your visions, but they're also up to interpretation and might be fulfilled in different ways depending on the circumstances. Lastly, you can choose another method of future reading, like tarot cards or by using a crystal ball, to be actually functional, being more reliable than your visions but will be more limited in scope and accuracy.

294. Divine Herald (600 CP):

You're a particularly interesting mortal, at least, interesting enough to attract the attention of a specific deity that offered you to become their champion/herald. In addition to possessing enhanced strength, speed, and agility, above the likes of Captain America in a basic tier world, you also gain access to some of the divine abilities of your patron's domain and receive a powerful divine weapon that is a conduit for your abilities and can harm most supernatural creatures regardless of their resistances, as well as also possessing a few minor enhancements which make it unusable by anyone other than you and allow you to call it back to you if you ever become separated from it. You can choose any god that exists in the world to be your patron and to gain abilities from, with some examples being like choosing Zeus to gain electrokinesis, atmokinesis and one of his Lightning Bolts or choosing Amaterasu to gain solar manipulation, pyrokinesis and a replica of her Kusanagi. Additionally, your deity may also communicate at will with you as well as grant you missions or additional abilities, maybe even strengthening you and granting you enough power to match some of the stronger angels and demons, as they see fit. Regardless of your chosen deity, your basic power level will be the same, but stronger deities might be more exigent with their missions and might grant you far more power than weaker ones. Post-jump, you'll be able to communicate with alternative versions of your patron and even count as their champion if you wish for. Even if you decide to abandon your role as your patron's champion, you'll retain your abilities, weapons and basic power tier, but you'll still also gain their animosity, so choose well who will be your patron.

295. Living Saint (600 CP):

Maybe you were a priest/nun whose faith and/or works attracted the attention of Heaven itself, or just some random person with a very kind heart, but, regardless of your exact story and background, you've been blessed and ended up ascending into true sainthood still in life. As a saint in the flesh, you were granted access to holy powers, allowing you to wield the same angelic abilities possessed by common angels and to cast lesser miracles, like healing

illnesses, transmuting materials, slowing down aging, among other feats. You also have the ability to emit an aura of goodness, which also makes you always count as karmically good if you want to. Furthermore, it's also possible to find at least a few people around the world that are devout to you. Lastly, you also gain the ability to summon angels at least "a tier" weaker than you to your bidding and may also request the help of stronger angels but they might refuse to help you if you aren't affiliated with them.

296. False Messiah (600 CP):

Your origin isn't as simple as I previously thought of, isn't it? Your very soul is as dark and hellish as any other demon lord, which, while you don't actually have access to demonic powers, you're an existence worthy of the title of false messiah. This manifests in you as an extremely powerful and terrifying charm and charisma, usually the kind of charm possessed by very skilled dictators, cult leaders and hundred year old vampires, which few people have the willpower needed to resist. While still "mundane", your charisma is enough to tempt men to betray their friends and allies, easily seduce people that are attracted to you, create a cult-like fervor amongst your loyal followers to the point of them becoming almost addicted in obeying your orders and inspiring loyalty in less trustworthy minions with nothing but a few mere words and your dreadful presence. Your charm is even more potent and effective with demons, as it allows you to actually control them to do your will. A lot of willpower can still help them to resist it, but any demon at least as strong as one of the kings of the Ars Goetia (or that are true demon kings/queens) are completely unaffected by this supernatural ability (but still be manipulated by your charisma). Lastly, as a tempter disguised as a saint, you can also hide your karmic alignment to others at will, making them unable to discern which is your actual alignment.

297. The Blessings of Humanity (600 CP):

One fact is undeniable, by default, humans are weak and fragile, as well as lacking many of the strengths seen in other races, like the beauty and magic potential of species like the elves and angels or the raw power of spiritual beings like demons, in this world and in almost every other one around the Omniverse. Despite this, humans can still be found in almost every universe you visited or might visit in the future and, many times, they end up being the favorite species of mortals of several deities and other divine beings. Regardless if humankind is special or not, you truly are, being blessed by the four aspects that make humans special among other mortals, even if you aren't a human yourself.

The first aspect is Freedom, which manifests as an absolute immunity to being controlled by others' abilities, allowing you to shake off any attempt of mind control, possession, psychic manipulation or any other esoteric control abilities, even by those that are godlike in strength, with only beings like R.O.B.s having chance of controlling and/or manipulating you with their powers. The second aspect is Hope, that not only prevents you from losing yourself in despair but also blesses you with a limitless willpower that can't be broken regardless of which problems and opponents you face. The third aspect is pretty easy to understand what it does, with it being the humans' Unlimited Potential, which, as you may already imagine, removes

any limit that restricts your potential, meaning that you and every one of your powers can grow stronger endlessly as long as you continue training, acquiring experience and strengthening you and your abilities. Lastly, the fourth aspect you acquire is Adaptability, which grants you the ability to slowly adapt and acquire resistance to any type of damage you suffer. It takes hours of exposure to damage of a certain kind to gain some noticeable resistance, but, with your potential, you could even achieve feats like being able to stay comfortably inside a volcano once you develop enough resistance against heat. It's impossible to actually gain complete immunity, but you can become resistant enough to stay unharmed from even planet-busting attacks after a few centuries of building up enough resistance. Additionally, esoteric forms of damage also take more time to adapt against.

298. Book of Life (300 CP):

According to the writings, the legendary Book of Life is the book in which God records, or will record, the names of every person who is destined for Heaven and the world to come, almost as part of the Akashic Records. What lies in front of you isn't the actual Book of Life, but rather a pretty limited replica. You acquired this same replica of the legendary book, which records the information, like names, story and abilities, about every angel/deity that exists and about every person that was sent to Heaven after their death. It also has access to information related to prayers and rituals that can be used to communicate with the angels and deities mentioned on its pages, but it doesn't go as deeply into this matter as the Daemonum Enciclopedia. It'll update itself, in this and any future world you're currently in, every time that a new angel is born and that a mortal is sent to paradise.

299. Daemonum Enciclopedia (300 CP):

You receive an ancient dark tome that contains information about basically any and all relevant demons, including things like which what their abilities are, what are their preferences of rewards and summoners, what kind of deals they make, which domains and legions they rule, which is their relationship with other supernatural beings and even about the instructions of the rituals, artifacts and/or ingredients needed to summon or enter in contact with them. It also contains information about Hell and its workings, how to travel through it and even about mystical artifacts of demonic origin located on both the underworld and the mortal plane. Post-jump, it'll update itself to add information about the demons and hell-like planes that will encounter in future worlds.

300. Helm of Darkness (300 CP):

You receive a replica of the original Helm of Darkness made by the cyclops and currently owned by Hades if you're in a Polytheistic World, the perfect divine artifact for someone that want just to stay neutral and not be found by any faction. This helm, when worn, grants to the user the ability to melt into shadows and pass through walls and any other physical obstacles without some esoteric barrier. While transformed into shadows, they cannot be touched, seen, heard or even detected by those without some control over darkness or below the power of a god, as well as not being vulnerable to light as one might suppose. In compensation, they'll also be unable to interact with physical objects while transformed and not even use their other abilities. Additionally, if you're also a god yourself, you also gain access to Hades' ability to

radiate an aura of fear so intense that it could easily drive a mundane person insane or stop their heart.

301. Bronze Vessel (300 CP):

Around the same time of creation of the giant automaton Talos, Hephaestus (or another similar deity if the Greek pantheon doesn't exist in this setting) was working on a secondary project to enhance the bond between the gods and their worshipers, by creating a mildly shapeshifting humanoid vessel made out of celestial bronze that can be possessed by deities of any nature at will to serve as their avatars to interact with the mortals. This vessel is able to take on appearances more similar to the deity that is currently using them as avatar and it's able to endure the power of any divine being, no matter how powerful they are, but, while in the avatar body, their power will be reduced to only a tenth of their original strength. You can't force deities to possess the vessel, but, with extra serious research on the godlike enchantments used on its creation, you'll be able to alter it to make almost virtually impossible for a deity without outside interference to get out the avatar once they willingly possess them, essentially turning it into an useful prison to contain and suppress gods.

302. Tower of Babel (400 CP):

The fortress that one day was supposed to be one of humankind's greatest creations and would be able to reach the Heavens, but that ended up failing and eventually was destroyed due to the divine forces that decided to punish the humans due to their arrogance. While the original tower doesn't exist anymore (or it hasn't even been built yet depending on when you arrived here), you receive your own version of the Tower of Babel, one that was actually finished. You gain the ownership of a colossal fortress in the form of a giant tower way taller than any other ancient or modern human building, protected by walls around a quarter of its size. This legendary fortress is extremely durable despite being made of mundane materials, being impervious to any natural disasters and capable of withstanding the explosion of a point-blank nuclear bomb. The tower and its walls also have an additional protection in the form of mystical runes that increases its durability against demonic and angelic forces, as well as allowing them to repair themselves over time. In addition to being a fortress, the tower is also akin to a self-sufficient vertical city of massive proportions, capable of comfortably housing even a billion of people at once and having all the structures and buildings needed for a city to work, with some examples being hospitals, greenhouses, schools and even places for entertainment, like theaters. Lastly, the tower will appear in a place of your choice, in this world and any future one you visit.

303. Divine Harp (100 CP):

It's a bit of a cliche for angels to be portrayed as beautiful winged beings playing harps, but it's undeniably a classic. You shall also receive your own fiat-backed harp to play heavenly songs. Additionally, any music played with this harp will have a strong calming effect on common people without powers, but not so much on anyone at least a bit stronger than them.

304. Flaming Sword (200 CP):

Several different kinds of angels are known for wielding flaming weapons, especially swords, and you, my friend, aren't an exception to this case. Either you received it due to being part of the heavenly orders or you stolen it straight from some angel, you acquired your own angelic sword of high quality, forged from a very durable celestial metallic alloy, which, in addition to being a perfect conduit for holy abilities, also can be infused with Holy Fire at will, enhancing even more its lethality against demonic opponents. Additionally, this sword can also be repaired by using your angelic powers (or other sources of energy, if you aren't an angel).

305. Tree of Life (400 CP):

There were two trees in the center of the Garden of Eden. The first tree was the Tree of the Knowledge of Good and Evil, the one that bore the forbidden fruit that Adam and Eve ate, while the second tree was the Tree of Life, one of the reasons why access to the Garden was blocked to humankind. Fortunately, you aren't a human but an angel instead and got special permission from your higher ups to acquire and grow a sapling of the second tree. Thanks to this, you now acquired your own Tree of Life, one capable of growing special fruits filled with pure life force, which not only heal but also grant agelessness and low tier regeneration to those that eat them. Your tree will be able to grow around a dozen fruits each month and it'll share the same immortality that its fruits can grant. There are no special effects from consuming multiple fruits. Lastly, your Warehouse will also receive a new attachment to house your Tree of Life if you want.

306. Merkabah (600 CP):

The original Merkabah can be described as a divine vehicle, made of pure light in the form of sacred geometry shapes and capable of feats far beyond any machine built by mortal beings, that is used as God's Chariot or even as His throne in some versions. By taking this item, you'll receive a replica of this Merkabah. Your replica will also be a divine "space ship" made of hard light and, as it was designed to be used by equally divine beings, it's large enough to transport comfortably a little over a hundred people. It's also unbreakable to almost every attack from both inside and outside, with only beings like the Devil himself could theoretically have enough power to damage it. Despite needing no fuel and having seemingly no propulsion system of any form, your Merkabah has the ability to move at incomprehensible speeds, allowing it to almost instantly travel any distance, traveling even from one end of a universe to the other in a few minutes at most. Additionally, the Merkabah can also travel through the boundaries of the dimensions, allowing you to travel to other planes (being restricted only to those within the local multiverse until post-Spark) and even beyond the physical plane to ascend into the higher layers of reality.

307. Summoning Scroll (100 CP):

You received a seemingly old scroll written personally by your Benefactor in an ancient language using demon blood. This scroll contains detailed instructions to do a ritual to summon a demon, more specifically, to summon you (even if you aren't a demon). You can set some of the details required for your summoning ritual, like requiring specific phrases in latin, magic circle with demonic runes, a sacrifice of some living being or some other steps,

but, regardless of which are your choices, it'll be something that are in the range of what a mundane person can do. You can also choose if you accept to be summoned, so, you don't need to worry about being forced to be summoned by someone. Additionally, if you want, you can choose for a few copies of the scroll to be spread around this world (or in other future worlds you visit) to be used by the lucky ones that manage to find them.

308. Infernal Trident (200 CP):

While flaming swords are seem as the angels' most famous choice of weapons, demons are usually depicted as wielding more varied kind of weapons depending on which culture they're from, but, regardless of it, one of the most famous weapons for demons are the tridents, mainly due to a common interpretation of the expression "separate the wheat from the chaff". You acquired a demonic trident, made of a hellish red metal, which is the counterpart of the angels' flaming swords, being the perfect conduit for demonic powers and being able to summon torrents of Hellfire. Much like the Flaming Sword item, your trident can also be repaired by using your demonic powers (or other sources of energy, if you aren't a demon).

309. Fruit of Knowledge of Evil and Good (400 CP):

In the beginning of the days, the first humans were banned from the Garden of Eden after they became tainted by the original sin by breaking the Lord's order of not eating the fruit of the Divine Tree of Knowledge of Evil and Good. Maybe in other worlds this sin was from the action itself and not from the fruit or maybe it's just a metaphor for something else, but not in this world, where the original sin was innate to the Fruit of Knowledge. A fruit filled with the purest form of sin that exists, this is definitely something a demon like you would love to acquire and now you can have it. You receive a set of twenty of these accursed fruits, taken straight from the the Tree of Knowledge, that, when eaten by someone without a legendary amount of kindness within their hearts and/or some serious supernatural resistance against corruption, are corrupted by its pure sin energy, which makes their personality's negative traits to be enhanced while their positive traits are diminished, having the potential of even making people known for having gentle hearts to become merciless sociopaths. You don't need to worry about them being used against you, as you and your Companions are inherently immune to its corruptive effects. Each apple will reappear in your Warehouse a year after being consumed.

310. Your Own Legions (600 CP):

The demonic lords of Hell's upper echelons are known for commanding legions of lesser demons variably loyal to them, because, after all, they're demons and thus normally wouldn't serve someone else without possibly selfish reasons, with the greatest army in Hell being the one commanded by Paimon, one of the most powerful Kings of the Ars Goetia, composed by around two hundred legions of demons. Even if you aren't one of the rulers of Hell, you shall have your own army of lesser demons of various different species and other evil spirits, including fallen angels, under your rule, each one of them undoubtedly having complete loyalty to you, which is a pretty rare trait to find in demonic servants. Considering that a legion is formed by around a million lesser demons, your army is considerably greater, composed of thirty legions instead of a single one, and therefore having the numbers and

strength to match the armies of a few medium and even high ranked members of the Ars Goetia. If you're a member of the Ars Goetia yourself, you gain an extra thirty legions for each rank to strengthen your army and match better your actual status, with a King of the Ars Goetia receiving ninety extra legions for example. Additionally, you also gain extra legions depending on your ranking in Hell, so for each one of the following perks (Primordial Fragment, The Greater Seven, Apotheosis and Archdemon) you have, you gain an extra ten legions to integrate your demonic forces.

311. Worthy Weapon (100 CP):

Mundane weapons aren't fitting for a possible future hero like you. To fix this situation, one of your parents decided to give you a gift in the form of a special weapon, one worthy of a being like you. What is in your hands now is a melee weapon of your choice, made from celestial bronze and thus capable of hurting supernatural creatures, that is also able to change size according to your own size, growing up to gigantic sizes if needed. Additionally, it's also a good conduit from any kind of esoteric energy, like magical energy, ki, chakra, nen and holy power. If lost or destroyed, you'll receive a new one in the next month.

312. Forbidden Scrolls of the Watchers (200 CP):

The Gregori, after falling from Heaven, became sort of patrons of ancient humankind and decided to teach them forbidden knowledge, with a portion of this knowledge being only mundane but advanced to human's current society, like how Chazaqiel taught meteorology and Baraqel taught astrology, while another portion being partially or even straight up supernatural, like how some angels, including Azazel and Gadreel, taught how to produce weapons that could have supernatural traits and how Armaros taught the primitive mages to use enchantments. Either you inherited this from your angelic parent that might had some connection with the Gregori or your hybrid physiology somehow guided you to some of the treasures left behind by the Nephilims of the old, you've in possession a set of several scrolls that describe all of this forbidden knowledge, which will include information about the spells, enhancement and branches of science developed by the angels, the workings of reality and the creation of both mundane and angelic weapons even with primitive technologies. While some of this forbidden knowledge might be of little utility for you, it can speed up a primitive tribe's development to the point of making them able to rival medieval societies in a few generations.

313. Ascalon (400 CP):

During the Middle Ages (or even before this), the warrior Saint George became a legend after achieving the epic feat of slaying a mighty dragon that was causing mass panic at the city of Silene, Libya, equipped with a holy sword (or holy spear depending on the story's version), named Ascalon. After the saint was martyred, Ascalon's fate was unknown until nowadays, when it finally fell on your hands. Regardless if you have the original weapon in your hands or a perfect replica of it, Ascalon not only remains unaffected by time and as sharp as if it were forged yesterday, but, after a lifetime of being used by Saint George, its blade or tip was infused with his holy power and became sacred itself, granting it the properties of the celestial metallic alloy used in the Flaming Sword item, like being a perfect conduit for angelic

abilities and extremely durable despite being forged from a mundane alloy, as well as specially harmful against beings like demons. The weapon is also able to gradually generate and store its own reserve of holy energy, being equivalent to your own energy reserves or a Seraph's energy reserve (whichever is larger). Additionally, Ascalon also absorbed the dragon's blood, which not only makes it more effective against draconic opponents but also grants it even a small portion of draconic energy in addition to its holy abilities. Another feature is that Ascalon is able to freely shift between different forms inspired by the equipment used by the classic knights, like a sword, a spear, a shield or even an armor for example, all of them sharing all of its traits and strengths.

314. Spear of Destiny (600 CP):

What lies in front of you is the actual Spear of Destiny, also called by some Spear of Longinus, the very same weapon that was bathed in divine blood and acquired its own portion of the Lord's power. As a weapon, it's incredibly powerful, enhancing its wielder, in this case you or whoever you willingly give permission to wield it, to the point of granting them minor superhuman strength and supernatural awareness (capable of even detect if someone is scrying them or using some form of astral projection near them) even if they were originally mundane humans, as well as making them utterly invulnerable to all harm, no matter how strong, as long as they aren't fueled by some form of esoteric power. The divine spear is also able to freely project its divine power into energy attacks capable of fatally wounding angels of the Highest Order, including weaker Seraphim, with a single beam or project it as an aura of divinity capable of controlling weak-willed angels (and even demons). Lastly, the Spear of Destiny still hungers for more power, which allows it to absorb a portion of the power of any being killed by it, including other deities, but not only them, with it working with any being regardless of their nature.

315. Hellish Handgun (100 CP):

Between supernatural abilities and melee weapons, you still preferred to choose the path of gunpowder. Regardless if you're a demon hunter or decided to stay on the side of your demonic parent, you acquired a dark handgun marked with bright glowing demonic runes that grant it the ability to shoot your own demonic energy as bullets. The bullets will initially have the same strength of mundane projectiles, in addition to being able to wound supernatural beings, but you'll eventually own to overcharge the bullets with more energy to increase their power. Optionally, you can import another ranged weapon you have to gain the handgun's feature of using demonic energy as its ammo.

316. Vial of Demon Blood (200 CP):

Regardless of how you managed to actually acquire this, you've received a vial containing around half a liter of blood taken from demonic beasts, that, when consumed, temporarily enhances your demonic powers and instincts, with the full vial basically enhancing your power up to 50%. When drunk by someone without innate demonic abilities, it can also corrupt them and cause unwanted mutations, usually temporary unless they overuse it. The vial's content is self-replenishing, taking around a week to fully replenish the demonic blood.

317. Devil's Tear (400 CP):

This hellish ruby was meant to serve as a catalyst to the birth of a Cambion that could fit the role of an Anti-Christ and bring an Hell on Earth, but it was taken by a group of demon hunters that broke the gem into five fragments and prevented the birth of such scary being. The fragments were lost across the ages but one of its shards ended up in your possession. When implanted in a non-demonic being, like humans and even angels, which it does by harmless fusing with its host, it transforms them into demonic hybrids that retain complete control over any unnatural instincts they might gain. These new demonic hybrids will also have their demon half in harmony with their original physiology, thus even a Nephalem created this way will have no problem with using their angelic and demonic abilities. If removed, the host will return to normal without consequences but, overusing it or staying as a hybrid for an extended period of time might result in them retaining some demonic traits for a longer time. It doesn't have any effect on actual demons and demonic hybrids, but there is a hidden secret about the ruby. The other three fragments aren't anywhere in this world, as your Benefactor actually has them and they'll hide one by one in each future world you visit in the future, so, once you acquire all the shards and combine them back into the complete ruby, it'll recover its original. The complete Devil's Tear, when implanted into an actual demonic hybrid (or demon, if you're one), grants them demonic divinity, essentially turning them into a demon god for as long as the ruby remain in their body with power on par with the one granted by the Apotheosis perk. If you lose the chance of finding a shard in a jump, the same one will reappear in the next one.

318. Artificial Qlippoth (600 CP):

During the creation of the universe, the Divine created "clay" vessels to hold its emanations, the ten "First-lights" that eventually became known as the Sephiroths of the Kabbalistic Tree of Life, but, the vessel responsible by containing the fifth Sephirah, the one dedicated to the idea of Strength and named Geburah, wasn't solid enough in order to capture the light that emanated into it and thus broke due to the overflowing light of Strength in it. Yet, even though creation continued, the original vessel of Geburah couldn't be restored, so its broken shell combined with the remains of divine light became the reason why its fragments weren't lifeless but filled with a shadow-like yet highly effective state of demonic being. By the broken shell of untamed Strength, the demonic counter forces for the Sephiroths come into existence, marking the birth of the ten original demonic forces, called Qliphoth. By taking this item, you receive an ancient artifact that is one of the many failed replicas of the original clay vessel of Geburah that the angels of Heaven tried to make to replace the broken one. While it's far away from being able to contain primordial forces of creation, it's still retain the capacity of absorbing and sealing similar light, holy and/or divine forces, to the point it could even seal a source of energy or being with power on par with a Prime Seraph (or multiple beings whose collective power actually matches one). It can also release the absorbed energy as attacks at will. If you attempt to seal more power beyond its limit, it'll start to crack and might end up breaking like the original, needing power around twice its limit for it to instantly

break if you attempt to seal it, but, at least, you don't need to worry about it giving birth to demonic forces. If lost or destroyed, you'll receive a new one in the next year.

319. Cosmic Mirror (100 CP):

You gain a special mirror infused with a bit of stabilized chaos energy, which was made to serve as a tool to allow the user to remotely visualize other dimensions, afterlifes and other planes located on the local multiverse (or basically anywhere in the Omniverse post-Spark) or anywhere within a planetary range within the same universe. Due to its chaotic nature, the magic of the mirror is pretty hard to detect without someone with specialized sensory abilities but it's not impossible to be detected so, if you look at the abyss, be prepared because the abyss might look back. For this reason, I advise you to avoid prying on powerful beings like the rulers of Hell or Heaven or eldritch entities.

320. Chaotic Beast (200 CP):

Before the creation, the Primordial Sea of Chaos was the home for godlike creatures and monsters with a slight resemblance to marine beasts born from the place's chaotic essence that even angels, demons and mortals would consider as unholy abominations on par with eldritch entities. Most of them were exterminated, either by the Lord and His first angels or even by other Elohin, but it's not impossible to find that some of the smaller ones managed to escape and plague the universe. Even so, you managed to find and tame one of such creatures, with the mutated appearance of a marine creature of your choice, the size of a blue whale and the power to treat the common angels and demons as mere prey. Despite being a chaos monster, it's loyal to you and will never hurt anyone that you consider an ally. In addition to also counting as your follower, the members of the faction you're aligned with will have no problem with you having such a chaotic monster as a "pet".

321. Spirit Stabilizer (400 CP):

A Nephalem, tired of years of suffering caused by their self-contradictory nature, mixed technology and angelic magic to build an armor-like device to prevent their holy and unholy energies from countering each other. While they might or not have succeeded in this goal, you acquired a similar functional device, built and perfected by your own Benefactor. Instead of being a potentially restrictive armor, the device was redesigned to be a gauntlet, but, despite its different form, its main function remains the same. It's made to force your inner energies to stay stable and don't collapse or cause some other damage, working not only with demonic and angelic energy but also with any and all kinds of inner energy its user have, like Nen, Ki, Chakra, Viral Energy, among several others. It even grants you a greater resistance against external influence that might attempt to destabilize your energies while wielding the device. Additionally, it doesn't prevent you from willingly destabilizing your energy to generate some effect, like mixing angelic and demonic power to generate chaos energy for example. Unfortunately, the gauntlet is pretty much mundane in terms of durability, so it might be destroyed with some ease if you aren't cautious.

322. Artifact of Infinity (600 CP):

In this world of angels and demons, there exists a legend that has been foretold in both Heaven and Hell since the beginning of time. It is said that there exists an artifact as old as the universe itself, made by divine hands and intended to be the literal key to the end of all things when the right time reaches. While both factions treat this legend justly as a mere rumor who only fools would lose time investigating, your unique nature as a being born of light and darkness allowed you to feel the power of this artifact and, after a long time of search, you finally found it hidden in the space between dimensions. The true nature of this doomsday device is that of a box-shaped vessel made to contain two primordial singularities, one made of purest holy light with energy to match the entire Heaven itself and another made of the purest demonic power capable of matching Hell itself, which can be used as a virtually unlimited energy source to power any of your machines and other creations or as the key to the end. The other configuration of the artifact causes both singularities to collapse into each other and generate a violent explosion capable of destroying the entire universe and all of its adjacent planes or even killing primordial entities like the Void from the Supernatural universe, in the same way as the opposing energies of a Nephalem clash inside their body, but in far, far larger and more destructive scale. Fortunately, there is a safeguard to prevent unwanted universal destruction, as, if the artifact is damaged enough to make it unstable or even destroyed (which is a pretty hard feat to do considering it's made to literally contain power to match two entire dimensions), the two singularities will teleport to random locations away from each other thus preventing them from colliding and consequently exploding. Lastly, if you somehow lost or used it as a bomb, you'll receive a new one at the start of the next jump.

323. Exorcist's Bible (100 CP):

Regardless if you're one of Heaven's followers, one of their enemies or even someone neutral in their conflict, you received a special bible, one that counts with God's teachings mixed with instructions of how to lead with supernatural beings. Alternatively, if you aren't of the religious type or just want to be more practical, this can be just a guide to the supernatural instead, without the bible part, if you prefer this way.

324. Holy Cross (200 CP):

Crafted by wise monks trained by the angels themselves in the arts of demon hunting, this silver cross can be used to transform ordinary water into Holy Water of the highest and purest potency through mere contact combined with a simple chant of your choice. Merely touching water causes horrible burns and pain to all demons, vampires, dark spirits, and similar beings "born of evil," even if they are normally unaffected. Furthermore, the cross itself is an extraordinarily powerful sacred artifact that can enhance angelic abilities and the mere sight of it hurts and injures both demons and fallen angels alike, with the lowest demons being instantly smited if they ever touch it.

325. Modern Weaponry (400 CP):

While humans may lack the several supernatural abilities possessed by beings like the angels and demons, they still have powerful weapons that theoretically could give them a chance against such opponents. You're equipped with a complete arsenal, one worthy of a force on

par with the United States' modern army, constituted of the best weapons humankind currently have access to. To make things better, the arsenal will also update itself to add new weapons used by the humans from the worlds you visit.

326. The Golem (600 CP):

In another attempt of replicating one of God's feats, the humans tried to create a new being by infusing life into clay through mystic ways, thus creating the golem, but, as humans are imperfect beings, they could only create another imperfect and flawed being. Despite the serious failure of the original golem, which became berserk right after awakening due to being beyond its creators' control, humankind didn't give up in creating new life, like mechanical automatons, artificial hybrids, homunculus and even new, improved golems. Somehow, you got in your hands the magnum opus of a genius alchemist, a perfected golem. What you gained is an unstoppable and tireless war machine in the form of a mythic golem, strong as a high tier angel and capable of integrating technologies and magic into its body, as well as being completely loyal to you. Despite being completely mindless, the golem is still capable of understanding and following any of your orders, even complex ones. Together with the golem, you also gain the instructions about how to build other similar golems using humanoid vessels and psychic energy.

327. Shoulder Angel and Devil (50 CP): You now have your own pair of miniature versions of yourself, with one being Angel that personifies your personality's virtues and positive aspects while the other being a Demon that personifies your vices and other negative aspects, that will appear on your shoulders to act as advisors for you every time you're leading with some moral dilemma and need (and want) some help on taking some decision. Unlike most cases of Shoulder Angel and Devil, yours are special in a way, as they're actually friends and genuinely want to help you, so they won't have useless fights and won't be annoying. Additionally, while they might or not be actual beings separated from yourself and despite having no fighting ability, they're essentially as smart and as knowledgeable as you (counting with your intelligence perks) and could help you in any project you're currently doing. Lastly, they also count as your followers.

Old Man Henderson

328. The Character at the Table (100): Hendersons creator was an avid Roleplayer and truly experienced a game like this WITH his characters. When it comes to roleplaying you can also have such a passion, making you able to imitate and act perfectly like whoever it is you want to represent.

329. Well Connected (100): It is not difficult for you to forge connections. You always seem to know how to find someone with the information you want or need. Could be useful for finding out when a cult member is coming to town for an investigation and hey this DID start as an investigative campaign. Maddening Motivation (100): A yes revenge. Age old motivation. And motivation you have in spades. You will always be able to get yourself picked up and do something, able to

do so with complete concentration and surprising speed. You could write hundreds of chapters in a week for example... as if you really were possessed by something.

330. A Satisfying Ending (100): The creator of Henderson was fine with lots of things that can go wrong in a campaign as long as they made for a satisfying story. This Perk doesn't do much... it simply crafts a satisfying narrative around you, as if a capable GM decided to make it a story worth telling. When the last curtain falls on a campaign... you will be satisfied. And really isn't that what everyone wants?

331. Continue the Good Fight (100): The only players to survive the campaign did so because of real life circumstances but in game Henderson told them to get the hell out and dodge. Frankly with this Perk you will always be able to do just that. Once per Jump you can decide to simply not be part of a big battle or conflict. You will be able to be somewhere else till the conflict ends. This however means you absolutely can not get involved again till it is at an end, not even indirectly.

332. No Virgin Sacrifice (100): What is it with all these virgins being used for sacrifices? Well don't worry about that anymore because, even if you are a virgin, you won't be in the eyes of whatever ritual is going on. You simply can not be used as a valid sacrifice anymore no matter the procedure. At the very least a way to spit your captors in the face a final time.

333. Commie bastard pinball machine (200): Your one terrifying guy. Even a cultist who fucked a Shoggoth would be scared by you if you tried to intimidate him and normal people? One display of what you can do and they will be sure to do their best to avoid your wrath.

334. A Smart Player (200): Sure Henderson was strong but his player was savvy. And the best weapon in the world is useless in the hands of a fool. Fortunately you are no fool. Not only do you have perfect memory, tiny details from months prior always available, you know how to put such things together and forge some ingenious plans.

335. One Bluff Check Later (200): You are pretty damn good when it comes to bluffing. As in you could accidentally lit someone's bar on fire and blame it on cultists and they'd believe you and become your ally to take revenge.

336. Friend of Crazy (200): There is something about you that makes crazy people like Henderson appreciate your presence. They will start of with you on positive terms and less inclined to stab you or get you killed. If you play your cards right this first

impression may even become a deep and genuine friendship and lead them to genuinely care about you.

337. Cult War (200): Ever heard of the destruction a Gang War causes? What do you think a Cult War can do? Wanna find out? Because with this Perk you have a gift for turning the followers and cultists and similar groups against one another. Laugh at them and their gods as they tear each other apart.

338. Perfect Sidekick (200): A friend of Henderson's Player, after one death too many, had his own moment of 'Plot Killer Creation'. Simon, someone meant to be the perfect ally and sidekick in Henderson's rampage. You are just born to be at someone's side, always knowing how to support someone in the best way and always being able to do so. In fact their own plots and powers seem to work just that bit better when you are around to aid them.

339. Brought out the Big Guns (400): Escalation is the name of the game and you have the high score. You send the small guns back to the sender and went all in on this plot. Your crazy schemes, no matter how insane or illogical, always seem to work out, with a boost to effectiveness for some really insane ploys. You could easily find yourself replicating Henderson's own tricks like say THE Tanker Truck incident.

340. No Party Killer (400): One of the players, who died almost at every turn because of Hendersons schemes, surely would have appreciated him having this Perk. Your actions never cause collateral damage if you don't want them to. You could blow up an entire City and miraculously everyone you don't want dead will be unharmed. Those you want dead though? Well they will feel the full brunt.

341. Character Brainstorming (400): With this you can be, within reason, whoever you want to be. For a character to be you must create them first and now you can create your own life as long as it is feasible within the limitations of the Jumpdoc. Essentially your backstory is completely yours to design. You could make yourself the heir of a fortune, the son of an influential figure and more. However this will not mean you automatically get any inherent abilities by being the son of a magician or the like. No one will find themselves questioning your backstory and you can even do it for companions.

342. I Burned the Thing (400): These pesky Evil Artifacts of Doom. I am not talking about the Necronomicon. Maybe we should take WHM's word at face value and say the world is better of without Hendersons backstory. So destroy these things. It is rather easy for you to destroy cursed artifacts or the like, without any repercussion or negative consequence at that. Fire always works.

343. Smoking with the King in Yellow (400): When all was said and done, Hastur took his defeat with grace and shared a joint with the Old Man. To think a Lovecraftian monster could look death in the eye with dignity and respect the man that brought him low. Well you now inspire such respect in your opponents as well, even unknowable Gods and Monsters being able to see you as a worthy foe and opponent at least. In fact you might just make peace with them at some point and become close friends or something more.

344. Insane to Begin With (400): Cant drive something mad that is by itself mad. You simply are impossible to drive insane or otherwise be unable to comprehend the crazy shit around you. You could roll up the Necronomicon and smoke it and be no worse for wear.

345. Point Blank Annihilation (600): Oh sure they are an unknowable being or have the backing of one but what does it mean against a good ol' fashioned gun? Shotting, blowing up, or simply punching always works to some degree. There might be more effective ways to do a task but at default a shotgun to the face will never be useless. In fact your shots and explosions you make and the like scale to your power, making them always viable.

346. Reroll a Character (600): A certain player had to do this a LOT over the course of the Campaign. So now you get to as well. Once per Jump, in the event that you died, you may design a new Origin of your time in this world. It will be the same Origin you selected but you can edit things about it like where you are from. For all intents and purposes this will be you... just controlling a different body. If you make your way back to your allies you will find it easy to convince them you are their formerly deceased friend.

347. Found Their Weakness (600): The crowning moment of this glorious chaotic mess was the death of Hastur. Permanent death at that. Henderson needed to exploit a weakness that he figured out months prior and you can do that too, be incredibly

efficient at finding ways, or even creating ways, to kill immortal and eternal beings. And if you kill them? They STAY dead.

348. GM's Bane (600): Henderson was born for one purpose. Revenge. To bring an end to a GM who really got on the bad side of a player. The Plot never had a chance. Against you its no different. Fate? Destiny? Plot and prophecy? Stuff like that can be very easily broken by you and Plot Armor might as well be meaningless.

349. GM's Favour (600): On the other hand it looks like someone really likes you. As if you are their special fetishized self insert with two katanas. You have a plot armor of sorts, making things simply go easier your way.

350. Nightmare of Eldritch (600): Hastur was not the only Lovecraftian God Henderson defeated. Nyarlathotep was just as easily outsmarted. You share this aspect. You simply seem to be a nightmare for such eldritch monsters to face, anything you bring against them and their followers being more effective. Your much harder to kill in general, be it out of tenacity or sheer luck. Trying to predict or counter you is for these forces pretty much impossible and will have them tear out their tentacles in frustration.

351. Worship the Horror (100): What is it about the Horrific and unknowable that makes so many cultists spread to them? Wanna find out? You became pretty good at starting and navigating cults and spreading worship to your gods, as well as know the logistics of the local cults in the World you are in. The Eldritch Gods also now don't see you as just an Ant anymore... but more akin to an adorable Ant that might be useful.

352. Wgah'nagl fhtagn (200): What is it that awaits mortals after death? Heaven? Oblivion? Or the embrace of tentacles and cosmic terror? Frankly put with this Perk you get knowledge instantly into your brain of what is behind the veil in whatever world your in. What afterlives exist, what gods do and are currently active or sleeping... you may sound mad but you KNOW. Who else can say that?

353. Forbidden Magic (400): This is still a Trail of Cthulhu campaign so might as well offer up some of the Magic. You begin with basic knowledge of the eldritch incantations and can with time learn more. Not exactly D&D levels but still pretty

useful for an aspiring cultist or the like. Perhaps one day you can bring your horrific god to this World.

354. Black Pharaoh (600): Did you take lessons from the Black Pharaoh? You are more than worthy of being this Avatars equal, your sheer charisma able to make World leaders cheer for you. Without a doubt you'd be the Leader of whatever cult you want to join if you would work to be. Your also rather skilled at scheming and manipulation in general.

355. Eldritch God (800): Oh going for the big guns? Well you can also be one of the Eldritch Monstrosities worshipped by cultists. You are roughly a match for the King in Yellow but you cant just walk directly on a Planet. You must be summoned by a Cult and take the Summoning Sickness Drawback for no points. Other than that, you enjoy the power and immortality that comes with it. Powerful telekinesis, creating spawnlings and even affect reality itself, your presence incomprehensible to the mortal mind.

This Perk even Boosts other Perks in this Section if they were bought.

-Worship the Horror -> Glory to Jumper: Your incomprehensible greatness deserves to be praised. Simply put, you can strew seeds of worship for yourself. Seeing you is like a corrupting whisper in someones head, possibly converting them to be your cultist with time. The weak willed will fall easily but those with stronger willpower might just be immune. You can even speak telepathically with your cult members and with concentration become a whisper in someones head without them needing to see you.

-Wgah'nagl fhtagn -> Death May Die: In this World at least, when a God dies they can not go to any afterlife. They simply will be replaced by some other entity at some point. For you though you WILL be that replacement. Unless killed by things meant to specifically erase your existence or kill the true immortal, you will eventually come back as yourself.

-Forbidden Magic -> Twisted Reality: Not only can you warp reality more potently and more precisely, you just have a knack for picking up on Magic. You can even imbue such might into objects as well as incarnate into an Avatar, though this Avatar would hold but a fraction of your Eldritch power. Unless say, you use as hosts people who knew you existed and have thwarted you thrice. Make them drink the life-blood of their closest friend and the binding becomes permanent, bringing your full Eldritch might into this Vessel.

-Black Pharaoh -> Crawling Chaos: Nyarlathotep is one of the most feared Eldritch in the cosmos. Not just because of his power but because of his mind. Your skill at manipulation is boosted even more and you can weave plots within plots and tricking you is a difficult Endeavor indeed. You can even make unbreakable deals, strong

enough to claim the power of an Elder God and resurrect one. These deals do however run on a ‘as spoken’ basis so watch out for that.

356. Aviator Glasses (100): Some cool shades for a cool adventure. These Aviators not only look neat, they curiously allow you to see perfectly, protecting your eyes from sunlight while also not impeding your vision in darkness. Looking at any ‘Go Mad From Looking at it’ types while also have a much reduced, if not complete immune effect. Interestingly, they come with instructions to make more.

357. Hawaii Shirt (100): Henderson’s signature clothing. This stylish shirt reminding people of the tropical islands, has a mysterious effect on your opponents. They will feel surprising unease looking at this shirt. This won’t stop them from fighting you but prove yourself worthy of this shirt and not only will the unease effect be stronger, you will in general get a reputation around you as a slayer of evil and eldritch... or whatever your enemy may be. May also be a badass Leather jacket with an insignia of your choice, by default a gnome.

358. Combat Boot Heelies (100): Some people just seem like the type to have them. These Combat Boots perfectly fit on your feet and also have a set of Heelies to skate away on. You never seem to lose balance either and always seem to know a good escape route.

359. Wee Men (100): 215 Lawn Gnomes that make for a good retirement plan. Total value of 40 K, they cant be lost or stolen but donated to whatever cause you want to support. Unlike Henderson you also will not forget doing so.

360. Bag of Explosives (200): This bag of explosives is enough to make Michael Bay jealous. They can fill an entire Ice Hall and will always explode in the EXACT moment you want them to. Optionally comes with the Canadian National Anthem that will play just before exploding.

361. Sanely Good Weed (200): This weed is some of the best you will ever find. Guaranteed to put you on a good and relaxing trip, it can even restore sanity by smoking it. Hell a normal human could smoke this alongside the Necronomicon and only be mildly weirded out.

362. THE Tank Truck (200): This half filled Tank Truck is available to you whenever you want to, able to summon it to your location with but a thought. It can be used as a battering ram for whatever target you have in mind for it, able to explode at your discretion as well. Curiously you will always be just out of reach for the explosion to not harm you, or you will simply be unharmed even at its epicentre. Everyone else though will suffer point blank annihilation unless their a REALLY tough son of a gun.

363. A Single Gnome (200): Henderson finding this single Gnome during the final showdown was what made him and his player realize this was the end. Now why is this more expensive than the whole group of Gnomes? Well this one is not for sale. Instead it will serve as a good luck charm, a small effect that will help you in accomplishing your goals they way you want them to.

364. The Anarchist Cookbook (400): This handy little thing is something Henderson memorized. Within is an extensive list of explosives, rudimentary telecommunications phreaking devices, and related weapons, as well as instructions for manufacturing drugs. Just giving it one good read will have you memorize its contents and having it makes it more likely for anything you craft that could be related to the Book to be more successful and effective. Lastly it will update with a list of explosives available in future worlds, but the resources to craft these items are up for you to have.

365. Rupert (400): A stuffed parrot that can easily hang on your shoulder without falling of. This cute little guy, while not being alive, is able to give you good advice on anything you want an answer to as long as you ask it. Furthermore, by having it on you, you can tell hallucinations from reality. Useful for when you think your partymembers might be hallucinations. You also will feel like you are with a truly good friend when this parrot is around. The kind that would not even ask you to share a joint.

366. 92 Buick Century (400): Every great Hero needs a steed right? Or well one crazy fucker a reliable means of transportation. This Car was Hendersons go to means of transportation at the beginning and for you it will be a worthy option, as fast and as durable as you are with no need for maintenance or refuelling. You can import another Vehicle in this, giving it the same properties and allowing for it to take on the form of a 92 Buick.

367. Cult Members Yacht (400): A fancy Yacht with all amenities you could wish for. It is able to house you as well as an entire Cult group worth of people in relative luxury while always being welcome at any port. It also curiously can not be lifted or transported without your consent. At least you don't have to worry about it being dropped on another cults hideout. Curiously comes with a Militry Grade Helicopter floating above and ready to lift it when you want to.

368. Dead Gods Essence (600): Curious. This is the essence of a deceased, or at least very soon to be deceased, God. With this whirlpool of energy you can contact the gods of the local setting, communicate with them and if they agree even revive them. Should you have the power to do so you can revive them as well of course. The revived god will be a normal human however you can help them get back their memories and if they accept it they can return to their divine rank. You can import a dead god of the setting you are in, into this Item. Otherwise you may simply use this as a well of divine energy, holding power to craft a whole new Lovecraftian deity.

369. Heathers Amulet (600): Have you heard the tale of Eli Burning and his childhood friend Heather? Also known as the reborn Henderson and Hastur? Yeah, that was a thing. Nyarlathotep held onto Hasturs power till the day the King... or Queen in Yellow demands it back. Henderson tricked him by making her drunk, then getting her to reclaim it and instead sealing it within this Amulet. You have a copy of it, but it starts of empty. However you can easily store any means of power into this with no upper limit, and it can practically suck up blessings with the one who did the blessing being none the wiser. While wearing the Amulet the wielder gets the power within without any drawback attached.

370. Backstory of Doom (600): This 320 Page Long might just be more nightmarish and eldritch than the Necronomicon. Sometimes switching tone and how it was written, and parts of it even in German, pretty much only you and those you allow to can comprehend and understand this... thing. Everyone else will be driven insane. It also holds a very accurate summary of all you have experienced as well as your powers... and what is not in there you can even make up. Before you go crazy with this, its something a normal human in your home world must be capable of but... just look at Henderson. You had the skills gained like this the whole time and no one will bother to question where you learned this, or be able to take them away or 'Retcon' them as long as they are written in this Backstory. What are they gonna do to argue against it, read this thing?

371. Necronomicon (600): A totally safe version of the most infamous evil book in history. While you could use it for smoking, it can offer many other benefits. It holds

all the twisted knowledge of the twisted gods, updating this information per Jump for the local mad deities. Besides this information it describes spells to inflict madness, illness and enact necromancy. It is also much easier to reach such eldritch beings, summon them in rituals and will boost any of your abilities that are related to eldritch. If you happen to be an Eldritch God you may use this Book to channel your power through and as a way to communicate with whoever so much as looks at it.

372. Hendersons Shotgun (600): The Old Mans favourite tool against the Eldritch. This automatic shotgun is always loaded, never requires maintenance and is easy to modify to your desire. In fact the Weapon seems to remember Henderson's Rampage, as its effect on any Eldritch like beings will be much stronger, almost like being their very weakness. Even without that effect 20 rounds from this thing would kill a Shoggoth so don't underestimate its utility.

373. Henderson (200): You want this crazy bastard that eviscerates the local plot and has a talent for crazy schemes and killing cultists? Be prepared to pay for it. If you do however not only does Henderson like you, he will feel an appreciation for you equal to his fellow players and his precious Gnomes. Even better your never at risk of dying from his schemes. This is the guy that WON a Cthulhu campaign. Trust me he will be helpful.

374. Eli Burning and Heather (200): This is a bit of a strange case. Eli and Heather are the reborn Henderson and Hastur after the former made a deal with Nyarlathotep to reincarnate the two of them. They than screwed the Crawling Chaos over by escaping into a World Nyarlathotep couldn't touch. This just so happened to be your Warehouse. The two are surprised at the turn of events but taken a liking to you and may both count as one companion.

375. Shoggoth Lover (100): So apparently Cultists... REALLY like the Eldritch. At least one guy, as the GM himself stated in his supposedly best line, made clear. Well... I wont judge your tastes. This Shoggoth is very fond of you, almost like a very devoted pet while having human... inhuman... you know what I mean... sentience. Their form is more of a shapeless congeries of protoplasmic bubbles, faintly self-luminous, and with myriads of temporary eyes forming and un-forming as pustules of greenish light all over the tunnel-filling front. However they have interestingly enough limited shapeshifting abilities they are willing to use for you to become more 'human'. Interestingly procreating with it seems to please some darker gods.

376. Cult of Jumper (300/Free for Eldritch God): A Eldritch God worshipping Cult of your own! These mortal bags of flesh are your loyal disciples with quite the reach, being spread all over the Globe in small numbers and bosting some influential members. They will come with you as followers past this Jump but individuals may be made into Companions.

Sucker for Love

377. Even Death May Die (Free for All):

But I know what you might be thinking. Courting these ancient gods usually results in death. Over, and over again. Which isn't really fair when it comes to your chain getting ended. So! Enjoy this perk! Death, and horrific transformation in the chasing of a cute goddess will not result in your chain ending. Should you succeed in seducing an eldritch god, and you remain in her dreams, you'll always come back or refresh to continue your relationship!

In general, this perk will only provide such safety with things from *this* jump. So taking Ln'eta on a date if you took her on a companion wouldn't end the world. Might kill you, but you'd come back good as new right after and none would be the wiser. And in general, being harmed in the pursuit of love doesn't hurt you as badly if you succeed. Less scarring and less emotional damage is always a good thing!

378. One Emotion Stronger Than Fear (100sp):

Is love! Wait, not love? Well, shit. Regardless, whether through love, lust, or anything in between, you've somehow gained a resilience to the strange and unknown. Standing before the worst of the eldritch gods would terrify you into silence, rend your minds. And yet you can utter words, can weather the storm. Eldritch influence has a very hard time driving you insane. You may flinch if you look over the edge, but you can still leap off into the unknown and know there's water to break your fall. The longer you endure eldritch horror, the greater your resolve and resistance to the sanity damage it would normally inflict. You could eventually likely stand before the actual elder gods of the proper mythos and spit at their malevolence if you so wished, with this.

379. A Helping Hand (300sp):

Sometimes in life, you need a helping hand. Perhaps you need to know how to date an incarnation of insanity of instruction, or perhaps how to avoid the wrath of a two-story tall catgirl in heels. Well, when that happens, you'll usually find help in knowledge. Books of Counter-evils, tomes of rituals, find themselves into your hands far more easily. Perhaps that book handed to you by an angry eldritch aunt secretly holds the rituals you need to fend her off, or that fake necronomicon you ordered happened to be the real deal, or an even better book than you'd imagined. Whatever the case, esoteric and forbidden knowledge will keep finding its ways into your hands when you want or need it.

380. Does this sound like it's my nightmare? Or... is it yours? (600sp):

That's right. When it comes to eldritch gods beyond mortal understanding, there is one thing they don't understand, and it terrifies them. You. Not even through some great power or the ability to kill them. When dreaming gods dream of you, you defy expectations. Any defiance growing that defiance, pushing it further. Argue with a god on the semantics of your servitude to her being like marriage, and you can marry her. Turn the fear of the unknown against her aunt, and you can wake her up from the sheer fear you instill through the realization you've gotten into her head.

Outside of this jump, this perk works on most deities and powerful supernatural beings. You can innately throw them off of their game, and despite their great power could easily turn the tides on them through that. Even if you don't have the raw power to duke it out with these beings, your resolve can even the playing field to the point you could actually prevail against them, whether in (however unlikely) physical prowess, or in mind-games sending them fleeing and reeling. Works best on worlds or realms that exist on dream rules, but works easily in others. It can, of course, be used explicitly for seduction, if that's your thing. Asking the soul devouring hell-goddess if she comes here often is certain to get her spitting out her drink in shock.

381. What Is That On Your Forehead? (100sp):

Certainly not lipstick from her half-sister that she hates. No, no way. It's from a...human girlfriend. Yeah. What this perk does for you is that it makes it far easier to calm someone down. A jealous lover who thinks you're switching worship to her sister could be calmed and placated with some lies and assurances (whether it's true or not). An enraged monster could take some offerings of food, some tiring out, but you can eventually calm it to a more amenable state. Rage is a fire, and your words and actions are the cool water to smother that fire out.

382. You Caught a Glimpse of the Real World... (300sp):

There are some things man is just not ready to see, and all the sanity protection in the world won't save you if some cognitohazard roasts your gray matter like a built-in microwave. While not the best for sanity protection (though there is some), this perk definitely helps with the latter issue. With this, the more harmful an effect of some eldritch, unnatural sight, the less it will harm you. Horrors that make you go blind? You'll practically be, but it won't stick. Endless vistas that explode heads? Take some aspirin, you'll be fine. And can be sure you're not likely to be instantly destroyed by some eldritch sight. Note: While this means you can most definitely peek on your eldritch goddess in the shower without dying, it's still not recommended because she might still slap you for being a pervert.

383. I Will Give You My Heart (600sp):

Love is a dangerous game. Worse when said love is eons old and enjoys ritualistic sacrifice. While there *is* protection against that in the freebie, given L'neta's particular tastes, this might be for the best to offer. Mentally, physically, you are up to the task to handle the harsh wants that even a sweet goddess might demand of you. You can perform the most grievous of

rituals upon yourself, maiming your form, and not bat an eye in the pursuit of love. Your devotion to those you love becomes powerful enough to drive back the horrifying might of the oldest of gods. And their endearance, devotion to you, grows stronger for it. They could forgive some of your most grievous mistakes for a time, and you could even make an ancient world-destroying goddess wish to stay asleep rather than waken, all to spend just a bit more time with the love of her life.

384. Acting Chops (100sp):

While you may imagine the other trees have better starting perks than this one, joining the courts of the King requires such. The play 'The King in Yellow' is enacted with deadly accuracy. If you wish to not be immediately torn to shreds by the goddess or her minions on the spot for stumbling over a line, this would be in your best interests to grab. And it will,, in general, be a useful thing. While you can't exactly change your voice to someone else's, or your face- with a bit of makeup, a costume, a dif erent tone and accent? You can come of as an entirely dif erent person than you were. Filling whatever role you had designed or taken with ease. Useful for infiltration, or showing of at Broadway

385. The King Enters (Disguised) (300sp):

You've got the acting chops,, but do you have the style? Not just anyone enters the court of the King. First you have to sit through her skits play, and before even that you have to catch her interest. With this, that shouldn't be a problem. You have the raw charisma (note: brass balls not included) to make attempting to seduce eldritch beings a cinch. As well as the fact that, with a bit of glamour, you'll always be suited to their tastes. To dif erent people, you look slightly dif erent. A loving squid woman might see you as a pink-haired fellow, a yellow-obsessed monarch might see you as similar. Your ap earance shifts to match the wants of those that look upon you, the features that help make them endeared to you. Even if you were to rip of a ritual mask and lose half of your face, you'd still be almost just as good-looking. (Note: if you rip ed of a ritual mask, you madlad, even if you've got no eyes you'll still be able to see)

386. In Black Yhtil (600sp):

You have the skill to play your role. You have the charisma and looks to pull it off. It's your part in the play, now for the play itself. With Estir working on her own projects, even as a companion, you'll be left taking the leading role. Your poise, your inflection, the timing of your words and the extent of your gestures, once you know a role you wish to play, you're easily an equal of the King herself. The room darkens, a golden spotlight shines, and you play your part to perfection, with the benefit of having practiced ad infinitum. However, as many have spoken before, the whole world is a stage, and this is a concept you have taken to heart (or what's left of it, after her blade pierced it) - Your perfect poise, your precise inflection, your absolute skill with the timing of lines and the precision of your gestures extends long after you step off the stage, people getting caught up in the rush of the act, as the golden glow of the spotlight follows your attempts to steer the narrative further and further in your favor. While you can amass great power, wealth, and relationships through this, do be warned -

Estir's favorite play is the tale of a fall from king to corpse. This alone won't allow you to avoid such a fate, should you lack the fortune to avert it.

387. Muu's Book Store (100sp):

Now, while there's a perk for getting your hands on stuff in general, though random, maybe you want something specific. Or, maybe, you wanna play the cheapskate route for points and go with this. It'll just cost you actual cash, for doing it, but we've got you covered. This perk gives you an address and website domain (if applicable) in every jump you go to. You'll be able to use either to access Muu's Bookstore. A store selling ritual books, summoning books, and most importantly dating books, on any supernatural entities or forces within a jump. Wanna date the force? We might have a book for that, good luck. Wanna date the literal devil? Mind the sulfur smell after your meet-ups. The books will even allow dates in future jumps! Just don't expect them to be able to help unless they're a companion. No cheating assistance from out of jump that shouldn't be available to you. As an extra note: The only thing not on offer is any protection from what you try to date. So buyer beware.

388. Bachelor(ette) Pad (300sp):

An apartment all your own! Well, more like a really good flat. Spacious, a nice bathroom, at the top floor so your eldritch summoning goes unnoticed. It's unlikely much you do here will catch the eyes of local authorities, or even your neighbors. It comes with pre-paid power and water bills you don't need to worry about, and self-stocks with your favorite snacks and drinks inside. As a bonus: It's pretty safe against even eldritch beings awakening, likely to last until the very last moment of the end of all things.

389. The Dreamer's Club (600sp):

This club, as it claims in its name, is the absolute dream. Located nearby to a property of your choosing, the place is far larger on the inside than it would look like on the outside. Several dance floors, as well as bars, plenty of private lounging areas, and, of course, upgrades to it will carry between jumps. It's bound to get popular quickly, meaning you've got a good, and consistent flow of cash coming in at all times. Not only that, the true best part of this is the club has a habit of drawing in important (especially divine or affiliated) beings from jumps to it. And gives you a good charisma boost towards seducing them once inside of its walls. After all, getting a chance to have a drink with the owner is always an interesting time.

390. Cultist Materials (100cp):

If you're going to be summoning a being of destruction and insanity, you might want the materials to do the job. The general requirements for a ritual in this world include: An amulet, a mask, comfortable robes, a dagger, a set of blackfire (or redfire, you can change them whenever) candles, a chalkboard, and a summoning circle, able to bring in whatever being you perform the correct ritual to summon. For convenience, they come in a small crate and replenish weekly (including the chalk for your summoning circle and board). Fiat backed to be useful in other rituals from future worlds, regardless of more extravagant costs or vastly different types of setup required. Just one of those convenience features for if you take this eldritch harem show on the road.

391. On the Water (300sp):

This totem, carved in the likeness of Ln'eta, comes with the unique ability of increasing the connection with the eldritch and/or divine with the area you're in. The likeness of said totem can be changed at will, of course, and when activated can either improve your companion's power in the area (if they match the energy you're drawing in), or simply strengthen whatever rituals or spells you bring about there. It will also thematically change the area. Channeling Daedric forces in the Elder Scrolls might make the sky red, Ln'eta and the eldritch might make it a dreary stormy day and flood the roads a bit. But rest assured the mood will be set for your rituals (and dates) in its presence.

392. Slice of R'lyeh (600cp):

This street may smell like the sea, but it's hopefully worth it. Accessible from your warehouse (or through a side-street when you wish to find it), this damp road is lined with buildings still dripping with seawater. While the non-euclidean geometry of the place may seem a bit confusing, rest assured you won't fall down any unseen angles or passages. In fact, this place seems almost perfect for taking a date, and in fact is. That is to say, if ever you're looking for a place to take someone, no matter how obscure the preference, you'll always find somewhere for them. Whether a specific kind of food, or activity, at least some store or building on this road will carry it. Even if you swear the buildings have changed since the last date, it'll also carry a comforting aura of the familiar despite how much of the unknown has been brought up to the surface with it.

393. Carkea (100sp):

Now how is someone sup osed to host their eldritch girlfriend for a nice visit when their blanket's thread count isn't even over 1,000? No, unacceptable, you're going to need this. The item is a catalog. It comes with an address, a phone number, and a website on the cover. Of course, you could never visit the address given it's on a planet countless lightyears away. UPS probably could, though. As it stands, the catalog allows you to browse the finest furnishings, fashion, and meals straight from Carcosa's wondrous streets. Despite the distance and quality, everything seems priced in a manner you could more easily af ord, and everything is assured to be of the highest quality. And it's all ship ed straight to you, by the next sunrise! Just make sure you have an open blind if you don't want it waiting on the porch or lawn.

394. Light of Carcosa (300sp):

Ah, Carcosa. It's king is the planet, herself, and its light. You're going to be stealing a bit of that from her with this item. Though, it's recommended you don't inform her of that fact. Wherever you go, the light of Carcosa goes with you. It makes you look more prominent, standing out among the crowd like a proper king should. It also gives you more weight, conversationally speaking, shining as a bright spotlight during your most grave of threats or more heartfelt of speeches.. With this light shining upon you, all show know you as the fairest in the land, and what you say and do shall be burned into their minds for months, years, even eons to come.

395. Royal Palace (600sp):

What is a king without a palace? That's a trick question, how could you even dare to consider yourself one without the finest of palaces at your side. That's where this comes in. This palace, comparable even to the likes of Buckingham, is a massive building. Filled with servants to cater to your every need, some of the finest decadences from Carcosa litter the walls and floor. It's everything a king could hope for. It also gives you some actual political weight. You seem, to all the world, a true king, even if only in this one building. It is a safe haven where you can set the laws of and in, as well as a perfect place to make deals and gather more power for yourself. Royalty and of icials hap ily accept your invitations to visit, and plan, finding themselves almost unnaturally swayed by your deals and agreements. With this, jumper, you can build an empire for your palace to reside in.

Godhood:

Kid Icarus

1. Cooking Classes [100]

Cooking is fun and easy, for you at least. In your head you have a repository of dishes and the know-how on how to make them. You could work in any restaurant you wanted if that was what you wished.

2. Body Quirk [100]

Something about your body is different from the standard human one. Maybe your hair is made of flames, you have a glowing halo above your head or vivid lines running across your skin. Whatever it is, it marks you as something different from the standard mortal.

3. Inhuman Beauty [200]

Life was kind to you. Extremely kind. You were blessed with a supremely attractive body. The kind that others will take second glances at as they walk past, just so that they could catch another glimpse. If someone weren't to know any better, they would think you the god or goddess of beauty itself. Not only that, no matter what you do, your hair always seems to be in perfect condition. Even if your hair were to get messed up, it would do so in such a way as to still be enticing.

4. Professor Jumper [200]

What a know-it-all! Much like the aptly nicknamed Professor Palutena, your intelligence is something to take note of. Not only do you think pretty quickly, but you are also rather creative in what you do. A true scholar through and through. You are not so much talented in one specific area so much as generally intelligent, with the ability to study in numerous fields unfamiliar to you.

5. Chatterbox [100]

You know what's fun? Jokes. You know what's even better? Quips and jokes being traded between combatants. Combat is just a more enjoyable experience when you can trade barbs with your opponent. You have a plethora of puns to make your enemies groan. Even in a

dangerous and potentially dangerous situation, you can keep your head and even get in a few good verbal snipes at your enemy, that are sure to rile them up.

6. Wings Of An Angel [200]

Pure white wings that allow the angels of Palutena the power of flight. By some miracle or fluke of birth, you have grown your own pair of them which are fully able to fly. Now you will be able to join the legions battling up in the air instead of being stuck on the ground. With just these you can easily break the sound barrier.

7. Weak point exposure [200]

After fighting the same kind of enemies a few times, you start to be able to see their weak points, places to aim for that inflict maximum damage. The areas almost seem to have a faint green glow.

8. Allies of Convenience [400]

When working towards an objective, you will often find others who are also after the same thing. Luckily you are fairly adept at getting them to work with you, at least for the duration of the job.

9. Food Is Life [400]

Quite literally in fact. Eating food will now heal you of your injuries. The bigger and better cooked the meal, the more you will be healed. A full course meal, cooked and seasoned would most likely heal you back to near full health.

10. Better in the Air [600]

While attacking in the air, your attacks will do more damage to enemies. They'll hit harder, faster and more accurately. In fact, it will seem like all your stats have increased three fold while in the air.

11. Crosshairs [100]

You now gain a small crosshair when wielding any type of ranged weaponry, showing where your shot will go. Remicent of the crosshairs used in shooter games, this little circle will greatly help when aiming bows, crossbows, and just about any gun.

12. Hope Bringer [200]

When you arrive on the battlefield all shall know it and all those who you protect and are on your side will feel great hope. Morale will shoot back up even in dire straits.

13. Portal maker [200]

With a bit of effort, you can make a small doorway that acts as a portal. Simply step through to get transported somewhere else. Unfortunately, you need some awareness of where you open it to in order to create it.

14. Restoration [400]

The power of your deity flows through your body. Any curses or spells that affect your form will quickly find their hold on you disappearing. Even the strongest petrication cast by a god themself would only last a few days at most before being completely shaken off.

15. Evolve [400]

When you kill something it leaves behind a little bit of its essence. These are absorbed by the weapon that was used to slay the creature. What this does is strengthen your weapon slightly by increasing its sharpness, it's durability, and just making it a better fit for the wielder. This effect slows down and to a stop at tripling the stats of the weapon.

16. Avatar of Nature [600]

You are not a typical angel. You are more in line with the angels of the Forces of Nature. This means that instead of weapons you use the elements themselves to do battle. You use and can embody one of the four classical elements, or alternatively electricity, darkness or light. An elemental of the earth would, while slow, have a huge amount of defense and heavy hitting attacks, while an elemental of electricity could move at speed of lightning and rain down bolts of electricity on their enemies, but have a much more vulnerable body.

17. B.I.G [100]

Your body is giant, or at least has the potential to be. You may grow up to great size, with each one of your fingers or claws being bigger than a full grown man. You are more akin to a moving building than a normal creature. As a consequence, your speed will be reduced somewhat.

18. Thick Skin [200]

Your body is able to withstand all but the most extreme temperatures and conditions. Fly about in a lava filled world or slide by in a frozen hell. This will only provide marginally more protection against attacks aimed to harm you.

19. The Aurum Brain [200]

Your mind is like the Aurum, connected to all your creations in some kind of hive mind ability. Any being you create you can connect your mind to, in order to order them around or influence what they do.

20. Bigger On The Inside [400]

Occasionally heroes like to leap down the monsters gullet and rip them apart from the inside. Luckily, if one were to do that to you, they would find out that your insides aren't so normal. The inside of your body is a land unto itself almost a square km in size, complete with guards at the ready to defend you. These guards have the strength of the average monster.

21. Hewdraw Head [400]

Ever hear the phrase ‘Cut off the head and the body shall follow’? That doesn’t work so well on you now. Cutting off your head will only be a minor inconvenience as you can get on fine without the rest of your body. As long as your brain is intact and you have energy to spare, you can start rebuilding your body. It may take awhile for you to regrow your body, but by no means are you down for the count.

22. Chaotic Control [600]

You can act as a parasite, possessing a person's body, even a gods, and slowly consuming their soul. While possessing someone you may use their power as your own, though once you leave you will not retain that power. The stronger the soul the longer it will take to digest; a god could last 3 years of parasitism and come out relatively intact.

23. Gift of Flight [100]

You can gift others with the power of flight for short periods of time. This will grant them glowing blue wings that can travel a great speed. This cannot be channeled for long periods of time as the divine power flowing through the wings will soon cause them to burn up,

24. Pisces Healing [200]

Each day, for about 10 seconds, any damage you would normally take is instead converted into healing energy, to help you recover your health.

25. Power Source [200]

Once you defeat someone, you have the ability to take their soul and use it to power your own abilities. You can only have one soul at a time and the soul may yet rebel if it finds an opportunity.

26. Divine Soul [400]

As a divine being, your soul has been granted special protection. No longer will others be able to manipulate or trap your soul. They will be unable to possess your body or cloud your mind. Your light burns through the insidious powers. This grants protection from any form of mind control

27. Mother Goddess [400]

What is a god without their legion of soldiers? You can create minions to act as your army. The average warrior will not be that much stronger than a human however you will be able to make three captain class soldiers who are significantly stronger than the rest. They will be able to take on whole squadrons by themselves. You will be able to make batches of 10 monsters per day. These can be either monsters or angels, but neither will be much stronger than a normal human.

28. Goddess Aspect [600]

As a god or goddess, you overlook an aspect of the world. Viridi was the goddess of nature, Palutena of light, Medusa was the goddess of darkness, and Hades was the god of the

underworld. This grants you abilities in line with what one would expect from that aspect. Viridi had unprecedented control over the forces of nature, able to grow and create strange creatures, as well as making massive plants that exhibited supernatural abilities. Pandora had the ability to create illusions and could turn space itself on its head, and Hades had control over the souls of the dead. With these powers one could blast a town out of existence with a wave of the hand. You also gain a way to travel vast distances near instantly, as well as the ability to project a giant illusion of your form anywhere you can see, letting you speak to the mortals down below.

29. Endless Bag Of Arrows [100]

This quiver never runs out of arrows, no matter how many you take out. While rather more resilient than normal arrows, these are nothing particularly special in and of themselves.

30. The Basics [100]

You get the basic versions of a ranged and a melee type of weapon that Pit has used, as well as a standard grenade. These weapons include swords, clubs, and claws as well as bows, hand-cannons, and orbitars. Each weapon has its own strengths and weaknesses.

31. Zodiac Weaponry [300]

You receive a ranged and a melee Zodiac weapon of your choice. Based after the zodiacs of the sky, these weapons are upgraded versions of their basic counterparts and can be devastating if used right. Additionally, you also receive a Smart Bomb. Once this bomb hits someone, travels a certain distance, or gets attacked, it produces a large, slow explosion that envelops a 20 foot radius.

32. Sacred Treasures [600]

The three great sacred treasures. At some point in the past Dyntos, The God of the Forge, the strongest of the gods, created a replica of the three sacred treasures that Pit used to defeat Medusa. The Sacred Treasures consist of The Arrow of Light, a powerful bow that can fire arrows made of light extremely quickly and have extremely strong piercing ability, The Wings of Pegasus, which grant unlimited and total flight, and the Mirror Shield which is capable of deflecting all but the most powerful attacks. Used together, these were enough to allow Pit to defeat Medusa. The originals will soon be destroyed by Hades in combat.

33. The Big Weapon [600]

Each God or Goddess has a powerful weapon akin to a miniature nuke that they can use of particularly strong enemies. These take a bit to deploy, but when they do, all but the toughest of enemies will become toast. Palutena has her Glam Blaster, a giant orbital laser, while Viridi has her Reset Bomb Depot which makes Reset Bombs, giant seeds which explode into massive trees the size of cities. This weapon is not something to be used willy nilly though. Once used, you will have to wait a month for it to recharge (or regrow as the case may be).

34. Feast Plate [100]

Whip out this plate once a day to find a warm meal on it, ready to be eaten and tasting divine. You may choose the menu as you wish.

35. Hot Spring [200]

A large round pool of steaming water. Bathing in this will help erase any aches and pains one might have and is very relaxing. Just be careful not to steam your sacred buns as it were.

36. Rewind Spring [400]

The Rewind Spring has the ability to reverse the effects of time on anyone who comes into contact with its waters. However, if a being spends too much time submerged, it has the potential to reverse time undesirably, even to the point of erasing their entire existence. A single second in the water will reverse one's age by several days.

37. The Lightning Chariot [600]

Drawn by two unicorns, this legendary chariot used to be looked after by the Chariot Master, a legendary, departed warrior whose sole purpose was to guard the Lightning Chariot. At some point in the past you and he had a great battle. In recognition for your skill he has gifted you a copy of his great Lightning Chariot. This chariot is capable of traversing the galaxy at great speed and its extreme speed is matched only by the destructive shots fired from the unicorns' horns.

38. Laurel Crown [100]

By gifting this to others, you may view the surroundings of any that wear this crown. Additionally, this will also create a psychic link between you that allows you to talk to each other.

39. The Tank [200]

You can get access to a Cherubot, an Exo Tank, or an Aether Ring. The Cherubot is a little mech comes equipped with a small plasma cannon. The Exo Tank is a sled like vehicle with blasts point diagonally out the front, and a large blade at the tip for ramming things. The Aether Ring is a hovering sphere of golden hoops that comes equipped with a frontal laser and an energy shield that the driver can switch between. Don't worry about fuel, they run on goddess power, a completely renewable resource.

40. Intensity Gate Lock [400]

You may create Intensity gates by placing this lock on the entrance. This means that the door will remain closed until the monster guarding the door is defeated. This monster will only appear when someone attempts to open the door and it's strength will depend on the level of the lock. The lock scales from level 1 all the way to level 10. A level 1 lock may summon something as pitiful as a single goblin while a level 10 lock may summon Cerberus himself. You will receive 10 at the beginning of each jump. Any broken ones are replaced within a month.

41. Mysterious Ring [600]

Capable of holding ones soul, this thing can act as a safe resort for your soul if you ever lose your body. While in it, you may possess those of weaker will who wear the ring. It is up to you to find a way to regain a true body though, and if you do not manage by the end of the jump then it is game over. Luckily you can project your voice from the ring for a small distance around it.

42. Electro Trap [100]

Placing these large circles down on the ground will deploy an electro trap. If a creature passes through the circle it will instantly be shocked and paralysed by several lightning coils.

43. Space Pirate Ship [200]

A large ship capable of sailing among the stars. This runs on power that flows through the galactic sea. As long as you are within a galaxy, you will never run out of power. Comes with its own constellation, compressed to the size of a human and ready to be placed where you want each jump.

44. Soul Converter [400]

Souls that pass through this mirror will be converted into a certain preset such as a monster or an angel. It takes ten mundane souls in order to make a single normal monster. The more powerful the preset, the more souls it will take to create. You may choose at the beginning of each week what this preset is, though it cannot be something to the extent of a god or something similarly divine or powerful.

45. Mirror of Truth [600]

You may make a clone of anyone who walks into the mirrors view. They will have all the same memories and powers, but have a personality that is almost opposite of the originals, as well as an opposite colour scheme. This won't necessarily turn someone who is good evil or vice versa. Of note is that the mirror does not work on the divine, such as gods, or those of a similar power.

46. Angel Guardian [200]

You've managed to pick up an extremely loyal Guardian Angel. They have made it their mission to protect you when possible. You receive 600 CP to design them.

Aeneid

47. Demigod (-200D)

As Aeneas was born of Venus, and Turnus of the nymph Venilia, you are more than human. You were born of one of the immortal gods, be they a nymph, river, or one of the Olympian pantheon themselves. Regardless, you will find that such heritage has its privileges, with the strength of your bloodline alone making you one of the strongest warriors in any army, not even mentioning the advantages that will surely come of your divine parent's support.

48. Catasterism (free to all)

The most illustrious of privileges has been granted to you, jumper – that of immortality through the stars. In all future jumps in which stars are seen in the night sky, a constellation will be retroactively added, named after you and shaped (vaguely) like one of your defining characteristics or symbols. The origin of its name will be long lost to time, but of course, you'll know.

49. Katabasis (200D)

The descent to the Underworld is easy. Night and day the gates of shadowy Death stand open wide, but to retrace your steps, to climb back to the upper air—there the struggle, there the labor lies. Thankfully, this is your specialty. Now and in any future world which features some kind of equivalent to an underworld, you know a ritual means of getting both in and out without significant difficulty (stock up on pig's blood). This perk does not protect you from any potential dangers of Hades and other Hells, but it does ensure you have a means of getting in and out relatively unscathed.

50. Tongue of Sinon (200D)

The Greeks have mastered the arts of trickery and sly deceptions. Like Odysseus, the man of many wiles, or the silver-tongued Sinon, you're an expert in subterfuge. Not only do you know every trick in the book, but you have a particular specialty for false surrenders and using them to get close to your opponents or even infiltrating them over a longer period of time. With your silver tongue, even the most hardened generals will find it hard to doubt that you have generally defected to their side. That's when the Trojan horse can be broken open, and all hell wrought loose upon your true enemies.

51. Diomedes' Respect (200D)

Your enemy sends an envoy to an old opponent of yours. He asks them to join him in his crusade against you. Your old foe responds by telling him that he will have no part in such a thing, and strongly advises him to think twice before facing you in the field of battle. For some reason, old enemies of yours, as time passes since your conflicts, begin to look at you with a kind of respect and fondness which borders on friendship. This won't prevent them from continuing to antagonise you as before, but if anyone else tries to get involved, they'll protect you to the end out of a kind of misguided respect - possibly mixed with a desire to be your only true rival.

52. Mould Her Heart Anew (300D)

Many of the lesser gods of this world have the power to invoke emotion in those around them via a symbolic gesture. Cupid is able to fill Dido with love by 'poisoning' her food and drink with affection, while the Fury Allecto throws a ball of fire into Turnus' heart to fill him with rage. You may pick a single emotion of your choice for each purchase of this perk. Through some kind of simple but symbolic act like those mentioned above, you are able to fill targets

with a relatively brief (lasting a few weeks at most before fading entirely) but highly intense burst of this feeling. This power is strong enough to drive the weaker willed into acts they would never usually commit, including murder.

53. Pietas (100D)

Pietas is a Roman virtue which can be most adequately summarised as a sense of calm, collective duty to one's family, country and gods, along with a lasting spirit of wilful endurance of hardships. You are now and in future jumps famed for your Pietas, with any who look upon you feeling at a glance that you are a dutiful and honest man. Whether this impression is correct or not depends on you, but this ability only works for first impressions, and repeated shows of impiety or cowardice will cause those around you to reconsider their assessments. This effect can be toggled on and off at will.

54. Furor (100D)

The opposite of Pietas, Furor refers to a manic, all-encompassing rage which undermines good order and reason. Like Turnus and the great Achilles before him, you are well known for flying into such rages, and can choose to have any who meet you instinctively feel that you are immensely dangerous, and may fly into a wild Furor at the slightest provocation. People may not love you, but with this ability active, they will soon learn to fear you.

55. Epithets (100D)

Every god must have their epithets, titles which mark them out as worthy of awe and respect. Like Tritonian Neptune or Father Jupiter, you have your own title, reflecting your past deeds and accomplishments (if you cannot choose, it will default to 'Jumper'). People will automatically associate this title with you, and will find themselves referring to you with it without even thinking. What's more, it will invoke awe and respect in all those who hear it, who will understand that it conveys something significant even if they cannot quite grasp what exactly that is.

56. Poetry (100D)

Few can match you in the construction of verse, nor the beautiful subject matter of which you sing. You are a poet for the ages, with the potential to surpass even the greatest writers in literary history. Such feats will take much time and training however, but rest assured that should you be willing to put the work in, the sky's the limit for your writing ability.

57. Famed in Arms (200D)

For each time this perk is purchased, one fighting style must be selected. Only the respective style for your origin is discounted.

Hero - You are a master of the art of war, fuelled by the virtue of Pietas. Reason, strategy and carefully calculated maneuvers are how you win battles, and more importantly, wars. Your skill is masterful, as you are able to carefully time spear throws to take down chariots, move your troops in for incredible ambushes, and improvise soundproof plans of engagement in seconds whenever new circumstances arise.

Tyrant - Unlike the Hero, you have little time for tactics and plans. Instead, you enter into a bloodthirsty rage in battle, in which your growth in sheer power more than makes up for what is lost in technique. In this blind Furor, you are highly destructive, almost an unstoppable force to any opposing armies. Your allies have lessened versions of this effect, and they too can go on the rampage while fighting alongside you, making you a formidable enemy.

58. Radiant Beauty (200D)

Oh my, you are beautiful. Have you received a makeover from the gods, by any chance? Just as Aeneas had his features accentuated by his mother Venus, you have a permanent aura of divine beauty which means few can look away from your stunningly good looks. Just be careful with your charms, lest you become the second face to launch a thousand ships.

59. Invoke the Muses (200D)

The Muses are the divinities which govern the arts, to whom all epic poets must address their works. Before any creative endeavour, you too may dedicate your work to the Muses and call upon them to assist you, and receive divine inspiration in return. You will work more efficiently and skillfully in this state, and the quality of whatever you are creating or performing will be substantially enhanced.

60. Scrolls of Fate (400D)

You are destined for great things. Or if not destined, at least pointed in the right direction. This power, which can be toggled on and off, always leads you to events of great importance, subtly influencing chance to ensure you end up in a position to make major decisions and influence the outcomes. Of course, this power will not let you know which decision is the right one. Only you can decide that.

61. Into the River (400D)

A failure to plan can often lead to deadly situations. Luckily for you, when things seem their worst, a circumstance always seems to come along to give you the chance to escape. You could throw yourself headfirst into the enemy base as they slam the door behind you, and massively outnumbered and trapped as you are, you'll still find an opportunity to escape, be that a window overlooking a river or a convenient trapdoor leading far away from the enemy.

It'll be up to you to survive long enough to seize these opportunities, but at least your situation will never be truly hopeless.

62. Divinities Everywhere (400D)

Pretty much everything in this world is some kind of god, from the trees to the rivers. Now, there will be similar divinities in future worlds, ruling over their small landmarks and sites. They exert power over these places, and so appeasing them can lead to great results. Make an offering to the god of a beach in the hopes of rocks rising up to shipwreck an invading fleet, or pray to the goddess of the desert you're stuck in to protect you from the heat. However you use this perk, you'll find that many problems are easier to deal with when they've been personified.

63. A Fine Patron (400D)

Just as Virgil was able to court the favour of Augustus, you have a knack for winning the respect of and befriending powerful people. With a few poems singing their praises, paintings depicting their brilliance, and any other shows of respect you can think to give, you can earn yourself a comfortable place under the wing of almost any powerful person, even emperors or kings. Just try not to invoke their wrath, especially if your new patron is known to be temperamental in their affections.

64. Founder of the Roman Race (600D)

After his death, Aeneas was praised as the founder of the Roman race, as the forefather of the bloodline that would one day spawn Romulus and Remus, which could be traced all the way to the emperor Augustus. Like Aeneas, your actions lend themselves exceptionally well to mythologisation. Help out a town, and generations later they would still sing songs of your arrival. Save a city from destruction, and you'd soon find yourself being prayed to as though you were a god yourself. Even when things go wrong, time and the blurring of details will conspire to give the most positive impression possible of your actions and their consequences. Whatever you do and wherever you go, there's no chance of you not leaving an impact on all those around you.

65. Forgive and Forget (600D)

You may be an impious sort, disrespecting and insulting the gods at every possible moment. Yet, inexplicably, you still seem to have friends among the Olympians. As it turns out, people in general are quick to forget your mistakes, regardless of how intensely they typically pursue a grudge. Make a show of having a change of heart, and almost all will seem to buy into your new persona and forgive your past misdeeds. This will happen again and again, no matter how many times you betray their trust. The only exception is if you do something truly unforgivable, such as slaughtering someone's entire family. Even that, if left long enough (perhaps a few decades?) could be forgiven.

66. Divine Favour (600D)

Your piety has been noticed jumper, and you will find it rewarded frequently during your time here. Deities and other immensely powerful beings find themselves fond of you, and now and in future settings will often grant you boons and benefits befitting their nature. Vulcan may grant you a hand-forged shield, while an eldritch being is more likely to drive your enemies insane. Regardless, such favours are great gifts, and assuming you react with gratitude, may lead to even greater rewards in the future.

67. Orpheus Reincarnated (600D)

Choose a single art, such as epic poetry, painting, the guitar, or singing. You are now so skilled at this art, that you rival even the great Orpheus in your abilities. Not only could you charm any mortal or immortal alike with your skills, but you could even enthrall inanimate objects. The trees sway to your beat, the mountains lean closer to hear your performance, and the waves part to give you a better view of whatever you are painting. Such artistry is beyond

mortal comprehension, and nothing you create in your chosen medium will ever be anything less than a masterpiece.

68. Shining Armor (100D)

A beautiful and highly effective set of armour which invokes awe in all those who see it. It may have an illustrious history behind it or this history may be yet to come, but either way you'll stand out like a shooting star on the battlefield. And if you were to die wearing it, you'd soon find a small-scale battle erupting over who gets to claim the blessed armour of jumper.

69. Xenia Gifts (100D)

Xenia, or guest-friendship, was an important concept in this period. Hosts would offer their guests wondrous gifts, each with a long and detailed story behind how they came into its possession and why it was so wondrous and valuable. You have a small collection of gifts of this sort: golden chalices, ornamental blades, and the like, and you instinctively know the long and impressive histories of each item. New artifacts appear at the start of each jump, and anyone who is given one of these gifts in an act of Xenia instinctively understands their importance and will be suitably grateful.

70. Tools of the Trade (100D)

A small desk, a pen which never runs of ink, and an infinitely replenishing stack of papyrus. When performing any work with these tools, you'll find yourself working significantly faster than you otherwise would.Your pen practically flies off the page as your mind goes a mile a minute in constructing the most beautiful of verses.

71. Spear (200D)

The most noble of all weapons, the spear was the weapon of choice for both hero and tyrant alike. This one is especially effective, as when thrown, it is supernaturally inclined to hit its mark, even more so if you make a brief prayer to the gods before your throw. Even after being thrown it finds a way to very quickly return to your possession, and even if utterly lost or destroyed will soon show up again none the worse for wear.

72. Household Gods (200D)

The Penates were a series of stone statues which Aeneas saved from the ruins of Troy, and in so doing, he was able to bring the gods of Troy forward into his new city of Lavinium. You have your own set of small stone statues, updating to include the gods of each new setting you visit. In any setting in which you can pray to gods to gain boons or powers, even after leaving that jump and thus their area of influence, you may pray to your statue of them to gain a similar effect to as if you had prayed to them directly and they were present in the setting. Just make sure the statues aren't damaged, or you risk losing their blessings.

73. Golden Bough (200D)

A solid gold tree with many replenishing branches. These branches are utterly unbreakable by most, but those capable of great things find that they come away in their hands easily. Not

only does this allow you to test people and separate the wheat from the chaff, but a branch from this tree is recognised by all who see it as a symbol of great power, and none who bear witness to a golden bough in your possession will ever doubt that you have incredible feats ahead of you.

74. Fleet (400D)

A series of large ships more than capable of transporting a small army of refugees across the globe. These ships will emerge from any body of open water shortly after you will them to arrive, manned by a small crew. Though they are not outfitted for naval combat, you'll find these ships to be far sturdier than most you will find, and more than capable of surviving a storm.

75. Chariot (400D)

A golden chariot fit for the gods. This incredible vehicle appears whenever it is needed, driven by one of your companions or a generic but highly skilled attendant. It is far faster than any other vehicle you will find in this world, aided by the divine horses which carry it. These steeds have an additional minor divine gift of their own from their heritage. You may choose what this is, but examples include being able to speak or breathe fire at will.

76. Shield of Jumper (400D)

This gorgeous shield, much like that of Aeneas, was forged by Hephaestus himself. It has no equal in this world, and will deflect any blow that strikes it directly. As if this wasn't enough, it is intricately inscribed with depictions of events involving you which have yet to come. These events update with each jump to foreshadow what is to come in each world, and an intelligent jumper may even be able to avert these events with the vague forewarnings of their shield's prophecies.

77. Trojan Horse (400D)

The Trojan Horse itself. The same one those brave heroes of Troy dragged into the gates of their city, fooled by the deception of the wily Greeks and their evil god. This large hollow statue can fit an unnatural number of men within its hold, and any deceptions you try to pull with it are divinely backed. The judgments of those you offer this horse to as a gift are clouded so that they cannot see it as anything more than a genuine peace offering and they will react to it accordingly, although a fear of divine retribution will keep them from considering its destruction.

78. A New Troy (600D)

From the ashes, a new Troy is born, just as the prophecies predicted - more or less. This walled kingdom bears a strong resemblance to the lost city of Ilium, and is practically immune to sieges when it comes to anything less than divine intervention. You may be its ruler or just another citizen, but the city will follow you into future jumps (or can be made into a warehouse attachment), being inserted retroactively into the setting and if you like, being updated to fit, although even so they keep their cultural practises and customs alive.

79. Unjust Army (600D)

Even the most disliked tyrant can gather up an army by calling in favours and long unpaid debts. You have a sizable fighting force, enough to feasibly conquer any of the cities in the ancient world. The soldiers under your command are vicious and ruthless, and will have to be reined in if you expect any kind of discipline from them. If, however, you wish to loot and raze cities to the ground with no survivors, these men will do a fine job of it without complaint.

80. Elysium (600D)

The Elysian Fields are a beautiful meadow deep in Hades where those favoured by Zeus (primarily Romans, of course) may enjoy perfect happiness in the prime of their youth. Their days are spent exercising and socialising in the fields in an eternal state of bliss. Now you have a similar pocket dimension version of this place that can be accessed at will. Anyone taken inside your personal Elysium will be returned to the prime of their youth and they will not age until they leave. While inside they may choose to enter a state of bliss, upon which they will cease to feel any kind of negative emotions until you choose to break them out of this trance, if indeed you ever decide to do so.

81. Roma (600D)

Rome. Not as it was when it was at its founding by Romulus, but as the mighty city of the time of Virgil and Augustus. This immense city looks to you as its eternal emperor (or you may instead pull the strings from behind the scenes with the emperor as your public patron), and while you cannot take the rest of its empire with you, this prosperous city will follow you from jump to jump, being retroactively inserted into each setting, or alternatively can become an entirely self-sufficient warehouse attachment. Either way, you may choose what aspects of this city progress over time, so you may bring Rome to contemporary settings with its ancient flair and customs intact.

Asura’s Wrath

82. 100cp – Shut Up!/Mantra Transmitter

Shut Up! - 50cp

You don’t have the patience for bullshit. During long-winded speeches or similar engagements that drag on and on, you will have a sense for when and how to best expedite the proceedings. You aren’t required to take the chance, but you will have to live with consequences if you do. This perk cannot let you automatically kill someone, no matter how hard you can hit.

50cp - Mantra Transmitter

This device is a large statue, looking like some form of religious icon about fifteen feet tall.It allows mortals to direct prayer to you, waiving range/awareness limits. It can direct the Mantra of anyone within one mile, to a maximum of 10,000 mortals each, so you’ll need several such transmitters (and a bunch of praying people) to get the most out of them.

You get one such transmitter for 50cp, and the schematics instructing you how to make more. If destroyed a new transmitter appears in your Warehouse after a week.

83. 100 cp – Resplendent Wardrobe/Impurity/Divinity Sensor

50cp - Resplendent Wardrobe

You have access to an unlimited closet or the finest designers of Shinkoku Trastrium, able to properly dress your theotech empowered form in the grandest of styles. Anyone with mantra cybernetics can wear impossibly impractical clothing without any issue.

50cp - Impurity/Divinity Sensor

You have a handheld device that can detect either the concentrations of impurity representing Gohma or other angry spirits of the world, or the unique theotechno-signature of the Demigods or other prayer-powered entities. It's range is 10 miles, and will give you a directional bearing in 3-dimensional space. You also know how to construct more.

84. Mantra Generation - Free!

A being with a soul (you do have a soul, right?) can generate Mantra by prayer or feeling emotion. This mantra can be utilized by devices powered by Mantra Technology, or the Demigods of Shinkoku Trastrium.

85. Imposing Declaration of Title - Free!

Whenever you do something dramatic or just something really badass, perception of you changes for a split-second. Observers see the title or high-concept description of your current state or action as awesome block characters superimposed on their vision. This applies to named attacks/combat maneuvers, legendary weapons, companions and so on.

86. 100cp - Make An Example

People will never feel the need to demonstrate dominance over you, short of a personally delivered challenge. This also frees you from both sides of 'shooting the messenger'. You will not begrudge others unfavorable information, and neither will others begrudge you for giving them the same.

87. 200cp - Ripples in the Past

Your soul is that of the everyman or woman, achingly familiar or trusted. People feel as if they have known you (in a past life). Wherever you go, as long as there are people, you have a couch to surf, a referral, or someone willing to spot you pocket money.

88. 400cp - Pillar of the Community

You are a respected member of the local culture with a very large social reach- something like a national media personality, entertainer, politician or other socio-cultural force. Individuals aren't any more likely to listen to you, but you have the eyes and ears of the masses.

89. 800cp - Living Saint

You are so pious, your presence enriches local flows of Mantra. As a base effect, you are, in a way, holy, as regarded by the spirits of the world. Hostile spirits, souls burdened by emotions of the base and impure, and similar beings will be wracked with discomfort by your humble glory. Such is your piety that those beings and souls gripped in madness will have trouble attacking you, stumbling and fighting themselves as you walk amongst them.

Prayer lead by you doubles the amount of Mantra or faith generated, as long as people can see and follow your ritual performance. If not utilized by something, the surge of Mantra or energized faith saturates the surroundings, miraculously repairing the broken, healing the sick and purifying the land of taint, including that of Gohma.

90. 100cp - Noble Title and Demense

As a citizen of Shinkoku Trastrium, you benefit from all the scientific advances in health and the like- You are at the peak of healthy and age at a rate of 1 physical year every 10 years, assuming go out of your way to engage in truly legendary bouts of sloth or hedonism. A balanced lifestyle keeps you at the prime of your life. You also have an opulent heavenly estate that follows you for the rest of your life.

91. 200cp - Beauty Soothed the Savage Bea- Demigod

Being beautiful or handsome is incidental when compared to the unlimited font of divine empathy. The urge to lash out or give in to knee-jerk reactions is muted in your presence, and mutually reciprocal communication is encouraged. Further, you are able to both display and interpret expressions and body language, allowing you to have meaningful conversations without speaking many words- or any words at all.

92. 400cp - Demigod Atelier

You know the secret science of Mantra technology, and can build custom devices that are powered by prayer or emotion. Further, you can enhance or upgrade items from other jumps to use this same power source. If you take Cyborg Hindu Godbody, you may construct Demigod cybernetics for other people. After the jump concludes, you may also build Mantra Reactors. Demigod Atelier allows you to create any mantra-powered or integrated device, up to and including the vast fleets of Shinkoku Tratstrium, the heavenly vessels of the divine armies, and even the anti-Gohma platform Brahmastra. The latter however would require millennia of effort, and was never completed even in the scope of the original setting.

93. 800cp - Mantra Foci

You can call upon a planetary population that is loyal to you, generating a temporary surge in prayer. This generates general Mantra or your choice of a specific emotion to empower another demigod or great example of Mantra Technology. You may direct and distribute this Mantra exactly as you see fit without error.

94. 100cp - Rank and File Cybernetics

You have the basic cybernetic enhancements of the Demigod armies- you do not age notably, and your body is effortlessly easy to repair by swapping intact parts for broken ones. You can be killed, but your tolerance for damage is much higher.

95. 200cp - Mantra Fields and Firearms

You have the a specialized set of weapons and armor associated with your background. You know how to maintain them, and the knowledge of how to make more. Such weapons include demigod-binding spears, orb weapon platforms for heavy armaments, and so on.

96. 400cp - Lock On!

You can harness personal or ambient mantra to create concussive blasts of energy from your hands or other appendages. These mantra blasts are self-guiding. Additionally, you gain an ability to aim and place your shots, which applies to any weapon or weapon system you wield. Mind you- you are still limited by the nature of a weapon, so self-guiding projectiles are naturally more potent than basic gunfire or the limited swinging rate of a sword. Firing Mantra blasts Requires either a personal or ambient Mantral Level of 3.

97. 800cp - Divine General of Heaven

Your tactical and strategic acumen is legendary, and you have a supernal sense for combat both in the personal and wide-scale theatres. Battle plans composed by you are sublime, and can be instantly understood by allies, while requiring your opponents to waste precious time deciphering your moves. While not undefeatable, you can quickly turn complications and failed strategies into secondary objectives and victorious retreats.

Further, your talent is such that you can time a plan down to the second, ensuring whatever you need be it soldiers or tools, are where you need them when you need them.

98. 100cp - Mantra Affinity

You are empowered by a single flavor of sentient emotion. When acting within the themes of your dominant Mantra, you are capable of peak-human feats. You count as both a prayer source and an emotional source of Mantra. There are eight Mantra affinities, Wrath, Violence, Vanity, Sloth, Melancholy, Lust, Greed, and Pride. Without a Mantra Affinity, you are denied the strength of emotion, and must subsist on ordinary Mantra. By taking this perk, your safe Mantra Level is set to 2, and you always count as having a minimum of Mantral Level 1 for purposes of determining such feats.

99. 200cp - Mantra Training and Techniques

You have learned or been taught numerous techniques to focus and express your Mantra, rendered as supernatural martial arts and superhuman feats of agility, durability and so on. Meditative Kata can extend your natural lifespan, heal minor wounds and fight off sickness, while strikes and attacks could shatter walls. This increases your maximum Mantra level by 1.

As an added benefit, this perk also allows you to create your own personal Mantra Form. Your first form will take approximately five years of study and meditation to fully construct,

but when completed, you will be able to manifest an external mantra interface. To most people, it will look like an ornate halo, evocative of your personality and mantra affinity.

A Mantra Form usually has a core theme, such as improved combat ability, damage resistance, speed or other such boosts. Establishing a form enhances your abilities, even beyond what a given level of Mantra would normally allow. With a mantra form active, you may easily perform superhuman physical, mental and social feats, even before the direct application of Mantra. These stances and techniques however cannot enhance stranger powers such as psychic blasts or arcane magic, short of ensuring you can survive to perform them. Successfully creating an initial form and manifesting it increases your capacity for Mantra by 1.

Subsequent forms and other perks can increase this cap further, to a maximum of 8. You may use any mantra form you know, but you cannot stack them. Creating a new form takes ten years, times the number of forms you have already mastered. Your halos can be attacked however, and if knocked aside or even destroyed. If that happens, you immediately drop down to Mantra Level 3, and any excess Mantra is wasted.

100. 400cp - Cyborg Hindu Godbody

You have a genetically, cybernetically and magically enhanced physiology, and the knowledge to propagate this technology. Your capacity to wield Mantra is enhanced, both accepting general Mantra as well as your primary association. This constructed body can heal itself, or be repaired by yourself or others. Your magical physiology is obvious, but always aesthetically pleasing. You can survive in space without a suit, endure planet-busting attacks with sufficient Mantra, and are otherwise ageless.

This increases your maximum Mantra Level by 2.

101. 800cp - Action Commands

The ability to win all comes down to timing and guts. You have a sense for the dramatic, and can shift an encounter from slugfest to high-cinematic choreography. You can awe continents with your feats.

If you would be faced by a dramatic challenge you would be otherwise just barely manage to overcome, or even just barely fail to do so, you either summon the strength to do so, or you surpass it with heaven-shaking effect. Both results depending on how dramatic it is (based on your relative ability to what you’re facing).

The limit of this perk is your innate capability- and if you hit all your cues, and there's enough dramatic tension in the air, it lets you surpass that limit in grand style. It will not let you accomplish patently impossible feats, however.

Failing to hit those marks means you’ll take some damage though, and you’ll have to build back up to the right dramatic moment.

102. 100cp - Spirit of the World

You are considered a natural being or spirit connected to the world/planet you happen to be on, and are innately aware of it's themes, biases and motives. You feel the joy and pain of the world in equal measure. You may communicate with local spirits, bypassing language barriers.

Impurity Level: 250

103. 200cp - General of Wind and Hill

The will of the world has given you authority over the little spirits of the land. You may command lesser spirits of the world, including a number of minor Gohma of with a total impurity of 1000 or below. You also improve your own spiritual powers where applicable. This power applies to spirits of other realms as well, though you might get in trouble with their superiors.

Impurity Level: 1,000

104. 400cp - Stride the Impure World

With an hour's concentration, you may convert a ten-meter wide plot of the world into a sanctified land, or terrain of righteous desolation. Impure land looks hostile, leaking red miasma and showing thin veins of hot magma. From this incensed territory, you may summon a number of Gohma with a combined impurity level of 10,000 or less. Pure land meanwhile looks pristine and idyllic, free of contaminants and sacrilege. If you have two or more pure regions on the same planet, you may teleport between them with thirty seconds of concentration. You may only have three such pure spaces at a time. In both cases, these regions last for 3-7 days.

Impurity Level: 10,000

105. 800cp - THIS IS MY FINAL FORM (On the way to Enlightenment)

You have approached the most auspicious tier of spiritual puissance. Once per month, you may borrow a fraction of the world's fury and might. With this perk, you gain an incarnate form based on Gohma Vlitra, forged out of the land and hot magma of the world, though not to the same physical scale. Your new body is easily equated to a terrain feature such as the tallest mountains.

Alternatively, if a given world would have a more appropriate avatar, you may become that instead. In either case, your transformation causes commensurate damage to anything on the surface, and will take several years (possibly centuries) to recover. Such land is pure and fertile however, when it finally does become habitable. This transformation lasts for fifteen minutes- if you need more than that, you have bigger problems.

Impurity Level: Immeasurable

106. Aspect of Chakravartin (You are a part of God. No really- he's God) - 100cp

Chakravartin spends most of his time manipulating the world as a golden spider in Naraka (Limbo/Hell) where certain souls (Like Asura) has to climb up this infinite pillar to reach the living world. Canonically, Asura does this twice.

Perks in this tree represent you as a subdivided aspect of this Creator-God with free will. Chakravartin himself is not concerned with you, unless you interfere with his plans. Possibly you having this largely incidental aspect is part of his plan. That's up to you to find out.

107. 100cp - Guide of Naraka

You gain a secondary form that of a golden spider. You gain the ability to visit Naraka, the space between the living world and the engine of reincarnation, dangling from a single spool of divine spider silk.

When inside Naraka, you may manipulate souls who are attempting to climb the infinite towers and return to their lives, rendering them your cats-paws.

Finally, when in this state your voice takes on an eery intonation that subliminally influences a subject's emotional state. The spider-form also helps you think up armor-piercing questions and baffling koans. You cannot spend more than 24 hours in Naraka. If you do, you must climb out as described in Tower of Naraka.

108. 200cp - A Tangled Web Weaved

You gain a true god's understanding of Mantra's fundamental nature. Strangely, it seems to resemble a spider's web, and you are able to manipulate it into a batch of silken threads. You may spin silk in your spider form, or from your hands. It can be anchored to air itself, and are made of glittering golden Mantra. The strands are nigh-unbreakable save by superhuman effort. With skill, care and practice over centuries, perhaps it can be manipulated to more complex tasks than mere ensnarement...

109. 400cp - Tower of Naraka

After suffering a fatal blow, your soul will appear in the white void between life and reincarnation. This is Naraka, realm of infinite towers. To leave it, you must ascend the tower, and no amount of flight or power allows you to cheat the distance- the journey back to the living world is as long as it needs to be to attain the necessary enlightenment.

It will take you anywhere from 12,000 years to 1 year to climb back out to your lifeless body (which has regenerated and been rendered indestructible in the meantime). Mortals might build a shrine around your fossilized form- Mantra directed to you helps you ascend faster.

If you're still in Naraka and not in your body when the current jump concludes, the Jumpchain ends. Falling off the tower, failing to ascend by jump-end, you reaching fail condition, or ten years passing also ends the chain.

Alternatively, instead of outright killing an opponent, you may send their soul to Naraka and require them to climb out.

110. 800cp - Two Can Play That Game!

You gain perfect insight as to the dramatic sequences and furious attack combinations that empowered or supernatural forces can bring against you- because you have them too.

You have the Action Commands Perk, and can observe an opponent's own attempts to rise above their dramatic station. Because of this insight, opponents are more likely to fumble their incredible feats of daring, or you are extremely good at confusing them into same.

However, in exchange for this prowess, you have trouble recovering after failing to hit a mark yourself. Every cue you fail to hit increases the lag on your next action by an appropriate amount- usually some critical fraction of a second.

111. 100cp - Mantra Capacitors

These devices allow you to contain Mantra either by meditating and directing it yourself, or by tapping into a Mantra Transmitter. In either case, a single capacitor can hold 1000 mantra charges, which equates to 5 minutes of Mantral Level 3 feats, or 12 hours of sustained use of Mantra level 1- and 2 equipment. It takes 12 hours to recharge a capacitor to full.

112. 300cp - Divine Weapon

You have a legendary weapon forged by the smiths of heaven or found in the hot blood of the earth. In either case, it is nigh-unbreakable and has a unique quality or power. As an example Wailing Dark, Argus's sword, can extend to an outlandish length and with sufficient mantra, cut through a moon. Moon-cutting feats require Mantra Level 5 at minimum.

113. 100cp - Spirit-Denying Sutra

Anointed prayer strips inscribed with banishment verse allow the wielder to ward a location against Gohma or similar native spirits and impure beings. They are compelled to stay 10 yards away from a properly warded location. You begin with enough prayer strips to defend a large building like a temple or school, and can make more as fast as you can write.

114. 200cp - Divinity Banishment Staff

● You have a rare tool fashioned of the crystalized ire of Gaea combined with resonant sutra and blessed materials. Striking someone with this staff immediately terminates all hostile possessions by spirits. Striking someone empowered by prayer or similar energies immediately reduces their effective Mantra Level or equivalent by 2. This effect does not stack.

115. 200cp - Divine Ride

This vehicle takes the form of a motorcycle or similar two-person transport device. It's construction is sublime and it is incredibly maneuverable. It requires ambient Level 2 Mantra to run, and Level 3 Mantra to travel into space or orbit from the planet's surface.

116. 200cp - Retreat

You have access to an idyllic property somewhere in the world, which follows you from jump to jump. There is a restorative hot-spring, and it is always stocked with enough food and refreshment to sate even a demigod's thirst for relaxation. In addition to these creature comforts, it also can serve as a fortified bunker in the case of trouble.

117. 100cp - Purification Weapons

You have access to the grand armories of Shinkoku Trastrium- You may select a heavy weapon like a prayer gatling or anti-impurity weapon. The former is equivalent to a Gau-8 Avenger, while the latter is a large energy projection cannon, firing single explosive plasma bursts.

Both fire harnessed prayer projectiles, and as such do increased damage to impure spirits and similar things. They require Level 2 Mantra to fire. If destroyed, a replacement will appear in your warehouse. You require Demigod Atelier to construct additional copies.

118. 200cp - Combat Mandala Array

You have a set of ornately carved spheres- drones that can project sturdy energy fields, fire concussive mantra bursts, or fly out and slam into foes in time with your own close combat attacks. If destroyed, a new set appears in the Warehouse. They require Mantra Level 1 to function.

119. 300cp - Purification Vessel

This is a medium class ship in the fleets of Shikoku Trastrium, and you are it's captain. It does not require a crew, but works better when fully staffed. It is armed with purification beams and a Mantra collection halo. It requires Mantra Level 3 to fly and 4 to engage in combat operations. Mantra can be directed to it by Transmitters or someone with the Mantra Foci Perk.

120. 400cp - Mantra Reactor

The most advanced personal mantra device is installed in your cyborg body, further amplifying your ability to wield Mantra. Assuming you can arrange for it, you are capable of wielding an more than a civilization's worth of focused Mantra without hurting yourself. You gain a new Mantra Form: Mantra [Your Name]. Increases your Maximum Mantra Level by 3.

121. 100cp - Gohma Pet

You have a loyal fragment of the earth's ire by your side. This creature can be any animal known on earth, even extinct ones, except it is no more than 1 foot tall. It does not need food or water, and is intelligent enough to follow simple instructions.

God of War

122. -Epic Poem (Free):

The Greeks very much enjoy their tales and stories, traveler. They were infatuated by stories, and things that could be done to improve them. You have been blessed with such a boon, and now have access to the entirety of the God of War series' soundtrack to play for you in the background!

You may turn this on or off at your leisure.

123. -Scowl of Sparta (Free):

There are times where you are angry, or disappointed. Like, INCREDIBLY angry or disappointed. However, in these times your face may be expressing maximum dissatisfaction but you must scowl HARDER. That's why you can have this, on me. When your face does not match the depth of the emotion you are showing, people can get a really good idea of how far you really feel just by looking at you. As a bonus, this will work for you regardless of what form you may be taking at the moment.

DISAPPOINTED.

124. Bodily Canvas/Ominous Moniker (100 cp)

-Bodily Canvas (50CP): The body was akin to art in the Greek Era. It was to be praised and cherished, not hidden away in shame. Should you choose, you can take a step in the same direction and impart upon yourself a series of tattoos. These tattoos can be any color and pattern you desire, and they will convey what you desired without a doubt.

-Ominous Moniker (50CP): The Ghost of Sparta is a title that has struck fear into the hearts of many people. Stories echo across the lands, and it is this title they think of when they see its owner. You too can have such a title, given to yourself upon entry into this world. It may not be well-known right now, but as your deeds spread (or the body count climbs high enough), you too will find a moniker of your choice being whispered in shadows.

125. -Keen Eye (100CP):

The details are important when you're dealing with powers beyond imagining. It is the details of words and abilities that will save your life. When dealing with others, your perception and ability to notice details has increased. Whether it's finding that little act someone performs to allow their weapon to function, or the loophole in a deal, you'll be sure to pick up on them faster than you would.

126. -Deft Hands (100CP):

Be quick or be dead... or worse. Much like Arachne, if you ever decide to boast to the gods about your talent you best be sure to back your claims. By choosing this, your hands become rather quick and capable, allowing you to work at an increased speed with no loss of dexterity or ability. You could probably knit a sweater in minutes, or play some amazing sleight of hand tricks! Just be warned, the gods have fragile egos...

127. -Puzzled Sensing (200CP):

With how many puzzles and tricks and traps that are around the world or favored by those of power, you must rise to the challenge. Your intellect and ability to put things together have significantly increased, allowing you to surmise solutions and methods much faster than your average person. This may not sound impressive, but the next time you're in a labyrinth you may be thankful you figured out that rope trick.

128. -Mythical Beginnings (200CP):

Every Hero starts somewhere, do they not? Whether it was by tricking a king, or fulfilling an oath, or even succeeding in a contest, actions have a way of spreading. You have a sense of determining which of your actions or deeds would spread in this manner, allowing you to figure out whether you wanted to keep incognito or whether you wanted to let the lands know of what you've done. Of course, no one said you HAD to let people know it was you who did it either...

129. -Political Standing (400CP):

There is a thing that is shared among all. Kings, monsters, men, and gods all share a single, simple trait: They can hold discussion. Many a hero has used this trait, whether it be tricking them or dealing with them. You are no different, able to twist your words and speak with such force of personality that at the least, people might be willing to hear you out. Be wary however, for this will not save you if you offend them instead.

130. -Foundational Seeking (400CP):

No defense is perfect, and no fortress is impregnable. You understand there are many paths to get to the same destination, and this understanding along with your natural guile has given you a greater understanding of finding a path you prefer. Whether it's taking another road to avoid dangers on the way, or knowing how to sneak through unseen fissures in a cave, your ability to travel unseen is greatly improved. Why let them know you're there if you can help it?

131. -Gift of Sight (600CP):

The Greeks are quite fond of their divination, always yearning to understand more and obtain guidance in their lives. You have been blessed with prophecy, able to glean into the future and divine events before they even happen. There must be a condition to activate this power, whether it is by using Incense, accepting tribute, or speaking in poetic iambic pentameter, or an act akin to these. But upon activation, important events of the future up to six months ahead of time will be shown to you along with their outcome. What you do with this knowledge is for you to decide.

132. -Gift of Hope (600CP):

There are terrible things in this world. Illness, prejudice, deceit, violence, fear, death, and more. Evil spreads like a plague, and if left uncheck could leave nowhere safe. But you possess a far more deadly aspect of the world. You possess Hope. This overwhelming feeling

helps you in many ways, from having a positive outlook on life to a will and mind of iron. You have a much easier time accepting things, and a much easier time with motivation. You are the rock that remains steadfast in the storm. You are the rock upon which the storm will break.

133. -Silent Footing (100CP):

You understand what it takes to stay alive. All those soldiers and monsters running around and stomping, good on them! But it's the quiet ones that always get away. Your ability to sneak around is improved, and you could almost swear that your footsteps are more quiet when you do so. Which is fine, because if that Cyclops wakes up then it's the others he'll eat and not you.

134. -Steady Movement (100CP):

Inclement weather? Invading armies? You can't be bothered with such things, you're busy! Your hands are tools in of themselves, and the things you carry in them benefit from this mastery. You could keep your aim with a bow while on a rocking ship, or detail a shield in the middle of a storm. Regardless, it might be nice if you DID pay attention to your surroundings.

135. -Beauty in the Arts (200CP):

The Greeks and their gods have an eye for the aesthetics of their surroundings. Whether it is the statues around them, or the floors they walk upon, or the things they carry and wield, it is better if it is appealing. Your ability to design any of your crafts has increased with this knowledge, able to appeal to form without sacrificing function. Regardless of what you create, it's going to look good enough that the gods might take notice... might. Whether this is a good thing or a bad thing is for you to decide.

136. -Applicable Equipment (200CP):

Anything can be a weapon if you hold it right, and that's quite true with what you have learned. Repurposing innocuous tools to be used as weapons is second nature for you, along with knowing just how to modify them for effectiveness. A smithing hammer becomes a weapon of war, a butcher's tool instead butchers soldiers, and that scythe can get fairly dangerous. On the opposite spectrum, you can find peaceful purposes for weapons of war just as well; an enchanted warhammer turns out to be a VERY effective hammer for smithing with the magic it holds, or that sword with the right movement turned out to be better than that scalpel could ever be. Expect quality to rise with this.

137. -Honorbound (400CP):

Even to divine beings, to hold an oath is of utmost importance. And to you, fulfilling your part of that oath drives you to great deeds - as if you were sped along by the Fates themselves. Where one may take a thousand days to forge a grand blade, you take a mere half of that with no sacrifice to quality. If they ask you to find a rare beast, you'll have a good idea of where to start and a practiced hand in hunting it. However, this is not a guarantee of success - the only thing that will ensure you reach your goals is if you put forth the effort into it, and if such a

plan is possible in the first place. Do keep in mind however, that while you may work tirelessly to keep your end of an oath, the other party might not be of the same mind...

138. -Lack of Materials (400CP):

Times are tough in this land. Forces beyond knowing, monsters that roam the lands, and gods who are as petty as they are powerful. With chaos such as this, there are times you may not be able to get everything of what you need. But you've learned to make do. You can get the most out of your materials, using two bars of metal where you might need four, or three hides when you needed six. Of course, if you DO have all the materials required you can use them to make your creations more effective in quality and capability as well. So maybe it doesn't hurt to put the extra mile in.

139. -Daedalus' Student (600CP):

It is one thing to work on forging mere sword and shield, but it is another to create truly marvelous wonders... for a mortal. You could make marvelous wings out of bird feathers and beeswax, capable of granting flight to anyone. Or maybe you wish to create an everchanging Labyrinth, that shifts and alters itself depending on how it moves. Regardless, your architect and forging skills have taken a dramatic increase, to the point where the things you create just may have properties and quality they normally shouldn't have, albeit directed towards the purpose of your creations. Through your works, your will be known... but take care that the gods do not take offense with your work.

140. -Forge of Souls (600CP):

The Realm of Hades is plentiful, rife with dark wonders of the ages due to it being a part of the Earth, the ground responsible for wealth and harvest. But more importantly, it is home to the dead. Rivers such as the Acheron and the Phlegethon flow among the souls sentenced here, and whether the souls went to the Fields of Asphodel, Elysium, or the Fields of Punishment depended on their actions. Whether by accident or design, you have found a correlation between the two and have found a concerning art in refining spiritual energy or wayward souls and spirits into ore and metal. This metal is powerful in its own right, not only greatly increasing abilities related to the soul but may even possess a trait or two from the 'donor'. Be wary, for this is a dangerous art in its own right...

141. -Improbable Chain Weapon Wielding (100CP):

It can be glorious to feel the blood run off your sword and into your hand when you strike someone... but other times you just want to keep your distance. Fortunately, you've gained quite the proficiency with chain weapons. Whether you're twirling around like a tornado, or impaling a person to throw THEM around, you'll be a whirling storm of death and destruction in no time!

142. -Fire-Forged Friends (100CP):

There is no 'I' in 'army'. There is no 'me' in 'group'. There are only allies and how well they work together. You gain an instinctive knowledge of what your allies can do as you train, as if

you had known them your entire life. Maybe that quiet soldier is actually a skilled smith, or that boisterous bragger is a superb archer. Maybe a certain team member reacts differently under pressure than others. You will know soon enough, and to know is to win.

143. -Climbing Skills (200CP):

You are only mortal. That's what they keep telling you, but there's no such thing as 'only' mortal. Your stamina has increased significantly, but more importantly your ability to scale structures (or monsters) have been honed to an unnatural degree. Walls are a mere obstacle, and the ceiling is another surface that cannot bar you from your destination. You're even skilled in climbing monsters trying to kill you! Even better, any weapon you use to assist you will not be dulled or damaged in the process.

144. -Phalanx Maneuvers (200CP):

When you ram the enemy, it is in one swift motion that roars like thunder. When you bring down the sword, it is all together that releases a river of red into the sky. Synchronization with your allies is greatly improved, with any teamwork drills being learned much faster than normal. No longer is any force you work with a mishmash of actions and individual screams. It is a beast as large as a tidal wave, ready to crash into the enemy. Let them tremble.

145. -Press 'O' to Translate (400CP):

Thinking? Charisma? Discussion? Who has time for that? Not you, apparently. You have a better, much faster method of getting things done. Instead of going through the trouble to grab the gears needed to finish the assembly to open the door to the dungeon, just grab someone and shove him into the gears instead. Need that scripture translated? A bit of 'percussive persuasion' will make him see things your way soon enough to help you with your reading inadequacy. Point is, this will allow you to use violence to solve problems, akin to a 'square peg in a round hole' kind of situation. As a bonus, your physique is sculpted to an appearance you feel conveys your power, with a fairly good strength bonus to boot.

146. -Information Appian Way (400CP):

The worst enemy you could ever face is outdated information, or a complete lack of information entirely. On the other side of the spectrum, a well- coordinated enemy aware of the situation is a terrible enemy to face indeed. Your soldiers (or at least those working directly for you at the time) have adapted a tried-and-true method of passing tactical information along that they have personally witnessed, guaranteeing everyone on your side has up-to-date awareness of what is going on. Furthermore, it's quite difficult for the enemy to sabotage or prevent this information from reaching you or the rest of your allies. The army is one sword, and now it is one mind.

147. -Blood Feeding (600CP):

All that blood, all those enemies just waiting to be torn apart and laid out, like so much meat. But why let it all go to waste? They could contribute to something greater. They could contribute to you. With each enemy you slaughter there are 'orbs' that can be collected. The

more you collect, the more you can potentially augment and improve the weapon that slayed them. That sword could possibly have a lightning aspect waiting to be unleashed, or that hammer could deal extra damage! The growth potential will eventually slow to a crawl, and the more powerful your weapon becomes the more 'orbs' you will need to reach the next stage, but your weapons could change quite a bit before then... and there's always enemies for a warrior to fight. Even better, the more powerful the foe slayed the more 'orbs' you gain.

148. -Glory for All (600CP):

You ever hear what a 'keystone army' is? It all relies on a single person or entity, and once they're gone the army falls apart. You don't want that to happen, do you? Of course not! Fortunately, this little ancient ritual you've discovered should put a damper on that. By focusing and applying marks to others, you may impart innate physical aspects of yourself upon your allies for a battle ahead. Maybe you impart upon them your physical strength. Or maybe your intellect. Or how about your speed? Regardless, you may select three separate physical aspects to spread across your army to give them an edge in battle, which can last up to a week or when the battle/mission is over, depending on which comes first. Your enemies shall know true fear on this day.

149. -Monstrous Form (100CP):

Monsters come from many origins, and you are no exception. Whether you were sired, cursed, or just plain changed, this does not change what you are now. You're a beast, a creature of the wild to be respected and feared. You may choose one Earth- native animal to base a hybrid form off of, becoming a creature of danger and fear. You may buy this perk multiple times at a discount to add additional creature templates to the mix.

150. -Monstrous Weapons (100CP):

A beast is nothing to scoff at, for a beast can tear mortal men asunder. Is it any wonder the gods would send them to deal with an upstart? By selecting this, you may choose one part of yourself to be primed for combat or add something instead. It can be horns, or sharpened teeth, or claws, or a bladed tail, or anything that could be considered a natural weapon of an animal to be given to you. You may buy this perk multiple times at a discount to either add more 'natural weapons', or to repeatedly improve one you possess to incredible potential.

151. -Forever Untamed (200CP):

Though the gods may attempt to direct you on occasion, or mortal men may try to hunt you, one thing remains a constant: You are no one's servant. Your heart is your own, and your instincts have sharpened dramatically to help you in this. Any shelter you take or make, you've learned to hide much easier, while understanding just how to roar to frighten enemies. Of course, if they're still that determined to kill you, your understanding of the bodily weapons you possess will be enough to rend entire groups into dinner should you choose to do so.

152. -Venomous Touch (200CP):

A beast of the wild is feared for many things. Their form can be terrifying, their strikes can be powerful, and their senses can be piercing. The fear of a beast, however, can often be reserved for their venom. Whether it is by bite or by claw, your attacks can release a rather potent venom capable of doing terrible things. Upon selecting this, you must choose if the venom will paralyze the victim, whether it will hamper one of their bodily senses, or whether it will kill. You may also choose when to secrete this venom, for whatever purpose you may have in mind. Just beware the enemy doesn't have a strong constitution...

153. -Respect of the Wild (400CP):

The land is fierce, and the beasts that roam it are even fiercer. But you are not 'just' a beast. You are a predator. You are one of the elite, and the land knows this fact too well. When wandering in places with an abundance of flora, you will find the other beasts do not attack you unless they are purposefully antagonized, and may even back off with a display of strength. Furthermore, these other animals may be encouraged to assist you with a timely roar or screech, flocking to the master of these lands. They will not understand anything except 'attack' or 'protect', but they will do so with the fervor of serving a ruler.

154. -Respect for the Land (400CP):

There is only so far the land will care for you, traveler. Sometimes it is harsh, or the ravages of war have changed it too much. But you would not be the beast you are if you could not adapt, and so you have learned to thrive. When encountering a different biome, you may enact an adaptation within yourself to better survive and prosper in that environment while you are staying there, over the course of a day or two. Provided you could survive initially, you could even adapt to supernatural or actively hostile environments that would scour lesser creatures.

155. -Divine Beast (600CP):

Your skin is like ten-fold shields. Your teeth are like swords, and your claws are akin to spears. Nothing about you is 'mere', for you have tasted strength and had your fill, if such a limit exists. Your physical prowess is greatly increased, with your form altered for power. Choose one natural element (Fire, Water, Lightning, Ice, Earth, or Wind) for you to embody, your natural attacks able to take on this element while holding a degree of control over it. You may also choose whether your size stays the same or increases up to an additional five meters in size. Your presence heralds something terrifying. Your presence heralds Death.

156. -Bloodbath (600CP):

They will take NOTHING from you, predator. You have laid low their warriors of old, and instilled terror in the hearts of men. All because you have been able to thrive. The blood of your kills invigorates you, allowing you to gain strength and sustenance by being soaked in it; the more you kill, the longer you can go and the stronger you get. At the same time, the more you slay others the faster your wounds will heal, which could potentially let you chain your kills to keep the benefit up or even increase it further. The world shall tremble, for you shall take the throne of man and eat his people like a wolf among sheep!

157. -Resplendent Form (100CP):

You are not like the others. No mere mortal or man or beast. You are something more, and your grand existence is a testament to this fact. Blemishes and imperfections of the skin are removed, with your skin taking on a color tone of your choosing. At the same time, your appearance is noticeably improved with any non-human parts of yourself improved as well; scales will shine or dull as you see fit, fur will take on a luxurious sheen, etc. Of course, it is only natural for a being of your stature to look as good as you do.

158. -Resplendent Monument (100CP):

You cannot be everywhere at once. You could TRY, but that's so much work. There are better ways to let the world know of you. With this, you have gained the ability to manifest marvelous statues of yourself with merely a thought, anywhere from three to fifteen meters tall. Of course, simply manifesting it can be boring... so you also have the option to make them fall from the sky to land where you deem them. Be warned that this cannot be used for offensive purposes at all, and they're as durable as any other statue...

159. -Glorious Repairs (200CP):

The only things that shall be broken around you are the things you wish to be broken. It is an offense to your glory to be met with damaged works, and it is as though the world recognizes this. You may choose to toggle a sort of 'aura' around you, repairing any mundane objects in your presence to their proper state. Naturally, the larger or more complex something is the longer it will take... and supernatural items are much, much more time-intensive. But when you want to wave your hand and watch a trashed room fix itself after a party, you'll be glad you picked this up.

160. -Fear and Awe (200CP):

There may be some confusion at first. Some disorientation, some semblance of curiosity when they see you. But that is not what they should be feeling. Not when it

comes to you. You can choose to give off an aura that can invoke the feeling of fear or the feeling of wonder and awe, in the design of your choosing. Whether it is being bathed in flames, or your hair turning into a storm, or even as simple as your clothes being windows to the cosmos itself, this visual effect is keyed into the effect. Of course, the stronger the will the less likely people will succumb... but it's still a nice effect.

161. -Power of Names (400CP):

Words carry power, and your name is powerful indeed. Should you choose it, you can designate your name with a strong magic, alerting you any time someone dares to speak it aloud. You will also be aware of the sentence your name was used in and the location of this person, allowing you to determine whether it is alright or worthy of your wrath. There was a reason the names of the gods were spoken in hushed tones... and now, your name will be the same.

162. -Borrowed Aspect (400CP):

The gods of Olympus are petty and covet their power, but they are not so petty as to ignore the pleas of others that are like them. To help you with your journeys, you have been granted a boon from a selection given before you. You may only purchase one option:

-Wisdom: To act in the right manner, one must possess the ability to comprehend and understand what is in front of them. Now, you will possess such wisdom too. Whether it is in the art of War, of Peace, or in everyday situations, you will find your judgement greatly improved and your ability to learn from mistakes likewise increased.

-Desire: Everyone desires something. Whether it is power, or control, or beauty, or people... there's always something that someone will want. You? You can understand what that 'something' is, getting an idea of what they seek the stronger their desire truly is. Furthermore, if they reveal that desire to you then you gain an understanding of how to help them achieve it.

-Spirit: The soul is a concerning and wonderful thing, all in the same time. It is a responsibility to be aware of it, to see it in all its potential. You too have this sight, able to see the souls of others and the potential they could reach if they only tried. You can also open portals to an afterlife a world might have... just be careful, however. The ability to travel does not mean you are protected or welcome.

-Light: Revelation. Illumination. These two words often go hand in hand, so is it any wonder that truth is often associated with the light? You have access to a similar light, your body able to glow and make it difficult for those to lie around you. As a bonus, you can also shine a light to encourage the growth of plants. Feel the power of the sun.

-Trade: The world continues to spin, all in thanks to the gods. But to deny the power of mortals and their trade is hubris all in of itself, for it is the power of trade that also makes the world spin.

You find that you have an easier time of trading, especially when it comes to finding good prices to purchase goods and selling your own wares. You're also more capable of finding business partners, encouraging them to work together for the name of profit.

-Elegance: The Arts and the Sciences are powerful indeed, for they are some of the cornerstones of Greek culture. What is knowledge without clarity? What is art without perspective? It is these things you possess, having a keen eye for the details and foundations that can lead to wondrous journeys of understanding and creativity! Furthermore, you are also an expert in teaching these things to those around you.

163. -Empathic Environment (600CP):

You are a force of the universe. It is your views that shape the views around you... sometimes in terrible ways. You have tapped into this power in a minor way, and so the land responds to your personality and whims. You may choose to, over time, change aspects of your surroundings to a biome or environment that best reflects you. Slowly but surely, the longer

you spend in an area the more you can shape the environment 'naturally' to remain this way. Should you go into combat, you may do a quick burst of terraforming to shape the battlefield to a biome of your preference. Your will be done.

164. -Embodiment of Evil (600CP):

The Greeks were wise to be wary of the contents of Pandora's Box. The gods were also wise to trap the world's evils inside. But they didn't get all of the evils. Deep in your heart, you have been infected by one of these great evils... but where others have been corrupted, you have adapted. You may select one of the Greek Evils to benefit from; the more there is around you, the stronger you become. You also have an unnatural knowledge on how to exactly incite this evil to let it spread and help you. After all, what is evil to one on the other side of the coin?

165. -Finders, Keepers (300CP):

That monster you slayed was a tough one! Just like the one you fought underwater. Shame you couldn't harness that power towards others... or maybe you can. With this, you can use the severed parts of monsters to your bidding. Just killed that Gorgon? Great! Pick up her head and wave it around to petrify people! Giant scorpion had a nasty poison? Grab its severed tail and you can start jabbing at your leisure to watch them suffer the effects. Though if you study the parts enough, you could maybe incorporate them into yourself! Of course, there is a caveat: You must have been the one to kill them in the first place.

166. -Adaptive Body (300CP):

There are strange things being thrown around in this world. Lightning, fire, to say nothing of the various mythical monsters running around. Fortunately, your body is a bit... quirky. More specifically, you're primed to be able to absorb and utilize various energies that you may come across. Even better, if you absorb enough of it you could potentially incorporate it into your biology! It should go without saying, however, that if someone's trying to attack you with this energy or it's naturally harmful to you anyway that it would be... unwise to attempt anything.

167. -Titan's Blood* (500CP):

What a curious thing you are, to have become such a thing. One of your ancestors was a Titan, a primordial being of great power and ability that was responsible with shaping the world as it is. You are not full-blooded, but the effects have been prevalent on you nonetheless; your size may be increased up to fifteen meters in height, with your strength as such that you could throw pieces of buildings one-handed at your enemies. You may also choose one Titan you are a descendent from, gaining aesthetic appearance changes similar to them. But more importantly, you may relax yourself and 'commune' with the world and nature around you; by opening your mind to the world you can learn about it and its secrets quite quickly, along with finding what is the largest threat to the balance of nature. You are of the planet, child. It is your birthright to know these things.

*Titan's Blood also grants access to the following boosts for capstones you've purchased:

-'Gift of Sight': Your precog has been made more accurate, allowing you to see up to a full year in the future along with one to two events that will lead up to the primary important event. You can also pass these visions to others by placing your hand on their head.

-'Gift of Hope': The ability that is your willpower is mighty enough that it can spread to your close allies. Your mind is strong enough that you can also gain a strong resistance to supernatural illnesses with sheer determination.

-'Daedalus' Student': Your crafting has undergone a dramatic improvement, to the point where you can make incredible works with the strength of an army within them. You have also gleamed into a new type of crafting, and you can forge energy constructs such as Zeus' Lightning to be used in your wishes.

-'Forge of Souls': You find that your conversion ratio is improved, letting you get higher quality metals if you use the same amount of energy or the same materials for less energy used. You have also learned to turn different energies into metal, such as magic or psionic energy.

-'Blood Feeding': Such is the potency of your lust for blood that you find the time needed to increase the power of your weapons is dramatically decreased! You have also discovered secrets to the blood, and can now forge said blood into strong weapons for your use.

-'Glory for All': Your ability and control have grown, allowing you to imbue two more physical aspects within your soldiers. You have also discovered the secret to the marks, and may imbue them with an energy of yours temporarily to further aid them.

-'Divine Beast': You are a strong beast indeed, one rumored to be blessed rather than cursed. You may choose a second element, mixing it with what you possess to become a powerful monster indeed. As if further blessed, you may also temporarily merge handheld weapons into the self for natural weapons to possess.

-'Bloodbath': Your desire for blood is intense, your hunger for it so insatiable that being coated in blood grants you sustenance to keep going when there is no food in sight. You have also tapped into a latent ability, granting you telekinetic control over blood to be used in a myriad of ways.

-'Empathic Environment': You have gained a better control over the environment, allowing you to impart more minute and exact changes to better suit your needs. Furthermore, you may 'attune' the environment, allowing it to be more aligned to magic, psionics, or spiritual energies in general to make it more accepting of further changes you may wish to give on your own.

-'Embodiment of Evil': Your dedication to this Evil is great indeed, unlocking the ability to alter and augment your own form to better embody this Evil that you have chosen for yourself. You have also gained insight as to how to store these Evils, placing the the energy you gain in containers for later use.

168. -Cast-Out Ally (200CP):

The gods are petty beings, delivering torment and curses at the slightest grievances. They will do much against little, and that can bring unlikely allies from the depths of the shadows. You have found one such person, warped from a man into a beast. Treat them as though they had one purchase of 'Monstrous Form' and 'Monstrous Weapons', along with 'Forever Untamed', 'Venomous Touch', and 'Silent Footing'. They will be quite grateful to you for rescuing them, and willing to do much for you.

169. -Military Phalanx (200CP):

A curious thing, this is a group of soldiers capable of being summoned for a small time to protect you. These soldiers all have the perks 'Keen Eye', 'Fire-Forged Friends', 'Phalanx Maneuvers', and 'Information Appian Way', and when summoned can strike at your enemies. When summoned, they will have modern military equipment for that time and era matching average to upper levels of quality, and will gladly give their lives for you. Once the fight you have summoned them for is over, they will vanish until you summon them again.

170. -Ethereal Adviser (300CP):

There are strange things that happen to gods when they die. Sometimes they are destroyed, never to be seen again. Others are reborn as mortals, doomed to wander the world like the beings they had ruled over. Others have a more... unique fate. This was one such god, having perished and become something more. Along with being able to turn into a ghost-like form, they also have the 'Keen Eye', 'Foundational Seeking', 'Resplendent Form', and 'Borrowed Aspect: Wisdom' perks. They will often have perspectives you may not possess, allowing for advice and direction previously unseen to you.

171. -Boxed Brethren (300CP):

Upon your entry into this world, you will come across a box. This human-sized box is empty, but you can fill the box with a metal of your choice to watch it be shaped, given life by divine flame and granted a human appearance. They will be a blank slate initially, but will learn from their surroundings quite quickly while developing a personality depending how you treat them. They will also be given 500CP to spend on skills and abilities alone, in a background of your choice.

172. -Attire (Free):

When in Rome! ...wait, wrong place. Ah well, the phrase still holds. You'll be able to have a a set of Greek or Spartan outfits so that you can blend in more efficiently. It doesn't have any extraordinary properties, but it does at least help you look the part. Assuming you're human in appearance... but hey! If you're a monster, you're going to be the most trendy monster out there!

173. Drachma Stash/Grapes of Wrath (100CP):

-Drachma Stash (50CP): It may be a world of chaos, a world of gods, a world of disorder... but nothing says currency is useless even in times like these. You've got a few urns stocked

full with Drachma coins, allowing you to live a life of luxury for one year or a moderate life for all ten years. Or you could just blow it all on something shiny. It's all up to you.

-Grapes of Wrath (50CP): Everything is angry! You're angry, your enemies are angry, even your food is angry! Okay not really, but you DO have food. By selecting this, you have an infinite store of grapes. Seedless grapes, wine grapes, dried grapes, it's all there. As a bonus, you can choose to instead have some of these grapes growing on vines in a location of your choice.

174. With Your Wine/Detailing Kit (100 cp):

-With Your Wine (50CP): Of course, the Greeks did not just drink. They ate many things, and among their favorite foods was cheese. You too have such a supply, stockpiles of replenishing cheese of all kinds. Even better, if you introduce a new, non-supernatural cheese to this stockpile it too will begin to replenish! ...really, I thought this was Greece, not France.

-Detailing Kit (50CP): Make it look nice! Crafted weapons and equipment may be hard to alter now, but they doesn't mean you have to go without appearance. Using this kit makes it much easier to apply the Greek aesthetic to any equipment you may have; robes get gold trimming and color changes, weapons can look like art or become Spartan-like in nature, and other things could possibly look like timeless art. However, keep in mind these are outward changes; they are still the same things on the inside.

175. Olympian Demesne/Titanic Santuary (100CP):

-Olympian Demesne (50CP): Have you ever wanted to feel like a god? Even for a little while? There's ways, of course. But anyone will tell you that a god has a home. By selecting this, you may aesthetically alter the Warehouse to appear like an impressive palace upon a large mountain, looking down at a lush world. Or maybe you want to make it look charred and broken, with your fortress of iron above lava. The exact details or mythological references desired are yours to decide, but you must remember it is still the Warehouse, not a world. Walls are still walls, as are ceilings.

-Titanic Sanctuary (50CP): Of course... there is always more to do. So many things to design. By purchasing this, you may also choose to partition your warehouse or move attachments to arrangements that befit your purposes. Why have that extra room as a door in the wall when it can have its own building on the mountainside? However, keep in mind this option does not create space; it only partitions it. Be careful with what you do.

176. -Guard of the Lion (100CP):

The shoulder piece that would seem far too large for any normal person, it oddly shapes itself to fit the wearer. This golden piece is shaped like a lion's paw, and was favored by one of the sons of Hera. When wearing it, any damage you take seems to be reduced somewhat, while ensuring you have a choice of whether a scar is formed or not. A Hero is extraordinary; why should they show any weakness?

177. -Schematics of the Genius (100CP):

Daedalus was very clever for his time. One could say a bit too clever, as evidenced by his fate and his losses. But his work will not die with him. These schematics on ancient paper will help with creativity, allowing you to gain ideas faster and with more clarity than you would have before. On the plus side, they'll also help give suggestions for where to place a large structure in a given area for greater effectiveness.

178. -Helm of the Underworld (100CP):

This horned helmet is intimidating, and quite grim in appearance. Of course, the fact that it's tied to the Lord of the Dead would have something to do with it. By donning this helmet, you will find your health and magic reservoirs increased significantly! At the same time, you can also use fire to replenish your magic. Optional burning 'mask' to cover your face.

179. -Coin of the Messenger (100CP)

This unassuming coin is quite special indeed, a replica of one favored by the Messenger God himself. By carrying this coin on your person, whenever you wound or kill an enemy the amount of blood they spill is increased dramatically! I'm not quite sure where it all comes from, but if you're into that then sure. For abilities that work on Blood Orbs, it increases the amount dropped. What would you need with all that blood, though...?

180. -Eyes of Thunder (100CP):

To have statues in your honor is not enough. No. They are mere sculptures that cannot compare to you. But they still carry your visage, and as such they deserve more than that. This device can allow you to see through a statue's eyes as though they were your own, allowing you to notice things beyond your immediate presence. If you focus on one statue, you could even 'puppet' it as a remote body! There is a condition: It must be a statue that was designed in your image, it cannot be any ordinary statue. But of course, you're not an ordinary person.

181. -Sun-Touched Bow (200CP):

The light that bathes Earth is a dangerous thing, traveler. It can illuminate, but it can also consume with equal opportunity. But now, this power is yours. A weapon of the Lord of Prophecy and Light, this bow enchants any arrows fired with a glorious flame that will spread from where it touches. Better yet, you may activate additional enchantments to illuminate the room you are in with glorious sunlight. Let there be light.

182. -Nemesis Whip (200CP):

To survive in this world, one must be creative. Brute force cannot hold out forever, and in times of peril this must mean unorthodox methods are utilized. Consisting of a pair of chains, each ending in three claw-like daggers that give off a teal colored aura, the Craftsman of Olympus has given his personal touch to this weapon. It strikes surprisingly quickly, its blades spinning on the chains to deliver multiple strikes in unparalleled time. Its natural properties also make it naturally produce and conduct electricity, able to disrupt and shock opponents with every strike. It's time to bring the thunder.

183. -Savage Hammer (200CP):

Not every weapon is glamorous and stained in legend, traveler. Sometimes they are stained in far worse things. This massive, spiked hammer belonged to a terrible Barbarian soaked in the blood of armies from all of the killing he has done. Their blood stains this hammer to such an extent that the more one strikes a foe, the more their will to fight might be replaced with the will to flee. With each strike to the ground a large gust of wind may blow enemies away, and should you choose it could potentially summon phantoms of lesser beings you've slayed to swarm your foes in a tide of sorrow and steel. May you find better luck with it than its original owner.

184. -Blade of the Hunt (200CP):

Even a monster can recognize the glint of sharpened metal and the dangers it represents. Was it any wonder that they would have eventually used one? This oversized blade was one used by the Lady of the Forests and the Moon, and while it was rumored to have been used to slay a Titan, its true quality is its properties. It improves one's combat skills and senses in the presence of moonlight, and any with magic potential can use it to instead increase their speed and strength for the sake of hunting quarry. Wielding this blade also makes it easier to become the head of a group, your dominance as a hunter as clear as the star-filled night sky.

185. -Eyes of Truth (200CP):

There are things that no mortal should be able to gaze upon. Likewise, there are things that no mortal can see past, such is their nature. But you are of a better nature, and these eyes shall help you prove that. By wearing these, you can determine whether something is an illusion or not... and with this, target them to destroy such false images. To attempt to deceive you is folly. To think themselves capable of fooling you? Heretical.

186. -Dionysus' Stash (200CP):

War, war, and death abound. Why should it always have to be about the bad kind of madness? Why not get into the madness of parties and drinks? This secret stash is from the personal stores of Dionysus himself, ensuring that this ageless wine is of the finest quality. Not only will it never fail to make the drinker as intoxicated as they wish, but its quality allows it to taste like any mundane wine ever created... if only to immediately taste better. As a bonus, it can even make the drinker more attractive over time as this magical wine slowly shapes them with regular consumption!

187. -Spear of Destiny (300CP):

A relic from the Island of Creation, this spear is proof enough that the Sisters of Fates take the defense of their home quite seriously. After all, Fate would not be as powerful as it is if it could be changed so easily. This spear has magical purple crystals at the end, and it is those crystals that give this weapon its power. When stabbing an enemy you can choose to leave crystals inside which will explode... violently within them. The spear can also summon powerful crystal bombs and projectiles to launch at the enemy, and as a bonus this spear can also extend to three times its distance for a surprise attack. Boom.

188. -Scourge of Erinys (300CP):

There are things worse than death, traveler. Sometimes there is the fear of oblivion, to see the Void for what it is... it is time to bring that fear to the enemy. A bracelet that almost seems to watch others, this device allows one to summon dark vortexes that pull enemies in and bunch them together to make attacking you an enormous challenge. In addition to damaging them greatly due to gravitational forces, it also sucks the very life out of those trapped, sending it to you to heal you or even slowly repair your damaged equipment. What will you do then the Abyss gazes into you?

189. -Golden Fleece (300CP):

None can dispute the legend of the Argonauts, in their valiant quest and their perilous journey. None can also dispute the wondrous things they've found, if this powerful three-piece amulet is any indicator. It grants an incredible ability to parry attacks, and the more you parry the more you can 'charge' up an energy to imbue your weapons to be able to launch a deadly counterattack. You can also choose instead to unleash this energy in a powerful wave around you, striking all who surround you. In a more practical manner, it also protects you by negating fall damage. May the gold protect you.

190. -Claws of the Deathlord (300CP):

The Rich One's domain is varied indeed; ranging from the Earth and its minerals to the souls of the fallen. It is little wonder why many believe they go underground when they die... but for those who are squeamish, sometimes you need some motivation to get them moving. These two-claw chain weapons glow a terrible purple and grant a nightmarish power, allowing one to damage the soul as the chains strike flesh for powerful attacks. When the enemy is truly weakened, you can dig the hooks into the enemy to pull their very soul out of their body... whether you absorb it or trap it or let it free is up to you. It can also guide its wearer to strong souls and sources of spiritual energy. It's time to think past the physical.

191. -Amulet of the Fates (300CP):

The Fateweavers are meticulous in their planning, accounting for every detail for every moment in time. Every second counts, which is why this item was made to milk those seconds for everything they are worth. Upon activation, this amulet greatly slows down time around you for the duration of eight seconds to grant the wearer a great edge in battle while everything is bathed in a green hue. As a side effect, possession of this device greatly increases the wearer's resistance to time manipulation. They can try, but it would take a truly powerful effect to take hold upon you.

192. -Gilded Stables (300CP):

Whether one is a hero or a tyrant, the one thing that remains clear is the relationship between man and animal. Animals assist man in many ways, and it is only fair that man assists the animal in kind. This attachment to the Warehouse grants an immaculate, ornate set of four stables for any animals you may possess. The stables are self-cleaning, size up to accommodate for the animal in question, and not only provide a quality of food that allows

the creatures within to grow stronger than normal, but also grants a bit of space for them to roam and let you play with them. As an additional bonus, animals stored in these stables will never suffer health problems or issues from being left on their own. Show them you only will give the best of care.

193. -Hanging Gardens (300CP):

Not all that glitters is gold, traveler. There is the beauty of nature to consider, and the treasures it can bring to your world. By selecting this choice, you gain a divine garden attachment to the Warehouse, with palace pillars and balconies decorating a room filled with lush, fertile dirt. This place is primed to accept plants of all kinds, and alters its atmosphere to encourage the best conditions for the plants to grow... even growing around the pillars and infrastructure inside. In time and with great energy, the plants may breed and even create new forms of plant life, even if they would not normally be compatible. Forget the green thumb, you've got a golden thumb.

194. -Volcanic Forge (300CP):

The Smith God's power is great, but it is not by his will alone that his works are forged. There is also his tools to consider, and with this you have one such tool. Attached to your Warehouse is a small volcano, a fiery beast that will never fade and never falter. Its power is great, reducing the time you need to break down metals and minerals, reworking them into new forms while increasing their quality and inherent strengths. Should you choose, you may also take a significant hit in forging time to experiment with different metals and minerals, melting and combining them to create a different, newer resource with one quality from the second object in question. Rise, craftsman. Rise and begin your work.

195. -Divine Source (300CP):

It is well known that the gods are ageless entities. Powerful forces naturally suited to rule the world and all who inhabit it, their reign is so rarely disputed save for times of great crisis. However, gods are alive... and as such, the gods still require sustenance. Upon purchase, this room attaches to the Warehouse and contains a priceless site; a tree with fruit of Ambrosia and the dew of its leaves becoming Nectar. This fruit and dew is so nutritious it could leave a person feeling fed for a full week, and is far more healthy than any mundane food. As a bonus, the Nectar can imbue the drinker with youth and restore them to the age of their prime, while the Ambrosia cleanses physical imperfections and can improve the connection one has with their abilities. It is little wonder why these have been the food and drink of the gods.

196. -Hallowed Temple (300CP):

The power of the gods goes beyond mere physical power or command over nature. It goes beyond the tools one uses or the rules one lays down. No, it can be argued that one of their greatest powers is the ability to mystify and intrigue their followers or their equals. The nature of a god is one of embodiment... such power starts with a foundation. This attachment to your Warehouse is a large temple, dedicated to embodying something; it can be a person, an

element, a concept, or a force. It will shape itself to suit what it embodies, its fantastical nature only dwarfed by its ability to convey its message. When praying or meditating in this temple, your powers are sharpened and your mind is honed, letting you work in greater efficiency and cleanse yourself of undesired mental effects more easily than normal. It also holds replenishing supplies of scrolls, books, or data files that will help you more easily spread the message of your temple, increasing chances of recruiting converts to the ideals you cherish. May they hear the Word.

197. WEAPON CUSTOMIZATION:

There are priceless relics in this world, you know. Ancient things crafted by primordial entities, weapon forged out of the bodies of Ancients. Each of these weapons can be as infamous as their wielder, legends in of themselves. It would be truly wondrous if you could have one of your own... so let's do just that, shall we?

You gain 500 'Forge Points' for use in this section alone.

Greek Myth

198. Xenia 100

You are always more likely to find someone willing to give you hospitality while travelling. You will be invited into their home as a guest and treated as such as long as it is not unreasonable for them to do so. In exchange those who are giving you hospitality will seem to be blessed so long as you are with them. Their crops will live during years of famine, wars will seem to pass them by without taking their food or killing them, and they will always seem to have enough money to live in moderate comfort. They will also make fast friends with you should you be willing. It's as if the Fates smiles on both of you. However the pattern the Fates spin will only change so much, active targeted actions against whoever you are staying with would almost certainly be enough to break their lucky streak should they have no other protections.

199. Trojan Equine Knowledge 200

Like a certain man who will be lost at sea following the Trojan war you are crafty. You have a natural inclination for plans and schemes, especially those to defeat an opponent stronger than yourself. Against an enemy who does not plan or think in battle even telling him the words he can speak before he can say them would be possible. Just be sure not to let it all go to your head and insult someone who can make you pay for it. Furthermore you are able to preserve and endure when other mens courage or patience might fail them. Even captured and surrounded by the dead you remain calm like a steadfast rock in a storm.

200. Blessing of Hygieia 400

You are blessed by the god of health, sanitation, and cleanliness. This has made you immune to all natural diseases and poisons and even to the worst of the supernatural, even a diseases or poison as strong as a cup of undiluted blood from the Hydra would not affect you. Furthermore the Goddess protects you from curses warding away any and all curses that

God's or other beings try to place on you. This is not her domain so her protection from curses is less absolute than against diseases or poisons however it would still take something as a curse which could lay low a small kingdom.

201. Walker of Worlds 600

The messenger God Hermes walks easily between Olympus and the Underworld without fear of danger. The effects of all environmental dangers are greatly mitigated by this perk to the point you could easily traverse a desert without fear of burns or swim the oceans without drowning. Harsh environments and difficult terrain are the same as paved roads to your feet and you can easily travel at your top speed through them. Wild animals and beasts will never interrupt your travels with attacks. Even if you should have no means to get somewhere like Hermes as he runs through the air you may simply walk there given enough time. The greatest boon of this perk however is that you may reach even places that are sealed off or impossible to travel to, your feet could stand in the Elysium fields in the day and Tartarus during the night. It is like you are one of the four winds which may travel anywhere without fear. Be warned however this does not stop others from taking action against you if you are somewhere they do not want you to be or going somewhere they do not want you.

202. Genius of the Art 100

You may be mortal but in some particular art or craft you are no one's lesser. In your particular form of art or craft you will be like Daedalus in his own. Amongst mortals you will at best be matched and will not be surpassed. Even the smiths who work Hephaestus forges would be forced to recognize your talent if you are a smith, or Apollo himself would be impressed by your voice as a singer, even if it does not surpass his own.

203. Bronze Flows Downhill 200

In these times acquiring resources may be difficult. Bronze is rare and expensive, however with this perk it seems that the materials you require to practice your art will always find their way to you. A blacksmith will never run out of metal unless he is crafting with truly prodigious speeds, a musician will find that instruments of excellent quality always seem to fall into their hands when they need them, and a sculptor will never be without marble.

204. Automaton 400

Your creations have a degree of life to them making them able to react to the situations around them. Weapons you craft will bend and stretch to turn missed strikes into deep wounds, statues you carve will adjust themselves to be even more perfect than before, the sound of your songs will ring differently in each man's ear so it might be more pleasing to them, and all of your creations have a life like aura about them. At each moment your creation will change to be perfect for completing it's task in that moment. This does not grant your creations true intelligence it simply allows them to change and adapt to better fulfill their function at a particular moment.

205. Microcosm 600

Like the shield of Achilles your creations can contain microcosms. You could place within a sword the power of a raging thunder storm, sing a song that carries the components of civilization that would allow it's most important ideas to be transmitted through it's words, even very complex ideas like how the men of Greece live and understand the world can be placed with a creation of yours. This empowers an item by allowing it to act in some way as if it were the thing imbued within it, albeit in a diminished from the form they are embodying. Striking a shield which contains a microcosm of Greece would be like trying to strike through Greece, being struck by a sword containing Greece would be like being struck by Greece. However the microcosms you place within items will be greatly reduced compared to the actual thing they are embodying. A song containing civilization would only be able to get across the most important ideas with very little nuance, a sword containing a storm would strike with the force of a single thunderbolt rather than the thousands within the true storm, being struck by a shield containing Greece would be like being hit by a mountain rather than a country. It would take incredibly intense effort to create anything containing a microcosm more powerful or complex then Greece.

206. From Zero to Hero 100

While this is called training this is a far more comprehensive education than merely skills for battle, although they are certainly included. You have received education from Chiron himself. This includes extensive education in all the things a man of noble status would be expected to know such as medicine, music, literature, mathematics, governing, hospitality, social skills, hunting, and prophecy. It also includes training that has honed your skill in battle to the levels of legendary heroes. You are highly skilled in effectively all contemporary weapons and have mastered one. You are also either already in or will be able to have a friendship between teacher and student with Chiron.

207. A True Labor 200

Impossible means a hero hasn't tried hard enough yet. When facing a challenge that is deemed insurmountable or impossible by common mortals your will becomes steel and your courage unshakeable. Furthermore you're good at thinking outside the box. Sometimes doing the impossible simply means thinking about it differently.

208. Quest of the Gods 400

Hero's are the greatest of mortals, so should they not bear the greatest of tools? As a hero you seem all but destined to find or be given useful and powerful objects to aid you in your quests. As a hero with great tools are you not the greatest tool the gods could have? The gods give you grand quests which only the greatest heroes of this world could complete. Should you complete them you will be rewarded with great gifts. Fortunately they won't be to angry if you don't accept these often dangerous quests. In future jumps the gods of those worlds will still be more likely to give you quests and rewards for completing them as well as being less likely to punish you for not doing them.

209. Strength of Heracles 600

Heracles is but one of the many beings famed for their strength, and now you join the ranks of these heavy hitters. Your strength is without peer on the battlefield. Your blows could cause even the god of war to be forced backwards, push away rivers, or even hold up the sky for a moment. Furthermore you can apply this strength without causing unwanted effects that would normally come from world shaking strength such as collateral damage from your attacks or large structures you pick up shattering.

210. Terrifying Visage 100

To see you hunt is to know fear, to see you kill is to know terror. You are capable of inspiring true terror in the hearts of men when you wish to. Only those with great courage in their hearts or a powerful determination could bear to fight you. Lesser men will be made to cower and flee from you while you are on the attack. Be warned even cowards might have claws when backed into a corner and men often find courage when it is more then their life on the line.

211. Den of Serpents 200

Men whisper amongst themselves huddled around their fires of a place no man may enter and live. They speak of the Hydra's swamp where it's poison blood has turned it into a pit of death and the Charybdis pulling ships to their death. They also speak of you, you can turn any place you live into a wasteland. If you wish you can make it so no mortal can approach you lair and live or so the survivors of your wrath whisper. Only the strong and those who wish to die would be willing to approach somewhere you have prepared this defense for.

212. Beast Beyond Nature 400

Monsters surpass the natural world. Your body does not wear from disuse or hunger, diseases that ravage your lessers simply have no effect, age can only make you wiser and sharper never wearing away your thoughts, even if the gods were to wait for eternity your claws would be as sharp as they are now. The passage of time has as much effect on you as it does on the immortal gods. You are undying and shall only grow stronger as you age never losing a part of yourself to Cronos, yet even you who are undying are not immortal. The swords of heros can still take your life.

213. Myth of the Monster 600

Jaws that crush ships, a gaze that turns flesh into stone, claws that dig into even gods, these things are why mortal men must cower before monsters. You have some natural property which would qualify you as a legendary monster. Your skin is unbreakable, you regrow two of anything you lose practically as fast as they're lost, your blood is a poison that could kill on sight much less touch, whatever it is you have a trait that qualifies you as a monster. This property is not something benign yet useful and powerful, it is a power that strikes fear into men's hearts and makes them instantly think of a great monster. Not only that but your general strength even outside that property has grown such that you could crush the throat of even a demigod with a good bite. While the stronger gods are still able to overcome your special ability you will be able to threaten even some weak gods using it.

214. Receptive Doves 100

You have the power of Zeus. Or to be more exact the power of Zeus to successfully impregnate anything regardless of biology, logic, or basic decency. You will have children that inherit traits from both you and their other 'parent'. Anything means anything, rocks, oceans, and wind are all valid.

Yes this does work when you're a girl.

215. Demigod 500

The blood of a god flows through your veins making you greater than mortal men. This blood turns you into a paragon of your origin. Drop-Ins will find even a single stride is able to take them a great distance and that they seem to have been blessed by the fates themselves with great luck. Great Artists will find themselves able to create masterpieces as easily as they breathe while their effort improves their works to even grander heights. Heroes will find their strength multiplied, their body toughened, and their speed vastly increased making them all but unstoppable by mortals. Monsters will grow to truly gargantuan sizes and find that their supernatural abilities will have grown with them.

All origins gain some control over their divine parents domain, sons of Zeus will be able to call down bolts of lightning, daughters of Hades could bring forth an army of undead servants, and a child of Poseidon could create violent earthquakes. Any Greek god is valid as a choice for this perk but be warned some parents will not be taken to kindly by the gods of Olympus. Whichever origin you are the blood now in your veins has enhanced the power of any 600 CP perk you may have bought.

Demigod improves all 600 CP perks

Walker of Worlds gains the ability to lead others between places just as Hermes carries the souls of the dead to the underworld. So long as you are leading a group in their travels they shall be able to follow you wherever you are going enjoying the same benefits you do. As well they gain the abilities to find things. While the normal Walker of Worlds can bring you somewhere given enough time and walking it cannot bring you to someone or something. Now however both people and objects can be moved to.

Microcosm gains the ability to change. Whatever was imbued into the art will change for the better with time as it is exposed to new situations. A sword imbued with lightning will soon grow to contain fire as well if you expose it to fire. While it will still have limits as to what can be imbued into the object determined by both scale and complexity this will allow an object to draw in new concepts and things over time. The time it takes for something to be drawn into it changes depending on scale, complexity, and how far from the original thing imbued into the object something is. It could easily take over a decade if something particularly large, complex, or far from the original needed to be placed within your art.

Strength of Heracles has the scope of its boost increased. No longer will your strength greatly outstrip all other aspects of your body. Now it is in proportion to both your speed and durability as well. You will be only a hare slower than Achilles himself able to kill as fast as

Fate can end men and cross battlefields in between heartbeats, even quick Atalanta would be outpaced by this speed, your body hardens and becomes all but invincible to anything less than your own strength with a similar increase in vitality and endurance.

Myth of the Monster causes those who have it to grow. They will begin to grow as if they were in childhood multiplying in size month after month. This growth can continue for years until the monster has reached truly titanic sizes rivaling mountains in their size and capable of crushing all mortal works beneath them. At will the user may induce, stop, or reverse this growth.

216. Cornucopia 100

The food of the Gods, literally. This is a huge magical goats horn that overflows with a fine harvest of food. Delicious grapes, perfect olives, golden grain, and many other impossibly good foods seem to spill forth from it whenever you pick up the Cornucopia. The true boon of the Cornucopia is at the very end of the horn, enough Ambrosia to fill a cup. This magical liquid washes away disease and injury like water over dirt, reverses the effects of aging to bring people closer to their prime when consumed, and tastes delicious in ways mortal men can barely comprehend while fully feeding someone with only a sip. Only makes a single cup of ambrosia a week.

217. Sandals of Hermes 200

Hermes winged sandals allow him to run through the air like a bird. Now you to may take flight while wearing a copy of his legendary shoes. While wearing these the air itself seems to form a solid and flat surface to walk on. They also increase the length of your strides three fold allowing you to walk at running speeds and run even faster. Furthermore they are a snug comfy fit and golden. Completely silent and leave no footprints in case you need to engage in the less scrupulous domains of the thieves God.

218. Golden Apple 400

The apple of discord that spreads conflict wherever it lands. Whoever sees this apple after it has been thrown, apart from you and your companions, will be compelled by a powerful magic to claim it as their own. They will fight and even kill to be the one who has it so they might claim it as their own. Do not throw this lightly for wars that destroyed heroes have been sparked by one.

219. The Muses 100

A statue of nine women with various instruments and tools in their hands. It is small enough to be set on a workbench without interfering. Any work you do near this statue is more likely to have innovations. Carving a statue you may think of a new pose or find a trick to carving you didn't know, making a sword you might think to use a new technique while making it, or while practicing you might think of a new trick for your skills. If you were to always work with this you might be considered revolutionary for how new or innovative your techniques are in a few years. It seems that the muses think you worthy of their whispers. This does not

give you any ideas you could not have made on your own, merely makes the tricks and possible improvements more obvious to you.

220. Trading Boat 200

A large boat which can safely sail the seas. It's hold is large enough to easily hold a large cargo. While it cannot sail on it's own the tides shall always favor it, the winds always fill it sails, and the seas remain calm as it moves. Only the most dangerous of seas and monsters could possibly pose a danger if the crew of this ship were even slightly able. With this a man could spread his goods and works to every corner of Greece. By sacrificing to the gods before a voyage the seas before voyaging upon this it will guarantee you do not meet trouble like pirates or monsters on the open seas, as well there is no punishment for not sacrificing before any voyage you take.

221. Library of Daedalus 400

A grand library titanic in scale such that it could rival a large temple. It either connects to your warehouse or appears in the world. Within the library lie details on the works of all great craftsmen and artists of Greece detailing their masterpieces and works. A person could spend years reading the scrolls contained here without reading all of them. These scrolls are for masters so only those who have already become a master of the contained craft would be able to truly make use of the techniques and skills within them. Only the works of the gods themselves surpass the scope of this library.

222. Hoplite's Equipment 100

A full set of Hoplite's armor and weapons crafted by a master craftsman. This includes a shield, spear, helmet, greaves, and various other pieces of armor. As for weapons it includes a spear and short sword. All of this equipment is of high enough quality it could be wielded by a strong demigod and take hits from the same for an extended battle. If you were to enter a war with this equipment you would be considered a well equipped soldier.

223. Divine Chariot 200

A masterfully crafted chariot made by the forge God Hephaestus. It is hitched behind two immortal horses each one supernaturally swift and enduring. It is perfectly made for you and can be controlled with even the lightest of touches. The true boon of this chariot however is that it can be hitched to almost any creature and pulled by them at their top speed.

224. A Lion’s Pelt 400

The pelt of a great lion which turned aside all blows turned into. This pelt cannot be pierced by all but the mightiest of gods and even they would need to put in great effort. Large enough to cover a large man if it were to be worn as a cloak. Although it is almost impossible to pierce this cloak will do little to stop the actual force behind a blow so you can still be beaten to death by a sufficiently powerful enemy.

225. Raidable Farm 100

A large farm run by completely normal mortals. It is filled with fine olives and great sheep. The land seems to take care of itself only needing seeds to be scattered on the ground to give a bountiful and healthy harvest. The men living here never seem to care or fight back against you if you steal, raid, or otherwise take the food from this land so long as you let them live. You could spread rumors of your prowess and how you terrorize this farm by hurting the farmers or you could just take what you need and leave. The choice is yours.

226. Isolated Island 200

Hidden behind swirling mists, cruel rocks, and rushin currents lies your domain. This island lies off the coast of Greece and is untouched by man. Only you and the gods know of the secret paths that must be taken to reach this place from the land. Those who sail the seas fear this island and without a touch of the supernatural only great or terrible fortune could let a man wash upon its shores rather the being beaten along the rocks. Only those who are destined to reach this place or those who have power surpassing ordinary men could come hear of their own will.

227. Labyrinth 400

Much like the mighty minotaur you have your own highly complex lair. The structure is maze like and so cleverly constructed even a genius like Daedalus would have trouble escaping it. You of course are an exception and have a perfect mental map of the Labyrinth and can tell where you are within it at all times and detect the location of others within it. Furthermore the labyrinth has been designed to emphasize your natural traits and abilities. Monsters relying on ambush would find it dimly lit and full of places they could spring from, those more suited to direct combat would have large arenas leaving little space for a hero to sneak around in. Any man lost within this maze would take days to find their way out barring outside help but very few could survive that long with a monster hunting them through it.

228. Traveler Without a Home 200

Ever since their childhood this young one has moved from place to place as if they were a grain blown by the winds. They have nowhere to truly call home always pulled away from the places they rest by some thing or another. The one and only constant of their life is that it is filled with adventure and fine friends. They have learned many skills over their years of travelling, ranging from combat and hunting to burglary to singing, but never truly mastered any. While their deeds to date have not been so great as to be sung of in legends they have a mind sharp enough to cut through any steel and loyalty to their friends which even the gods could not break. Perhaps following you gives them purpose or a tether even their wanderlust will not break or perhaps they simply wish to follow you to new worlds entirely. Whatever the case they will follow you wherever you are going.

They begin with Xenia, Trojan Equine Knowledge, and Blessing of Hygieia as well as all the skill and strength you could expect from someone who has been on a few adventures grand enough to receive minor gifts from the gods. They also have a Cornucopia and a perfect copy of Hermes Sandals.

For 200 CP you may make them a child of Boreas, God of the North Wind and Bringer of Winter. From this they will gain all the abilities of a demigod and Walker of Worlds. They will also have a golden apple gained during one of their adventures. While Boreas does not know they are his child he still favors them as he knew their mother was one of his lovers keeping the chilling bite of winter from them and their friends while blowing harsh cold winds on their enemies.

229. Hero for Glory 200

A young man who has yet to prove himself in battle. He is well liked in his home city and seen as the strongest of the young men there. As a child he was sent to Chiron to receive tutoring in the ways of the Greeks and the art of war. Now seeking glory he has gone forth from his teacher to find adventure. He feels a strong attraction to you and will follow your journey seeking glory from it. This young man will stop for nothing short of death or the songs sung of his strength. He begins with From Zero to Hero, A True Labor, and Quest of the Gods as well as all the abilities natural to the Hero background. He also has Hoplite's Equipment and a Divine Chariot.

For 200 CP you may upgrade this Hero into a son of Zeus granting him all appropriate abilities along with Strength of Heracles and give him a Lion's Pelt. His father the King of the God's will surely smile on both him and his friends so long as they do not act shamefully granting favorable weather and striking their enemies with harsh storms.

230. Artist Seeking Perfection 200

An old man who has spent many years mastering his craft with an almost obsessive drive. He has run against a wall not of skill or difficulty but of vision. He has never found something to make his heart sing and inspire his art with one final push. His works are famed throughout Greece as masterpieces and he is known to travel often searching for the thing that will inspire him. Now he follows you perhaps to see whatever legend you will carve, perhaps to see what works you yourself will create, or perhaps simply to pass down his craft so someone else can perfect it. He begins with a single purchase of Genius of the Art for anyone art or craft, Bronze Flows Downhill, Automaton, and all the benefits of the Great Artists background and years of experience. He also has the Muses and a Trading Boat.

For 200 CP you may make this artist a son Apollo, God of Prophecy, Medicine, the Sun, and Arts, granting him the ability to create Microcosms and access to the Library of Daedalus. From his father he has received the power of prophecy and can divine the broad strokes of the near future.

231. Monster of Legends 200

This titanic boar has no true story to it. It is a simple beast that acts on it's instincts and a bestial cunning. It does not fear men and will fight against them aggressively, proved by the thousand scars across its hide. The beast stands the height of a tree at the shoulder and has tusks as long and sharp as spears. It's hide is thick enough to bury a spear tip without piercing the flesh beneath and as tough as any leather and the muscles beneath could crush through stone. Somehow the beast has been tamed by you and will follow you wherever you go and

obey your commands. It is smart enough to understand your orders like a trained dog and with time will only grow more responsive to you. He begins with Terrifying Visage, Den of Serpents, and Beast Beyond Nature as well as all the abilities granted by the monster background. He also knows the location of a raidable farm and isolated island.

For 200 CP you may upgrade this Monster into a son of Gaia granting him all appropriate abilities along with Myth of the Monster and give him a Labyrinth. His mother the Primordial Goddess of the Earth embraces it ensuring that it's feet will never leave the earth so long as it does not wish them to. Only someone with the strength to up a mountain could move its feet against its will.

Journey to the West

232. Forager (100cp)

You can always find just enough food and water to survive. It may not be very palatable in the desert however. In a very plentiful area you can have a feast on a whim of just the fruits and berries of the surrounding lands.

233. Somersault Cloud (200cp)

Go places by a giant leap to the skies. Noted speed is 33,554 miles in a single leap with full mastery, of this skill. As a bonus I'll let you summon a flying nimbus cloud for cinematic purposes.

234. 72 transformations (400cp)

You gain the ability to transform yourself into almost any form, ranging from animals like fish and birds to objects such as a temple on a whim. Great fun at parties. You're still vulnerable to damage however. For example when Sun Wukong turned into a temple, his eyes were the windows and therefore painful when struck. So bear that in mind.

235. Enlightenment (600cp)

You become more spiritually aware, greater wisdom and also have a longer lifespan(in the thousands) Also some pretty fantastic magic such as charms to ward against fire and water, as well as creating clones of yourself with concentration. However these clones cannot access any of your supernatural powers, their just copies of your body essentially.

236. Religious (100cp)

You know the rites and scriptures of your chosen religion, enough to rival an experienced priest. The default religion in the setting is Buddhism. This does include methods of exorcism and blessings.

237. Humble (200cp)

You are incredibly unnoticeable. Somehow people just don't really care too much about you unless you are interacting with them. The movers and shakers are likely to not give a damn about you unless you give them a reason to.

238. Divine Blessing (400cp)

You gain good luck on your journeys. Things just go your way, you're just a luckier jumper than before. However don't try too hard to rely on this power, if you plan on it, it's unlikely to work as effectively. Just try to forget about it and let it weave its magic.

239. Righteousness (600cp)

Your faith is a shield. Literally. Like a literal shield. Protects you from swords and magic alike. Only as powerful as your faith. This can be faith in anything however, faith in jumpchain, your companions or your own ego. Your call.

240. Martial Arts (100cp)

You gain overall competence at martial arts as well as always keeping your cool during a fight.

241. Omnidexterity (200cp)

You can use both hands just as effectively as each other. Also comes with an increase in dexterity in your hands, nothing too fancy but useful nonetheless.

242. I'll take you down myself (400cp)

You often seem to get people taking you on 1v1. Generally at the heads of huge armies just want the glory of beating you single handed. Eventually they catch on if you keep beating people or are clearly too powerful, but they generally want a "fair" fight against you.

243. Undefeated (600cp)

Fate conspires for enemies to take you alive rather than killing. Also every time you are legitimately beaten you get a moderate power up to your ability to fight. This may come in different forms but is more of a mental boost than a physical change and is pretty hard to measure. No gaming this perk with dud fights however, you got to be seriously beat for this to kick in.

244. Celestial Bureaucracy (100cp)

You are able to navigate the bureaucracy of heaven and other places with speed and efficiency. This allows you to make things happen, and to hell with the red tape.

245. Eternal Warrior (200cp)

This grants you a great head for tactics and warfare. It also leads to an slight increase in delegation and leadership skills to help you give commands to your army/companions

246. I-Ching (400cp)

This allows you to read the universe with the I-Ching to let you predict the future. If you are smart and wise enough to understand the signs then you are pretty spot on, although celestial beings can still screw with these predictions as well as people outside of regular fate (You).

247. Trigram Knowledge and Manipulation (600cp)

Alchemy and matter manipulation with the understanding of the 8 trigrams to represent the fundamental forces of reality and how to represent and enforce change using these. Let me break this one down for you. It's like FMA alchemy but with less focus on direct creation and more turning one thing into another of a similar size, including living things. However it cannot create life where there once was none and it requires you to write out a short formula describing the change to make it happen. Feel free to turn sand into water, sheep into boulders and anything else you can think of.

248. Jiu Pot (100CP)

A bottle of rice wine that never seems to run dry, no matter how much is poured.

249. Golden Chain Mail (100CP)

Real good looking set of durable armour. Doesn't impede mobility.

250. Phoenix Feather Cap (100CP)

A hat with a phoenix feather in it, makes you a bit luckier a bit more resistant to fire

251. Cloud stepping shoes (200CP)

Shoes that make you incredibly light on your feet, regardless of weight. Also comfy as fuck

252. Golden Band (200CP)

A gold band that once put around somebody's head, by chanting a mantra can cause unbearable headaches. Indestructible by wearer.

253. Ambrosia of Heaven (200CP)

A bottle (about a litre) of heavens finest alcohol. The best tasting drink in existence and refills every 24 hours.

254. Peaches of immortality (200CP)

A piece of fruit that bestows resistance to harm and a long life (in the hundreds of years)

255. Wind and Fire Wheels (300CP)

A magical set of flaming chakrams, that when trod on can be used as a mode of transportation. Makes you very fast and mobile as well as their use as a weapon

256. Iron Clasped Wishing Staff (300CP)

The Riyu Jingu Bang. A staff weighing several tonnes, although you can wield it no problem. Can shrink and grow to amazing sizes and is pretty damn good in a fight. It's a duplicate of the original so it may get some odd looks, and Ao Guang the dragon king of the east seas may seek to take it back.

257. Crucible of eight trigrams (500CP)

A big ass crucible that can render down *most* objects into their base components. Magic and enchantments can be removed this way and used for later experiments, although this will take some time to accomplish and is not an exact science. You can't use it to break down living creatures.

Okami

258. Brush God (200) - You're not human, you're a minor god or goddess representing an aspect of nature or reality, a constellation, and a piece of calligraphy. By drawing your symbol in ink, either via a brush or a similar part of your own body such as your tail, you're capable of summoning or altering that aspect of nature. Or at least you could, as the ages have not been kind to your power and few if anyone worships you or is aware you exist, which is bad as prayer (or at least veneration) makes up a good part of your power. Choose any one mundane animal (preferably one from Japan) or one mythological animal that in this case MUST be present in Japanese myth and can't be one of a kind (no, you're not going to be Orochi). You are now a large, white version of your animal bearing glowing red celestial markings on your fur, scales, or skin, mostly swirls, lines, and circles. You also get a thematic accessory or two if you want.

259. Calligraphy/Yen (100)

Calligraphy (50) - You're an expert calligraphist. A very basic but very important talent in a land where ink on the page is power. You know your kanji, the proper stroke order, the meanings, and everything else besides. You can easily dash out a quick print or painting of unmistakable quality, though real art would still take some dedication. Very few outside of ministers will have any idea what you're doing in this day and age, and in that, calligraphy is also a powerful tool for secret communication.

Yen (50) - ¥10,000 , a decent sum of money to be spent however you wish.

Space Invader (100) - Nippon has always had its spirits and monsters, its gods and demons, but the children of Yami are a bit different. See, they're aliens, accidentally brought to this world from the Moon. As an alien to this land yourself, you've been contacted and blessed by Yami with the least of his gifts; the basic, natural strengths of his offspring. Yami's demons do no die of old age, and are stronger and faster than mortals. While they can still bleed, their resilience is impressive, and even a lesser demon will not be bothered by this as much as they should be. It takes more than a severed artery for Yami's ilk to bleed out and die. Divinity, its instruments, or any holy power, however, completely bypasses this resilience, and tears them apart just as well as a normal sword would a human.

260. Swordsman (100) - You know the basics of swordplay, like which end is the pointy bit and how to embed said point into your enemies. A simple power with a simple description, but an effective one.

261. Priestly Wisdom (100) - A priest must be calm and wise, clever and knowledgeable. Through training or natural talent, you have all of this in spades. Most of your expertise is focused on local religion and mythology, including the proper methods of exorcism and appeasement of spirits, but common are the priests that hold the ear of the nobility, and the intricacies of politics and subtle manipulations are quickly added to their more worldy talents.

262. Ink Bullet (100) - A simple brush technique that directly translates specks of ink into projectiles. The more dots are drawn, the more ink is consumed, though each bullet increases the power of the barrage. Just as capable of harming spirits as any greater brush technique, but requires the permission of no particular deity or technique of your own to use. You have to know the basics to use this first, though.

263. Cursed Land (200) - Yami's Cursed Land drains the energy from living beings and the divine power from gods, even rapidly sapping the strength of the sun goddess herself. Living beings are frozen in stone and the land becomes gray and wrapped in inky darkness. Yami grants the ability to spread this to his greatest servants, and now to you. One method is to hex the land slowly using an object as the focus, which results in a small but growing cursed area that increases in strength from simply causing misery and being the size of a room to taking over an entire field and petrifying its inhabitants over the span of a month. Another, quicker method is to directly attack and slay or cripple the natural spirits in an area, which rapidly plunges the area under their protection into darkness. Either way, the curse is highly visible and obvious to all as something unnatural, and must be bound to some specific object or a representative vessel of the downcast spirit, allowing the curse to be lifted by destroying or healing the focus.

264. Miracle Clumsiness/Flowing Swordplay (200) - Pick one per purchase. Either you're an unpredictable buffoon who still manages to cut your enemies down through surprise and unpredictable movements, or you're a supernaturally graceful and skilled swordsman who instead uses his dexterity and perfectly aimed cuts to fell their foes.

265. Prayer Slips (200) - By drawing certain symbols and kanji on a slip of paper and infusing it with prayer, you can create magical tags. These can have any number of effects, from sealing demons to exploding, though there are limits on their individual strength, and many tags must be combined for greater power. All of your tags, however, have increased effect on spirits and demons, and ignore any intangibility they may have.

266. Dextrous Oral Telekinetic Acrobatics (200) - By some miracle, you're capable of wielding weapons seemingly with the power of your mind and engaging in expert weapons-based combat using only your mouth or any other weird appendage or orifice you care to use. Said weapons will also, with an insignificant application of energy, float behind or around you at rest. Are you a giant talking fish? Then you need this.

267. Picture Perfect (200) - Funny thing about myth is that the majority of the women are beautiful and nearly flawless. This give you the same advantage, staggering earthly beauty. There's nothing supernatural about it, but expect to get a lot of suitors and heroes sworn to rescue you, and watch out for one very pervy flea. Men who take this and can go in the same direction with it if they really want or become a dashing hero figure instead. Not many of those in Nippon, for some reason.

268. Devotional (300) - Gods need devotion and prayer to fuel their powers. If nobody knows they exist, or if they do and simply don't consider them worthy of veneration, then the god withers away to almost nothing, a weak spirit devoid of their divine might. With this, you inspire true gratitude and praise for your righteous actions, fueling or empowering any godly abilities you may possess in this world, and earning you great respect here and elsewhere.

269. Brush Up (300) - Brush Gods aren't the only users of Brush Techniques in the world. Highly rare and unheard of in this faithless age, those who know the proper symbols and have enough faith or power of their own can utilize brush techniques using normal ink and paper. Even a demon or evil spirit could do this, flying in the face of the gods themselves. All it requires is the knowledge of the proper method. This knowledge is almost exclusive to the Brush Gods themselves, and they will rarely tell mortals of their technique unless their respect has been earned through great respect. You start off knowing only the Rending God Tachigami's Power Slash technique, the power to unleash a cutting force by drawing a line through an object.

270. Godhood (300) - The cooler your moves, the faster your strikes, and the longer you can go without being hit, the greater your Godhood score. Godhood transfers awesome into protection, building up to three layers of attack nullifying shields that can sustain almost any attack and leave your enemies quaking as you wail on them. Almost. The really, truly powerful stuff, like 'boss level' tough, will just be weakened significantly yet still only take out one shield. Anything with enough force, like say, enough to squish you into paste, well, that's still going to get through.

On the bright side, leaves and cherry blossoms appear from nowhere whenever one of your attacks connect. Not manly enough for you? Feel free to fluff the visuals however you want instead.

271. Oina (300) - Either fully-blooded or a descendant from a single Oina parent, you're a blood member of a tribe native to the frozen land of Kamui. Though still (probably) human, you have the ability to transform into a large and powerful wolf at will while retaining your intelligence and personality, remaining yourself in all ways. The wolf-ly senses of this form are partially retained in your human form as well. You also get a free mask that depicts an the face of an animal or the leaf of a plant.

Culturally, this mask is worn at all times outside of the home and in front of people outside of your close family, but you would only face derision in Kamui itself if you chose not to wear it.

272. Moon Tech (400) - While you aren't granted a full of understanding of everything the Moon

Tribe could do, you've been blessed with the basics, including the method to make the metal used in their constructions, and an intuitive understanding of the way the machinery functions. For the most part, the inner workings are mostly a mystery, though what is known is that they can run infinitely on their power source and are controlled by the spirit or divine power of the user. Examples of the greatest of their technology includes Yami's nearly unbreakable transforming robot body, a machine that generates freezing blizzards, and spaceships. Lesser works include most non-divine creations in the item section. This talent could quickly grow into so much more if you could only get your hands on enough Moon Tribe relics to experiment with or an expert to learn from. Indeed, this is all promised to you by Yami, along with dark power unending and rule in Nippon if only you swear fealty to him and devote yourself to his goal. After all, he has already granted you so much, and without even demanding your loyalty. As a bonus, Yami will even throw in the right to manifest his markings on your body. In appearance, they're simply a blue mirror of the celestial markings worn by Brush Gods. Try not to show it off to those few who've dealt with him before, as none will hesitate in slaying an agent of Yami. I'll leave the choice up to you.

273. Brush Technique (400) - What's a brush god without their celestial brush technique? By writing a certain symbol or flourish in ink, you can effect reality in one specific way. Modifications to this drawing have the opportunity to alter the effect, like changing from using previously existing ice to freeze a foe to summoning an entire blizzard at a whim to do the same to all in range. Such evolutions of your technique require some practice, as well as sufficient amount of recognition as a god to power them. A brush technique has an elemental or nature-based theme, though those based on a (tenuous) aspect of reality exists. Sun, moon, explosions, electricity, plants, ice, walls, mist, wind, fire, water, rending, and restoration, along with guidance and magnetism, are all canon examples you may choose, replacing the previously existent brush god associated with that element, though you are also allowed to choose your own, original element and technique as long as it fits into the guidelines. On a lesser level, possessing a brush attribute imbues your other techniques and body with said attribute, though good luck in imagining how wall would further effect enemies. It's also possible to grant the ability to use your technique when they draw your symbol to anyone you wish.

274. Pins and Needles (400) - You're more than capable of standing your ground and striking back against larger foes. Specializing in combat against those more than twice your size, you know just how and where to stab them to still hurt and the proper

time to dodge and run away from their titanic counterattacks. Your (relatively) small size even gives you some advantages, letting you use the environment and even an enemy's own body to your own advantage as hiding places or weapons. Even when you're nothing more than a flea and your sword a glorified pin facing off with a colossal giant, you still have a chance to win as long as you use your ingenuity to its fullest. If you fail, then squish goes the bug.

275. Demon Blood (600) - The greatest of demons don't really die. Blood spilled can give rise to new monsters to torment the world. Even while you're still alive, your blood, if spilled, can give birth to demons. The strength of the demon is proportional to how much blood is spilled, with a few droplets creating little of worth while a pool can create a true terror. It's also a factor of time. While a small group of imps can spring immediately from the blood of a single wound, and an entire court from a small puddle, it'll take days for greater servants to be born. Boss monster level? You're going to need a nice pool of the stuff, and at least a month to let it sit and stew just right. Thankfully, this blood doesn't need to be shed all at once. These demons are loyal to your will, even to the death, but aren't under your direct control, and may slack off or go on an unwanted rampage if your orders would allow it. The greatest application of this power, to strike against the world after death with a demon of rage reborn from your corpse, is entirely within your purview as well. It just requires you to, you know, actually die for good.

276. Divine Interference (600) - No matter how botched or weak your attack is, it somehow strikes harder, more accurately, and cleaner than it possibly could have. The blows themselves are more powerful than they have a right to be, tearing through armor or material that should shatter them. Tripped over your own feet and threw your sword at your enemy? It stabs them straight through the heart. Slashed a giant boulder with a wooden sword? It's cut clean in half. Even if you just close your eyes and swing wildly, you're bound to at least get something out of it. This won't always make up for a clear miss, you can't cut through everything, and you have to at least put real effort into it, but it's almost like the gods are watching over you, nudging your weapon into the proper position and e ensuring that your ego remains unbruised. Of course, that couldn't be what it is. You're just that good of a swordsman, right?

277. Foxy Babe (600) - Turns out, you weren't even a priest or priestess in the first place. Long ago, you slew one and took their place. You gained their memories and talents along with their looks, and have comfortably blended in with society. However, your true form is that of a powerful youkai, a shape you can freely assume again any time you wish. From tengu to kitsune or any other creature your evil little heart desires, there's a lot to choose from, gaining all the inherent powers and flaws of your true nature. But hey, this is your story. Maybe your victim something to deserve it, and you've been unfairly maligned. If you're a drop-in, you didn't even kill anyone, your

human form just happens to look like a recently murdered religious figure. Either way, people will generally assume the worst if you're found out.

278. Faithful Shield (600) - Your raw faith is strong enough to form an invisible bubble with but a prayer, protecting you from those who wish you harm. This shield is particularly powerful against anything that could be considered a demon, being nigh-impenetrable to their blows and tearing away at their life and bodies if they attempt to approach you, though the greatest and most powerful can resist this and potentially overcome the shield. However, this protection is fueled by holy power and must be maintained with constant prayer; any interruption will result in the shield dissolving away, and it would be a difficult task to raise it again while being attacked.

279. Natural Nature (600) (Requires Brush Technique) - Once a god has fully come into their own as a deity, they can manipulate their attribute innately, summoning the sunrise with a mere howl or a swirling tide by simply wishing it so. It's harder than drawing your symbol, and only a truly recognized god could hope to have the power to use it effectively, but it's also much speedier, and shows a mastery of your attribute beyond the level of lesser spirits. Don't expect to destroy any cities or use it with impunity and no consequence to your stamina, but if a minor violation of physics is all that's standing in your way, it will gladly step aside to change day to night instantly, or summon a thunderstorm on a clear day. The long term consequences of this are not fully understood. If all the plants die because you abused your power, moon god, it's your fault.

280. Sake/Oina Mask (100)

Sake (50) - An infinitely refilling jug of amazing sake, brewed by Kamiki Village's own legendary brewer Kushi.

Oina Mask (50) - Aforementioned free mask. Carved from wood and shaped like a stylized animal face or a leaf. Painted in appropriate colors.

281. Magic Ink Pot (100) - A simple but large ink pot in appearance, this one in particular bears an enchantment that refills the ink slowly over time, returning to full within a minute or so. Ink is necessary for the use of any Brush Techniques, and a lack of supply can be deadly. Equivalent to three of Amaterasu's, this can be purchased up to four times.

282. Reflector (100) - A Divine Instrument, a type of weapon infused with holy power. A Reflector is decorative mirror or disc, ranging from fairly simple to highly ornate in appearance. Its main method of attack is to simply be swung at an enemy, harming foes with blunt force, the bladed edge of its decoration, or the magical force of its enchantment. The Reflector can also be used as a nigh-unbreakable shield, and is ideal for performing counterattacks after a foe is temporarily staggered by this.

283. Glaive (100) - A Divine Instrument, a type of weapon infused with holy power. A Glaive is a massive sword, at least as long as a man is tall and half as wide, always ornate for a sword but usually less so than other Divine Instruments. Obviously used as a normal sword, the Glaive is also capable of being 'charged'. When held in position for a brief amount of time, a wield can collect the holy power of the sword into a particularly deadly blow or a vicious series of enhanced attacks. The amount of power gathered is related to the amount of time spent charging, but has an upper limit of five seconds. Glaives may also possess magical enchantments themselves.

284. Rosary (100) - A Divine Instrument, a type of weapon infused with holy power. A Rosary is a 'string' of floating beads in the shape of a magatama, though the shape may only be vaguely related in its ornateness. The Rosary is used as a whip, its divine enhancement slicing into demons and other foes, the unbound nature of the beads allowing it amazing range and flexibility. These beads can also be fired like bullets, either rapid-fire like machinegun or as a shotgun blast. They always return immediately to the 'string' after firing, of their own power, navigating around obstacles to do so. Like all Divine Instruments, a Rosary can be enhanced with magic and possess an elemental nature.

285. 100 Prayer Slips (100) - 100 pre-made Prayer Slips, infused with a mix of different effects. Most common among them are simple explosive and demon sealing tags of low power, enough to handle any personal defense situation or an impromptu exorcism.

286. Water Tablet (100) - Though possessing no greater enchantment, this Moon Tribe artifact allows the wielder to walk on water indefinitely.

287. Pillow Talk (200) - What appears to be a functional wooden flute, Pillow Talk is secretly a Moon Tribe artifact. When a hand is ran along the handle and an imaginary blade extending from it, a laser forms from the flute, turning the instrument into a beam saber. Roughly the equivalent of a Glaive in cutting power but lacking the Divine Instrument's special power against demons, Pillow Talk is still far lighter, faster, and more maneuverable, as it’s the length of a normal sword and nearly weightless.

288. Lucky Mallet (200) - When shaken twice over the head of the wielder, the Lucky Mallet shrinks itself and its user to a size small enough to fit through the eye of a needle. When shaken again, it and its user regrow to normal size. Refuses to work inside of something's body, for some reason.

289. Moon Tribe Hat (400) - You appear to have glorious white hair that can split into a pair of wings. It's long, soft, beautiful, and well-groomed, but on closer inspection, it's actually just a hat. Far from just a beautiful headpiece however, this hat grants you all the powers of the legendary Moon Tribe through a special magical enchantment or extremely advanced lunar technology. It isn't really clear which. This includes the ability to fly using your hat as a pair of wings, float a foot off of the ground at rest, walk on water (or anything else that shouldn't support your weight), and minor teleportation abilities. Think aftermirages. Whether or not you're granted their extreme longevity or fortune telling talent is up to you to discover.

290. Satomi Orbs (400) - Or, at least, a similar artifact. Satomi is a family name, after all, and nothing says you have to be a member of said family. Regardless, the purpose and effect is the same. The Satomi Orbs are a set of eight large, colorful orbs painted with a kanji that float in a circle behind the owner under their own power, following the owner without need of further guidance. They choose their master, and if stolen, refuse to function until returned. When their owner is attacked, the Satomi Orbs will each, one by one, fly into the path of the attack, absorbing it before shattering, only to reform a week later.

Canine Warriors (Free With Satomi Orbs) - The Satomi Orbs are also bound to a set of animals, specially bred guardians faster and stronger than any normal member of their species. For the Satomi Orbs, these are dogs, though you pay pick any animal you wish. Each individual represents the concept inscribed in kanji on an orb, again, in the case of the Satomi Orb these are the eight virtues. Any sort of pets you own may also take this role, gaining the appropriate powers and a human level intelligence, though not the ability to speak. The possessor of the orbs may call to its guardians from anywhere in the current world if they're companions, though they must travel themselves to reach you. If left behind in this world, they can be summoned for five minutes an hour to defend the orbs and their owner.

291. Fire Tablet (400) - Ever been bothered by fire? Magma get you down? With this, never be worried again. The Fire Tablet makes you immune to mundane fire and lava, to the point where you could even swim in it if you want. Weak fire attacks are also rendered inert, but anything strong enough or infused with magic or any sort of spiritual power can still harm you, and nothing about this will protect you from the physical force of an attack.

292. String of Beads (500) - Made up of 100 (imitation) Stray Beads, this prayer necklace gives the wearer effectively infinite ink. While it might not seem like much, and it doesn't increase your power in any way, an infinite supply of resources is invaluable to technique-spamming Brush God. Could also be useful if you're a miserly writer.

293. Celestial Envoy (100) - A Poncle, basically a wingless fairy, has decided to follow you around. An up and coming artist and calligraphist with an (very basic) understanding of how to properly perform brush techniques, but no knowledge of any specific ones as of yet. They may take on any task assigned to them that their small size would allow, but working as an envoy is where they're particularly talented. For Swordsmen and Drop ins, this means they'll spread word of your deeds using art and stories, helping to make you famous. For Priests, they can help you spread the teachings of your gods. For a Brush God, they'll tell of your kindness and majesty as a deity, helping earn you praise. Certain Foxy individuals may also desire to do this. Can be of any gender, age, and disposition that you wish.

Smite

294. FREE ALL: Height of a god-
You may take a form twice to three times as large as a normal human if you choose, gives a scaled strength buff.

295. Body of a God(100CP)
Strength and a certain aesthetic likeness are yours, Your bodies unique quirks will be seen as more a uniqueness added by an artist's careful labor than a really bad looking nose on a normal person. Be strong enough to lift a sword the size of a man with ease and use it without trouble.

296. Mind of a God (100CP)-
Always have a new witty retort ready, those other jerks might prep them beforehand but you've got a new one every time you need. Also you become a master at manipulating things that are not quite actually there. Perhaps fate just swings your way a little more often than it should or asking the moon to make a tidal wave makes a tidal wave. Just remember to call, he/she's very lonely, all eight of them. Oh and you get a little magic for when you really need to burn off a lot of pants.

297. Theme (100CP) –
You gain a consistent theme you may have all of your powers take on aspects of. This does not change what they do unless they are visual, but instead how they look. You may choose to not use this for a power and this may be purchased multiple times for different themes to put onto your powers. You may limit you powers in a method related to your theme to then give them an appropriate boost also related to the theme.

298. Jack (200CP)–
You become a little bit better at everything, more killy, more maneuverable, recover faster, focus your efforts a little better, and be just that little bit harder to hurt. While this skill will not put you on par with the other class skills in their area of focus it will let you beat the specialists in all other areas, just don't expect to beat them as bad in these areas as they beat you in theirs. Taking this and another class skill makes you stand just above the rest in that class skill.

299. Hunter (200CP)-

You have a very particular set of skills, you are very good at hurting people. You thrive on conflict and combat and become an overall amazing killer. This does of course mean that you are not really the best at playing by the rules and being honorable. Even with a rusty dagger and tired beyond belief you are a credible threat to lives (note the S).

*may be purchased again at full price to get a temporary but powerful physical ability increasing steroid lasting a short while but then recharging over a duration depending on how long it was used. This power is easily melded with others to achieve unique effects.

300. Assassin (200CP)-

You gain a knack for being where you want to be and where others do not want you to be. You are overall sneakier, straight up faster, better able to chain your abilities, and more maneuverable with where you put your body. One of these aspects is your focus and becomes greatly improved.

*may be purchased again at full price to gain a powerful movement ability focused on damaging the target at its location which may only be used once a day. This power is easily melded with others to achieve unique effects.

301. Warrior (200CP)-

What is a warrior that cannot weather the assault of his foes? A corpse. You gain incredible natural regeneration that lets you weather what your opponents bring to bear better so long as they do not hurt you too much at once.

*may be purchased again at full price to have a special technique of your own devices that will drastically heal you. However you are unlikely to be able to pull this ability off more than once a fight. This power is easily melded with others to achieve unique effects.

302. Mage (200CP)-

You become dangerous at pooling your knowledge into a single moment of action. When it comes to pulling out the extra power you need you are a superstar, unfortunately this does not increase how good you are overall, so opponents that can survive through this onslaught will find you easier prey afterwards.

*may be purchased again at full price to gain a powerful damaging ability that can hurt a large swathe of people at once, but is not conducive to repeated uses. Hordes of enemies balk when they know you have this power at your command. This power is easily melded with others to achieve unique effects.

303. Guardian (200CP)-

You become durable beyond measure, tackling a mountain is an easier feat than bringing you down.

*may be purchased again at full price to gain a lockdown ability that stifles your opponents movement and actions, affecting everyone in a decent area. In confined

spaces you can really put a damper on your opponents plans. This power is easily melded with others to achieve unique effects.

304. Lord (200CP)-

You become the shotcaller and leader, very skilled at convincing people to follow you and get what they need done now done.

*may be purchased again at full price to gain a lockdown ability that lets you summon a wave of minions to aid you, one ogre like fellow, three melee soldiers, and three archers. These must be summoned together. The Soldiers are fast strong and durable and the ogre is them but more, the archers are frail in comparison but their aim is unbelievable, they will require food and rest though when summoned they are already full and rested, though they are determined and will die from starvation if you tell them not to eat. You may only have up to that combo of seven out at any time and if they die it takes a month before you can resummon them in their base form. This power is easily melded with others to achieve unique effects.

305. Hybrid (200CP)-

You are now very good at channeling the force of your mind along your own body. Any supernatural power you have can be poured through you and your weapons to achieve new effects. Want a sword that causes an explosion when you hit people? You can do it you freak, long as you know how to make things go boom in the first place.

*may be purchased again at full price to gain a strong enhancement skill which will improve one of your other abilities. These are held in charges allowing you to store a great many of them but it takes a week to gain another. This power is easily melded with others to achieve unique effects.

306. Monster (200CP)-

You are excellent at adapting to an area and making it your own. Strike your opponents from above by hanging from a tree or leave them trapped in a rockslide, given time you are better able to assail any who trespass in an area you have readied yourself in.

*may be purchased again at full price to gain the ability to establish an area as a lair. In this space you become stronger and faster and gain the full benefit of your territories defenses, you may only do this once month. This power is easily melded with others to achieve unique effects.

307. Legacy of Use (400CP) –

Your items become stronger as you use them, your feats with them feeding the items power. Sing a giant to sleep and your lute lulls people to sleep whenever you wish. Slay a dragon by charging through its flaming breath with your shield and your shield shall protect you better from fire from now on. By truly mastering the self you may have this apply to you as well.

308. Paragon (400CP) –

You are a master at some skill or craft, be it weaving or dancing or even fighting. You are undoubtedly skilled in this to an almost para-natural degree and have an academic knowledge of this that makes it easier for you to teach others in it.

309. Beacon (400CP) –

You may activate an aura that makes it so the nearer to you your allies are the harder they hit and the more they can take. Your presence revitalizes them and relieves them of their wounds and fatigue. Once used the ability only lasts so long and must then you must wait a long while. With use you can use it more often and its effects improve.

310. Body of a Mind[Mind of a Body?](400CP)-

Your mind strengthens your body and your body strengthens your mind. As one grows so too does the other, however this growth leaves as it comes. Are you one of the smartest people in the nation? Now you are one of the strongest too. Waste away under a curse until you don't have the strength to stand? Your mind "grows" weaker and dimmer down to the point it was before.

311. Godly Craftsgod(600CP)-

You possess a proficiency at crafts of all sorts that sees the gods vying for your creations and the likes of Vulcan, Neith, Nu Wa and Arachne themselves eager to trade secrets with you and acknowledge your skill. The sharpest swords, the toughest towers, these are the things known to be among your craft, beyond what mortal artificers think possible. Though your creations and items which you fix or improve can regenerate over time, not at any cost but more that they seem to merely re-attain their previous form as you envisioned it.

312. Entirely too Strong (600CP)-

You become a titan of strength, able to leap over mountains and come crashing down with the sheer force of your godliness or lift stone pillars that weigh as much as a stone pillar.(these things are heavy man, like 50tons heavy) You may also use your strength in ways that just do not make sense, punching hard enough that the shockwave hits people, or flexing to deflect blows from sources weaker than you. You become a master of the physical form and this strength will never hinder you with its bulkiness, even if it would, just flex yourself thinner.

313. Arcane (600CP)-

You know things you probably shouldn't and some other things you definitely shouldn't. Knowledge that just should not be out there or is so inane and hard to find it might as well not be true is yours. You know that on the fifth night after the summer solstice the sacred thousand folded sword of weaboo –san explodes when directly asked why it cannot cut armor, asking at other times just makes the sword very confused and gives the owner a tummy ache. When someone has a dirty secret, you know it. As a side effect of this your magic can technically do anything... Technically. It becomes easier to create your own versions of popular techniques but things which

go against the natural order of whatever form of magic you are using get exponentially harder, in a magic system without time manipulation you might be able to send a penny back one second in time but sending it two seconds back in time could kill you for example. This knowledge is academic and to do any physical actions you still have to teach your body how, though that might be quicker since you know how to teach yourself better.

314. Anathema (600CP)-
The supernatural and even natural defenses of your opponent are like scattering leaves before you. Even defenses which manage to hold against you soon fall apart, though your blows and magic will be no stronger themselves. Before you, everything can bleed.

315. Gold (100CP) –
you gain enough gold to buy five small kingdoms, or like a tenth of Rome. This will be useful in bartering with gods or just getting mortal followers, though beware that giving this gold to your enemies makes them stronger.

316. Mortal Instrument (100CP) –
Any item used physically that is of the best mortal make possible. Get your excellent swords and well-tuned lutes here, just don't expect them to stay that way without care. These objects do not have any history.

317. Sign of Nobility (100CP) –
A sign of your authority and right to rule or control. This can be a crown or necklace that shows you as an authority. Everyone will recognize it as being a sign you know what you are talking about in one subject of your choosing and giving you instant access to places it is feasible (no they will not let you into the chamber of that active nuclear reactor). You can be as specific or broad as you want with the subject but once chosen it cannot be changed. Having the object also makes you actually better at the subject chosen.

318. Servant (100CP) –
Gain an immortal mortal servant to follow you around, do menial chores and give messages to people on your behalf. They are only as capable as they are trained to be and can still be killed. They are extremely loyal and dedicated to you. This person may be a previous companion at no extra charge.

319. Noble Mortal (200CP) –
You gain a mortal follower who may purchase 300CP worth of perks, with an option to buy a background. This makes them far stronger than the normal mortals of the world but they are unlikely to best a god unless they pull some mad cheating. Their power grows with your influence but they do not necessarily agree with you on everything but they will do their best to work with you. This person may be a previous companion at no extra charge.

320. Weapon of the Gods (400CP) –

You gain a mortal item that is truly wondrous in its craft and use. A bow that fires as many arrows as true as you can shoot and aim them. A harp that is able to make any sound you could imagine if you know how to play it. It is a mundane item that fills its purpose and more.

321. Focus of the Gods (400CP) –

You gain a focus that allows you to channel your magic through it for greater effect. This is a staff or a symbol of office that makes you better able to wield the forces beyond the ken of any mere mortal. It will not help you sing better but it will may any beyond mortal effect more powerful.

322. Golden Chains (400CP) –

This bizarre trinket allows you to put your power into other items at a direct scale, letting you grant skills or powers from your travels and experience to any who wear the item until the item is broken, upon which it returns the power to you in full force. You may also use this to transfer the power of others to you, though as soon as the item you are using breaks it returns to them. Should these items be copied in any way only one can draw upon that portion of the power at a time as they are holders and a connection to the power which is not duplicated with the items.

323. Artifact (400CP) –

You gain a charm of an artifact which serves a single purpose in empowering you. It might guide your strikes naturally to where they will do the most damage or grant you immunity to your enemies attempts to tie down your movements for a short time. The item is powerful but can only do that a single thing, no pulling double duty with these. It ignores armor or it turns you into a ghost person, it does not do both, though multiple artifacts may be combined for effect. The artifact may take physical form and will excel at its task, but despite being normally indestructible is always destroyable through some odd ritual or something, like babies blood at twilight or something, and no one wants to share with you what the rituals are.

Oh and you can't have more than one of a single artifact, it breaks the Chronos-Janus continuum or something.

Egyptian Mythology

324. Heka – Free

All great beings of this age possess heka, the divine power through which the gods work their wonders and magic, but which may also be learned by mortal priests, scribes, and witches. As a mortal, you may have won this power from a god in a game of riddles, been rewarded for service to a particular god, or perhaps stole Thoth's spellbook with wits and bravery. You cast magic spells by reciting the words of power or conducting rituals and prayers to perform the task you wish.

As a Neter, this power is either yours through birthright, materializing with it from the Waters of the Creation, or perhaps you stole it from another god through a crafty scheme or outright violence. As a rule, you cause magic and spells to happen by performing a symbolic action (such as spitting on the earth to start a shower of rain) or simply making a declaration ("You will forevermore taste all beer as mud."). You may also work magic by speaking the words of power or carrying out rituals as mortals do.

The use of heka is an exertion upon you; a suitable analogy is to think of it like a muscle which may be weak or strong, tires with use, and grows or atrophies as you develop. Some beings and gods have great heka to bring forth a Sun in the sky, while others do not. Your heka may grow more powerful with practice and experience, but also derives its strength from the adoration and worship directed towards you. Regardless of the origin of your heka, you begin as powerful as one of the lesser gods or a greater mortal practitioner; performing everyday miracles by speaking the words of power, like turning stones into scorpions, healing a wound with milk, producing illusions of beauty or fear, bidding the river to carry your boat swiftly against the current, or you may perform greater works less frequently, like causing the great Nile to flood countless miles of the land each year.

In time, with your research into the Secret Words, victories and rising strength, and growing worship by other mortals or the tribute of other gods to your strength, your heka may ascend like the sun to equal the stronger gods like Osiris, Horus, Set and so on. Such feats include creating new days of the year from stolen moonlight, making the mountains dance and shudder at your word, and even resurrecting yourself from death to walk the world again after being slain (provided your ahk is formed in the afterlife intact).

Feats of magic far beyond this scale, such as creating worlds and filling them with life or pulling the sun across the sky as the greatest of gods are said to do, are far beyond you for now but may eventually be reached in the long afternoon and twilight of your existence after many thousands of years and the adoration of nations.

325. Egyptian Soul –200cp

There are many parts to a person's whole 'self', each necessary to keep them alive and well in the living world. The khet, the physical body. The ib, the heart and mind. The ka, or 'double', the essential animating power of life. The ba bird, the personality and individuality of a person. The shut, the shadow, and the sah, an astral or spiritual body. Your 'self' now has all of these spiritual components, and this makes you...spiritually complicated. You may think with your ib, the heart located in your chest instead of your brain. Your personality in the form of your ba may survive an attack on your ib that erases your mind or memory. A voracious soul-eater may bite down but find it has only eaten your sah. The sah and shut of a mortal is an ethereal presence, normally anchored to the body, but the sah and shut of magicians and gods with heka may roam freely and even draw sustenance from offerings.

326. Life In The Afterlife –200cp Requires Egyptian Soul

Life does not end with death. Once in any of your given lives, your physical body may by killed, but this only serves to release your ka and ba, allowing you to continue your existence

- as long as they do not die along the way to the afterlife and there is a plane or afterlife to receive and reunite them into an akh, a spiritual body.

Your jump continues from that point as though you had simply ‘travelled’ to the realm of the afterlife instead of dying a mortal death to reach it. However, your akh is just as fragile as your mortal body; if you are then killed again in the same jump, or your ba, ka or akh are destroyed in the afterlife, this counts as a mortal death.

327. Craftsman – 100cp

Of the great stoneworks, temples and monuments, the Egyptians are well known. You have been granted the same skill and affinity for stone working, carving, statue-building and construction as the most famed of Egyptian artisans and builders, to imagine and design great edifices to the glory of men, kings and gods and rise them up from stone, timber and mud with your engineering.

328. Greater and Lesser Names – 200cp

You now have two names: a Greater name, to be kept secret except for the most dire of circumstances, and a Lesser Name, which is used publicly. The Lesser Name does not have any connection or hold on your spiritual parts or life-force. Should a hostile magician or creature of darkness attempt magic using your Lesser Name, it is as effective as using gibberish. Most Jumpers will likely desire for the name they are previously known by to become their Lesser, public Name, and to create a new Greater Name when taking this perk, but this is not a strict rule: you might wish your existing name to be the Greater, and to assume a new Lesser Name from this point forward.

329. Separation From Self – 200cp

As a brand-new god or mortal stepping out on the world, it would certainly be a shame if some mere witch got a piece of you and put you into her power. A stray hair, a drop of spittle, spilled blood...any of these castoffs could betray you if they fell into the hands of hostile magi or gods with the will and the magic to work upon the link between yourself and it. Only the parts of yourself that you deliberately separate with the intention of keeping that sympathetic link can be used in magical rituals or spells; all other cast-off bits become mere dead matter, worthless to a magus.

330. A Place in Ma'at – 100cp

Everything has a place in the world; as pointless, frightening, wonderful, fulfilling, painful and joyful as life is. If you can find a place in the order, you can maintain a quiet existence where nobody bothers you and you fall beneath the notice of those outside your daily life. Trouble-making gods and thieves alike pass you by, while broad disasters only seem to catch you on the periphery of their effects instead of striking you with their hardest. Of course, a threat to the entire order of the world is still a danger to your part of it.

331. Obeisance– 200cp

It does not behove a mortal to ignore the demands of the gods, and it especially does not behove them to make a poor offering unto one. You always have a feel for who the appropriate god of a given sphere of influence is for the place you are in, and you can easily determine what offerings, prayers or actions please and displease them. Lastly, should you ever meet a god on the road, you will know it, for you recognise them on sight. In case the living gold skin or the crocodile head doesn't give it away.

332. Funerary Possessions – 400cp

You may designate certain of your belongings to be your funerary possessions, items not to be inherited by your descendants, but kept with you into the afterlife. Should your consciousness or soul (or ka or ba) ever leave your body in spiritual form, either voluntarily (in the case of things like Astral Projection or similar magics) or involuntarily (by dying or otherwise having your soul pulled out), the designated belongings will also accompany your soul as spiritual copies, permitting your immaterial form to use them just like your physical body did. These belongings cannot be in the possession of or used by other people, and must be kept either in a secure place or on your person.

333. Scribe – 600cp

The art of writing is Thoth's gift to mortal humans, and you have learned well at his knee. You are fluent in three written Egyptian languages - hieroglyphics, hieratic and demotic – and your brushwork and penmanship are exquisite, as are the illustrations that your work may be decorated with. Yet this is not all that Thoth has gifted to you. As words of power spoken aloud may carry the heka of a priest or god, so too do the words written, carved or burned into a surface. You may substitute any vocal art of magic for a written one; from brief words of might traced into the sand to lengthy incantations laid down on a scroll. The magic of your words may be triggered immediately on completing the writing of the script, or upon the words being read; but in either case, the magic held or being projected from your writing will last as long as the writing medium remains legible; for as long as the script on the mighty stones of monuments endure under the sun, buried kings are blessed with glory in heaven, and every grave robber fears to lay eyes on the curses of the dead.

334. Fortunate Traveller – 100cp

It is an unfortunate citizen of Egypt who is cast out from their homeland, or made to travel into foreign lands. Sand-filled deserts, seas of undrinkable water, the monster-filled land of Duat to the West, mysterious mountain ranges and more may be encountered by such an exile or traveller. It is lucky that so many of them find pockets of safety or comfort (however temporary) in these hostile lands, and so you shall be able to find little oases, islands, hidden wells and villages in the most desolate of environments when you need them the most.

335. Wit Of The Wise – 200cp

The weakness of haughty gods and mighty kings alike is the wit of a cunning mind. In your ingenuity you surpass the riddles of the sphinx, and in your deviousness you give the great Set

a run for his money. More than anything, though, you are able to hide your intelligence and cunning, so that even the most suspicious of people – even gods – would walk unsuspecting right into the jaws of your schemes unless they plucked the thoughts from your mind.

336. From Seed To Tree – 400cp

You may remove the spiritual parts of yourself from your physical body and secure them in other objects. If you had a soul, then you might set that aside, or if you had separate parts to your soul, you may part with any one or all of those. While this part of you is hidden away, your physical body may be killed, but your spiritual part continues to live in the mortal world in defiance of the natural way. Should the object be destroyed or changed in some way, the spiritual part of yourself hidden within it may be transferred to other objects, until it comes to rest in a living vessel, where you become reborn. If you separated your soul into multiple parts, all parts must join in the same person. Hide your ba in a sheaf of wheat, and you will be reborn in the body of the person who eats it, but should the jump end before you become reborn, you shall count as being dead.

337. Divine Inception – 600cp

Mortals give power to the neter through worship, but from where did neter arise? By constructing a shrine, defining the new god's existence, and making matching offerings and prayers, you may find that in a while a new god has arisen to heed your worship. The rate of this birth will depend on how narrowly you define its aspect: a god of a specific hill or tree might arise within a moon's cycle or less, while attempting to bring forth a new god of knowledge when Thoth already holds that title is likely to take a year or more. This newborn deity is barely of the same strength as a mortal, and may take a long time to grow into its power; again, depending on how many turn to its worship, whether it is competing with similar gods, and how strictly its methods of worship are obeyed.

338. The Horus Jumper – 100cp

The blood of gods flows through you, Divine One, and you possess the strength and hardiness of a dozen true soldiers. You are larger than life: a standing taller than almost any other living mortal, every townsperson will look up to you, literally, if not figuratively. Your divine bloodline is easily perceived by other gods, should you not wish to conceal it, and will find yourself treated worthy of their consideration at the lest.

339. The Victorious General – 200cp

It is the pharaoh's duty to secure the Two Kingdoms from invaders and unrest, and so you have been schooled in the ways of war and combat. Neith has taught you to shoot down a sparrow on the wing, though the arrows you let fly could pierce a handspan of metal, and how to set blade to thy enemies, smiting them down by the handfuls. Nor is your command of your armies ever in doubt, for you learned strategy and tactics from Montu and Set, and so match the great generals and fearsome warlords of this era in your leadership and warrior art.

340. Claiming History – 400cp

Long is the tradition of Horus kings and queens who chisel away the names of their predecessors to remove the memories of past kings or claim their deeds as their own. When you erase (or command to be erased) a written name and replace it with your own, all others shall both remember and treat you as the true person referenced on that work.So should you replace the name on an obelisk a hundred years old with yours, the citizens will recall and act that you were the one who raised it, even in the face of your five-year reign.

341. The Bull In Aaru – 600cp

Hail to the God-King, god of gods, eater of neter! All the neter of the four directions fear your approach, for when a mighty King feasts upon the flesh of gods, the power of those gods and all that they are flows into them. Your appetite has been made so that you may eat the greatest among them for your meal at daybreak, the lesser of them as your meal at sunset, and the least of them for your meal at night. By slaying gods and consuming their remains, you take in their divine power and all other things besides. You are imbued with their divine names or magical might, and along with their name, you add their souls to your souls, their ka and ba to yours, their shut and ib, their wisdom and their immortality and all that they were. There only remains the difficulty of the hunt itself.

342. Sphere of Influence – 100cp

Each god has aspects of the world that they govern and are responsible for. Select something to be a part of your 'sphere of influence'. This can be almost anything - a place, category of things, collection of things, geographical feature, emotion, activity, organisation or concept. It can be as specific as "I am the god of the third door through which souls pass on the way to judgement" or as broad as "I am the god of thought". Your heka or magic is attuned to this thing, such that prayers made to you regarding your sphere of influence sustain your godly power and cause it to grow, and your power is expressed through your sphere of influence more readily. How specific your sphere of influence is defines how efficiently your power can be expressed through it – a Neter of Doors might bar one shut against any ten of the strongest of men by spending a small amount of power, but the Neter of the Third Door of Duat exerting the same power could hold that very door closed against an army, differences between the personal might of each god notwithstanding.

This perk may be purchased multiple times, but the growth from worshippers of separate Spheres of Influence do not stack. Further purchases are not discounted.

343. A God's Body – 100cp

The gods are known for being more than ordinary in many ways. Their voices are like thunder, the evening rain or the chime of bells. Their appearances may be flawless in their complexion and sweat sweet perfume or incense, or terrible as the jaws of a lion. You gain a body as that of the gods, imbued with great beauty or a fearsome appearance (or both). On purchase of this perk you gain up to three altforms which you can change into at will. Each of these three new forms may be:

• A human form (either like your normal human form in appearance, or a new human body), with optional cosmetic changes to your features, such as green or blue skin, or hair made of feathers.

• A theriocephalic form, with an animal head and a human body. This animal may be one native to these lands, or may be an imaginary type of animal (such as in the case of Set).

• An animal form, with optional changes to coloration or patterning, such as a falcon with brilliant blue wings or a specific marking around its eyes.

• A hybrid body of multiple animal and/or human parts, such as a snake with human legs, a lion with a scorpion's tail, or a leopard with a falcon's wings and the head of a human sprouting from its back, a cobra with a human's beard, leopard with a snake neck, or something even stranger.

You may take this perk multiple times. Purchases beyond the first are undiscounted, each purchase granting three more altforms.

344. Ma'at – 200cp

Of all the creations of the gods, ma'at, the order in the world, is considered the most necessary, underpinning the lives of all mortals. As a being of ma'at, you can perceive the balance inherent in all things, from the day/night cycle to the weighing of souls, to the cycle of seasons and the flow and ebb of civilization. Perception of this balance results in a somewhat prophetic or intuitive sense; You have a good idea of when the rains will come by knowing when the rains didn't come, how justice should best be served against a wrongdoing, or measure a miniscule change in the tidal cycles that betrays some subtle shift in the earth. Further, you can recognise when the balance of the world is threatened or in disarray, and when something does not belong or is working outside of ma'at, however you choose to call it - the 'grand design', the balance of the world, destiny or fate.

345. Begetting – 400cp

Gods beget gods, but only rarely in the expected way. New gods spring whole and complete from the thoughts of their forebears; they grow from their spilled tears, blood and other fluids; they bestow upon others their own might, or take a mortal and throw them into a magical fire in order to burn away their mortal parts and leave only their immortal and godly ones. You may create new neter related to your Sphere of Influence – for example if you reigned over "writing", you could split off sub-deities for the writing quill, ink, and papyrus, or perhaps for individual written characters, while a god of "violence" might beget smaller gods of specific methods or circumstances related to violence. The means of creation are nigh limitless, though such acts must be accompanied by an expenditure of your magical power. You may control how closely your begotten gods mentally resemble yourself, from merely being avatars or extensions of your own mind, to independent of thought but with the utmost devotion to their creator, or completely free-willed and bearing only thematic resemblance to yourself.

346. Dual God – 600cp

Like the other civilizations of the time, the Egyptians rarely denied the existence of any god, even if they already had one who ruled over the same thing. Instead they sometimes preferred to worship two or more gods going by different names as aspects of the same deity, or later, for one deity to take on the responsibilities of the other as the lesser's power waned.

Firstly, if you are worshipped as separate gods, by different names or for different aspects or spheres of influence, your worshippers are pooled together to determine the godly might of all your different aspects. That is, if a hundred people worship you as the god of a river, and a hundred people worship you as the god of reeds, your power over both the river and the reeds is that of a god with two hundred worshippers, even though some of these worshippers may be the same.

Secondly, you may merge with another willing god, mingling the two aspects each of you represent and thus the new, merged entity will have the power of each of you combined. This merge cannot normally be reversed, so both you and the other god should consider this carefully. You aren't limited to a single merging – some gods through the Two Kingdom's history will evolve many times in this manner.

347. Jumper Of The West – 100cp

It is not possible to destroy the body of a god. Devious Set boasted of committing this act upon Osiris, but in the end all he could do was part the pieces from each other. You can certainly still be killed, in that the vital processes of your body cease and your ba and ka leave it, but the nature of your physical remains themselves endures all manner of punishment. Your body does not decay or bloat or shrivel, even in death, being no different than if life had ceased not a heartbeat ago.

348. Name of Power – 200cp

Not all beings have powerful Names, but like the gods, yours is one of them. By invoking your Name aloud, you may reinforce a working of heka or a feat of godly power. When used in such a manner, your Name hammers your magic through barriers and resistances, reinforces it against meddling, braces and supports it so it lasts longer and dies out less readily, although its raw effect may only be slightly enhanced.

Your Name of Power works no matter who utters it - you can grant your own Name(s) to others for them to use in this way, but equally an enemy who overhears it spoken aloud may use it. If you have a Greater and Lesser Name, this perk works off your Greater Name. If not, it works off one of your existing names.

349. Blessings To The Faithful – 400cp

Prayers from your worshippers no longer only swell your heka like a river filling with rain, but the very words of your faithful will reach you as long as they are made in the manner you command. You may choose to shut out these prayers or resume hearing them at any time. As

well as words, offerings of food reach you too: if they are made to you in your shrines or in the manner you command, this food provides sustenance for you.

Your heka may fulfill their prayers at your pleasure. After a worshipper finishes making a prayer to you, there is a short window in which you can respond by a working of magic. Your 'reply' may be a message or a spell which is enacted as if you were standing at your supplicant's location, instead of your own.

350. Incarnate – 600cp

You are not just the deity responsible for the yearly floods or war or the phases of the moon, you are the floods, or war, or the phases of the moon. You may incarnate yourself as one of your Spheres of Influence, leaving your vulnerable body to distribute your spirit and power across that thing. The spread of your incarnate form is roughly the geographical extent of those who worship you, and your ability to manifest your heka while in this state is dependent on the intensity of that worship.

You may be harmed in this form by actions which affect your incarnate nature: pouring pollutants into the river while you are the river would be like poisoning you. If you were war, the nations declaring a peace treaty would rob you of much power. Likewise, reducing the spread of your worshippers or preventing your worship would reduce how broadly you could extend yourself and the magnitude of the magical acts possible while incarnate.

Eg: A god viewed as the sea by a nation might become all the ocean visible from that land, but if the worship was merely casual, the god-as-the-ocean-incarnate would barely be able to do anything the ocean wouldn't naturally do, even with great exertions of power.

A Neter of The Third Door In Duat might only have an incarnate form of that very singular door, but if they were intensely worshipped by a fanatical cult, that door might easily manifest all kinds of unnatural powers when the god uses their heka, opening onto unknown places and appearing in the dreams of mortals so their dreaming spirit could travel into Duat to meet the ghosts of their deceased family, and then return when they awoke.

351. The Golden Sun – 100cp

All gods age gracefully, but some truly become otherworldly as the centuries pass. You are possessed of immense longevity: the centuries are as years to you, and though there is still a gradual aging, you never wither away into a decrepit state. Your body transmutes into one of living precious metals and gemstones as the decades pass, gradually turning more and more of your body into a brilliant walking and living idol. Silver bones, golden flesh, and hair of lapis are the marks of the sun god Ra, thought the precious materials which make up your body might be gemstone eyes, onyx hair, platinum skin and bones of amber, or some other combination which pleases you.

352. Heir – 200cp

That which belongs to the parent, is inherited by the child; that much the trials of Horus established. You may claim for anything your parents had, or have which they can no longer hold, even if it is not normally something that is inherited. Positions that are normally meritorious, awarded or elected may now be passed on to you, and in fact should someone usurp anything from your parents, they will find through law, logic or loophole that they have no choice but to award that thing to you. This rule may also be applied to your own descendants - it will become acceptable for you to hand down to your children titles or positions that you won by your own effort or popularity, or that were supposed to be issued to you alone.

353. Eye Of Ra – 400cp

Duality and balance is an intrinsic aspect of everything that exists: the masculine and feminine, the sky and the earth, the ma'at (order) and isfet (chaos), birth and death. This duality is reflected in your nature. You have the power to invert yourself, and become a being whose nature and powers are opposite to their original form. A Jumper possessed of great mercy and fabulous powers of creation would find their opposite form merciless and of shocking destructive power. Aggressive beings of fire and light become protective entities of cold and dark. In this form, your original personality watches from behind the eyes of the reversed version, able to trigger the transformation back.

354. Jumper's Godly Attributes – 600cp

Praise be to Jumper, for your many godly attributes are plain and visible to see. You may choose to manifest your powers as physical objects: a single set of regalia composed of symbolic equipment and adornments which house your might and emphasise all the things which come under your rule. This regalia contains up to one of each of any type of clothing, jewellery or accessory; but no more than a single person could reasonably wear or hold at once. Each item represents a single power with its own link to your might: Your control over the wind might manifest as a palm-leaf fan with your ability to create mighty storms with a wave; your power to summon a mighty and terrifying beast might be a helmet with its face, through which its strength or shape can be borrowed; your ability to fly might be shown in a feathered, wing-like cloak fixed on your back.

By focusing the matching power through one of these attributes at a time, the item lends extra might and finesse, and prevents others from exerting their own magical control over that power while you are currently channelling through it – the wind made by the fan would not obey the magic of another sorcerer, but it would not stop the sorcerer from raising a wall to block it, or your hypnotic power might be resisted by will but not dispelled by magic.

As items created by your majesty, they may be loaned or gifted to others for them to use as you do; though you still keep your original power for yourself. Your Godly Attributes may be summoned or banished at will, and recalled to your hand with but a thought.

355. Bite of Uraeus – 100cp

While the bite of a normal cobra is burns well enough in the blood, the monsters of Duat are described as having venom even more fierce. Your teeth are now capable of producing potent

venom and spitting it from your mouth, but this venom also ignites on contact with air, erupting into a great spray of flame. You are immune to the toxin of your own bite, and resistant to accidentally scorching yourself when spitting fire.

356. Great Serpent – 200cp

The great serpents who live in Duat and on the mysterious islands of the bitter lake grow to incredible size with age, and as one of their kin, so too does your body. You never stop growing as you get older, permitting you to reach absolutely terrifying size. The rate at which you grow is no faster, though you may choose to slow it to any lower rate or pause it completely, should you feel large enough. You may also choose to apply this to some of your forms and not others.

357. Maw of Oblivion – 400cp

When someone dies, their ka and ba move on to the hall of judgement in Duat and hopefully then to Aaru as spiritual beings, but not all complete the journey, caught by predators in Duat or having their hearts consumed by ravenous beings for their sins in life. You are one of these terrible devourers, able to eat practically anything, such as souls, shadows, light or air, gold or rivers. Magical beings and artifacts must be overwhelmed with your own heka or personal magical power in order to safely consume them – lest they merely jam in your throat or enter your belly and reside there until they might escape once more into the world. All the things which you consume are completely destroyed without poisoning or discomforting you. Naturally, they must also fit in your mouth...you will require wide jaws indeed to swallow the sun.

358. Serpent of Rebirth – 600cp

While a new life after death is what the Book of the Dead promises, you are one of the few beings who have life-after-death in an endless cycle of restoration. Though your body may be cut and burned, trampled and sawed, drowned and torn, the primordial darkness that birthed you knits your body back together. Your body may be mutilated beyond recognition, yet every sunset or every midnight (your choice), your body, and thereby your mind and spiritual parts, crawl back together and are restored back to its peak for yet another attempt at swallowing the light, as long as even the tiniest pulse of life remains beating somewhere in what is left of your body. Powerful light of any kind prevents this regeneration process, and should you be in pieces and paralysed by light when the jump ends, this shall count as a true death.

359. Pyramid Warehouse Theme/Horus’s Divine Salad Dressing – 100 cp

Pyramid Warehouse Theme – 50cp

Removes the normal interior of your warehouse and replaces it with sandstone block walls, papyrus- styled pillars, and decorated with the stories of the Two Kingdoms.

Horus's Divine Salad Dressing – 50cp

Ample jars of a truly divine salad dressing produced by Horus himself; best on lettuce.

360. Bread and Beer/Nile's Bounty - 100cp/200cp

The Nile provides produce in abundance, so here is a sample. As the modern western world treats its meat and potatoes as basic foods, so does this world treat its bread and beer. Each dawn, you will find your warehouse stocked with enough rolls and loaves of bread (sand free) to feed you for the day, and enough jugs of beer to slake your thirst under the desert's sun (the alcohol making it safer to drink all day than the water).

For 200cp (discountable), your daily food becomes instead a feast to sate ten gluttons. Loaves of bread, jars of beer, baked fish and river shellfish, roasted beef and pork, grape wine, dates and other fruit in abundance, wild fowl and game, topped off with sweet cakes and honey on the comb.

After discounts, you may spend 50cp to increase the banquet's size by another ten people.

361. The Green Delta – 200cp

Divine king and commoner alike enjoyed the pleasures of the verdant Nile delta and its maze of waterways, and why should you be denied such pastimes? Through your warehouse or another property, you may access a space resembling the twisting canals of the Nile delta. It is a rich hunting ground for water birds, if you enjoy the sport, fishing in the shallows, harvesting papyrus, or simply idly boating in the pleasant air and calm waters. Venturing into the wilder regions will allow you to hunt the occasional crocodile or hippo, if you have no fear of meeting your death.

362. Ushabti – 400cp

Even in Aaru, labour does not cease, for the green fields need tilling just as the fields of the living do. The shrewd soul prepares one of these: an ushabti statuette. When called upon to work, this lone ‘answerer’– carved in likeness of yourself - will ‘answer’ for you. It will come to life as a simulacrum of yourself and carry out labours demanded of it with the same skill as you possess. Its work, however, is unimaginative, for it possesses only a ka (animating force), and no ba (personality) and precious little ib (mind), so it cannot show initiative, invent new things or develop a new way of going about anything – if called on to make an object, it will do so from rote or exactly according to the words of the one instructing it. It feels no fatigue from its exertions but neither does it defend itself unless ordered. If maimed or injured will revert back to its statue form.

363. The Funeral Texts – 600cp

A collection of lengthy papyrus scrolls which include passages from the major funerary works: The Chapters of Coming Forth By Day (“The Book of The Dead”), the Book of The Two Ways, and the so-called Coffin Texts.

Carrying these scrolls allows one to journey into the afterlife of whatever world they find themselves in without fear of their soul being molested or interfered with by spirits, demons and other native entities – provided their wrath is not provoked – and allows passage through

any of the closed gates one may find there. The powerful spells inscribed within provide the foundation for learning the secret words and the ways in which the gods are addressed and the doors of Duat opened, and so this text may be used to teach the beings of other worlds the means through which heka is worked, at a basic level. If you have the Egyptian Soul perk, you may also use this text to grant or divide another's spiritual nature into the various parts described in the Egyptian Soul perk, granting them a ba, ka, ib and shut.

364. Hekt of Knowledge – 100cp

A jar of beer decoratively topped with a sculpted head of Thoth, and inscribed with many words and phrases promising knowledge. This beer may be poured over a scroll or the pages of a book, and the liquid washes the paper clean of the words and illustrations within. Instead of appearing inky and dark, the resulting liquid, when collected, appears normal but for words and images from the book that seem to swim below its surface. Drinking this knowledge-infused beer bestows on the wearer all of the knowledge held in the book or scroll that was washed clean, even if the drinker cannot read the script or speak the language. It is impartial as to the contents of the book or scroll: an untrue book imparts untrue knowledge. The jar of beer refills every week.

365. Black Earth – 200cp

A house in the Egyptian style, with a walled courtyard, outer communal rooms, and private rooms in the rear, seated in the centre of a large division of farmland with all of the tools and oxen you will need to sow and reap your crops. The bountiful, dark earth provides generous harvests to grow each season, and the canals and wells will not run dry. These fertile fields are you spiritual homeland, and thus this land may be found when wandering between worlds: if your ba was banished into Duat, it might find this home in the shadowy realm; if your ahk finally arrived in the green fields of Aaru, it would find this home there too, exactly as you left it. When it is found in other realms of existence, it provides something of a safe haven from the natural dangers of those realms; the malevolent spirits of Duat tend to avoid it.

366. Grand Mines – 400cp

You have been given management of one of the King's prized mines. This open-cut mine and its laborers can produce many tons of loose sandstone or limestone boulders and cobble each day, or several tons of cut stone blocks. Every so often the miners will come across a layer of more valuable stone like marble, which is quarried at a much lower rate, but is vastly more valuable. These rock layers are sometimes shot through with seams of metals such as copper, lead, silver and gold, in respectively smaller quantities; all in all around a hundred pounds of metal each week.

367. Scarab of Godly Meket – 600cp

A gold and lapis lazuli scarab of extraordinary beauty, like all scarab amulets it bears a space on the back for the name of a god – which is blank. By carving the name of a god into the back, you request their divine protection. In matters related to the god's sphere of influence,

you appear to have quite extraordinary luck in any aspect that carries chance and risk: an engraving to the goddess Neith would see almost every hunt plentiful with game, and almost every arrow strike home, except the most foolish or lazy of attempts. An engraving to Tefnut would see your wells always brimming with sweet, clean water, and plentiful rains fall on your crops, but never unexpectedly from the heavens above your head. If you are in mortal peril, the amulet calls up the deity to intercede directly to defend you, by any means up to and including appearing incarnate, towering above your foes and smiting them with rays of fiery sunlight, mountainous floods and waves, earthquakes, sandstorms, living tides of scorpions or whatever methods their nature prefers. In the face of such naked power, however, the amulet cracks, useless, and will only be restored at the start of the next jump, and you may carve a new god's name into the back.

368. Pharaoh's Legions – 100cp

These divisions of soldiers, numbering 5,000 in all, variously armed with sword and shield, bow and spear. Swift squadrons of chariots, some 250, guard the flanks and harass the enemy, and all manner of oxen-drawn wagons supply its needs. Each and every one of these soldiers is a seasoned desert campaigner and is utterly devoted to your every order, as they hold you in the same regard as the mightiest of gods. As the leader of this glorious force, you are given a personal panoply of arms, which includes personal articles of war fit only for a divine king such as yourself. Several of the finest swords, a magnificent war crown, a recurve bow and arrows, perfectly balanced javelins, and a gold-flaked chariot pulled by two of the strongest and swiftest horses in all the lands are among the arsenal.

369. Nome of Egypt – 200cp

A large region of land from along the banks of the Nile. Possession of this item alone makes you a Nomarch, or the leader of this area, which affords a significant political influence in the government of the Two Kingdoms. In modern terms this is somewhere between a small state and a county, a province or electorate division. It has its share of towns and cities, pasture, cropland and wild hills. The populace of your nome are followers. In future worlds, your nome can be inserted into a suitable location in any Egypt or fantasy Egypt on the banks of the Nile, or may be accessed through your warehouse.

370. The Crook and The Flail – 400cp

Two classical insignia of the King of Egypt; the crook symbolising the protection and nurturing of the Kingdoms' people, while the flail is a promise of wrath upon the enemies of Egypt and those who disobey your divine edict. Taking up the crook and performing an act considered as a kindness, generosity or act of fitting justice by your people enhances the effect of ma'at throughout your citizens who benefit from it; your people become less inclined to crime and disruptive activity, neither dodging tariffs nor shirking their duties. The flail is more direct: taking it up and issuing a decree compels your subjects to obey the command without question, regardless of whether they heard you speak. The effect of the flail is immediate, but the effect of the crook is more subtle, and does not work upon orders made

with the flail. Both the crook and the flail are also a potent weapons, each capable of smiting the enemies of your nation like a mighty hammer.

371. The Double Crown – 600cp

Representing the unification of the Two Kingdoms beneath the rule of one King, the Double Crown is unsurprisingly a combination of the crowns of the Upper and Lower Kingdoms. In its quest for unification, it absorbs and incorporates into itself any other crowns which you might have, accumulating their grandeur and adornments as well as any unique powers they possess. Likewise, the Double Crown also permits the accumulation of any nations or kingdoms under your rule, making them provinces to one contiguous empire where possible. If such kingdoms do not accompany you through your chain (for example, acquiring a kingdom strictly through in-jump methods), then instead those realms become vassal states, and the taxes and tributes of wealth and goods from that kingdom will simply "arrive" in your present capitol (Jump-chan taking care of the logical inconsistencies of time-stopped nations making deliveries to the other dimensions you find yourself in).

372. Cult of Mystery – 100cp

Not all cults of gods are spread far and wide, and in fact some are quite exclusive in who may join. You have a cult comprised of ten priests or priestesses who are devoted to your secrets and understanding. You can decide on the structure and publicity of your Cult, whether they be a secret sisterhood who usher in only new members who are vetted, or an open and public sect of worship who welcome all to give prayers and offerings to you. You may define these initiated members as specifically as you like - left-handed bald eunuchs or maidens with a particular type of birthmark. If you are not a Neter yourself, they either view you as a senior priest/priestess/oracle to a yet higher power, or perhaps they are delusional in their belief that you are an incarnation of a god. Your Cult of Mystery grows with your worshipper base; for every 100 worshippers, your cult increases by one member, and the minor temples and secret meeting places in which they gather are as widespread as the prayers to you.

373. Humble Shrines - 200cp

Poor is the god with no shrine to call their own. There are roughly a hundred of these small shrines or petty temples scattered throughout the land, located in nome capitals, small villages, by the sides of roads or carved into nooks in wild cliffs as you please. It is up to you whether these shrines are well known by the locals of each region, housed in secret locations marked only by signs that your faithful can determine, or are wholly forgotten and lost from current knowledge. When the faithful hail you with their worship and you are beside any one of these shrines, you feel where the hail is coming from, and may transport yourself between the shrine you are currently at, and the shrine you are being hailed from.

374. Ankh – 400cp

The very symbol of everlasting life. This ankh exists in a form of your choosing and may be freely combined with another item: it may be a tiny gold charm on a bracelet, a decorative

head on the end of your was staff, mounted atop an awe-inspiring crown, or be a wand to hold in your hand. The ankh has a broad variety of powers related to life and healing; it may rid disease from the sick, close open wounds, satisfy all the vital needs of the body (relieving hunger, thirst, exhaustion, the need of air etc.), bless a body to remain healthy for years, or restore vigor to the elderly. As long as the power is related to the restoration of a malady, illness or injury, the Ankh can carry it out on any person with a touch or a wave. It might even bless many people with lesser effects – healthy life – if used to bless a source of food or water. The height of its power is to resurrect a dead body to life once more, or to create a new mortal body for a spiritual being from scratch.

375. Grand Temple – 600cp

This extensive and elaborate complex is the seat of power for any Worldly Neter, arranged with four critical parts. The Pylon presents an imposing gateway in the outer wall; as long as the gateway still stands, no other godly being may intrude on the temple grounds or exert their power within. The Courtyard may be arranged as you please, and may serve other purposes such as an informal marketplace, a comfortable and elegant waiting area where conversation and debate are welcomed, a training ground for warrior devotees, or some other area for relaxation, social business, commerce, craft, or learning.

The Outer Temple serves as a place for offerings to be left, and generates an income of gold, silver and other supplies based on your worshipper base. Such offerings might include food, the gathered weapons of fallen enemies, or materials suited to your spheres of influence or nature, such as ingots of copper and planks of rare wood if you were known as a craftsman.

The Inner Temple is a secluded chamber where you may wait comfortably with your priests and most notable of worshippers and supplicants, holding audience with them. You may see and hear what is going on in the Inner Temple at all times, even when you are not physically there, and you may cause your voice to issue from the walls or statues within it, even if you are actually many miles distant.

The Grand Temple attracts dozens to hundreds of visitors, though not necessarily worshippers, on a normal day, and tenfold that on your cult's holidays and festival days.

376. Guardian Sphinx – 100cp

Each of your properties will have a pair of sphinxes installed at the entry. These stone sphinxes will come to life on your command and defend their site with ferocious cunning and deadly strength. Their claws are hard and sharp as dagger blades, and their flanks as solid as the stone from which they are carved. In appearance, the sphinxes may be human-headed androsphinxes or falcon-headed hieracosphinxes, though if you associate with a particular animal, they may have this animal as their head, and always with the magnificent bodies of lions.

377. Uraeus Crown – 200cp

A crown or circlet fashioned in the likeness of the Uraeus, or rearing cobra, a potent symbol of might, protection and nobility – the form of Wadjet, who guards the Lower Kingdom. The

Uraeus Crown provides to you a measure of her protection. From physical threats, this gold serpent takes life as your protector, judging the hearts of men with its jewelled eyes, and spitting and biting its deadly venom at any who dare threaten to strike you. It is of limited use against supernatural attacks, if necessary leaping from your forehead into the path of a spell.

378. Was Scepter – 400cp

The was is a symbol of your might and a pillar which supports your magical power. You can increase its length at will, up to several kilometers if need be, and once set in place it proves impossible for mortal forces to budge. As if pinning your heka to the world, your was may also support your magic on your behalf; maintaining the focus and control of your magic in your place, as though it had a simple focus of its own. Optionally, your was may have a differently shaped head than the common angled form, such as resembling a papyrus branch or combined with the Ankh item.

379. Ma'at's Feather – 600cp

A symbol of the perfection of balance and order, and the right way of life and living. This feather can be spent to create a balancing force to an inequality or injustice. Ma'at's Feather may neutralize an act of evil with and act of good, lawbreaking with punishment, injustice with justice, but does not counter an abundance of goodness with evil or an abundance of law with lawlessness. It can be spent to reveal the perpetrator of a crime or ensure that a wicked person gains 'their just deserts' through the actions of fate or random chance, creating a karmic reaction to their acts. It does not hold to the letter of law, but rather enforces a more 'natural' justice. It cannot be used to pervert what is true or moral. In this way, it can be spent to guide a judgement made against anyone toward 'natural' justice, rather than towards a judgement that upholds the letter of the law but not its spirit. The feather may also be used by a wronged party to forgive or pardon a being other than the holder and spare them of retribution, vengeance, or punishment handed out by a judge or any third party; when used in this way, the judge or jury will recognize the inherent justice in the mercy being shown, regardless of what the letter of the law demands.

The feather itself may be more literally consumed in order to bring balance to one's spiritual parts, or their soul, or heart and mind. This action provides a balance to the personality of the one who consumes it, and an overwhelming desire to put right any wrongs, and live, in the Egyptian sense, more 'rightly'. Ma'at's Feather appears in the possession of its owner at the start of each jump and does not reappear until the next.

380. Golden Knife – 100cp

Every night, the renewed serpent Apep (Apophis) attempts to consume the sun as Ra travels with it through Duat. And every night, the gods aboard Ra's barque defeat him with weapons just like this one. No matter how many times this curved gold blade cleaves into horrible demons such as the mighty Apep, its polish never dulls, its edge says honed to a razor's edge, and it keeps parting the hide, flesh and bone of your enemies like new. Also, and don't think about it too hard, this knife may be wielded without needing opposable thumbs, in case you

choose to fight as a cat or a bird. At your option, this may be another weapon with a cutting edge, such as a khopesh, axe or spear.

381. Solar/Lunar Disc - 200cp

A highly visible mark of your favor with one or more of the solar or lunar deities (Ra, Aten, Raet- Tawy, Khonsu etc.), it rests just above your head, either with a framing head dress or floating in position. It is, in truth, not a disc, but a fully-fledged miniature sun (or moon), somewhere between basketball and beach ball in size, as radiant as the celestial body is in the sky. As well as providing a controllable source of pure celestial light (either sunlight or moonlight), its presence repels creatures who favour the darkness, burning demons, unfriendly spirits and any hostile deceased of Duat like they have touched red-hot metal or been scaled with boiling oil. You are immune to any negative effects of having a small sun or moon in such close proximity. If you purchase both solar and lunar versions, your celestial disc may swap between sun and moon, and in its lunar incarnation, may swap between different phases of the lunar cycle, its light being treated as coming from the moon in that phase.

382. Solar Barque – 400cp

While merely an imitation of Ra's magnificent vessel, this shallow-drafted boat is richly decorated with the gold signs of the sun. It charts its own course according to your will, able to fly through the sky and travel along waterways, the wind, or beams of sun or moonlight into other realms (Duat and Aaru, heavens, underworlds, other planes of existence etc.). In times of need, the Solar Barque may ignite a small sun of its own above its deck, casting fiery light about it, like a much larger Solar Disc (see Solar/Lunar Disc item) that can light up the land at night or push back the shadows of Duat for hours at a time.

In defiance of logic it may be used to give heliocentric settings the middle finger for a short while, 'carrying' the true sun across the sky to seemingly change the time of day. Abberating the natural order costs dearly of your personal heka. Changes made to the sun's natural cycle will 'reset' back to the usual pattern within five days at most, and usually less.

383. Waters of Creation – 600cp

In the beginning, there was nothing but the Waters of Creation and heka. From this, all things that are came to be, and a small pool of this infinite ocean has come to be yours. By pouring your magical power into this pool, you can cause any object or physical thing to emerge. The value or power of the thing is limited by how much magic you pour into it, though no matter how much you try it cannot produce something that exceeds your own power. This pool of water is roughly the volume of a large bathtub, and each thing created from it reduces its volume by a like amount. If completely expended, the Waters of Creation take the cycle of the moon to refill the pool.

384. The Island In The Bitter Lake – 100cp

Far out in the restless ocean lies this small island. It is infused with some power left over of the Waters of Creation or the blessings of a forgotten neter, for the forests and grasses grow wild and with profusion of exotic trees with dark woods and aromatic resins, spices, and fruits. Yet more unusually, the beasts which live here grow several times their natural size. If such beasts are permitted to reach great age, they may become true rulers of this isle in their own right, learning wisdom and reason and the power of speech. The isle may be imported into a suitable ocean, or accessed through your warehouse.

385. Crawling Things – 200cp

A horde – numbering five hundred in all – of spirits and hungry things dredged from the depths of Duat that bow their heads and grovel in the dirt at your feet. Each one is the match of ten humans by their size and strength, ferocity or potency of venom, but there are few mortals indeed who would be able to stand their ground against such monsters. Their forms may be assorted, deriving shape from the serpents, scorpions, reptiles great cats and other beasts, or tied to yours in some respect – such being lesser snakes before your greater serpentine form. Such loathsome beings distinguish themselves as excellent trackers, spies, or assassins, as at home burrowing through sand to ambush their targets as they are lingering in the shadows or silently dropping from the sky upon their prey.

386. Empty Darkness – 400cp

It is one of the great nightmares of Egyptians to have their soul wander lost in the darkness forever, never to find Heaven or even Duat, and so I give you nothing. A lot of it. An entire realm of darkness and silence, stretching forever. On purchasing this item, you may decide if it is a void with only empty air, or whether this is a barren flat desert plain that extends into infinity, without even an odd rock to break its monotony. Beings and souls sent into this empty darkness cannot escape unless pulled out from outside; barring you, of course, who have free leave to enter and exit at your pleasure.

387. God-Holding Box – 600cp

An irresistible trap for a god. This magnificently-decorated chest is precisely sized for a single god of your choice to fit into. Should the target god see the box, they will definitely step inside it and lie down. Once inside they will realize their folly as their godly powers desert them and the box's lid slams shut, sealing itself with molten lead, putting them completely at your mercy. The empty box may be re-sized by acquiring the exact measurements of your next target, causing only that god to be drawn into the box and sealed. Be careful you don't carelessly re-open the lid, or you may find an extremely angry god with its full powers once more.

388. Opposite Aspect – 200cp

The universe is pretty big on duality here, and no more clear sign exists than this one. This person or god is an opposite to you in many ways, yet it is clear that the both of you belong together. They have the same perks as you have purchased in this jump, but their details are opposite to yours in many ways. For example if you have taken war as a sphere of influence, they might have chosen peace; if you are a king, they might be a queen; if your personality is sharp and fiery then they may be a soothing and calm being.

Exalted Sidereals

389. Arcane Fate [200CP]- During the Usurpation, the Seers performed a huge number of Astrological workings using the constellation of the Mask, breaking it. Since then, Sidereals have exuded a powerful warping effect on reality, removing them from notice. This makes it easier for you to disguise yourself and harder for others to notice or track you or for you to form relationships with those who lack supernatural power. Only those with strong wills will be able to remember you after an interaction, instead replacing you with someone else in their memories, and even physical pieces of evidence like written records will erase themselves after a few months. People who you interact with regularly will become immune to this memory loss, as will anyone who remembers you from before your Arcane Fate became active.

    The free version is always on and will be removed at the end of the jump. You can instead pay 200CP to keep Arcane Fate permanently and allow you to toggle it at will.

390. Heavenly Agent Jurisdiction Recognition [100 CP]- Sometimes, it can be hard to get people to listen to you, even when your advice is the only chance they have. Henceforth, whenever you are legitimately acting in the defense of the world, you may present yourself as an official agent of Heaven. Everyone else will accept that this is true, regardless of how strange it may sound to them.

    Also, anyone else officially tasked with dealing with the same threat, except for the very spiritually powerful, will recognize that you hold jurisdiction and that your related orders are officially binding.

391. Astute Financial Vizier Training [200 CP]- The most numerous of Mercury's worshipers are the caravan riders of the Guild, the greatest economic powerhouse in Creation. They move more goods, money, people, and ideas around the world than anyone else. Studying them has given you keen insight into financial matters. You could easily run a huge mercantile group, but you have a special insight into moving goods in an efficient way and which market will pay the highest price for them.

392. Gasoline and Gunpowder Esoterica Internalization [400 CP]- In your home world, there are fantastic machines called cars and guns which allow mortals to travel at great speeds and kill at great distances without the use of Essence. With this, studying the skills of these things' use will allow you to achieve the enlightenment necessary to learn two new groups of Sidereal Charms, ones based on the abilities of Drive and Firearms.

393. Foreign Constellation Immigration [600 CP]- In some strange, alternate versions of Creation, two different constellations hang in the sky, the Comet and the Lightning Bolt. Your knowledge of Astrology will be expanded to include them, allowing you to create Resplendent Destinies and Astrological Charms based on their themes. But your understanding doesn't stop there.

Any zodiac constellation that you can study will open its own astrological knowledge to you. This includes such patterns as Libra and Scorpio, or even the Pig or Rat, from your world, or perhaps The Lord from Nirn or Tiamat from Eberron.

394. Smile Gifting Gesture Intuition [100 CP]- It's easy to forget the simpler things in life, the tiny things that brighten your day. You have a gift for understanding these things and giving them to others. You'll always know what music your guests would most like to hear, how to best compliment someone to boost their confidence, or when someone has a stiff neck that could use a friendly massage. It may not be much, but aren't their smiles worth it?

395. Heart-String Weaving Matchmaker Mastery [200 CP]- What do people value more than love? Perhaps some things, but it is a powerful thing to be able to offer it to someone. You are a master of finding the perfect mate for someone. What's more, you have great instinct for what would catch someone's eye romantically or what they would most like in the bedroom.

You could easily give someone the perfect advice to get the object of their desire or use that knowledge yourself if you'd like to win someone's heart. You're equally adroit at keeping a relationship in working order, in case you'd ever like to do a little marriage counseling on the side.

396. Heavenly Artificer Understanding [400 CP]- The archives of Heaven still record the hidden lore of the First Age, which once raised magitech cities across Creation. You have studied all these under the tutelage of maker-gods of each mortal craft. This has made you a master of creating everything from swords to bridges to liquors to poems. You will also experience certain inspirations, strange moods that will guide you to make some specific object. If you do create it, you will eventually find yourself in a situation where it was exactly what you needed.

397. Idol and Supplicant Union Consecration [600 CP]- Venus's duty is to bring people together and what union is more important than that of a god and its worshipers? You are greater than any other at the art of negotiating this relationship. The congregation will be much more observant of religious rituals and thankful for any supernatural aid they receive. Gods are much more likely to listen to your prayers, especially when you have a cult praying with you. For you see, you can greatly increase the amount of power a religion can provide its object of veneration, even allowing a spirit to draw a bit of power from being worshiped if it wasn't already or to

allow people to generate Essence through prayer if they could not before. Become the bridge between the mortal and the divine, Vizier.

398. Martial Arts Compendium Memorization [100 CP]- There are a great variety of supernatural martial arts in Creation, offering uncanny powers often unavailable to a creature through its native magic. Your study of the universe's many fighting schools has given you a complete knowledge of all styles known to the Exalted. This is enough to recognize them in use and remember their effects, not to actually perform them yourself, though you do have just enough know-how to get started on reinventing a style from scratch without a tutor. In future worlds, you'll be able to quickly grasp the principles behind any supernatural combat style you observe, enough to tell you how powerful it is and what it's likely capable of.

399. Forceful Invader Eviction Principle [200 CP]- The Sidereals' greatest enemies are those beings who are outside of fate. Whether infused with the power of an alien world or simply strong enough to enforce their reality onto the universe, these beings interfere with the functioning of the Loom by asserting the primacy of their own rules over those of Creation. You have trained specifically to fight such targets, causing your attacks against them to deal great damage.

400. Perfected Lotus Cultivating Gardener [400 CP]- Supernatural martial arts are the means by which one can grasp power that is normally out of their reach... but not too far out. Mortals can only learn Terrestrial styles, and even the majority of spirits or the Exalted cannot learn Sidereal ones. You can bypass this restriction, opening the entirety of the perfected lotus up to all. You may teach any supernatural combat style to anyone. This doesn't necessarily mean that they'll be able to use what they know, such as a mortal trying to use Sidereal combat Charms without a Sidereal Exaltation to power them or someone learning a style dependent on a special bloodline or feature of anatomy for which they don't possess an equivalent, such as if you taught a goldfish kickboxing.

401. Ballroom and Battlefield Equivalence Enlightenment [600 CP]- Mars is not just a general, she is also a soldier and a judge of competitions. Her advanced understanding of Nishkriya, the Shinma which defines conflict, allows her to understand the underlying oneness of all forms of battle, regardless of how its participants choose to implement it. You can now inflict that same enlightenment on others. When witnessing any conflict, you can choose to change it into any other kind of competition. You may turn a football match into the other kind of football match, switch a card game into a fencing duel, or remake a warzone into a massive team dance competition. The participants will be armed with any basic, mundane equipment needed for the new battle, and will treat the altered conflict with all the seriousness that they were before. Those with very great willpower can resist this and anyone affected will respond to new acts of violence as normal.

402. Cryptic Musing Elocution[100 CP]- In your journeys, you may have come across one of those wise old men who will obliquely reference their secret knowledge but refuse to elaborate for you. This annoyance will never bedevil you again, as you will always perfectly understand what someone is referring to when they make such cryptic remarks. Conversely, you know how to make that exact same kind of statement, spouting enigmatic exposition that no one will understand until just after the knowledge would have been useful.

403. Blessed Clue Attracting Fate [200 CP]- Many are the mysteries and secrets of Creation, far too numerous for anyone to reveal them all. Even knowing that there is something being hidden at all is sometimes impossible. You no longer have to worry, for you are destined to always be given a chance to unravel secret schemes. Whenever you are near knowledge that is being specifically hidden, whether a secret school of wizards or the body of a murder victim, or when a conspiracy which would affect you is being plotted, you will always stumble upon a clue that will start you down the path to uncovering it. It's up to your own ingenuity to follow the lead to its conclusion.

404. Numerologic Sorcerous Tutelage [400 CP]- The Forbidding Manse of Ivy contains one of the largest repositories of magical knowledge in the universe within Department 137. By far the most popular school taught there is the Theanoan. Theano's teachings focused exclusively on numerology and mathematical understanding of the arcane. A student is not considered ready until they have learned to calculate imaginary numbers on an abacus by manipulating non- existent beads. You have received an apprenticeship from an elder Sidereal, who has initiated you into the Terrestrial Circle.

What's more, your understanding of Theaon's secrets is much deeper than any other Exalt's. You may teach whatever magic system you know to anyone, limited only by their understanding of mathematics, condensing your occult understandings down into complex but repeatable equations of mystical significance. You can even teach your magic to people who are normally incompatible with it, such as tutoring a Dragon-Blooded in the Celestial Circle or teaching magic which normally comes only to people with a specific bloodline. However, your student will take require much more time and energy to cast such spells, as they must first apply advanced linear algebra transformations to their own numerological representations in order to prove to the universe that they are they kind of being capable of working such magic.

405. Predestined Visions of Samsara [600 CP]- Samsara is the true fate of the universe, a perfect record of future events which the Maidens use to determine what shall be. It grants those who can understand it great power in exchange for willingly taking their part in the grand play of history. Only the most powerful of beings, and then only a small fraction of them who deal with destiny, can tap into this power, but

Samsara has seen fit to favor you as well. At any time, you may choose to ask Samsara about the future. If you are willing to aid in bringing that vision about, Samsara will grant you power relative to that event's importance to destiny, improving your capabilities and/or temporarily teaching you martial arts or magic that you will need. In deterministic worlds, it will show you what will be, and so your foresight will be great so long as you do not use your new knowledge to alter the future. In less fatalistic ones it will merely show you what is most likely, but Samsara will be more generous in its gifts if you attempt to ensure that one most probably future.

406. Looming Terror of Death Attitude [100 CP]- Who can say they are unafraid of death? Is not the Violet Briar of Sorrows shunned even in Yu-shan, for it holds mysteries that even the gods themselves fear to know? You have internalized this fear, and know exactly how to dress and comport yourself so that you may strike terror into their hearts. And if you were to meet a truly immortal being, but you had the ability to end them permanently, you could force them to understand this.

407. Divine Red Tape Spinning Spider [200 CP]- Yu-shan is mired in bureaucracy, as reports on every event in Creation no matter how minor flow up to the attendees of the divine meetings in which the future is planned. You have learned to navigate this jungle of paperwork, always knowing exactly who to talk to, which forms to fill out, and which lines to stand in to get what you want out of a bureaucracy, and further are a master of reorganizing one to make it more efficient and delaying opponents indefinitely by burying them in mountains of red tape.

408. Doom Decrying Prophet's Remonstration [400 CP]- Foolish is the man who ignores a Seer's warning. When you give someone advice that they do not heed, Fate itself will take offense and twist against them to demonstrate the truth of your counsel. The larger the group you try to caution, the more severe the reaction will be. Telling a single CEO to stop releasing so many green house gasses would only result in unfavorable weather following him around, but wandering the streets yelling to everyone who will listen that global warming will destroy the world could eventually cause rain storms large enough to flood the city.

409. Always an Ending[600 CP]- The Exalted were built as weapons, meant to kill that which could not die. But the ghosts of the dead titans have come back to cause problems of their own. You have internalized these truths to a greater extent than the other Chosen. All defenses, no matter how perfect, have a flaw, and Samsara will reveal a new flaw to you even if one did not exist before. Using this, you may permanently kill any being, no matter how immortal. What's more, this death will in no way harm others or the world at large. If a demon's power is the only thing holding a castle erect, it will continue to stand even without the demon to hold it up, and if the universe is nothing but a mad god's dream, his dreams will survive even as he dies. And as they draw their final breath and see that the world will impossibly go on

without them, death will say to them, “Baby, don't you know? There's always an ending.”

410. Perfected Trans-Universal Starchart [100CP]- This simple seeming scroll provides a perfect map of the position of the stars. Handy for performing astrology when the stars are out of sight, it's true use is navigation. With it, you can navigate perfectly to any location relative to the stars. Even if the stars were giant balls of burning gas hanging in a void, you could chart a course between them to reach your destination.

411. Falling Star Shurikans [200CP]- This pouch is full of an infinitely refilling amount of Shurikans forged from Starmetal. Though their primary use is as powerful artifact weapons, they have one side benefit. After being used in a battle against someone, you may study the placement of the shurikans around the battlefield and apply your astrological knowledge in order to see that individual's future, usually as a way to track down a foe who managed to slip away. Used shurikans will eventually evaporate and find their way back into the bag, so no using this for infinite Starmetal, I'm afraid.

412. Heavenly Cloud [400CP]- Clouds like this are a common transport in Heaven. Large enough to hold a small group of people and capable of speeds up to 300 miles per hour, this cloud will magically refuse to disturb anyone with its passage. You could fly through a city at full speed without disturbing anyone with so much as a breeze and your passengers could easily play a card game during transit with no fear of the wind tearing them off the table, or of the table itself falling off as you pilot the cloud over mountains or under bridges for that matter.

413. Occluded Arbiter of the Amber Path [600CP]- This great airship is one of the few vehicles of its size ever forged of Starmetal. Thin, graceful, and elegant, it is capable of rendering itself utterly invisible. It has a moderate amount of Essence canons for self defense and features a great many Essence sensors, with which it can gather information on the world around it, capturing everything from the geography, the movement of mortals or beasts, to even the prices of goods in nearby markets. In this capacity it is used as a discrete way for gods in the Golden Barque of Heaven division to keep track of how Creation is progressing. The Animating Intelligence of the ship is sufficient to pilot the vehicle on its own, though it will also allow you to drive yourself if you wish. As a final power, by flying along a specifically calculated path between the stars, the ship can fly to another realm of existence, such as between Creation and Yu-Shan.

414. Heavenly Ecstasy Aides [100CP]- The Exalted worked the magical materials into tools to aid mortals in all arenas of life. ALL arenas. Including the bedroom. This chest contains all the Starmetal forged toys, costuming, and refilling bottles of

ointments and oils that you could ever need to while away an evening. These have even been blessed by Venus herself so that they will bring greater pleasure the more you care for your partner. Don't worry Vizier, I won't judge you for ordering this one. We all need a little relaxation now and then. Maybe you could call your dear friend Paluvu over to test them out? Keep it in mind.

415. Panacea Pipe [200CP]- This enchanted hookah of green glass is a tool of both relaxation and medication. By naming a disease, the hookah will engrave a set of plants on itself. Burning that combination of plants inside it will cure the disease for up to five people who inhale the fumes from the pipe.

416. Quintessence Fountain [400CP]- This large jade fountain will be installed in your warehouse. Every time someone offers a prayer with no other place to go, one that there is no other spirit who will hear, it will be drawn to the fountain and become a droplet of the shining liquid called Quintessence. When someone prays to you or one of your companions, it will instead merge together with other such prayers to eventually form a rainbow colored block of Ambrosia that floats in the fountain. A quick prayer to the fountain will summon craftsgods to fashion whatever mundane material or object you wish from these substances. Things made from Quintessence will be wondrous but temporary, food that will disappear if not eaten or clothes that will fade to nothing after a month. Objects made from Ambrosia will be permanent and can include Jade or, unlike regular Ambrosia, Starmetal. Another fountain (or even several, if the property is big enough) will appear on each other area that you take with you between worlds.

417. The Games of Divinity[600CP]- My! To think that you are being offered this, the prize of Heaven that Creation itself was made to contain! A door will be added to your warehouse that leads to a replica of the Jade Pleasure Dome. Inside will be your own copy of the Games of Divinity. Sublime in their design and the happiness they bring, mortals have so much fun from merely looking at the Games that their souls are seared from reality, and gods who have so much as moved the pieces for a single turn may become addicted, willing to pay exorbitant prices to experience memories of others who have played the game. There are many gods who would gladly kill for a chance to take a turn, if you would but make them the offer.

A word of warning, and you did not hear this from me, but it is impossible to play the Games without becoming addicted to them, not even if you are as incorruptible as the Sun. Only the transcendent and many-souled Primordials can play safely. Perhaps your Benefactor could grant you such immunity, but sadly this protection is not among the things she has authorized me to offer you.

418. Swordbow [100CP]- This appears to be a starmetal daiklaive, but it is more than that. This sword has had the fate of a bow melded to it. You need only hold

arrows to its blade for the weapon to absorb them. You can then fire them from the tip by pointing the sword and willing it to attack. You can even have it fire while cutting into an enemy, riddling their wound with arrows. By pressing a button near the Hearthstone sockets, the sword will transform into a razor edged bow and the arrows it fires will become swords.

419. Banners of the Conqueror [200CP]- These red flags will display the symbol of whatever force carries them. They may be wielded as artifact weapons, cutting foes with their edges like an axe, and troops following the bearer will never falter in the face of the enemy. You get two dozen of these, enough that you might have trouble using them all, if not for the blessing of Mars which will allow them to be wielded by anyone, even a mortal.

420. Celestial Cocaine [400CP]- Created from the sacred coca trees of Heaven, this satchel of cocaine will open the user's eyes to the Essence of the world. Anyone who snorts it will be able to perceive and understand magical effects and the increased flows of power through their body will make them hardier and more intelligent. If used by a mortal, the experience may permanently enlighten them to the workings of Essence, allowing them to learn Terrestrial Martial Arts and Sorcery. Be warned that this drug can be dangerous, potentially fatal even, to the weak. You'll get a new shipment in your warehouse each week.

421. Celestial Battle Armor [600CP]- This suit of magitech Starmetal power armor is among the highest grade available. It will protect you from poison or disease, provide an hour's supply of air, increase your strength, and double the rate at which you run. The visor includes Essence lenses that will allow you to see in the dark or detect spirits and geomantic Essence flows. The wearer may change the armor's color on a whim or allow it to pattern itself after the local scenery for camouflage. The gauntlets are capable of firing ranged blasts of pure Essence and the suit can allow you to dematerialize so that you can move around mundane obstacles or do battle with spirits. A final benefit disconnects the interior of the suit from the Loom of Fate. This will make it impossible to read your future and protect against Astrology and Sidereal Charms. As long as you wear the armor, even your Arcane Fate will recede, allowing you to interact normally with the mortal world. Miraculously, this Solar-forged armor will never require upkeep to continue functioning.

422. Scrolls of Thaumaturgy[100CP]- Thaumaturgy is the art of mortal magic, the way in which even those who have not enlightened themselves to the flows of Essence can exploit the laws of Creation set down by the Primordials to change the world. The Office of Intelligent Design is home to those gods responsible for recording and managing Thaumaturgy, and it contains records of every procedure ever invented in Creation. You have been given a complete copy of those records, allowing you to quickly learn any ritual you like.

423. Sorcery Capturing Cord[200 CP]- This cord of interwoven Moonsilver and Starmetal is a tool for both countering and storing magic. Whenever a spell is cast, you may knot it up in this cord, holding it for later. When the cord is untangled, the spell is released. Only the most powerful spells, those of the Solar Sorcery or Void Necromancy, are beyond the cord's power.

424. An Answer[400CP]- You will receive a green-rimmed sheet of paper once each year, on the fourth night of Calibration. You may write any question you wish on it and burn the paper as a sacrifice to Jupiter, who will answer it to the best of her ability. None of the Maidens will ever seek vengeance for wresting the secrets of the cosmos from them in this way.

425. The Forgotten Blade[600CP]- Keeping secrets is essential, for one cannot easily take back stolen knowledge. This daiklaive is very difficult to remember when it isn't immediately present, but its true use is in cutting away memories instead of flesh. The Forgotten Blade can never harm anyone physically. Instead each strike will cut away five years worth of memories and disorient the victim into temporarily forgetting their skills. With precise enough cuts, you could remove memories more accurately, such as stripping away only a few minutes of time or only memories regarding a certain person.

426. Wound Mending Needles[100CP]- Saturn kills those whose time has come, but equally does she save those who are not yet at their fated hour. This is a set of starmetal needles in a case of green jade. You may use them for acupuncture to heal wounds and cure poison or disease. As an improvement over normal such needles, the blessing of Saturn will ward away further illness from them for a year and a day.

427. Perfected Kata Bracers[200CP]- These Starmetal bracers are a potent weapon in the hands of a martial artist. When you assume the stance for one of the supernatural martial arts, your unarmed blows will be greatly empowered and the Charms of that style will cost you a bit less Essence to use.

428. Qlithu-Sohtk[400CP]- What we have here is a very unique wonder of geomantic engineering to create... Hello. I am Qlithu-Sohkth. I am a block of marble with five feminine faces carved in a circle around me. I am located on a small western island near to one of the gates of Heaven. I am Qlithu-Sohkth and I am wise in many of the hidden truths of fate and samsara. I see the movements of the stars and will tell them to you when asked. I am Qlithu- Sohkth and what I see the Pattern Spiders see. Your Astrology will be mighty and well received when performed within my sight. I am Qlithu-Sohkth and when you ask I will speak with the voices of who you could

have been, people who you would be if you had taken great journeys, felt great passions, fought great battles, learned great truths, or undergone great changes. I will give you a flat black gem which will speed your Essence recovery and show you visions of the past, present, and future. I am Qlithu-Sohkth and if you do not buy me or, inspired by this speech, build me, I will not exist. Please make me exist. I am Qlithu-Sohkth and I want to exist.

...ahem ...yes. Qlithu-Sohtk will not count as a companion, but if it is destroyed or its geomancy is disrupted, it will reappear elsewhere in a month and a day. You will be able to choose where to initially place it when you enter each world.

429. The Black Iron Spinner of Destiny[600CP]- This automaton takes the form of a black spider, just small enough to sit comfortably on your shoulder and whisper in your ear. It has an hourglass symbol of Starmetal on its back, slowly shifting between the colors of the Five Maidens. The Spinner is highly intelligent and very knowledgeable in the workings of Astrology and in matters of bureaucracy and politics. You would do well to listen to its advice, for it is an old hand at the workings of Heaven and can ferret out conspiracies with remarkable ease. It may also spin threads of solid Fate, and can be ordered to bind a being from outside of fate up in them to pull them inside the Loom's purview. Spirits who die while wrapped up can then be fully cocooned inside the threads, preventing them from reforming until someone destroys the threads that wrap up their spirit.

Marvel - Magic

430. Demon (200 CP): Demon isn’t a term meant to describe one uniform group of beings. Rather, it encompasses an incredibly diverse range of magical beings. Your appearance is largely up to you, allowing you to appear as anything from living flame to a classical demon with horns and bat wings to basically human or even something more bizarre such as a multi-headed snake. The only restriction is your base size must be between that of a squirrel and an average car. Your nature means that you’re likely to be at least several times stronger than a human as well as having natural talent with magic and more personal power to call on than humans. If you wish, you may instead choose to be the offspring of a demon and a human, with your natural form appearing to be a human but possessing the ability to take on more demoniac features when calling on your power or feeling anger.

431. God (300 CP): The decadent gods of Olympus, the fierce warrior deities of Asgard, or one of the numerous other pantheons of earth. Whatever the case, you are now counted amongst these beings. Though only a common god, weaker than the truly divine entities at the top of the food chain, you never the less stand head and shoulders above most mere mortals. You possess a fittingly divine vigor, rendering you all but immune to mortal diseases and toxins as well as granting you a lifespan measured in millennia if not complete agelessness and you also do not need to breathe and require much less sustenance in general than mortals. Your physical capabilities are far beyond most mortals, allowing you to throw cars, ignore small and medium arms fire,

heal rapidly from any injuries that aren't immediately fatal (though you can't regrow missing limbs or organs without magical assistance), and fight for days or weeks on end. Your magical abilities are similarly enhanced, allowing you to not only channel far more power than normal mortals but to also power you magic with your own divine life force – though your power will wane somewhat outside of your pantheon's home realm.

432. Superior Science (300 CP): Magic is undeniably useful and powerful... but people have made great strides without relying on it as well. Humanity has used technology to conquer the earth while other races have forged great, universe-spanning empires without ever relying upon the mystic arts. You now gain a talent with the science of this world. Far from the smartest person on the planet, you are still capable of creating technological wonders far in advance of what your old world was capable of. From laser guns to armies of robots, if you have the materials then you can create technology that can stand up to mysticism.

433. To Do Battle (300 CP): To be a warrior, one must be able to make war, no?, You have either been trained in combat to an advanced degree or have simply been in enough fights to become more than a little proficient in holding your own. You might have been trained in martial arts by a master, have expert marksmanship from time spent in the military, or even training with a melee weapon from the heroes of old. Whatever the case, you're a force to be reckoned with and most would do well to be wary picking a fight with you.

434. Sorcerous Schooling (300 CP): You've had some basic tutoring in magic, granting you enough skill to throw around some spells. Magic is capable of an incredibly wide range of effects, accomplished through an equally diverse number of methods that can range from simply willing something to happen to sacrificing a virgin while chanting a poem as the planets align in a once-in-a-millenia event. However, the principles of most human magic falls under the the Three Fold Path, devised by Agomotto, the first Sorcerer Supreme. The Three Fold Path involves drawing power from three primary sources for different effects.

The first of these sources is a sorcerer's personal reserves of magic, called Ego-Centric Magic or Arcanum Ego. One's own life and soul. The amount of power a mortal sorcerer can siphon from themselves without causing harm is relatively limited, but the advantage is that such power can be easily directed by will alone. As a result, the primary use of tapping into one's personal is utilizing various psychic powers. Peering into the minds of others or hypnotizing them with a glance is possible as is exerting one's will on physical objects or prying your spirit from your body to project into the Astral Plane. As a relative beginner in the Art, your strength in these powers will be fairly weak, but can be greatly improved with the right training. And do not think that just because these abilities are weak that they are not useful.

The second source of magic is called Eco-Centric Magic or Arcanum Eco. This magic involves invoking the ambient mystical power of the dimension the sorcerer is currently in, usually through ritual, gesture, or incantation. This encompasses everything from simply drawing magic from the air to tapping into the leylines that cross the worlds. The effects that can be created by utilizing this type of magic is varied – perhaps infinitely so. Everything from conjuring and controlling the elements of nature to eldritch blasts and shields to transforming a man into a frog is possible so long as one knows the proper spells to do so. However, as these spells draw upon the energies inherent to a certain dimension and as such will often be less effective or not function correctly when a sorcerer finds themself in a different world. In addition, though these magicks are varied and powerful, there is a limit to the amount of power a sorcerer can gather and channel without the aid of artifacts or other powers.

Which brings us to the third source of power available to those who walk the Three Fold Path, that of Exo-Centric Magic or Arcanum Exo. This method draws upon mystical beings or forces that dwell in other dimensions, known as the Principalities and Powers. A dangerous and advanced form of magic to those who have not mastered sorcery, but also a potent one. To invoke such a source of power, one must know precise and complicated gestures and incantations which will open a line of contact with the being or force in question after which one may channel to magical power gained into a desired effect. This could be an effect of its own or it could be used to simply enhance another spell, though for either the effect is often flexible, allowing the sorcerer to manipulate it to their will. Such power, however, does not come without due cost. By calling upon these otherworldly sources of powers, one accrues a mystical debt to the being in question, which they may one day come to collect...

Gods and Demons may also use any of these sources, but themselves have greater personal reserves than a mortal sorcerer, which they can invoke to more potent magic comparable to that of Eco or Exo Centric magic, depending on their own power.

435. Soulsword (300 CP): At some point in your past, you utilized a dangerous ritual to manifest your life force, your very soul, before you. Plunging your hand into the manifestation of your being, you withdrew a weapon. What shape this weapon took is up to you, but regardless of its appearance its abilities will remain the same. First among its traits is that it cannot harm mundane matter, simply passing through it as if it wasn't there and leaving no trace of its passage. However, mystical energies and beings will fall before it. Be it a sorcerer or a god, a curse or an enchantment, the weapon will rend it easily. A magical shield would be dispelled with a single swipe, a normally indestructible golem could be easily shattered. This even applies to things that aren't quite "magic" as well; dispelling a psychic's control over someone would be as simple as cutting it out of them. And when you have no need of the weapon, it can be banished back into your soul with a simple effort of will – and recalled to your hand just as easily.

You may import another weapon into this to gain these qualities.

436. The Brave and The Bodolf (400 CP): For those who seek power beyond their kin, there are methods of achieving their goals. Some strive long and hard, pushing their forms to and beyond their limit. Some turn to study, mastering science or sorcery to bend the world to their wills. And others yet still find other methods, making pacts with dark beings or taking extreme risks to gain power now. You now know of one such method, though whether you choose to utilize it is your own choice to make. This method takes the form of a ritual in which the one seeking power speaks ancient words of power and drinks the still-burning blood of a dragon.

At first, they will notice no change. But then, when adrenaline flows, they undergo a transformation. Gaining several hundred pounds of muscle mass and several feet of height, their skin turns as black as night and their eyes glow red like burning coals. In this form, their strength and durability are massively increased, making them one of the strongest and toughest beings in this world. But they also lose themselves to rage, consumed as a berserker until eventually the rage subsides or they are knocked unconscious, returning them to their original form. they may be able to learn control over these transformations, but it will take time and great effort. If you wish, you may choose to have already undergone this ritual and gained this power.

437. Bill, Born of Bills (200 CP): There's just something about you. Something that seems to grab the attention of supernatural beings. Maybe it's your honesty, boundless curiosity, or even simply your kindness. Whatever it is, those things that stand outside of normal humanity seem to quickly become strangely fond of you, if they were already neutral. A monster might quickly become a close friend if you show them kindness and perhaps a goddess may even fall in love with you, were you but a normal man. This doesn't happen immediately, of course. You can't simply expect the prince of the gods to heed your words as soon as you meet him, but maybe he would be so inclined were you to spend an evening dining with him.

438. Who Deserves To Rule? (400 CP): Humans are rarely blessed with naturally great strength and even amongst those who are born with power, greatness is not born, but made. The will to improve, to never surrender, is a powerful thing. And now your will is unconquerable, as rigid as adamantium. Pain is hardly even noticed, weariness and doubt are easily swept aside. Attempts to corrupt or control your mind will find themselves slamming into a mental fortress. You will do as you will, Jumper.

439. Spirit of Vengeance (600 CP): Ghost Riders were spiritual entities created long ago by heaven to scour the earth clean of impurities. For many years, they served their divine purpose, protecting humans and punishing evil. But events conspired and many Spirits were bound while others yet were corrupted. These spirits were bound to human hosts who acted as limiters for their power and mediators of the justice doled out.

You find yourself as a host to an unbound Spirit of Vengeance subservient to your will. At your will, you may transform into the form of a skeleton coated in hellfire,

which grants you access to a number of supernatural powers. First among them is the hellfire that surrounds your form, which you can summon and command as you will. This magical fire also has a number of other abilities such allowing you to channel it through weapons to enhance them, making supernaturally sharp burning blades, chains that move at your command, and even guns that fire ammunition composed of hellfire. It can also be channeled into vehicles or even living mounts, granting them a demonic, flaming appearance and enhanced abilities. You also possess greatly enhanced physical abilities and can quickly regenerate from severe damage. There are any number of other magical abilities you may be able to discover in time, from teleporting through fire to summoning biblical plagues. But the most powerful ability in your arsenal is the Penance Stare -- by making eye contact with another being, you can force them to feel the weight of all the sins they have committed in their life, inflicting grievous damage upon the mind and soul of most. It matters not the power or defenses of the being in question; the only way to avoid the Penance Stare is to either be completely innocent of sin or to avoid staring into the Rider's eyes.

440. I Found It Beneath Me (1000 CP): Humans are fragile, fleeting things. Here one day and gone the next. But in their mortality, there is a certain strength, a thirst to learn and grow. And in you, this burns more brightly than most any other. You are a paragon of man, a prodigy among geniuses. You will find that any task set before you is mastered far faster than otherwise. Be it sorcery, science, arts, or something else entirely. So long as it is something you can learn, you will be able to do so in a fraction of the time it would take others. Perhaps you would learn a language in a days or master a martial art in a week. Though, this is not absolute mastery. There are, perhaps, those who will be able to surpass you in individual fields, though these will be the greatest minds alive and what does it matter if you'll never be the best at something when you're the second best at everything?

441. Soulfire (200 CP): Demons are often seen as beings of fire. Hell is thought of as a pit of eternally burning flames by many. Well, while not all demons are of fire, many are and you count yourself among them. You have command of an unearthly flame known as soulfire, a kin to hellfire. You can summon and manipulate this potent infernal flame and while it can function as normal fire, burning matter with heat, its true purpose -- as the name implies -- is to scorch spirits. Magical and spiritual entities will be burned by this fire, not only being affected even if normal fire could not touch them, but actually being particularly harmed by it.

442. Your Immortal Soul (400 CP): Souls, souls, souls. The mortals always think your kind are after their souls for some purpose or another. Not all demons want to devour their precious souls, you know? Not all demons even can. But you can, though whether or not you choose to do so is up to you.

By consuming a soul or spirit, you will gain a permanent increase in magical might, though it is likely to not be a terribly significant amount from a normal human soul.

And it’s just power, you won’t gain any knowledge or special abilities possessed by the soul. Also, word of warning: don’t try to consume the souls of the overly righteous or pure. It’s not particularly enjoyable and may result in an acute case of explosions.

443. One More Deal (600 CP): Speaking of souls, it is somewhat amusing how eager many mortals are to simply trade theirs away in return for trifling rewards. You may make infernal contracts with mortals, a binding exchange of goods and services. It doesn’t even have to be souls you trade for, you could trade in powers, love, memories, and so on. The contract is magically binding for them, but keep in mind that it is also binding for you as well as the fact that it is bound to the letter of the agreement, not the intent. This contract will bind any being who openly agrees to it, no matter their power unless they are truly all-powerful. As a final boon to make this easier, you may focus any magic you possess through these deals, foregoing any rituals or incantations to accomplish things with a simple snap of your fingers just so long as it actually is possible to do so with the magic.

444. Hell Lord (1000 CP): You are no bottom-feeding devil or mouth-breathing spirit. You are a Lord of Hell, a king among the infernal. Your magic and strength are enhanced in power and scope and you have a slice of hell over which you rule. In your own dimension, you are immortal and near all-powerful. If someone were to somehow destroy you inside of it, you would simply reform.

By default it has a rather bleak appearance, fitting for a hell. However, you may reshape the inside of your dimension at-will. It will begin with size comparable to a large city, but buy feeding souls to it, you may increase its size. In addition, you may import any sort of pocket dimension that you already possess into this role and in the future you may even be able to have it devour other pocket dimensions that you gain, merging them together and increasing the size.

445. Even a God (200 CP): A god may be immortal, may walk with their feet treading upon eternity. But even a god's mind is not infallible and may yet be worn through the millennia. At a thousand years old you may have forgotten your earliest childhood. At three thousand, perhaps you've forgotten your first lover's face. And this weighs heavy upon some gods. But for you, this is no longer an issue. Your memories are truly infallible to the rigors of eternity and the fog of ages. Never again will you find a name evades you just on the tip of your tongue and the image of a face will be as clear in your mind's eye a million years later as it was a minute after the fact.

446. Domain (400 CP): All of your kind are gods, but not all of them are gods of something. Well, now you are. As Thor is the god of storms and strength, Loki the god lies (or perhaps Stories, depending on the Loki in question), and Ares the god of war, you now have a domain which you have power over. You'll be able to sense things related to it and command it to some degree. A god of storms could feel a front in their bones and call a bolt of lightning with a shout where a god of magic could weave magic as easily as a mortal breathes, foregoing most spells entirely. As you grow in age and power, so too will your connection with and command over your domain

increase. Some are also immune or resistant to their domain; a god of fire is hard to burn, for example, but a god of war would only be somewhat more resistant than normal to strikes from a sword. This also applies to power over domains, being less the more broad it is; a god of magic would not be impossibly far beyond their kin, for instance, though they would find magic easy to learn and manipulate.

You may purchase multiple domains.

447. Elder God Hybrid (600 CP): The elder gods are the progenitors of all the divinity upon earth. Some of the first beings to appear at the dawn of this world, they were immensely powerful even in their infancy. These days, few of these old gods remain, having been corrupted into more demonic forms or consumed by their fellows or Atum the God Eater. But some still remain: Gaia, the spirit of Earth and the mother of most its pantheons, still watches over the world. Oshtur left the world to study the paths of magic, but acts as protector in her role as one of the benefactors of Earth's Sorcerer Supreme. Chthon and Set took to evil and were banished to other dimensions, though they long to return.

Your mother or father lay with one of these beings, seeking an heir that surpassed their own kind. And in birthing you, they have succeeded. All aspects of your godly heritage are enhanced. Your life force burns brighter and will not be weaker in dimensions outside of your home. Your physical abilities are enhanced many times over, being to others of your kind as they are to mortals. And any domains you have are similarly enhanced, making the powers you wield over the world comparable to that of The Mighty Thor.

448. Skyfather (1000 CP): Like mortals, gods as well have kings. Foremost among their kind and often the progenitors of their pantheon as it exists today are the Skyfathers, gods of immense power, both personally and in terms of that they wield over their pantheon. Odin Allfather and Zeus Panhellenios are two of the most well known. Kings incomparable, gods to the gods. At their word, mortals become gods and gods become mortals. When they do battle, galaxies quake beneath their blows.

You are an infantile Skyfather in your own right, much weaker than these titans of power, but still beyond most others of your kind. In time, you shall father a new pantheon, a race of gods which you will hold divine authority over. Any children you have will themselves be gods and likely powerful ones at that. But your divine power is not limited to simply your own bloodline. Though at the current time it will be greatly exhausting for you to accomplish, you may once a day --or perhaps more if you are willing to face a greater toll -- infuse a mortal with a spark of your divine power, uplifting them to divinity. The life force and power of any gods of your new pantheon are yours to command, allowing you to strip it from them, rendering them mortal unless you return it, or to direct their souls as you choose upon their death.

In addition, your own divine life force is enhanced even further beyond what it was before. In addition to increased magical potency, it is much more easy for you to call upon, allowing you to perform great magical feats under you own power even without

sorcerous training. Practically any magical feat you can imagine can be accomplished as long as you have the power for it, though it is harder to apply this in minor efforts than it is in grand ways -- you have great power, but lesser precision. Of course, this power is insignificant before the might of those who wield the Odinforce... for now. But gods live long lives and your power is sure to grow as you do; who knows where you shall stand millennia from now?

449. A Word Is A Bond (100 CP): To break one's word is despicable, even to those called villains. When you sincerely offer a word of promise to others with no intention of breaking it, then they will be able to instinctively tell that you speak truthfully and will be more likely to accept your proposal. Of course, this applies to the letter, not the spirit of the deal...

450. JUMPER SPEAKS (100 CP): You are a being of importance. Your words carry weight and authority, and when you speak them, others WILL LISTEN! BE THEY KINGS OR PEASANTS, FRIENDS OR FOES, YOUR WORDS WILL NOT GO UNHEEDED! If only because you're yelling in a bombastic voice. This perk also increases your ability to speak in any situation, whether it be threatening someone or stringing together an inspiring speech on the spot. You'll never need to worry about tripping over your own tongue or embarrassing yourself with your words in front of a large crowd.

451. Terrific Tyrant (200 CP): One's reputation can make it harder to succeed in their goals. If the world looks on you as some terrible despot or evil villain, who will trust you enough to see your noble intentions? Maybe this slander will even turn your allies and underlings against you. Well, not you. Your people see you as you truly are, see the good in your actions. So long as you treat those beneath you fairly, acting in their best interest and doing them no undue harm, they will tend to look upon you in the best light.

Maybe you are trying to conquer the world and maybe your citizens do have some freedom stripped away. But your people see the truth here – that you're trying to unite the world under your just rule and that the freedoms stripped from them was simply to protect them. Oh, sure, some individuals will disagree with you and maybe even betray you, but treat those who serve you well and most will remain fiercely loyal.

452. They Will Prosper (200 CP): Being able to make fantastical tech that can compete even with magic is all well and good, but is it really being put to optimal use if you're the only one directly benefitting from using it? You will find you have a knack for scaling personal technology to a larger size. Turn a personal shield into something that can protect and entire city or make your particle gun into a weapon of mass destruction. Of course, just because you can figure out the logistics behind increasing the scale of your technology doesn't mean you actually have the resources to make these plans into a reality -- and you can bet increasing the scale by a large degree will see a comparative increase in the cost of resources.

453. Recreation (400 CP): Knowledge is power. You know this simple truth. And for you, this is more true than for most. After all, magic, science, it all boils down to knowledge, does it not? All of it requires knowledge and all works are built upon knowledge. You can now gain this knowledge by studying creations, be they magical or mundane. Given time to study an enchantment, magical working, or even technology so advanced as to appear as magic, you can glean knowledge of the principles behind it. This allows you to not only directly recreate the work in question, but also to expand on the knowledge gained from it, potentially unfolding it into an entire field of science or a magical system. Of course, the more advanced or eldritch the knowledge, the more difficult it will be, but given enough time, you can succeed.

454. Ovoid Mind Transfer (400 CP): A mental art of the advanced and peaceful alien race known as the Ovoids. The technique grants the abilities to transfer one's mind into another body through eye contact. The Ovoids themselves used the ability to become effectively immortal by transferring their minds to mindless clone bodies when they approached their death, but it is also possible to use it in a more sinister manner. By making eye contact with another living being, it is possible to transfer your mind into their body, possessing them. This requires you to mentally overpower them and it can be undone if your concentration lapses, but it is a powerful and dangerous ability.

455. THE POWER IS JUMPER'S! (600 CP): Power. So many beings are born with great power and take it for granted, don't truly appreciate what they have. But not you.

Whether you were already powerful or not, you take none of it for granted. Any power you have is yours by right of birth and any power you claim is yours by right of conquest. Those who attempt to drain or steal your powers will find no purchase in their schemes. And more importantly, any powers you claim, by thievery or by being granted them or by making pacts with other beings will be yours. These will integrate into you, becoming as though they were always yours. If you drained the power from another, it would then be your power. If you were granted boons by your god, then betrayed their creed, your boons would not betray you. If you sold your soul to a demon then snubbed it, any dark powers granted would be yours to keep. This doesn't affect inherent limitations on abilities such as a natural time limit on how long you can utilize a power, but rather external attempts to interfere with your powers This also doesn't remove the necessity of an actual source of power for such abilities.

456. Science and Sorcery (600 CP): Ordinarily magic and science are anathema to one another. Magic is not so simple or subservient that it can be mapped out with laws and hypotheses and will often take offense to attempts to do so, spitefully refusing to cooperate just as you think you're beginning to understand. For you, however, this is an entirely different story. Not only do you find it easy to mimic the effects of technology with magic or vice-versa, but you are talented at melding the two together into something more than the sum of its parts.

457. Jumper, the Ever-Glorious (100 CP): The Mighty Thor, the Incredible Hercules, Fandral the Dashing, Hogun the Grim, Skurge the Executioner. These great warriors and many more of their peers have their iconic titles, each well-earned through deeds and as well-known was as their actual names. You as well may declare such a descriptive title that will become an iconic part of your name, bound to yourself so that when someone speaks of your title, those with knowledge of you will know to whom they refer. In addition, tales of any exploits performed under this name will travel far and wide very quickly, resulting in your well-earned famed being properly learned of by the masses.

458. Battle Banter (100 CP): Some people enter battle with a grim face, trading blows with their enemy but never words. But battle need not be a somber affair and just because you're trying to kill someone doesn't mean you can't share a quick laugh with them. You're particularly skilled at bantering with someone or otherwise holding a normal conversation with someone during a fight or other stressful or dangerous situation.

459. Prince(ss) of Power (200 CP): A warrior's body is a weapon in and of itself and a warrior knows to maintain their weapons in prime condition. Yours in particular seems to have been crafted by a master and well-kept, having not only been trained to the very pinnacle of what your physical form could achieve, but also naturally having a larger and more attractive form than most of your kind. Half a foot taller than you would otherwise be and with rippling muscles that make it look like you took enough steroids to kill a small elephant, you nevertheless find that your increased size and bulk will not hinder your movements – least of all in combat. And that's not all; you'll find that displays of your well-tuned physical form will catch the eyes of others much more easily, even those who would otherwise not be so easily wowed simply by large muscles and physical fitness.

460. Have At Thee! (200 CP): Some were simply not born for war. They see not the glory of honorable combat, crave not to face a worthy opponent in a test of might. The pain and the fear and the dying men that lie on the ground are all they see. But not you. The strain of combat placed no stress on your mind. Enemies will find no fear on your face, instead simply a grin and battle cry upon your lips.

461. Fist of Iron (400 CP): Great power rests within the body of all living beings, if only they know how to draw on it, to focus it. Those who do are few and far between, but you count yourself upon their number. Be it through an encounter with some great being or force or simply through years of arduous training and meditation, you can focus the chi energy in your body for incredible feats. Being able to manipulate this life energy can allow for a large number of feats. The most basic of these abilities is simply heightening your physical and mental abilities, making you capable of feats of strength, speed, and durability beyond your natural peak. You can also focus your chi

to heal yourself or others and to heighten your senses to supernatural levels or even to meld your consciousness with that of another being you are in contact with, peering into their mind. Your most formidable ability, however, is your ability to focus all of your chi into your fist, allowing from incredibly powerful strikes. Properly focuses, one punch can shatter building or destroy speeding trains while leaving you unharmed. However, this is heavily draining -- at first it may leave you completely exhausted to simply do so once, though this will improve with time and training.

462. And That Is Enough (400 CP): A warrior who fights with honor is deserving of respect and admiration, though they do not always receive it. Skulking rogues and cowardly tricksters care not for heroics and would spit on the memory of great men and women and the common people are sometimes ungrateful and uncaring for those who stand to protect them. Well no more shall you suffer these fates. You will find that when you fight with honor and courage, you will gain adoration from the masses, recognition from your peers and superiors, and – most likely begrudging – respect from your foes. People will be much more willing to look past your failures and shortcomings when they are made in pursuit of a noble goal. You won't be charged for property damage while saving a city from a rampaging monster or sued for breaking a man's neck in the process of saving him. And should you fall in a heroic final stand then your legend will be held in song ages to come and even the enemies you foiled in doing so will bow their heads in a moment of silence.

463. Forgemaster (600 CP): You are skilled in the art of the forge. You craft weapons and shape armor in the way a master artist plies their trade. Perhaps you trained with a god of the forge or studied under the dwarves of Nidavellir or maybe you've simply honed your skills over lifetime's. Whatever the case, your skill with the forge goes beyond what normal mortals would be able to accomplish. You have the skill to work with metals – though perhaps not the natural hardiness required to survive the conditions needed to forge them. And even were you to only have sub-par mundane materials, you could still craft weapons and armor fit for any king who has ever lived. Further, if you know how to utilize the mystic arts, you will find yourself talented at enchanting your creations with your spells and perhaps you will even be able to forge great and powerful artifacts. But the modern world has largely moved beyond the crude weapons of old and if you wish, you may do so as well. With some effort you would be able to transfer your skills to more advanced components, creating powerful firearms or masterful mechanical vehicles.

464. Unstoppable Force (600 CP): Do they know who you are? You’re the jumper, bitch! You are a channel for the power of some extradimensional entity or force, granting you vast physical powers. Your strength is enough to shatter mountains and trade blows with gods of strength. You are also covered in a mystical force-field that renders you virtually immune to damage, though which can be temporarily dispelled

with enough damage -- of course, even then your durability is still tremendous, leaving you unharmed by all but the most powerful of weapons, though much less resistance to magic. If something does manage to harm you, you possess a healing factor that allows you to recover from even fatal wounds extremely quickly. You also possess no need for sustenance whatsoever and you will never tire from physical activity.

However, there are a couple of catches. First, your immunity to physical damage does not extend to mental or spiritual attacks, leaving you vulnerable to abilities that target your mind or soul. Secondly, your abilities only function at the peak of their capacity when you are truly following your own desires. If you are doing something reluctantly or your heart simply isn't in it, then your power will be reduced to a fraction of its potential -- still formidable, but no so world shaking as it could be.

465. Sorcerous Sight (100 CP): There's so much more to the world than most people know. Magic and life can be found pretty much anywhere, if only one knows how to look for them. You may open and close a third eye on your forehead with an effort of will. This eye is not physical and is only visible to someone or something else similarly spiritually aware. While this eye is open you are able to peer into all the magical and spiritual layers of the world, revealing things hidden from mundane sight. Simply looking around a busy street you're likely to see as many strange and colorful magical beings as there are people. Most of these are harmless, simply magical algae feeding on ambient magic or the emotions in the wind, but some of them are parasitic or malevolent in nature. If you wish to do something about these harmful spirits, well you can at least try, because opening your third eye allows you to physically interact with such intangible beings.

466. By The Boldly Blinding Bolts of Balthakk (100 CP): One quirk about of the magic of this world is that a lot of its spells are long strings of alliterative words -- and anyone who's ever tried to say Peter Piper Picked a Peck of Pickled Peppers five times fast can tell you that alliteration is more trouble than it tends to be worth. Well now you'll never have to worry about that becoming a problem again. Your tongue is now limber enough that tripping over words is a thing of the past for you and hey, maybe you could even tie a cherry stem in a knot with your tongue.

467. Astral Master (200 CP): Magic is primarily drawn from three sources: the ambient mystical energy of the dimension you are currently in, the power of artifacts or beings of an extradimensional or interdimensional nature, and the personal reserves of a mage's own soul. Skill with these three are not entirely intertwined and must often be advanced separately and each has their own area of specialty. The personal power of a mage, drawn from their own mind and spirit, is thus by far most adept at manipulating those things. Powers of hypnotism, telepathy, and astral projection are the primary trade of such magic, of which you are a skilled wielder. Long hours of meditation have cultivated a mastery of these techniques, allowing you to easily call on them with but an effort of will, allowing you to search or speak into the minds of

dozens of people, hypnotize a man with mere eye contact, and project your spirit onto the astral plane for up to 24 hours before you are locked out of your body and it begins to decay,

468. Emancipation Invocation (200 CP): Truly advanced or powerful magic often requires invoking the power of great mystical beings to channel into your spells. The problem with doing so is that universal truth: there's no such thing as a free lunch. Magic always has a price, see, and many beings will feel that price is owed to them. In many cases it is best to simply pay your debts, avoiding the wrath of a godlike being and leaving open the possibility of calling on them once again in the future. However, there are times when you cannot or will not do as they ask. In those times, you may invoke the Emancipation Invocation, cleansing you of mystical debts of your choosing but also of power from and bonds to the one you owe the debts to. Be wary however, as most beings will likely be gravely offended by this and are unlikely to be willing to treat with you in the future.

469. By the Hoary Fucking Hosts (400 CP): Arcanum Exo, to draw upon the magic of powerful beings to fuel your spells. Yet this is a difficult and sometimes dangerous type of sorcery as you risk drawing the attention of great and powerful beings who may keep track of the mystical debt you accrue. Though even with the risks entailed, many sorcerers consider it worth it as this often allows for greater magic than they could cast under their own power. You are particularly talented at this type of magic, finding natural ease in gaining the favor of a magical being and establishing a channel for their power.

Furthermore you will also find it simple to call upon the powers of similar beings in future jumps as well and even to continue calling upon them after you leave their native jump, so long as you left in good standing. Most beings will be amenable to you invoking them for power, though their curiosity will often be roused and they may feel you owe them a debt and if they have some reason to dislike or oppose you, they can easily refuse your pleas for power.

470. Doctors Without Dimensions (400 CP): See, here's the thing about being a sorcerer: You deal in a lot of strange things in a lot of strange places. You even sometimes find yourself on other worlds. While this is neat and all, if you've been paying attention you'll remember how I mentioned that some spells don't function correctly outside of the dimension you learned them in without extra training. Well now you no longer have to worry about that.

For you, it seems magic really is just magic, despite all the subtle and not-so-subtle differences in the energies. When you cast a spell, so long as there actually is enough magical energy to fuel it, it'll function correctly. For the most part. You'll never have to worry about incompatibility of the ambient energy of different dimensions or whether the magical energy used by one system of magic will function with another, but if you try to push this too far, there could be... unpredictable results. Who knows

what would happen if you tried to use magic of pure order to power a spell of chaos or tried to channel holy energy into raising a legion of the damned?

471. Artifact Savant (600 CP): Agomotto, the first Sorcerer Supreme of earth, created many wondrous things still in use all of these millennia later. Perhaps his most notable creation was that of the Three-Fold Path, a system of magic still in widespread use today. But also extremely important were the potent magical artifacts he created, many of which serve invaluable roles as badges of office for the Sorcerer Supreme and tools for the defense of all existence. You understand just how powerful and important such tools can be, for you yourself are a skilled and talented enchanter. You find that imbuing items with powers is a simple matter for you, overlaying nearly any spell or magical ability you know onto some item to more easily invoke it yourself or even to allow others to do so. Though you are not yet as skilled in the creation of such wonders as Agomotto, this may yet change in time. Perhaps you will even find a way to permanently imbue living beings with your magic to grant them great powers of their own.

472. Sorcerer Semi-Supreme (600 CP): Not quite a Sorcerer Supreme – at least not of Earth, perhaps you are one of a smaller dimension. Or perhaps you were simply apprenticed to one such being. Regardless, you are a cut above most mages of your kind. Your aptitude for the mystic arts is far beyond most, allowing you to quickly advance in the use of magic in a fraction of the time it takes others. You learn spells and rituals in hours or days what would take others weeks or months to work out.

In addition, you will find that most magical beings and other mages instinctively pay you some amount of respect and understand the importance of your task as a defender of all reality. Your words carry a weight such that most mystically inclined beings will hear you out, at least heeding your warnings.

Finally, in future jumps you may declare one dimension to be Sorcerer Supreme of, in which you will find your magic to be twice again as powerful as it would otherwise be. Spells meant to defend against or banish otherworldly threats will be particularly bolstered in world.

473. Enthralling (100 CP): Not all tricksters and rogues use words and guile. Some are simply so stunning that words are often unnecessary. And now, you count yourself among these. Your appearance is far beyond the norms of your race, forever freeing you from worries of minor blemishes or bad hair days. A smile from you can make the average person weak in the knees or beside themselves with jealousy. The only question lies in how you will use your great beauty?

474. Fool Me Once (100 CP): It was just a prank! It’s in your very nature to scheme and connive, to trick and play. And others seem to understand this, granting you more leeway, allowing you to somewhat more easily find forgiveness, find that second chance in others. Of course, there is a limit to this. If you betray someone one too

many times or simply a particularly heinous act, you'll find that people quickly wise up to you and stop giving you more chances to burn them.

475. A Very Different Thing (200 CP): There are those who would turn your very being against you, replicating your powers or even using your genetic code to create clones of you for their own purposes. Well you in particular don't have to worry about it quite so much as others would. There's something chaotic about your being, twisting and changing, warped and eldritch to those who would turn it against you. Now any attempts to replicate your powers or utilize your DNA without your permission are distorted, making it nearly impossible. It could still happen, but it would take an extraordinary sorcerer or a madman; no normal scientist could do it, no matter how advanced or intelligent.

476. Self Shapeshifting (200 CP): You are you, no matter the form you take or the shape you wear. However, some forms are particularly suited for you, being near as natural to slip into as any other. You have the innate ability to shapeshift into forms that are you in some manner. You could shapeshift into an opposite-gendered version of yourself or take the form of a fox or even a humanoid fox of an opposite-gendered humanoid fox.

However, such forms will always be you, whether it you as a woman or you as an animal or you as an elf, it will still be you as you would be in that form. It is impossible to use this to take the form of another individual.

477. Enchanting (400 CP): Your charm, such that it is, is a powerful tool. But it alone is not always enough. When such occasions arise, you are able to bolster it through supernatural means. Through one particular means of physical contact with others, whether it is a kiss, a handshake, or something else similar, you may enthral others.

Once enchanted in such a way by you, they will retain all of their former intelligence and skills, but will be entirely loyal and obedient to you. Such a spell will last roughly one well before it fades, though you may reapply it at any time to extend the duration. Particularly powerful beings may be resistant or even immune and those with extraordinarily strong wills may resist your powers, but most will become loyal slaves with only a touch.

478. Beyond Death (400 CP): Your wiles and your schemes have gotten you in and out of any number of situations in your life. But perhaps the most impressive accomplishment you have managed so far, is to erase your name from the Book of the Dead. This will allow you to return from death instead of meeting your fatal end. Of course, Death is savvy and will notice this aberration, so this will only work once per jump. Still, it is a note of pride that you have managed to outwit even Death itself.

479. The Greatest Trick (600 CP): A trickster is not a being defined by the whims and laws of others – even if those laws are those of the universe. If you wish to remain as you are, nothing can change that. Neither can you be corrupted or redeemed against your will, no matter the efforts of others. But the reverse is also true, if you wish to change them you will do so – you must simply decide to be a different person. But this is also possible on a much more metaphysical level, changing fundamental aspects of your nature. Though this will be more difficult than simply deciding to be a different person, you could perhaps go from being a demon to an angel or a god of lies might decide to instead become a god of stories instead. This will likely require a long journey and great personal reflection, but it is always possible to change if you so desire. You are who you choose to be.

480. Quicksilver Tongue (600): That's it, isn't it? That tongue of yours is what really makes you a trickster. The reason you're to be feared. Your guile is as dangerous as any sword or spell. To speak to you is to take a gamble, as few men or gods are truly beyond persuasion or corruption. Given time and open ears, there is little you could not accomplish. Becoming an advisor to a king who doesn't trust you or starting a rebellion among a contented people is a simple matter for you, requiring only a measure of time and patience and brokering a deal with you is the sure mark of a fool. But be warned, some people really are too pure or simply too focused to corrupt and there are yet others out there who might match even your great wit.

481. Cloak (100 CP): You undoubtedly possess the skills and abilities required to triumph, but is it really enough to simply succeed and see your enemies driven before you? Of course not. It needs to be done in style, which is where this comes in. This is a cloak of choice of your color. It is large and of extraordinary quality, but despite the size and the fact that it flaps dramatically even if there is no wind, it will never hinder your movement. It provides little in the way of defense, but is warm, comfortable, and always seems to avoid being scathed unless it is directly targeted for damage.

482. Time-Shift Bomb (100 CP): This small crystal ball, roughly the size of a baseball, contains crystallized magical disruptions in the flow of time. When broken, it will shift everything in the immediate area two seconds back in time. While this may not seem like a lot, it can make the difference if you know how to make use of those two seconds.

You get five and receive a replacement for any you use 24 hours later.

483. Castle Jumper (200 CP): What is the point of living if you don’t do it in style? Certainly, you know the importance of aesthetics even in the face of practicality... but that does not mean that something can’t be both stylish and practical. You are the proud owner of a large european castle. It’s practically straight out of a storybook, having stone walls, great towers --hell, the thing even has a moat. However, despite its ancient appearance, it is fully updated to the modern times. Possessing everything

from standard amenities such as running water and electricity to a state-of-the-art security system and laboratories. The way you live should make a statement, a fact that you seem to understand very well.

484. Holy Splinters (200 CP): There are many dark and unholy creatures that seek to prey on the weak and the unprepared -- you are neither. You have come into possession of a number of pieces of the True Cross, upon which Christ was crucified. The holy powers that suffuse these simple splinters are such that even being near them will repel and bring great pain to creatures of darkness or things infernal -- though you yourself are immune -- and actually touching them will bring indescribably pain and boil the skin from their bones.

485. Magitech Armor (400 CP): What kind of fool would walk into danger without proper protection? Certainly not you. This is a suit of armor that bears a resemblance to that worn a certain Latvian dictator, having a rather crude appearance. It is nonetheless a highly advanced union of magic and technology. Powered by a miniature fusion reactor in addition to being able to draw on magical energy for power, this armor is equipped with a number of tools and weapons including standard energy blasts, flight, personal shields, and a teleportation system. The armor also serves to increase the strength and durability of the wearer, allowing them to throw cars and shrug off even large-sized explosives. But perhaps the most interesting feature is in its ability to record spells cast near the wearer, allowing them to replicate the features and incantations to cast the spells immediately – though likely with less effectiveness than someone trained in their use.

If you wish then you may import a suit of armor you possess, be it traditional or power armor, to gain these qualities.

486. Time Circuitry (400 CP): There are those with the power to turn even the currents of time itself against you. But you have methods of defending yourself. These schematics show you what is required to integrate time circuitry into other technology, perhaps as cybernetics or for your armor. While worn or otherwise integrated with your body, you will be protected from temporal manipulations, be it attempts to freeze you in time, cast you adrift in its flows, or even to kill your past self. You need never again fear such attacks so long as you wear this armor. If you bought the Magitech Armor above then you may choose to already have this integrated.

487. Jumperbots (600 CP): No man is an island, but that doesn't mean that you are forced to rely on others for support. Why bother when you could instead head an army of yourself. This option grants you an army of robots made in your image. There are three models available to you. You gain 1000 of the first model; these are basic models, very clearly robots and possessing only rudimentary intelligence, they are nonetheless adequate for most tasks. These are equipped with with flight, integrated energy weapons, and strength and durability in excess of normal humans. Primarily

useful as grun, basic soldiers, or enforcers. The second model, which you gain 100 of, possess all of the attributes of the first, but with a more human appearance and greater intelligence. This model is useful as a decoy or to attend to more menial tasks which you would prefer to avoid. Finally, you gain only 10 of the third model. This model is much closer in appearance and ability to you as possessing all of your skills and knowledge. Effectively indistinguishable from you without invasive testing, this model can even believe it is you if you choose for it to.

If one of the first model are destroyed, you will gain a replacement for it in one week. If one of the second is destroyed, you will gain a replacement in one month. And if one of the third is destroyed, it will be replaced in either ten years or when your next jump starts, whichever comes first.

488. Jumpveria (800 CP): What? You've never heard of it before? What do you– ...huh. Come to think of it, I haven't either. There's proper documentation for it and there are brief mentions of it in recent history, but it doesn't seem like anyone has ever actually heard of it. The place simply seems to have... shown up one day, filled with people and its own history – much like yourself. How curious.

In any case, – due to either some unexplained series of events or an incredibly unlikely inheritance – you are now the ruler of a small, and somewhat rural but quickly developing, country. Located in a place of your choosing, so long as it is out of the way.

Perhaps it's a small slice of Europe or South America. Whatever the case, there is a population in this country, numbering in the hundreds of thousands and all of them admire you greatly and hold great loyalty and patriotism. You wield absolute power and have final say in all matters and so long as you do not blatantly abuse your people, they will continue to hold love for you. The majority culture and belief held by your people is largely up to you, though there will be as much variance as you'd expect. Most of your country is rural, but large population centers are likely fairly developed and luxurious, comparable to most first world cities.

This also comes with a bevy of benefits and advantages you'd expect from being the monarch of a country. In addition to the natural resources and manpower you'll have access to, there is no small amount of money you will be able to spend as you wish – though be mindful that spending it too recklessly may be harmful to your country and people. You will also wield diplomatic immunity in most other countries so, though this can only be pushed so far.

This will follow you in future jumps, appearing as an established country or kingdom, though one without much impact on the history or politics of the world up until that point and likely largely unknown to most.

489. Arms and Armor (100 CP): Some warriors fight simply with your fists, but most carry some type of weapon. This is a well made but mundane weapon of your

choosing. It can be anything so long as it is mundane, from a simple sword or axe to a cutting edge military rifle. As well, you have an equivalent set of mundane armor of a type of your choosing.

490. Helm of Hades (100 CP): As the name suggests, this gleaming golden helm was created Hades, the Olympian god of the underworld. Despite its gaudy and eye-catching appearance, it is a tool of stealth. Any who wear this helm will be rendered invisible, along with any objects on their person, for so long as it stays upon their head.

491. Enchanted Guns (200 CP): Mortals have prover they are mighty in their own way, standing amongst gods with tools of their own creation. How mighty, then, are the union between the two? These modern assault rifles serve as symbols of human might and are infused with divine magic. With the combined power of mortal and divine, they are vastly bolstered in their ability. The ammunition fired from these dozen rifles can bring great harm to even magical or divine foes that would normally laugh in the face of mortal weapons.

492. Shield of Perseus (200 CP): The cursed Medusa could turn men to stone with but a single glance upon her. This golden shield of ancient Greek make was reverse-engineered from the Gorgon's head, bestowing its effects upon it -- though in a reduced form. Any who look upon the stylized gorgon head emblazoned on the center of the shield will find themselves temporarily turned to stone, but will eventually "thaw out" and be freed. More powerful beings may be resistant or even immune to this effect.

493. Dragonfang (400 CP): Legends say that this straight sword sword forged by an ancient oriental wizard named Kahji-da when he carved it from the tusk of a powerful extra-dimensional dragon. Whether or not this is true is irrelevant, as the power of the blade is clear for all to see. The weapon is indestructible and supernaturally sharp, capable of cleaving most mundane matter in twain with easy. But the sword's true strength lies not in its ability to cut the mundane, but in the damage it can inflict upon the supernatural. The blade's edge can easily cut through all but the most powerful of enchantments and disrupt most spells with a glancing blow. This is a powerful and valuable weapon; make good use of it, won't you? You may also import any swords you possess to gain these qualities.

494. Divine Metals (400 CP): You have somehow managed to procure a supply of one of two divine ores. Either you have somehow gained access to 100 gallons of either Uru or Adamantine in a liquid state.

Uru is a magical metal, unique to the world of Nidavellir of the Nine Realms. Incredibly resilient to the point of near-invincibility and with a luster best compared to

badly wrought iron. Uru is a favored by the gods of Asgard and the dwarven smiths who ally with them for not only its rugged durability, but also for the fact that it is a supremely effective magical conductor. Though extremely hard to correctly enchant, the magic laid upon it will be powerful and as nigh-unbreakable as the metal itself if you can manage it.

Adamantine is something of a study in contrasts with Uru. Though every bit as durable as its Nordic cousin, the magical metal favored by the gods of Olympus has little else in common with it. Where Uru is dull and rugged, Adamantine is a gleaming gold. And where Uru is a supreme magical conductor, Adamantine is instead effectively immune to mystical effects below those of the greatest gods.

There is one other quality that the two brother metals share, however: the incredible difficulty of forging them, usually requiring either incredibly potent magic or heat comparable to that found in the heart of a star. Combined with the metals requiring incredible skill for even rudimentary working, it is usually nearly impossible for any mortals to utilize these rare metals in their forges.

You receive only one, but receive the other at a discount if you did not already have a discount on the first purchase. You receive an additional 100 gallons of whichever types you have purchased every six months.

495. Decimator Armor (600 CP): The Destroyer Armor of Asgard is worthy of its name, created to serve as armor fit for the king of the warrior gods, the Allfather himself. It was made in preparation for the return of the Celestials, who had bested the gods of earth in the past. This armor is not quite the Destroyer Armor, but was made in its image. Forged primarily of Uru, this armor stands nearly ten feet tall and is virtually indestructible, though not quite as much so as the original. Capable of serving as traditional armor or of being inhabited by a spirit, even a mortal man clad in this weapon would stand above most gods. It not only grants strength and durability on par with some of the strongest beings alive, but can fire tremendously powerful blasts of energy from the faceplate as well. Go forth and decimate your foes. You can also optionally import a suit of armor or power armor that you already possess to gain these qualities.

496. Star Forge (600 CP): Great Mjolnir, the hammer of Thor, was forged using the heart of a dying star, cut from the place it hanged in space by Allfather Odin himself and placed within an enchanted forge. This forge and the mold for Mjolnir was stolen and used by Loki to make a legion of brother hammers to Mjolnir during the final Ragnarok. This mould and the lesser hammers were -- or perhaps will be -- destroyed by Thor and channeled into an attack. But now you have come into possession of something similar. This forge, which takes the form of a special room connected to your warehouse, contains within it the heart of a dying star. This is, of course, a powerful tool, but most beings would be unable to use it directly without suffering

near instant death. You are not most beings and I have the utmost confidence that you will think of something.

497. Worthy Weapon (800 CP): Forged with the heat of a dying star from a mystical metal such as adamantine or Uru by a divine blacksmith and imbued with the power of a skyfather, this artifact (a melee weapon of your choice) is a potent weapon indeed. Enchanted and bound to your will such that it is impossible for it to be so much and lifted by someone without your permission and will always return to your hands with but a mental command. Nothing shall stop this weapon from returning to its master's hand; it will shatter dimensional barriers and plow through the core of planets to heed your call. As a weapon it can impact with sufficient force to shatter mountains and will cut through anything short of similarly strong materials or enchantments and is all but unbreakable – it can be broken, but the weapon is imbued with the will of a skyfather, a being whose words shake galaxies, and it will take similar strength to damage it.

It also has a number of additional abilities. First, it is not only a potent channel for all types of energies, but can also be used to forcibly absorb, store, and redirect nearly any type of energy in truly astounding quantities. Secondly, anyone who wields this weapon gains the benefits of Elder God Hybrid and one Domain that you may choose now and may additionally purchase more domains to be possessed by the weapon at a discount. Finally, the weapon may be used to open portals by rapidly moving it in a circular pattern. These portals may act as bridges to any place either in your nearby dimension or in adjacent dimensions connected to it.

498. Spellbooks (100 CP): These musty old tomes contain enough occult knowledge and basic spells to start one down the path of the Mystic Arts. Just the basics, mind you. But you will do well to never forget your basics, no matter how wise or powerful you may become. And perhaps an apprentice of your own may have use for these, some day?

499. Flames of Regency (100 CP): Say what you will about the Dread Dormammu -- he’s an evil demon who wants nothing more than for you to suffer in slavery before him for all eternity and what have you -- but the guy does have a sense of style. The Flames of Regency are a crown of flames that rest upon or engulf the head of whoever is the current ruler of the Dark Dimension, serving both as a symbol of their rule and as an actual source of mystic power for them. You have come upon or created a replica of these flames; your version lacks the benefits of the original, but it still looks pretty damn cool. At will you may summon the flames to your head and just as easily banish them. The fire does no damage to your or others and you may choose if the flame rests atop or behind your head or engulfs it completely.

500. Cloak of Levitation (200 CP): It, of course, possible to levitate and even outright fly through the use of spells. But such is often draining and requires active conversation, so many sorcerers opt to instead utilize enchanted artifacts to assist them in doing so. You have come into possession of one such artifact -- a replica of Doctor Strange's Cloak of Levitation. This crimson cape in enchanted to not only allow you to levitate and fly with no drain on your personal reserves and little conscious focus required, but also to move to your mental commands, allowing you to summon it or even utilize it as a clumsy extra limb.

501. Ring of the Ancient One (200 CP): Astral projection, for all that it is a simple ability for most any magician or psychic, is also an immensely useful tool even for a master of the mystic arts. But it also greatly limits the type and amount of the Art they can call upon, preventing them from interacting with the physical plane except in the most limited of manners. Unless, that is, this ring is worn upon the sorcerer's finger. Utilizing this artifact allows the magician to call upon any magic they fould in physical form while in their astral form. Of course, you'll still have a limited amount of time you can spend separated from your physical form, but the time you do will be much more valuable.

502. Hitler's Handgun (400 CP): Hitler was notorious for his obsession with the occult and apparently not all of what he managed to find was false magic. This Walther P-38 was one item that Hitler attempted to imbue with mystic properties -- and is also the weapon which he used to take his own life. It seems that some combination of the occult rituals and its role in a suicide has imbued the gun with actual magical properties. Bullets fired from this gun are totally mundane except for the fact that they bypass most magical defenses, ignoring wards and magical shields as though they weren't there at all. If you wish, you instead may import another handgun that you possess to gain these qualities.

503. Sanctum Sanctorum (400 CP): Well now, isn't this interesting? You've come into ownership of a quaint little townhouse. People whisper when they walk by it due to the legends surrounding it -- legends that are mostly true, mind you. No one's quite sure who built it, or who rebuilt it half a dozen times, but most rumors agree on a number of its inhabitants. From beatniks and street mystics a secret satanic clubhouse to the home of a witch hunter who tortured immigrants in its basement, the house has served as home for any number of oddballs and madmen. Before there was anything built here there was a mass grave for inmates who died while incarcerated and before that shamans used to come here for vision quests. See, the thing that's special about this house is that it's built atop a nexus of leylines, the magical dragon lines of the earth's life that crisscross the planet. This house and the leyline intersection it's built upon are twins to another found in upstate New York -- the home of one Doctor Stephen Strange, M.D.

Though on the outside it appears as an average sized and seemingly ordinary older townhouse, it is far larger on the inside and filled with a number of strange things. Most notably a large number of doors that lead to other dimensions, from a closet that leads to a void to a bathroom that opens into hell – and don't even get me started on what's in the fridge. Other oddities include living furniture, a small dojo, a library that always seems to be as large as is needed, and plenty of space for storing mystical knick knacks. The house also houses some wards that provide modest defense and alert you to intruders.

504. Wand of Watoomb (600 CP): This is a valuable and powerful artifact, fashioned and empowered by one of the Principalities, Watoomb himself. Taking the form of a small, demonic appearing ruby sceptre, this wand allows for powerful manipulations of magical energy, From directly manipulating, absorbing, or projecting larges amounts of energy to greatly amplifying or focusing any spells cast through it, any sorcerer would consider it a great boon to possess this artifact.

505. Eye of Aggomotto (600 CP): Now how did you get this? Created by Aggomotto, the first Sorcerer Supreme of earth, this is a powerful magical amulet that takes the form of a pendant that opens to reveal what appears to be a living eye. The Eye serves a potent channel for many mental and illusory magics. In addition to simply greatly empowering any form of mental magic or illusions cast while using the Eye, it also allows you to dispel the illusions or mental bindings of others by casting forth a bright light from the eye and to see things as they truly are. The powers of the Eye also accompany you while in astral form where most artifacts would fail to do so.

The Eye can also be used for various other mystical effects, though less efficiently. It is capable of projection of mystical shields and blasts of raw magical energy as well as teleportation within and between realms and can even absorb mystical energy into itself.

506. Book of the Vishanti/Darkhold (800 CP): Now this, this is something else. You have come into possession of an incredibly valuable and powerful tome of eldritch knowledge – or at least a replica of one.

The Book of the Vishanti is the book of white magic. One of the oldest and most valuable magical artifacts in existence, the Book of the Vishanti contains within in it virtually every spell and counterspell known to white magic as well as general knowledge to advance one’s mastery of sorcery and vast amounts of mystical history.

The book has an endless number of pages, periodically updating itself with new spells and will continue to do so in future worlds that you visit. However, the book contains no offensive magic within it, only that which can be used defensively or constructively.

On the other hand, we have the Darkhold. The Book of Sins, the Shiatra Book of Darkness. As you can probably tell, this is not a book of white magic. The equal and opposite of the Book of the Vishanti, this dark and terrible tome was created at the

dawn of the earth when the Elder God Chthon first scribed spells onto its indestructible pages with dark fire. Everything that its brother book is to white magic, the Darkhold is to the dark arts. However, the evil tome has a malevolent will of its own and will attempt to corrupt the user if their will and discipline are not hardy enough to prevail.

You gain only one book, but may purchase the other at a discount.

507. Crossing Rings (100 CP): Fifty magical rings of Asgardian origin. Any who wears a ring can mentally communicate with any other who wears such a ring. Rings such as these were once used in much greater number in one of vile Loki's schemes against Asgard. If you try, it wouldn't be hard to find a way to make more of these rings on the same wavelength.

508. Gram (200 CP): Gram is an ancient straight sword, first wielded by the first hero of Asgard, Sigurd (the Ever Glorious), to slay his brother who had become the dragon, Fafnir. These events were unknowingly orchestrated by Loki to lead to the creation of a magical sword with certain abilities. The magic in this sword allows it to cut through nearly anything, but it curiously is incapable of harming living flesh, instead simply harmlessly passing through it. However, any being stabbed with this blade will find themselves unable to lie while it remains within them and furthermore the sword will cut any mental bindings or magical compulsions from the target's mind, freeing them from outside influences.

509. Crown of Allurement (200 CP): Many beings are vain, particularly those with the power to make themselves as beautiful as they please. One such being was the creator of this circlet, a sorceress who desired beauty more than all else. This simple circlet will amplify the natural beauty of any who wears it many times over, turning even someone homely into a thing of beauty and turning those already beautiful into something out of myth and legend.

510. Scrying Pool (400 CP): You know all too well the value and power of information.

Secrets are what make the worlds go round, after all. And you've never had much trouble finding things you shouldn't know -- least of all now. This item takes the form of small hole in the floor of your warehouse through which mystical smoke bubbles upward. When you focus your mind upon it, you will be able to peer into the smoke to see and hear any person or location as they are currently. Of course, there exists magics that might hide others from your view, but this is nonetheless a powerful tool.

511. Golden Apple Tree (400 CP): It is a curious that so many of the myths and legends of the world contain within them tales of divine trees that bloom with magical fruits.

Perhaps they are an echo of some primordial tree such as Yggdrasil or even of the Elder Goddess Gaia. Whatever the case, you have gained possession of one such tree which grows within a small forest connected to your warehouse. Upon this eternal tree blooms beautiful golden apples. These apples are among the most delicious food in existence and a single apple will fill the belly of any who eats it for a week to come. But the true wonder of the these apples is that they serve as a panacea, curing nearly all ills when eaten, Even old age can be warded against -- so long as a being eats an apple once a century, their aging will slow to a crawl that even the gods would fail to notice the wear of years upon them.

512. Norn Stone (600 CP): The Norn Stones are a collection of mystical artifacts primarily employed by the Asgardians sorcerers Loki and Karnilla, the Norn Queen. The various stones grant a number of different powers, each potent in some way. The one that you have gained is particularly suited for one such as you. This Stone allows the holder to easily pass unnoticed between different realms and realities, slipping even past barriers that would normally prevent such passage and not triggering any alarms. Any dimension or world known of can be easily accessed, though this will not allow passage between different jumps until your chain is finished.

513. Pandora's Box (600 CP): Oh, Pandora. She fell victim to the most human of drives: simple curiosity. Tasked with guarding a box she may never open, she found the question of what was inside unbearable and opened the lid to peek inside, With the tiniest crack, the great evils poured forth from the box and were unleashed upon the world. This box may or may not be the same one given to Pandora all of those eons ago, but it is capable of much the same purpose. Any being -- no matter how powerful or vast -- that can be tricked, forced, or sealed inside the box will be completely unable to escape for so long as the box is not opened... I would suggest not handing it off to an overly curious strange, if I may.

514. All-Black the Necrosword (800 CP): The Slicer of Worlds. The Annihiblade. The blade that slew a billion gods and carved the first dawn from the stone of the endless night. A primordial piece of darkness, turned into a weapon by an ancient alien god in a time long forgotten. This god ironically fell victim to his dark weapon as Gorr, the God Butcher took it and thus began his crusade to kill every god to ever live. In a far-off future, the last king of the dead earth will take up this weapon and become All-Black, the Allfather, the God of Butchers.

This is not that weapon -- at least, not quite. This is a shard of that weapon, a pale shadow of that ancient darkness... but with great potential. Just as the original, this Necrosword hungers for godblood and draws strength from drinking it in. If you allow the Annihiblade to serve its purpose and slay gods as cattle then it shall grow without bound.

As it is now, the Necrosword takes the form of an inky armor of the darkest black that coats your body, granting you enormously increased physical abilities and allowing

you to shape it to your will, growing anything from whips to functional wings, but it is particularly easy to form blades of shadow. The armor also sustains you in the case of wounds received, allowing you to shrug off and regenerate from massive amounts of damage. As you further use it and feed it the divine ichor it so desires, it will grow in power and you will discover new uses for it. In time you may perhaps even be able to sprout life from this instrument of death... or turn a star as black as night. And one last thing: This shard is entirely loyal to you and will never betray or attempt to corrupt you. You can also import an existing weapon that you possess to gain these traits.

515. Enlightened Manservant (100 CP): A good friend and a loyal servant, this small asian man of middle age has vowed to protect and serve you for the rest of your days. He is a master of some form of martial arts, having been trained by an ancient order of monks, and possesses a great deal of occult knowledge – though little talent for the mystic arts.

He is also an incredibly adept chef, being capable of making delicious food from practically any ingredients and a capable practitioner of alternative medicine such as the use of herbs and acupuncture. Also makes some really mean tea if you're into that and coffee if you're not.

516. Helhound (200 CP): Through some series of events, which I'm sure is a story in an of itself, you have made a friend: a helhound. The spawn of the Hel Wolf, a powerful Asgardian demon born of – you guessed it – Hel, the nordic realm of the unworthy dead. The size of a small pony, this beast most closely resembles a particularly large pit bull. This hound is not only strong enough to fight against gods and monsters and capable of breathing magical fire, but is as smart as a man and capable of speaking as one. This particular one is completely loyal to you and will follow your orders to the best of its abilities – especially those involving murder. Your hound is quite fond of murder, see and will be happy to speak of this fondness at length.

517. Victoria Von Doom (300 CP): There are many possible timelines -- infinite, most likely --, alternate realities that diverged from this at some distinct point. Some are minor variations, almost the same but for the name of a person or the birth of a pet or the way a grain of sand fell upon a beach. But some are major, no longer even recognizable. This woman comes from one such world. This is the Doctor Doom of another earth, born with as a woman instead of a man. Much of her life followed the same path as the Von Doom of this world, however, and she is much the same person.

Born poor to a Gypsy Sorceress, her life was ruined when her mother’s soul fell into the clutches of the demonic mephisto. Vowing to recover her mother’s soul, she mastered the arts of science and sorcery before eventually managing to save her mother’s soul, she came upon a vision and saw that the only way to save the world from utter destruction was to conquer it and lead it into safety. Unfortunately, she failed and not only her Earth, but her entire timelines was wiped from the multiverse. She herself managed to escape to this world and now seeks a new path. Her supreme

intelligence and unbreakable will are matched only by her enormous ego and unyielding arrogance. Possessing mastery of both science and of magic, both far in excess of all but a handful of other humans, she is a force to be reckoned with.

However, her face was permanently scarred in her past and she now hides behind a crude mask of iron, her own vanity preventing her from moving onward. Your past has led you to meet her and she has found herself oddly fond of you and will likely be willing to follow you even on to other worlds -- after all, her own is destroyed, so she has nothing to tie here her. Her fondness for you will be such that she strangely finds herself reluctant to betray you, though she will likely never admit that such a soft spot exists.

518. Magic Goats (400 CP): Twins to the divine goats of Thor Odinson, these two goats stand larger than most horses and are intelligent enough to follow simple commands. The goats are capable of fighting on par with most gods and can devour anything short of Uru if they can fit it in their mouth. They are also capable of flight and can ever travel faster than light while in the vacuum of space, where they can easily survive.

Percy Jackson and the Olympians

519. Minor God (100CP): A child of one of the many, many gods of the Greek Pantheon. However, unlike the majority of Camp Half-Blood you find yourself as one of the minor gods. This doesn't mean much on its own aside from the group you've been sired from, although there is a misconception that children of minor gods will always be outshined by those of higher birth. At the same time, it is admitted that more often than not you'll yourself without some of the flashier powers, and for those of Greek birth you will likely not be claimed until the events of The Last Olympian. At the same time however as the Minor Gods seem to fool around slightly less than the twelve, you'll have a bit more of your parent's attention than you would have otherwise.

520. *Olympus Twelve (200CP): One of the majority, I see. It seems that you've been born of one of the most commonly known Gods of these setting. That is, save Artemis and Hera. They would never do such things willingly. No, that would require taking both Godly Scorn and Daddy/Mommy Issues for no points in order for such an affront to their vows to occur...

You may also take only Godly Scorn instead if you wish to be a child of one of the Big Three, at least guaranteeing you the love of your own parents unless you choose to pick otherwise on your own.

521. *Titanborn (400CP): So you wish to be born of the Titans, hmm? While your kind is rare, it is not a thing unheard of. However, this is not a world that is kind to you, friend. The general consensus of those not firmly on the side of monsterkind is

that those of the Titan's ilk are evil, up to an including your progeny. In exchange for taking this parentage, you must take Wrath of Olympus to reflect your status as an outcast in this world.

522. *Giantborn (400CP): Ah yes, the giants. The children of Gaea, great towering creatures with domains and powers similar to and even predating the gods themselves. While they, like the Titans, are not known to sire mortal children it seems that once again you have proven the exception. Those of this parenthood must take Wrath of Olympus just as the Titans must, due to the inherent animosity towards giant progeny.

523. *The Protogenoi (600CP): The founding forces of the universe, that from which all things descend from. Normally the children of such beings would never be anything less than a fully fledged god, but in this case it seems that perhaps things have went awry. Aside from being incredibly proficient in the manipulation of your parent's domain, much as other demigods are, you'll find that you otherwise benefit from your heritage than others do. Bigger, faster, stronger, all the things a hero might be expected to be in order to live up to such a legacy. Such power does not come without consequences however, as Foreign Target must be taken without any points for such privilege.

524. *"God"hood (800CP): Not necessarily a god perhaps, with this option you have ascended to the level held by the deities of this setting. Whether a God, Titan or Giant by this option, you may choose up to five different concepts to base yourself around which will make up your domains for this setting, along with the theme your powers will take on. In addition you'll find yourself with additional powers depending on which subchoice you make here, such Gods having their True Form which atomizes mere mortals upon eye contact, the Titans with their supernatural manipulation of their domains to the point of causing major disasters with ease, and Giants being unkillable unless laid low by both mortal and God. While this option can be taken alongside other parentages, at least two of your domains must me in the same 'thematic' as your ancestor to reflect the closeness in bloodline. A God who is the child of Zeus might end up as the God of rain, for example. Godly Restraint (if you are a Demigod) or Wrath of Olympus (if Titan/Giantborn) must be taken for this option, with no points extra to reflect your unique origin.

525. The Olden Ways (Free): It seems that thanks to the mixing of cultures within these times, monsters and Gods alike try to maintain their culture by preserving their written language, which makes it significantly difficult for those who haven't been taught to speak it, let alone write it. Thankfully you're proficient in either Ancient Greek or Latin, depending on your parentage. Mortals get a free choice here, as they don't have a parent to determine a language for.

526. Godly Powers (Free): Being born of (or actually being) one of Godly Might has its perks. While the actual effect depends on each demigod, along with their actual

proficiency, you'll develop powers that fit your thematic. Children of Poseidon can control water and speak to Horses, Children of Aphrodite have a 'people sense' and are supernaturally charming, etc.

527. Managing The Mist (100CP): Ah, the Mist. A spiritual force that covers the entire world, hiding the secrets of ancient myth from mortal eyes lest all hell take loose. While this covers everything in this world to some degree, few can say that they wield it with any degree of finesse whatsoever. That is, save for you. Whenever encountering a mortal you can convince them that a certain object is another (such as a sword being a cane, or a wolf being a bus) and you'll find that they believe you, the Mist working to conceal their sight. Unfortunately the Mist tends to have a tenuous grasp on humans who are 'above the average' so anything more powerful than a civilian will quickly break free of it, with Gods and their like being unaffected in the first place.

528. Unforseen Element (200CP): Nobody exactly expected you to drop out of the sky one day, you know? Who plans for that sort of thing, really? Anyways, it appears that people tend to overlook you in terms of planning. A plot to defeat a team you're in won't account for your appearance, a rival political party will tend to forget about the clout you have in certain circles. Of course, while this is all well and good, these protections fail when they start to target you specifically.

529. The Curse of Achilles (400CP): Achilles, the legendary hero whose greatness is sung in the tales of the Trojan War. A man who, as a child, was dipped into the River Styx in order to make him invincible. That is, save for a single point. You too, are now like this. From this moment on your body is now invincible, blades and arrows all gliding off of your body and failing to make contact as you wade through battle, seemingly invulnerable. However, just like Achilles, you have a single vulnerable point of your choice. While the rest of your body could take incredible amounts of punishment, just a light jab towards this area will send pain arcing through your body and a solid hit will quickly dispatch to the afterlife. As an added bonus due to your status as the Jumper, you may choose as to whether or not you wish to be affected by the Achilles curse each year.

530. Unbound By Thread (600CP): Coming from outside this realm, from beyond the reach of Fate itself, has made you dangerous Jumper. For instead of being bound to the prophecies of the three sisters, you exist outside as an unaffected force, unbound and unshackled. You'll find that within your power is the strength to distort and even break the events of prophecy, defying these predetermined events with gusto. Creatures who can only be struck down by the chosen hero will fall to your blade, the doors that only open at the eve of the apocalypse will do so at your push. In addition, this condition has opened your eyes to that of Prophecy. While initially impossible to

control, you may open yourself up to the spirits that be to foresee visions of the future, often through strange and hard to understand poetry, which upon interpretation can give one insight into important future events.

531. Camp Training (100CP): Ah yes, Demigod Training. Tell me, what did you like the most? The smores? The sword lessons? The climb up the rock wall spewing literal lava down at you? Ah, but I digress. You have the experience behind you of several years at either Camp Half-Blood or Camp Jupiter (or one really good summer, if you're a new recruit) along with all the necessary skills to survive as a demigod. While many people tend to discount this, you'll never know when those knife lessons or knowledge on the activation of an Iris message will end up saving your butt in the long term.

532. May You Live in Interesting Times (200CP): While normally a curse, this is certainly something for an aspiring adventurer such as yourself. It seems that Fate has taken a liking to you, and as such is all too willing to send you on your own adventures. One week you might find that your gym teacher is actually a giant reptile, the next you're train surfing across the country to retrieve a stolen treasure. While these quests (note the lack of capital Q) are often dangerous, they also offer an increased amount of growth in both the physical and mental sense. Of course, if you'd prefer some time to relax, you can toggle this on and off as you'd please.

533. The Gods Are Bros (400CP): Despite all the stories of the Gods acting like horrible people and committing terrible deeds, they aren't all that bad company. At least, around you that is. You seem to have an affinity with beings of a godly nature, giving them a predisposition to liking you barring incredible circumstances. The God of the Ocean is up for a short hang session whenever you head towards the water for some form of cryptic mentoring, while creating a particularly well made item might find your craftsmanship being blessed by the lord of the Forge himself. Post jump this extends to all beings under the umbrella of a 'godly' nature, instead of simply those of the Roman and Greek Pantheons.

534. Chosen Child (600CP): There are heroes, and then there are Heroes. For there are so many people here in these camps that purport themselves, but how many truly live up to the name? It seems that you can consider yourself among their ranks, at least. Aside from being a naturally more powerful example of your lineage, with your newly discovered abilities being manipulated as though you've been using them for years, your abilities will be far less tiring in general due to your high affinity towards them. In addition, you'll also find yourself obtaining many blessings and gifts as your journey progresses, up to and including boons from the gods themselves. Only time will tell what great exploits you will carve into this world, as you continue on your journey.

535. The Snake Beneath the Flower (100CP): Nobody expects the friend, now do they? After all, how could you ever imagine the one closest to you as the same person who would stab you in the back? At least, this is what people seem to think of you. So long as you don't act in a overtly suspicious manner, others will be more inclined to pass off some of your minor mishaps within your facade as inconsequential, not entertaining the idea that you might actually not be on the same side. This is not foolproof however, as hostile actions against them or solid proof about your intentions will break this illusion, exposing to them to true depths of your treachery.

536. Dealing With the Devil(s) (200CP): Being a henchman is pretty much synonymous with being disposable, especially when dealing with the primal forces of evil. That's why you've developed the skills to avoid such outcomes, especially tailored for such beings. You've developed a knack for appealing towards powerful beings whose insights and plans tend to range in grand strokes within the scheme of things (think Titans and Giants) while simultaneously managing to place yourself within said plans as at least a semi-important piece to it all. While it certainly won't guarantee you immunity until the end, it'll at least save your hide from the cliche 'your usefulness has ended' scenario.

537. One of Darkness (400CP): The thing about working with the dark side of this world is that most things think that you're rather delicious. Fortunately for you those of an evil aligned disposition seem to take a liking towards you to an extent. Wild monsters will not attack unless provoked, and some of the less intelligent variety may even be tamed with a sufficient amount of time and effort. Meanwhile, those you might command are far less likely to rebel and regard you in a fond manner. As a side note, due to your constant interactions with those of the dark you've picked up a passable amount of skill in the art of deception and subterfuge, useful both for worming your way both the hearts of your subordinates and targets.

538. Holding Up The Sky (600CP): But in the end, it's expected that plans go wrong, yes? The plucky hero you planned to manipulate to taking the fall figure out your master plan, your employer has exhausted your uses and now wants your soul. But you've never been the one to give up, especially not now. You have become incredibly well versed when it comes to escaping punishment for your misdeeds, even when it seems impossible to do so. Aside from being able to escape from a given in almost every location or scenario due to a combination of intuition and careful planning, you have also learned both how to resist and lessen the sort of damage a punishment might to your body. Holding up the sky might leave you absolutely exhausted and weak for a few weeks afterward, however it would not outright kill you as it would others. In the same way, if someone were to attempt to possess you in some form of perceived retribution, they'll find themselves stumped by a will that even rivals their own power.

539. Monstrous Body (100CP) Ah, I see that you are one of monsterkind. Yours is a hated species, often seen as the underlings of dark forces, if not formidable forces on their own. Monsters such as yourself tend to range from a humanoid to completely inhuman form, although it is noted that most humanoid monsters tend to have some sort of tell that they are inhuman (such as cloven feet or snakes for hair). With your starting body here you can be any existing monster in this setting so long as their maximum size is that of twenty feet long and/ or wide. Any existing supernatural powers that each species possess must be bought with the following perks below, however. In addition, while monsters have the ability to respawn after death within the Underworld, doing so with this perk alone will be considered death for the purposes of a Chain.

540. Skills of the Beast (200CP): While there are many hulking brutes and beasts hiding in the darkness, there are also those of cleverness and wit. Those beasts that learn to use their natural powers are considered among the deadliest, and you may now count yourself among those ranks. Choose a 'skill' according to either your heritage or species. A hellhound might have the ability of shadow travel, or a monster that bears heritage to Artemis might be excelled at the hunt themselves. This may be purchased multiple times (although only the first is discounted) to obtain different skills and traits.

541. Creature of Myth (400CP): It seems that all those stories about you weren't false after all. Whatever your pre-existing abilities granted to you just by being a monster are enhanced, as though you were an exemplar of your kind. Hide that could previously take a decent beating now finds arrows shattering against it like a hard rain, fiery breath that would leave structures scorched now leaves naught but ashes in its wake. Go, Jumper, and have them remember why you were feared in the stories.

542. Legends of the Beast (600CP): The funny thing about this world is that the greatest threats are always the biggest. And is it wrong, truly? Your previous size constraints are lifted up to that of your average sports stadium, along with the strength and power to match. It wouldn't be wrong to say that at this point it would take an entire team of heroes to take you down, and it would be quite possible to take a god on if you were to meet them one on one. Aside from this, you will find that other examples of your species will follow you on instinct, recognizing you as their leader and following your instructions to the letter (or at least, as much as a monster can). In addition, you may choose upon entering other worlds if your legend will continue, inserting your story into myth and spawning a small collection of said monsters into the world.

543. Monstrous Pets/Mythomagic Set (100CP)

Monstrous Pets (50CP): Typhon, Father of All Monsters? Perhaps, but there's no way that this little cutie could possibly be the one. For each purchase of this option you will receive a miniaturized version of an existing monster in this setting. While their powers have been

largely removed save for the most minor (such as a nymph still being able to float and fire drakes being warm to the touch) they're quite cute and incredibly loyal. Did I mention that they're great for snuggling? Just don't show them off too much to others, some of these might be considered in slightly bad taste.

Mythomagic Set (50CP): A full set of the popular game Mythomagic, which appears to be some form of tabletop game featuring the Greek Gods. What you have is the entire collection, which amounts to quite the impression amount of action figures and three copies of every single card currently in circulation. While this seems rather mundane, you'll find that both you and your companions are also featured in this game, along with any Gods you've encountered in past travels. They're legal for tournament play as well, so have fun raining down hell with Nyarlathotep's custom deck.

544. Blue Food (50CP): It's food! But...it's blue? Don't question why it is. Every week you'll get a fresh plate of snack food, seemingly fresh from Mrs. Jackson's kitchen. Some days it'll be blue chocolate chip cookies, the next a blue seven layer dip, all you need to know is that it'll always be much better tasting than if it were made by any other conventional means. Be sure to give compliments to the chef if you meet her, it really is that good.

545. Camp Jump-Blood (400CP): The world is a cold and unforgiving place for those born to the gods. Many an inexperienced hero has become a monster's lunch due to lack of safe haven. This won't be something you'll have to deal with for a while, thanks to this. Either based off of the style of Camp Jupiter or Camp Half-Blood, this summer camp that you own affords all the facilities you'd need for an aspiring adventurer to be while also affording protections with a border that repels evil forces and an illusion that wards away mortals from the boundaries. In addition, if any gods exist in future settings that you visit, you'll find new cabins and barracks being made for them as their children find their way to your camp, growing progressively larger in time.

546. Bag of Drachma/Denari (100CP): A bag of fifty golden drachma/denari, enough to get a decent amount of Godly Goods at any store that accepts such currency, or for dealings with a relation to said Pantheon. While otherwise mundane, the bag regenerates drachma at a rate of ten coins per week. Think of it as allowance from your parent. You can choose each week what coins it fills with, as well.

547. Monster Killing Metals (200CP): About ten pounds of Celestial Bronze, Imperial Gold or Stygian Iron. All made to destroy godly and monstrous creatures (save the last, which also hurts mortals) weapons crafted from these materials are incredibly durable and able to hold enchantments of the like seen in ancient myth. Your supply restocks every two weeks, with the type of metal delivers being of your choice.

548. Wings of Icarus (400CP): What a fancy little contraption you seem to have here, Jumper. Fashioned from Celestial Bronze, this pair of wings seem to be rather encumbering until fitted upon. At that point, however, you'll find that not only are they incredibly lightweight, but also capable of flight despite the fact that it should not be able to support the user's weight. While this is used best for gliding, the user can also take off from the ground if they are willing to spend the extra energy to get themselves aloft. Guaranteed not to melt if you fly too close to the sun.

549. The Lotus Casino (600CP): The Lotus Casino. A useful tool to the Gods, but also one of the most dangerous places to visit in all of America. Although it looks like an incredibly lavish casino, both in and outside, what many are unaware of is that in fact it is a trap for all that enter. While it has a strange effect on it that causes time within to move slower than the outside world and in fact bestows a limited amount of immortality to those within, patrons will be urged to and outright forced to partake in a lotus flower snack by staff if they initially refuse. These lotus flowers are incredibly potent drugs that temporarily erase all memories of the outside world, however with the distractions of the casino they are capable of keeping those within prisoners of their own vices. You and your companions are immune to the effects of this casino, and turn a tidy profit from its proceeds. In addition, post jump a door will appear within your warehouse to the Casino, although you may also choose for it to manifest in new worlds as well if you wish.

550. Monster Killer (100CP): It seems that every demigod needs a gem like this, these days. This "monster killer" is in fact a weapon of your own design (up to and including guns, although it'll only come with three rounds if you choose so) made of either Celestial Bronze or Imperial Gold. What this means, essentially, is that it is capable of harming Monsters and Gods, however at the same time incapable of harming mortals: attempting to do so will have it slide through effortlessly without any harm being done. Should the weapon be broken, it will appear within your warehouse in a day, good as new.

551. Nectar and Ambrosia (200CP): The food and drink of the gods, guaranteed to cause mortals to instantly turn to fire and sand if consumed, with demigods to do so as well if they consume too much. Despite the fact that it's only truly safe for godly consumption, it also boasts an extreme healing effect able to set and mend even life threatening injuries and as such is treated as both a commodity and a valuable resource around these parts. They also have a strange magic to always taste like the consumer's favorite food and drink as an added bonus. You start out with a baggie filled with ambrosia squares and a canteen of nectar, which each refill every week.

552. Argo II (400CP): The legendary ship that in a few years time will be used to sail across the Atlantic towards Europe, or at least a copy of it. Aside from being completely sea and sky worthy, thanks to incredible craftsmanship from the

Hephaestus Cabin, this ship is capable of flying itself thanks to what appears to be a sentient dragon head at the top of its mast. Aside from being a rather comfortable ride for a decent crew of heroes, one of its hidden functions lies in its destruction. When the ship is destroyed (or if ordered to) the dragon head will disconnect and multiple parts from the ship will reconnect with it, forming a creature in the size and shape of a dragon that loyally follows your orders until ordered to reconnect to the ship or destroyed. However, in exchange while the dragon is disconnected the boat will be rendered inoperable, either floating aimlessly in the water or air depending until the dragon reattaches itself. Should the ship be destroyed it will appear within the Warehouse again in one week, good as new.

553. Divine Implement (600CP): While every Demigod needs a trusty weapon, this goes beyond such things. Being of the quality that even a God would consider worthy for wielding, it is a completely indestructible weapon of your choice (or armor, if you prefer). In addition, it has an enchantment of your choose that would be appropriate for a weapon of such strength, such as raining down lightning on your foes or summoning storms with a wave. If you choose you may also use this option to instead obtain a copy of a currently existing Divine Implement, although there is sure to be confusion if it is witnessed in use.

554. Butterfly Charm (100CP): A simple necklace on a sturdy cord, depicting a butterfly. While it's rather pretty, it's also completely mundane. At least, that's what you want them to believe. In reality there is a second, identical necklace, that when given to another person allows for telepathy between the others that even Gods are unable to trace. If you'd like, you can change the butterfly to a different symbol.

555. Sybaris' Teeth (200CP): A bag of twelve monster teeth from the dragon Sybaris, with two teeth filling in each week. While seemingly useless, if not a nice conversation piece, when planted into the ground these teeth spawn a single Spartoi each. These skeletal soldiers (who have the innate ability to cover themselves in mist for a disguise) and can fight equally with that of a professional swordsman. If broken they have the ability to reform as well, however when struck by overtly supernatural powers they'll be down for the count until summoned again.

556. Labyrinth Entrance (400CP): It seems that you have quite the find, here. You appear to have a strange door in your Warehouse that opens into a long hallway. What you'll find after walking down said hallway, however, is that you've somehow ended up in the Labyrinth itself and your entrance has disappeared (although it will reveal itself if prompted to). Both a place of untold danger and treasure, it is certainly quite the convenience in both adventuring and transportation needs, as its strange ability to warp both space and time makes long distance travel a cinch. Post jump the Labyrinth will manifest itself in future worlds, complete with new thematic monsters and treasures if the setting should apply.

557. The Princess Andromeda (600CP): A full-blown, luxury yacht that even some of the richest men alive would blanch slightly at the price. But that isn't nearly worth a price this large, yes? Aside from being built to take an attack by a whole team of Demi-Gods and come out unscathed (relatively) this boat is also manned by a crew of loyal monsters, maintaining its upkeep and defending from invaders at command. Should one of these monsters be killed, they will revive a week later, decidedly miffed but otherwise none the worse for ware.

558. Pan Pipes (100CP): A standard set of pan pipes, typically played by satyrs and their ilk. Aside from being an excellent focus for nature related abilities and magics, you'll find that any music played from this particular set always comes out well, as though a professional were the one performing even if an amateur were to pick them up. If destroyed, they'll appear within your warehouse in a day.

559. False Identity (200CP): The Mist is great and all, but what happens if someone sees through your faked credentials to being a Math Teacher? Well, they'll be seeing what appears to be completely valid documents, that's what. This manila envelope, which normally contains a sheaf of blank paper, reacts to whenever you use the Mist to create a false identity to conceal your Monster form. Upon doing so, it will temporarily print upon the paper valid certificates that hold up to professional levels of scrutiny and will even still appear valid if cross-checked through other databases. Upon lowering this guise the paper becomes blank once more, and can be used again.

560. Monster Donut (400CP): It doesn't have to be a Monster Donut chain, but you get the idea. With this you have your very own legitimate business, albeit with a slightly tacky name related to your monstrous nature, that you can run on your own even with yourself as the only employee. You can turn a decent profit on this, but more importantly, it serves as the perfect lair that compliments whatever abilities you have. Minotaurs might have a maze-like store, Gorgons would have a garden filled with statues, etc.

561. Your Own Personal Hell (600CP): You...you really need this? All of this space? Well, as long as it's coming out of your own pocket. At a location of your choosing in the world (along with a complimentary portal in your warehouse) a great hole will appear in the ground. Going down this hole will find you in a lobby filled with the ethereal souls of the dead and a skeletal desk manager, who will welcome you to your very own plane of the Underworld. While initially this exists only as a secondary plane to whatever afterlife exists in your current world (in that the dead may visit if they wish to) you may also design it in that the departed may choose to reside here instead of whatever their original destination was. In addition, you'll find yourself able to slowly change its appearance over the course of time, with all sorts of possibilities ranging from a field of grain to the classical fiery pit of hell and torture.

As a complimentary bonus you'll also receive a staff of monsters (with a matching thematic to your Underworld) to keep the peace, although they will be unable to exit.

Percy Jackson

562. Old Traditions (100, first free)

You are knowledgeable in the ways of the ancient civilization corresponding to whatever mythology you're most connected with. You can read their languages, know the proper ways to honor the gods, and have a decent grasp of their mythology. Otherwise unassociated Drop-ins may choose any one ancient culture to know of. You may purchase this multiple times, each time gaining insight into a new culture.

563. Mist Manipulation (100)

The Mist prevents mortals from seeing what's actually occurring in supernatural fights. With this perk you may also call upon it to cause mortals to see other minor illusions or make them more suggestible. More importantly once the jump is finished you may invoke the Mist to make whatever passes for normal people in your current setting view and remember your feats as having occurred through means they consider ordinary and your appearance as something similar in shape to you but largely mundane.

564. Monstrous Strength (100)

Whether by oddity of birth, ancestry, or mystical experiments you have gained an inhuman form. On the plus side this boosts your physical abilities in proportion to how obviously unnatural your current form is. Generally your form will be some terrifying fusion of various aspects of animals and humans, it is your choice on the particulars though. This boost also applies to other monster discounted perks. Generally you can interact with mortals without their notice so long as you stick to actions that can be reasonably explained by the Mist but even then most of those familiar with the true nature of the world will be able to spot various tells.

565. Foci (100)

You can use appropriate tool or symbol to help channel your magic or other supernatural abilities, allowing you increased efficiency and fine control, varying with the quality and appropriateness to the task of the focus. So while a sword might help with battle spells it won't be too useful for healing. You must attune a focus to use it, a process that takes a couple minutes. The number of foci you can attune at a time varies with your magical power.

566. Minor Blessing (100)

For one reason or another you've got a god who cares slightly about you and has seen fit to grant you some minor boon within their domains. Choose one god from any pantheon and gain a minor boon from them. The god will care slightly about you but unless you go on to further distinguish yourself it will be more of a minor interest in your affairs than someone they feel the need to help (Effectively think a diminished version of one ability a demigod might have, think minor ones are stuff along the lines of breathing water, lucid dreaming, or appropriate vague extra senses, useful but nothing especially major). This can be taken multiple times.

567. Pull of Fate (200) You gain an ability to vaguely sense what prophecies are at work on people and get an idea of what general role they play within those prophecies. Also you tend to have slightly improved luck. In addition you can minorly affect Fate, while you can't change anything already determined by a prophecy or similar you may shift minor roles or when something is going to happen slightly.

568. Unnatural Skill (200) Whether from your heritage or just being that good you've got one particular mundane skill that your feats with border on supernatural. Whether you're a smith on the level of the Cyclopses, a near prescient tactician or a swordsman who is ny unstoppable with a blade your feats will be legendary. You are on a level within your skill such that only other beings of legend can hope to match you. This may be taken multiple times. You may not choose magic but you may choose a particular application of magic if you have it already (so curses, enchanting might work, more specific gets a bigger boost).

569. Magic (200) You have been taught the style of magic appropriate to your chosen pantheon. With this alone you are merely a novice but you can receive further instruction. Generally you have an aptitude for a particular branch of magic within which you excel, frequently linked to a god you favor. Magic is very versatile, capable of anything from grand pillars of fire to teleporting entire pyramids. Generally you'll needtraining and practice to pull those off though, and will likely be exhausted without some method of supplementing your stores of power.

570. Legendary Training (200)

You've been trained by some of the greatest fighters in your pantheon, choose one:

Hero Training

Born into a life of conflict and further trained by other demigods you've gained skill in combat and thinking on your feet. You're largely used to fighting by yourself or with a couple

friends though and therefore tend to perform somewhat poorly when trying to fight alongside large groups.

Legion Training

You've been trained in the fighting styles of the Roman Legions, while not as effective as hero training for fighting by yourself, you and anyone else who's received basic training in this style (which you're able to give with a few days work) will be able to work together like a well oiled machine, swiftly reacting to orders and covering eachother's openings so long as they can maintain formation.

Berserking

You can fly into a blood rage, while in this state you are far stronger than normal and can fight despite nearly any wound. You will still use your other abilities effectively but will be hyperfocused on melee combat. Also taking part in this training has toughened your hide, making it possible to shrug off blows that would leave mortals reeling.

571. Clear Sight (400) Whereas most supernatural beings can see partially through the Mist that conceals the mythological from mortals they still can be fooled by illusions and tend to have trouble seeing things that fall under the purview of other pantheons. You however are near impossible to deceive with such tricks, seeing the true form of beings regardless of their wishes (does not lead to turning to ash when looking at gods unless they fully unveil themselves anyway) and being extremely hard to fool with other illusions. You are also quite difficult to fool by mundane means as well, quickly piercing disguises or lies. Combined with Pull of Fate you have sufficient ability to become an Oracle, note that while this will give you extra insight into your prophecies you cannot affect the content itself.

572. Legendary Trait (400) Being big and nasty isn't all there is to being a monster, to survive you generally want some special ability or quirk that makes you bloody hard to kill. Be it a pelt stronger than steel, poisonous breath, lightning fast regeneration, or the ability to turn people to stone with a glance, you've got something that nearly evens the field against most of your would be slayers. This adds a supernatural aspect of your choice to your monstrous form, it should be largely physical but other than that you may freely choose what it is. This may be purchased multiple times.

573. Blood of Kings (400) You are descended from some great member of your background. For Magicians you claim descent from the Pharaohs (or other similar Priest kings) and gain greatly improved aptitude and strength of your magic. Monsters are related to some truly amazing specimen of their kind and are generally stronger as well as getting a major boost to all their monstrous abilities while also lessening any weaknesses or flaws of their form (A Hydra's wounds become resistant to

cauterization for example). Demigods have a relative a few generations back who was also a demigod with a different divine parent meaning you likely received better care and training in addition to some additional abilities passed on to you in a lessened state (mostly the insight into domains and such with some of the more visible abilities also retained in a weakened atate). For Drop-Ins your arrival into the world is auspicious and you will find it far easier to find shelter and other necessities.

574. Divine Child (400) You are the direct child of a god of your associated pantheon and gain various benefits from this. You gain lesser manifestations of your parent's domains as well as generally being better than an ordinary mortal. You may take most any god as your parent but to take one of the heads of a pantheon as a parent you must take the "Fate finds you interesting" drawback receiving no points for it (you can also do this with a lesser god to get greater powers). Generally this will give you insight into and some control over your divine parent's domains, a son of Poseidon for example can control water and ships, talk to horses, cause minor earthquakes and is empowered within water.

575. Fate's Chosen (800) Whereas the other origins will generally have a great and terrible Fate ahead of them (in varying degrees of both) you will generally come off fairly decently in matters of Fate, and your interpretations of prophecies and other Fates tends to be the correct one, with you able to shift around some details if you feel necessary and have your changes turn out to have been the correct interpretation of the prophecy. More than that you may see what Fate has in store for you or a friend and actively defy it and succeed, don't defy Fate too often as Fate still doesn't take kindly to such things and you tend to have a notable drop in your fortune for few weeks after you do this with multiple attempts stacking, alternatively you may get rid of the bad luck early by consulting an oracle (yes you can consult yourself if you're an oracle) for a task to appease Fate. These tasks will generally be difficult but doable, and involve setting the stage for a new prophecy.

576. Primal Terror (800) Instead of being some relatively normal specimen of your species of monster you're an exemplar of their kind. You are the measuring stick by which all others of your kind are compared and inevitably fall short. For example instead of being a hydra with quick regeneration and deadly venom you are The Hydra with near instant regeneration and your mere breath being capable of killing all that surrounds you if you will it. Your sheer might rivals that of the lesser gods and you can exceed the standard limit on size for your monstrous form. In addition you may create lesser monsters of your kind via a method of your choice, be this ritually converting appropriate mortals, budding them, the usual way of making children or some more arcane means. You do tend to regularly get various heroes and Demigods trying to kill you for reputation or as part of their quests every few weeks though, it's

largely more of an annoyance than a risk most of the time. Also you may optionally add up to 2d8 decades to your age, giving you great experience dealing with heroes but also making you a somewhat known factor.

577. God Slayer (800), You've been trained by the House of Life or some similar group in the art of fighting and sealing gods and their kin. You learn many spells or tricks very effective against those of divine blood. Keep in mind that while some monsters have divine heritage or empowerment, many don't and you won't be much more effective against those without it than somebody without your training. This will work on anything deemed a god in future jumps. Also you will be far more resistant to the whims of the gods, although those around you may still be affected by them if you don't specifically ward against it (wards must be individualized for each god). Your foci share your resistance to the powers of gods and any weapons you attune may ignore most divine protections.

578. The Path of the Gods (800) You may choose one god that you're housing a fragment of the power of. You may channel this power with your magic for many great feats within the portfolio of that god, however the fragment has a consciousness of its own and you must be largely in tune with its personality to draw upon its full might. If you manage to truly offend the fragment then it can cut off your access to any of its abilities until you make amends. On the other hand truly acting as one alongside the fragment can temporarily make you into a force of nature with your powers and the fragment's truly merging and getting exponentially more powerful. This is however quite hard to accomplish and is taxing to maintain.

Being the host to a god warps your magic further towards that falling within the domain of your patron, however you will find it far harder to cast any magic diametrically opposed to that of your patron. The host of Ra for example may find magic having to do with light, order and fire far easier but would have trouble trying to perform spells of darkness, chaos, and water. In addition you may use symbols of your god or other items sacred to them as excellent foci without having to attune them. In the event you find that your current god and you no longer agree you may eject the fragment (destroying it), a quick ritual with another willing god present can allow you to receive a fragment of their power to replace the lost one. You may only have one fragment at a time.

579. Glory to... (800)

Me: Your divinely related abilities are all massively enhanced to the point that you could fight on par with some mid-tier gods. Using your powers is instinctual and nearly as easy as breathing. Also you gain benefits from your divine parent's more obscure domains. A child of Hades might find themselves able to call up wealth and ghosts interchangeably while one of

Apollo could burn his foes and heal his allies with his mere presence. Using your abilities extensively is tiring though and you should be careful not to wear yourself out too much by summoning a natural disaster where something smaller would've worked just as well. Generally the stronger your parent or other source of abilities the more you will get to work with, a child of a minor deity will probably get less but get some additional ways to interact with their parent's domain. Generally a demigod can fight on par with a non combat focused god of a rank equivalent to their parents with this.

Or

The Legion: Through a quick ceremony of sharing blood and declaring yourself blood brothers with a friend you may grant them a portion of your powers from this jump, you may selectively grant them some of your powers or all of them. Each bond formed dilutes the powers slightly, while it won't be too noticeable with just you and a couple friends you probably shouldn't try for an entire army unless you're willing to deal with the powers being very weak in individuals. Those bonded with you also gain flawless teamwork and the ability to share senses with eachother. You may renounce any of these bonds with a moment's concentration.

Lost or destroyed items are restored within a week.

580. Divine Currency (50) By default a slowly replenishing sack of gold Drachmas, this is a currency that most of the deities and spirits of your pantheon trade in. While nowhere near enough to do anything major it's still sufficient for some minor palm greasing or getting various useful services facilitated by the more mercenary supernatural. This can range from Iris' call service to getting Hermes to deliver a package for you if it's not too far out of his way or bribing some of the guards of the underworld.

581. Legendary Implement (100) Be it a celestial bronze sword that folds down into a pen, a staff that was custom built for you and helps channel your magic, flying shoes, a yankees cap of invisibility or any other useful mildly magical weapon or item this is what you're after. Weapons may optionally be forged from one of the various divine metals, in which case they will do nothing to mortals but be amazingly effective against monsters or other creatures of legend (once the jump is over you may turn this on and off freely). The following add ons may also be purchased:

Materials (free) You may have your item made from Celestial Bronze (relatively mundane, somewhat lighter than the other metals), Stygian Iron (absorbs the essence of monsters it kills, preventing their return), Imperial Gold (can be broken to create a fairly large explosion of mystic energy), or Bone Steel forged from a species of your choice (is much more effective on things similar to the donor of the bones).

Concealable (free) When not in use the item will turn into a small mundane item so as to hide its nature and help make it easier to carry

Returning (50) The item if lost or stolen will return to you as soon as it would be useful.

(This is much faster than the standard replacement of items and goes directly to you)

Unique ability (100, one free non-weapon items) The item has some minor ability unique to it, from a cap that turns you invisible when worn to a Sword that trails water. This may be purchased multiple times to get multiple different abilities.

582. Ambrosia (200) An unlimited supply of the food of the gods. Eating it will speed your healing considerably but too much and you'll burn to death as you're not a full god. Tastes like your favorite food, and stores fairly well. Also may be useful for bargaining with others. Be careful not to let mortals eat it as they get the flaming death immediately.

583. Runestones (200) A bag full of stones engraved with the Runes of the norse pantheon, these may be used to perform various spells and workings dependent on your understanding of the Rune you invoke and what you need of it currently. Also comes with a booklet explaining the basics of each Rune, but true understanding takes a great deal of study, although the suffering of the initiate can vastly speed the process of learning the runes. Restocks expended stones daily.

584. Daedelus Laptop (400) This Laptop contains the collected works and musing of the great tinker Deadelus. With some work you might be able to figure out how to build his wonders, ranging from self maintaining automata, to wings capable of flight (that won't melt) to lesser versions of The Labyrinth (semi sapient bit of architecture that can warp themselves to suit your needs). It will take quite a bit of work to figure out how to build stuff from here though.

585. Book of Going Forth By Day (400) A guide to the underworld and various other side realities. This book includes everything you need to know on how to navigate the afterlife of your pantheon, and also includes some spells useful for dealing with creatures native to there as well. Will update to appropriate planes automatically when you bring it to new worlds.

586. Dragon Teeth (400) A bag of ten Dragon's Teeth, when planted in the ground each will create a skeletal warrior loyal to you. The warriors are appropriately equipped for the world and era you grow them in. While loyal to you they are also

somewhat bloodthirsty and easily tricked into infighting. In the event that one of the warriors is destroyed a replacement will appear in the bag a week later.

587. Valhalla Suite (400) You have a room in Valhalla, meaning you are welcome to come and go there as you please. Valhalla has the height of luxury for furnishings and food, and you are welcome to join in on the feasts and war games. More importantly if you die upon the battlefields of Valhalla it is not counted as a death for the purposes of your chain ending and you will be revived in your room within a couple hours. Post jump your room becomes an expansion to your Warehouse, as well as a copy of the Feast Hall and battlefields, the enchantments remain and will function on any who enter, however they cannot fix wounds inflicted outside of the battlefields.

588. Divine Artifact (600) Somehow you have obtained a perfect replica of a legendary item of your pantheon, be it the monkey king's staff, Hades' Helm of Fear, Thoth's original copy of the Book of Going Forth by Day (with extra annotations and the really useful bits uncensored) or any other item that catches your fancy. Just be sure to have a decent explanation of how you got it for those who will inevitably question it. You may receive a discount on this in exchange for it being the real one that you somehow stole with the owner wanting it returned alongside your head on a silver platter, if they recover it by the end of the jump you lose the item forever.

Saint Seiya (Original Series)

589. Cosmo [300] - Cosmo is an ancient energy that sleeps within human beings, that traces its origin back to the Big Bang that created the universe in an ancient time before time. One who is aware of their Cosmo can 'burn' it, recreating the Big Bang in an extremely miniature scale within their own bodies, to perform superhuman feats or unleash great destructive power within a single, contained point. Someone who has awakened to and trained their Cosmo can burn it to do things such as moving faster than the speed of sound, pulverize boulders, as well as withstand bodily punishment along those same lines.

This is the level you start at.

Cosmo can be honed and trained further, as well as increased through bursts of emotion or willpower, letting one temporarily push past their normal limits to match a superior foe close to their own level, if briefly. However, to truly surpass this level that Bronze Knights start within, you must unlock your Seventh Sense - the sense that ties you to Cosmo in the first place. Some awaken this through extensive meditation and training, though it can take years to obtain.

Others develop it spontaneously by disabling or even destroying their own five senses, or even brute force the threshold with emotion - though these are more exceptions than

the rule, and very unlikely for you to develop in a short time. But once you have become aware of the Seventh Sense, your sensitivity and harnessing of Cosmo increases drastically, allowing you to do things such as move much faster than the speed of light, harness punches and attacks strong enough to shatter stars or moons, and attack billions of times within a single heartbeat.

Many humans peak at this level, but there is one point beyond they have access to, which is only found at the threshold of death - the Eighth Sense. The number of individuals who have reached it within this world are few, and the only one currently close to obtaining it is Virgo Shaka, the strongest of the Golden Saints. While the Seventh Sense is a milestone, this one requires a miracle - enlightenment and understanding of one's own death is the 'easiest' way to do so, and only after much meditation and training. It is possible to forcefully elevate yourself to this after mastering the Seventh Sense by tossing yourself headfirst into the Underworld or a similar hostile afterlife...but that is more likely to kill you for good. However, should this level be obtained, your feats in Cosmo are outmatched only by the much-stronger Gods and those who have unlocked this same sense, making you capable of sending entire galaxies into chaos with your strongest blows. In addition, it enables you to transcend life and death, letting you waltz out of the afterlife or exist within it as a living being, should you be sent there.

It should be noted that while these Senses create very strong thresholds you must overcome through training and effort, it is possible to briefly push past your current limits through emotion and willpower, as well as extensively honing your Cosmo abilities through combat and knowledge.

For 300 points, you may instead begin with your 7th Sense unlocked with all the earth-shattering power it affords. But be warned - in these modern times, such power is extremely rare. If you're not already part of the Gold Saints or aligned to a different God's will entirely, burning your powerful Cosmo to its full might will likely attract unwanted attention. Use your power wisely, Jumper.

590. Bathe in Beauty [200] - If there is one trait the warriors of the Gods and their imposters share, it is that they are recognizable and distinctive. You are no exception - whether you look large and intimidating, handsome and rugged, or beautiful and voluptuous...your appearance could give almost any human on the planet pause for thought. For 200 more points, you may appear especially beautiful or handsome, enough so that could be mistaken for the opposite gender or one of the Gods given flesh on Earth. Perhaps you could even bewitch divinity with such beauty?

591. The Sixth Sense [300] - Before the senses that tap into the power of Cosmo, there are the five physical senses and the psychic Sixth Sense. A rare but powerful art, it allows you to manipulate and read the minds of others, as well as create illusions that can trick the physical senses of your foes. You start able to read the minds of your foes and create optical illusions that can fool both ordinary humans and simple-minded foes. You also gain psychokinesis, able to lift people and objects with your

mind alone. As your willpower grows, so does your manipulation of the mind...at its apex, you may terrify your opponent with a grisly vision of their death - strong enough to burn their own soul out of existence through sheer terror, should they be much weaker-willed than you. If not, you may outright take control of their minds, ordering them to slaughter comrades and their own selves alike, or even teleport through your mental powers along with creating physical barriers. Woe to those not strong enough to resist you, for you have the power of the Sixth Sense.

592. Eyes of a Bodhisattva [500] - All things are transitory. Loving some, and hating others...growing, aging, learning, and fighting. It will fade in time, but you will still be here, under the peach tree. Your soul is an enlightened one, having gazed into the truth of the universe you live in. Your mind knows neither turmoil nor hatred, nor can any psychic attack or forced control influence your thoughts any more than ant may move the stars at night. You can accurately perceive your surroundings with your eyes shut, seeing the life force of others and your physical senses almost vestigial in how accurately you can read your surroundings with vivid detail. Finally, your enlightenment has enabled you a greater understanding of Cosmo - you are able to use great techniques and power with minimal exertion on your part, and could perhaps unlock the other Senses through little more than meditation and contemplation in a few years...perhaps even quicker, should you actively fight and burn your Cosmo. Pity the fool who believes a Bodhisattva to be a peaceful, gentle creature...you are still very much a warrior of the Gods.

593. A Hero's Journey [100] - All myths of legend began with humble first steps, so that the journey may eventually lead the hero into greatness. Should you so desire it, destiny will guide you to dangers and disasters you are capable of facing or solving, which may form the stepping stones of a great quest should you choose to undertake it. Note, however, that accepting a challenge will not guarantee you are prepared for it...you should choose your battles wisely.

594. Steel My Heart [100] - You have already walked into hell and emerged from it victorious - no half-hearted, honey-tongued words will sway you! Attempts to manipulate your emotions, whether from holding your loved ones hostage or seeking to compromise your own sense of honor or morality (if any) will find your heart as hard as stone, with your emotions calm and your mind still focused and clear.

595. Silent Guardian [200] - Though you may walk different paths, blood is thicker than water, as are the bonds you hold with those you cherish. When someone you care about is in danger and in need of help, you immediately know where and how, along with how grave the threat is. You have a knack for arriving in the nick of time as well...so long as you don't waste the precious time you've been given.

596. Believe [200] - Power is nothing without something worth fighting for! At the start of a new journey or quest, you may devote yourself to a single ideal or belief of

your choosing. When fighting for this ideal in any fashion, your willpower becomes tempered and stronger. As Cosmo is enhanced by willpower and emotion, this adds fuel to the fire of your heart, giving you a slight boost in burning said Cosmo.

597. Fall In Line [400] - The battle is to the strongest! You either lead, follow, or get the hell out of the way. When you perform great deeds or fight for something you believe in, you attract devout and capable followers and underlings that will rally under your banner. Unique and powerful individuals require a more personal touch than this, but many others who have witnessed your strength will all-too eagerly see you as their guide and leader.

598. Hero of Myth [400] - Your actions do not exist in a vacuum - they are a legend forged of your deeds, triumphs, and defeats across the stars and beyond. With each claim to fame you acquire, your reputation will spread like wildfire and build an air of a mythological hero around you...a reputation that will bleed into future worlds you jump to as rumor and ancient myths like the Greek heroes of old, should you so wish it. Should you prefer discretion, this effect can be toggled.

599. Blood of Heroes [600] - The ancient art of forging armor that utilizes the light of Cosmo is not as lost an art as many believe - for you have unlocked its secrets. You know how to forge the Bronze Cloths of Athena in 'black' replicas that have the same basic abilities, with none of the drawbacks or restrictions the Goddess places on her own - the subject need only have basic sensitivity to Cosmo to use them properly. Given years upon years of effort, you may recreate equivalents to Silver and even Gold Cloths, the armors of the other Gods, or make entirely new armor of your own.

600. Like The Phoenix [600] - Though not truly immortal, you are truly akin to the mighty Phoenix - you simply refuse to accept death, and it rejects you accordingly. When you suffer from a defeat or setback, you gain both insight into what led to your defeat and ways you can prevent it (if possible) again, as well as a slight boost to your Cosmo in confronting this foe or situation again. However, the true power of this is unlocked when you suffer a crushing defeat - when you are lethally struck down, wiped from existence, cast into an inescapable hell or any sort of scenario that would result in your death or erasure, you may simply...refuse. Once per jump, you may cheat this oblivion and emerge from a place of safety, good as new. After your chain has ended, you may rise again as much as you please - though you may yet encounter a foe who can end you forever somewhere in the vast multiverse. Should you obtain the light of the Spark, this affiliation with the Phoenix is now literal - you may never truly die or disappear unless you so allow it.

601. Loyal Pegasus [100] - The Saints are the guardians of both humanity and their Goddess, Athena. Above all else, you must safeguard that which is precious to you

and your heart. When you are protecting someone or something of value to you (other than yourself), you will find your skills and combat abilities just a little bit sharper in doing so. You are also more effective at taking injury or damage in their place, though this does not guarantee your own survival or ability to withstand said damage.

602. Spartan Discipline [100] - The training that the Knights of Athena are put through is nothing short of hellish and soul-rending. That's why you can both appreciate the simplicities of everyday life as easily as you can discipline yourself for the battle to come. In short, you have no difficulty in separating everyday and peaceful life and the stress of battle - the horrors of war and the adrenaline of a true fight will not surface in your mind until it is needed, and simple 'slice of life' moments are all the more vivid and enjoyable to you for it.

603. Plucky Unicorn [200] - Okay, let's be honest here. The battles in this world are between heroes who can shatter planets and moons like glass, and things only go up from there. It can be a little daunting for a simple, modest hero! Not to worry, you have a way to practically guarantee your survival...you just need to lose. Badly. When overwhelmed by a superior foe, they are liable to stop short of actually killing you, sparing you and forgetting all about you shortly afterwards. So long as you make no attempt to resume the fight, you're free to live and let live...assuming that they aren't after you personally, or that you didn't already try this on them once before. Throwing this fight doesn't have to necessarily be genuine or needing you to fight at your fullest - but it must be convincing and appear humiliating to those watching you.

604. It Won't Work Twice! [200] - A talent that the Saints share together is how adaptable they are in battle - often leading to the boast 'the same technique will not work twice'! It's not always true, but some of this talent has followed you in your training - after you see a type of attack or technique of note, you can immediately process how it worked and how effective it is against you. In addition, when you formulate a counter-attack of your own against this technique, you have an instinctive awareness of how effective this would be...though it won't give you specifics. Will you take that chance?

605. Dangerous Dragon [400] - The common way of fighting with Cosmo is doing so while supplemented by the armor granted by the Gods (or replicas made by human hands), but a certain desperation tactic involves one shedding their armor and burning a large amount of Cosmo at once to unleash a final attack. This is along those lines, and you've become an expert at it - you have a natural talent for channeling Cosmo into your physical form and the power of your hand-to-hand strikes, letting you keep up with a skilled Saint in Bronze Armor without any difficulty...perhaps even being able to catch a Gold Saint off guard, if you're lucky.

606. For Honor [400] - Many times, the opponents of the Knights are merely heroes on different sides, or those who would not mercilessly strike down an enemy without

due warning or chances to surrender. This may not be true in future worlds, but something about you compels similar behavior out of others...so long as you do not openly act in a 'dishonorable' fashion through deception or cheap tactics, your opponents who can recognize this will feel their own sense of honor brought forth by this. Those who are misguided or reluctant will likely cease fighting you entirely, those who are dead set on their ways will give you chances to surrender or leave. Finally, should you defeat a foe who you have more in common with than against, they are likely to change sides and team up with you. Do note, this isn't very effective against individuals without sentience or some sort of guiding conscience...still, who ever said acting honorably never paid off?

607. A True Knight [600] - No Knight will ever abandon their Goddess or someone they value, not even in injury or death. Your ability to guard that which is precious to you has entered the realm of the supernatural, your devotion strong enough that your comatose body would spring to life and fight at full power to protect the one you care most about, as well as completely take any attack that would normally strike them onto yourself and nothing else.

Your durability is likewise stronger for it, your Cosmos flaring greatly to shield both your body and that of the one under your protection. While this protective instinct will not place you into a certain-death scenario (unless you wish it, for whatever reason), it will let you guard those you love even in the worst possible conditions, boosting your willpower and bodily endurance to do so.

608. Miracle [600] - A power that humanity holds, that even the Gods are wary of, is that of being able to make their dreams a reality through love and honor. A piece of that power now follows you. When you confront an insurmountable or otherwise unstoppable foe or obstacle, with no way to win, the winds of karma will swing the odds in your favor - a character flaw in the enemy's heart causes them to waver, a weakness is revealed, or they make a glaring mistake when fighting you. This will create an opportunity, however small, for you to capitalize on and perhaps seize victory...but such chances, such miracles, will only happen once against said foe. I hope you use it wisely.

609. From The Tides [100] - The servants of Poseidon are certainly not landlubbers, and neither are you. You have fantastic swimming abilities and even possess the ability to breathe underwater just as easily as you do on land, and you suffer no ill effects from being in the water for too long.

610. Weather The Storm [100] - Through rain or storm, the warriors of the mighty Sea God must be both vigilant and sturdy against both the elements and their own God's wrath upon nature. Outside of battle, your body is a little bit tougher and possesses more stamina for the purposes of survival or withstanding the elements, letting you walk through a raging storm as easily as you would a bright and sunny day.

611. Siren's Song [200] - Legends tell of a beautiful creature that bewitches unwary sea travelers with a voice that soothes the heart of the pure, and terrifies the hearts of the wicked. Your ability to sing has gained an almost supernatural beauty behind it that carries a similar property - your song can influence the minds of the weak-willed, or cause pain to those who are wicked. Of course, you can have either effect occur to a person regardless of disposition, if you prefer. You'll also be a hit at concerts.

612. Your Twin, Jumper! [200] - A long-lost sibling who looks almost identical to you, but you never even heard of them until now? It's more likely than you think! Just like Canon and Saga, you may declare yourself a sibling (or cousin, or uncle, or aunt, etc.) to a single person of your choosing in a jump. Despite all evidence, everyone will believe you and act as though it were true, though it won't change their feelings towards you or anyone who previously occupied this spot in their lives. Declaring yourself someone's parent is very unlikely to work if their parent is actually still alive, as well. This won't actually make you physically related to them in any way...though just being part of the family could have benefits in society or status, couldn't it?

613. Eternal Rival [400] - Athena and Poseidon have been rivals and adversaries since the earliest days of the universe, and there is a certain comfort to be found in a familiar enemy. You may declare a single individual or organization of your choosing as your 'enemy', and destiny will line up events and circumstances where you may confront and oppose them in a fashion you see fit - whether in war or competition. You also have an idea of how strong or weak they are compared to you, along with their current location (or the bulk of their forces, for a group).

614. To Lie Is To Be Human [400] - Humans are deceitful and easily corrupted, and unfortunately those same humans make up the bulk of the ranks of the Mariners as a necessary evil. But you know who is loyal and who is swayed by foul corruption - you can instinctively sense when someone is intentionally lying to you, whether through omission or outright deceit. You can also sense when treachery is among your ranks and how deep it goes, along with an idea of where the source of it comes from. Let none escape the baleful gaze of Poseidon.

615. Born of the Sea [600] - Whether you are a creature of the seas given human form or blessed by the Sea God himself, your physical form is not limited to that of the land-based apes that inhabit this Earth. You may freely change your physical form to any sort of sea creature that currently exists in the world, anything between the size of a shrimp or the bulk of a full-sized Kraken. The only restriction is that said creature must already be aquatic before transforming into one of them. Roar, mighty Leviathan.

616. Rule the Seas [600] - You may as well be an avatar of Poseidon himself, Jumper, for very little else in this world can match your mastery of the seas and rain. You may create and manipulate water in this world through your Cosmos alone, able to create city-wide rain storms out of a clear and sunny day within minutes, as well as move lakes and water according to your will. With time and training, as your senses unlock, you may perhaps flood the entirety of Earth and the worlds beyond with water, drowning all who would earn your wrath or displeasure. You may also walk within water as easily as you would on land, aquatic pressure or poisons within said water leaving you completely untouched...though the same cannot be said of others. May the world tremble at your wrath, chosen of Poseidon.

617. Chill of the Grave [100] - Fear of death is not merely a sign of cowardice - it is the way things should be. And no one embodies death better than the servants of Hades himself. You are intimidating and imposing, able to inspire fear in weak hearts and wary caution in the strong. You may even have an aura of gloom and icy cold air around you to emphasize this, should you so wish it.

618. Ferryman's Mirth [100] - Hey, just because you spend all of your time in the Underworld doesn't mean you can't be a bit friendly...sometimes! You have a disarmingly affable attitude, as well as the ability to enjoy life (or whatever state you exist in) without trouble or stress on your mind. After all, when everyone's dead, there's no point in worrying about anything.

619. Legion of the Damned [200] - The soldiers of Hades are no strangers to the dead, likely having already been deceased themselves before becoming a true Specter. As such, you may summon ghosts and mindless undead by focusing your Cosmos outward, creating an army of the shades of the damned at your will. They will largely be disposable cannon fodder, lacking the spark of Cosmo that the living or other Specters have...but you will have no shortage of available minions this way.

620. Paid My Dues [200] - The toll to join the deceased in the Underworld is a fine all must pay eventually. You've paid yours in advance, by virtue of being a Specter of Hades. Beings in charge of death or the afterlife will look upon you with respect, treating you the same way they would a fellow employee or an honored guest. After your chain ends, whenever you end up passing from this world forever, your soul will be ferried to any afterlife of your choosing...whether empty oblivion or a utopian heaven, that choice is in your hands.

621. Dead Man's Judge [400] - It doesn't matter how guiltless one claims to be - at the moment of death, all of one's sins and flaws are laid bare and judged accordingly. You just know how to do so ahead of time. By gazing into the eyes (or closest equivalent thereof) of an individual, you will immediately know every sin they have committed in their lifetime from birth until this moment, and the context behind each

and every deed. What you do with them from there is up to you, but such knowledge is likely to terrify the living...as it should be, for a Judge of the Dead.

622. The Path of Orpheus [400] - Neither the living nor the dead are strangers to you, for you walk within the Underworld where all souls will one day come to rest. After a short ritual, you may open a doorway to the afterlife of the world you rest within, letting you enter it safely and without fear of the environment forcefully making you part of it. What's more, a glowing 'path' will manifest to a destination within this realm of your choosing, which will led you safely sojourn to this place. But be warned: This path will disappear if you should stray or turn your back to it before reaching the end, requiring you to perform the ritual again to make a new path or hope to find a different way. In worlds without a known quantity of souls or a true afterlife will take you to a darkened mirror of this world's Underworld, empty and in a stagnant limbo, holding the memories of the lives that existed beforehand.

623. Rise Again [600] - There are many heroes on both sides of any conflict, but death comes for all in time. Still, it's a shame that such great talents and power cannot be utilized again...but the God of Death disagrees. Should you have some way to communicate with or meet the deceased, you may offer a contract of servitude to you or to perform a certain task for you. If, and only if, they willingly agree to this without supernatural means of persuasion, you may restore them to life as a new Specter in the prime of their original life, with their abilities and form brought to match this prime. They will work tirelessly to perform the tasks given to them - though note this may not necessarily make them completely loyal to you, so mind the disposition of the revenants you resurrect. They receive a Surplice and a fraction of your own Cosmo in addition to their previous abilities, but once their task is complete or the contract is fulfilled, they will return to death once more.

624. Fall Into Hell [600] - All of this being said, death is the final destination - the only ones who are exempted are the chosen warriors of Hades himself. All others must fall in line and submit to their fate. The God of Death has shown you personal favor and allows you to be the Judge of these Dead...when you bring an enemy or adversary to death's door, you may kindly help them along the way. Should you choose it, this dying foe will be banished to a single afterlife of your choosing in a world you have visited before - whether the Underworld or some other distant realm. If you wish to deny them the pleasure of continued existence, you may instead wipe their mind, body, and soul from existence completely, leaving nothingness in their place. Regardless of what you choose, once you have Judged them so, they will never again escape or return to life - nor may you follow them to their destination, should this be an afterlife beyond the world you reside in. Pass your sentence carefully.

625. Armor:

A warrior of the Gods does not charge into battle without the right weapons or armor. The mainstay of this world are the many divine armors that the Gods grant to their loyal warriors - The Cloths of Athena, the Scales of Poseidon, and the Surplices of Hades. They act as amplifiers to the combat ability and Cosmo of the wearer, along them to attack with greater power and take more damage. However, these items do not inherently make the user superhuman - you must burn Cosmo equal to the necessary level of the armor. It does not add to your power, it merely complements it. Thus, someone who wears an armor expecting it to win the battle for them will merely be weighed down by several cumbersome pounds (or tons).

The armor usually takes the form of a statue based off of a single creature or item, which then breaks apart into smaller pieces that cover the user and fit to them like a glove. This armor is stored within a metal box marking what 'type' of armor is contained within when it is not in use. While you will need to either carry it or need someone to do so for you during your stay here, post-jump you may summon this box and your armor at any time you wish from the Warehouse. You will receive an armor equivalent to those of the Bronze Cloth. It will be of your own design, unique to you within this world. You can upgrade it to the equivalent of Silver or Gold Cloths by spending extra points below. Do note that you are not necessarily crippled by choosing a 'weaker' armor - as said, it mainly amplifies the Cosmo you burn, and stronger armors have a stronger starting requirement. And the Bronze Saints may yet overcome even the Gold Saints through awakening greater Cosmo and smarter fighting abilities. Should you have a piece of armor you're particularly attached to, you may import that as your armor for 100 points.

Depending on your chosen background, your armor will have some innate properties...

Black Armor [Drop-In] - ...or not. A common art that began with the Black Knights of Athena was simply replicating the armors that already existed in this world to the best of a mortal's ability.

Whether as a gift or made by your own two hands, you've constructed one of these replicas, and they work just as well as the original. Choose one of the other three innate properties below.

Cloth [Knights] - The Cloths of Athena, based off of astrological signs and the many constellations in the sky, are the cloths of the Saints that safeguard humanity and planet Earth from all who threaten it. Thus, the Cosmos of the user burns more brightly and with just a bit of extra power when the user fights to protect someone or something, or fight honorably for the sake of love and justice.

Scales [Mariners] - The Scales of Poseidon were the original sets of divine armor, made in an attempt to tilt the odds of his eternity-long grudge match against Athena. While not empowered by any sort of high ideal or the name of justice, the Scales have the strongest 'base' durability of the armors, even a Bronze-equivalent able to tank twice as much

punishment as those of the other Gods. Also befitting the Sea God, the user will not be weighed down by the armor when submerged underwater.

Surplice [Specters] - Finally, there are the Surplices of Hades. These darkened armors carry a deathly chill around them, befitting the Underworld's chosen warriors and those who fight in the name of its God. Wearing the Surplice grants the user an immunity to 'instant death' effects and allows them to enter the Underworld safely, acting as a substitute for the passive benefits of the Eighth Sense (though not in terms of power).

Bronze Tier [Free] - This is the level your armor begins at, and will remain unless you take steps to somehow upgrade it. Either akin to or being an actual Bronze Cloth, the armor is fairly light and covers mainly vitals or individual limbs in small pieces, allowing for fairly easy movement even with the bare minimum awareness of Cosmo. Some of these armors come with a simple but powerful weapon - a (nearly) indestructible buckler-sized shield, a pair of sentient chains that act as powerful offense and defense, and others along those lines - though their utility tends to be limited.

Silver Tier [200] - A step up from the level of Bronze, this armor provides more protection and covers a bit more of the user's body, as well as being able to withstand more pressure and physical punishment than a Bronze armor could. They may also possess a unique weapon or ability, such as a powerful elemental attack or a shield that turns those who gaze upon it into stone. However, it has a higher starting requirement than Bronze Armor - you will need to train and refine your Cosmo a little to use this effectively.

Gold Tier [400] - This is the armor of great heroes, those who stand beside the Gods in their endless battle for the fate of planet Earth. Covering most of the body except for the face, this armor provides the strongest augmentation to the burning Cosmo of the user, letting them move at blinding speeds and take much more punishment than any other armor in this world can, allowing them to shrug off blows from anyone wielding anything short of the Seventh Sense at their full power. However, this has the highest requirement to be able to use effectively – the user must have unlocked their Seventh Sense to truly utilize such powerful armor. If not, the armor will merely weigh them down and their full potential will not be used until that time. While this armor provides the strongest possible boost to the user's Cosmo and physical abilities, the armor doesn't usually come with special abilities...however, it will tend to supplement and support your favorite techniques and weapons just as much as your body, shaping to your needs. It may still have one or several weapons built into the armor as well.

626. Knights of the Zodiac [100] - Interesting. It's the collective manga volumes of Saint Seiya, which detail everything from the beginning of Seiya's journey to the still-unpublished ending and final arcs. There's even a second 'set' that will include you and your actions in this jump as though you were part of this manga, that you will receive post-jump. You may confuse and alarm a few people if you show this off, mind.

627. Soft Roses [200] - What is a rose doing, blooming in a place like this? Does it remind you of someone special...? Well, you receive a bag full of rose seeds that replenish each week. They're capable of growing almost anywhere, even a smog-choked volcanic island or an arctic tundra that sees the sun maybe once in a blue moon.

628. Volcanic Island [400] - Well, that's one way to handle the 'need to train your Cosmo' problem. This is a volcanic and absolutely hellish island with a hostile environment and incredibly dangerous terrain. It also tends to erupt semi-regularly, though it somehow avoid affecting the environment outside of it...maybe it's a curse? Either way, training on this island will help unlock a better understanding of both Cosmo and the ways of combat. This bonus also applies to anyone you teach or train on said island. Just try not to get yourself killed early on. Post-jump, this island either becomes a Warehouse attachment or you may have it rest on an isolated spot in the nearest ocean.

629. Jumper Foundation [600] - ...wait, what? Okay. Well. You've somehow inherited a government-sponsored organization and business that stretches across the globe. This 'Foundation' earns about several million dollars in revenue from various sources, and will happily cover any expense you happen to need with minimal impact on the economy or the Foundation's day-to-day business (within reason - its resources are not bottomless). It will also provide you intel and information on events happening anywhere in the world, alerting you to any disasters or dangers to either business or the planet at large.

630. Book of Myths [100] - Considering that the Gods of Greek Mythology are very much active forces in this world, it would be helpful to know a bit more about them. It's a detailed volume of the various Greek legends and the gods behind them, as well as a dossier on past Saints who fought for Athena.

631. Clock Tower [200] - A sizable clock tower with an aesthetic design of your choosing, it will display nine flames - representing the life force of yourself and your companions. The flames will shine brighter when one is in combat or a struggle of some kind, or dim if they (or you) are in danger or on death's door. Should you look into one of the flames, you will see a hazy vision of where the person the flame represents is and what they're doing. You may attach this to any property you own or simply attach the clock by itself to your Warehouse.

632. Athenian Statue [400] - The Goddess of War is ever watchful of mankind and planet Earth, even in worlds and times beyond this one...at least, now she is. This statue will chime softly and alert you to any world-ending or apocalyptic disasters that are about to happen, along with an idea of who is responsible and where the problem

is originating from. Now, you may protect the world or even the universe with the guidance of Athena beyond this jump.

633. Sanctuary [600] - You've acquired your own piece of Sanctuary, a collection of Greek-style temples that act as the fortress for Athena and her Saints, personalized for you and any companions you have. The building is strong enough to withstand an exchange of blows between the Gold Saints, and will remain hidden from sight should you do wish it.

Post-jump, you may place the Sanctuary in a place outside of civilization of your choosing, or make it into a Warehouse attachment.

634. Swimming Pool [100] - What better way to practice being a warrior of the Sea God than to just unwind and go for a swim every now and then? It's an ordinary swimming pool that either joins as a Warehouse attachment or can be set down in a property you own. It will always be clean and can switch from freshwater to saltwater at will. Convenient!

635. Fancy Mansion [200] - A luxurious, three-story mansion fit for a king! Or someone with way too much disposable income. It has all the basic amenities one could ask for, as well as a household full of servants to maintain it and cater to whatever you happen to need. These servants don't follow you between jumps, but each new batch will have the same knowledges as the previous ones - though they don't do much besides housekeeping and managing the mansion.

636. The Kraken [400] - Well, never let it be said that Poseidon doesn't spoil his followers at times. Even if this is a rather...odd gift. It is a battleship-sized Kraken, able to break most modern ships apart and drag them underwater with ease. It is loyal to you and is friendly to anyone you're friendly to...as well as vice-versa, to the sorrow of any sea-faring enemies you have. It is smart enough to follow simple commands as well as transport you and anyone you wish overseas freely and safely, able to cross an entire ocean overnight without difficulty.

637. Underwater Temple [600] - Located within an air pocket deep in the bottom of the ocean is an Underwater Temple, styled almost identically to the one that Poseidon and his seal rest within. It can withstand anything short of a planet-destroying attack and is comfortable to live within as well - sea life will avoid or outright ignore the bubble of safety around it. Post-jump, this may become a Warehouse attachment or set down in an oceanic bubble of your choosing. Regardless, you may access it at any time simply by diving somewhere into the ocean with the intent to go there - the currents will shift and you will reach your destination in a short amount of time, regardless of distance.

638. Grave Markers [100] - All must pay their dues to the dead, in time. At will, when you encounter the dead (or perhaps having killed them yourself), a named gravestone with a fitting epitaph and a pair of coins will appear nearby, allowing you to carry out the necessary funeral rites...should you so wish it. These will only appear when you will it to be so.

639. Book of the Dead [200] - All who pass from this world are written into the Judgement of the Underworld. You receive a full book containing the names of every individual in a world who has died and remained dead, with names, dates, and cause of death, along with a short summary of their lives to that point. Due to the size of said book likely being ridiculous, it will be rested on a pedestal as a Warehouse attachment, for you to peruse at your leisure.

640. Orphean Harp [400] - The song of Orpheus, a Knight of Athena, was said to have been beautiful enough to bring a tear to the eyes of the hard-hearted Hades, that he freely granted Orpheus a chance to leave the Underworld with his beloved - and likely would have made good on his word, if not for the work of his disciples. You've acquired a harp with a similar ability - a song played upon it can touch the hearts of even the wicked and the inhuman, perhaps inspiring compassion and mercy for those who normally have none. This can result in diplomacy where there would perhaps be none...assuming you get the chance to play this song.

Note that this inspiration will not necessarily change someone's opinion of you, or make them react in an exact way you expect...

641. Castle of the Dead [600] - This is a tall, stone castle that is in ruin and in need of repair...though that is not what is special about it. In a hidden room, there is a trapdoor with a deathly chill, and following it will take you to an isolated pocket of the Underworld, a land full of the dead without a sun shining above. Despite this, the oppressive air almost feels soothing to you and your companions, and there is a fully-completed and luxurious castle - identical to the one on the surface - waiting for you below, with a repertoire of skeletal servants and guards looking after it for you. While the rest of the Underworld beyond your castle is inaccessible post-jump, you may set this property down in any isolated location, or use it as a Warehouse attachment as per normal.

Saint Seiya – Episode G

642. Cosmo/Dunamis- Free

The incredible energy found deep within all life. Cosmo sleeps in humans, animals and Gods alike, waiting to be ignited and turned into amazing and miraculous power. Those who unlock access to their Cosmo can learn to ignite and burn it, setting that energy alight within themselves to achieve superhuman feats and utilise supernatural powers.

Cosmo can enhance the physical body to incredible heights or manifest a vast variety of supernatural abilities, depending on the skill, knowledge and race of the user in question. There are many degrees and levels of mastery and power with the use of Cosmo but for the purposes of your time here, you will be quite incredible amongst Cosmo Users. As a Saint, you will have the average level of power and skill with Cosmo that a Gold Saint has, meaning that you have long since unlocked the Seventh Sense. You have the power to destroy massive stellar objects and to move far faster than the speed of light. As a Titan, you will instead access the holy power of Dunamis, a divine equivalent to Cosmo.

Darker and denser than Cosmo, it can be difficult to take hold off but you have largely mastered your use of it. You are equal to most of your Titan brethren in the use and power of it, putting you at a level that allows you to destroy entire galaxies and outmatch the Gold Saints with ease...right up until they do the impossible.

While a Titan may have more power, a Saint has a natural tendency to do the impossible and perform miracles that allow them to reach far beyond the power that they normally have access to. The battle between a Saint and Titan may at first look to be blatantly one sided but for a Gold Saint with the will to win, they can triumph even when they should be crushed without mercy.

643. False Camaraderie- 100

The Saints, despite the unified front they may put up towards enemies, have rarely been such a thing in truth. From mere personal clashes due to mutual dislike to hatred that stems from years old blood feuds, it's a mess of tangled friendships, rivalries and enemies. But even with all that, you're still Saints. When the enemy comes to the door, you'll be by each other's sides. You're able to put aside any differences you have with someone and work together with them like they were a friend if you wish. If they have a reason to work with you too, you can extend this effect to them to assist you both in being efficient. Who knows? Maybe you'll be able to work things out between the two of you as you fight together.

644. Egalitarianism- 100

The stain of your family's sins can mark you for life, no matter how unfair that fact might be. The crimes that those associated with you will no longer affect the way that people perceive you. Even if your entire family line has been known for treason, cowardice and a lack of any good qualities, you will be judged entirely apart from them with not even an ounce of guilt assumed before you prove it to be so. Even if you look like someone, rather than just being associated with them through family or friend ties, you won't be wrongfully blamed.

645. Man of the World- 100

Just because you're serving a Greek Goddess, there's no reason to not seek out a properly varied education, especially when you'll be regularly sent around the planet on your duties or even beyond. You're able to speak dozens of different languages from around the world, can flawlessly act as the member of just as many varied cultures and can survive and live in most countries on earth with ease, whether that be in civilised society or in the wilds.

646. Up On The Podium- 100

You'll never need cue cards against, for you've got a fantastic, long winded speech ready for almost any situation, the sort of stuff that genuinely inspires courage and wards away fear and worry. You've got a fantastic, clear voice for those speeches too, able to carry across even the din of battle between Saints and their foes.

647. From The UN- 100

A calm heart and soothing words can often solve the problems that all the power in the world cannot. You're an expert negotiator, with long years of experiencing dealing with talking down all sorts of religious fanatics, would be world conquerors and other mad men. You're also amazing at showing the good in people, in both those you're talking to and showing the good that exists in others to those you're talking to, and getting them to open up to you. Coming to understand these people and getting them to understand other people is what you excel at and managing to reach that understanding can solve conflicts before they even begin.

648. A Loving Heart- 200

This world can be a harsh place at times but it is only through the efforts of those with love in their hearts that it remains as peaceful as it normally is. No matter what you go through or how you end up, you'll find you always have a vast wellspring of positive emotions waiting inside your heart that you can reach into to suffuse your mind and body with. It makes you far more resistant to attempts to break your hope or cause you to despair, as well as allows you to easily bypass any protections that require one to feel love or happiness in great amounts.

649. Forged In Fire- 200

Putting aside your differences is the first thing but you'll only become a true team when you become true companions, even outside of the fight. It's something you find quite easy to do as you naturally befriend any people you work alongside with over time. The less friendly the person you're working alongside, the longer this will take but even a rather churlish young man shouldn't take more than a few weeks of daily cooperation to start to come around to you. The more dangerous the work you share, the faster this will happen too. The average work of a Saint can get pretty darn dangerous too.

650. Saint of Holidays- 200

Sure, being a Saint is an important job and shirking your duties like this does technically make you a deserter but...people seem to find you valuable enough to excuse your absences, so long as you don't make them suspect you were doing it to sabotage them or help the enemy. Whenever you shirk some duty or responsibility assigned to you, people will just accept that you couldn't come and not place any blame onto you for your absence. If you've agreed to do something or go somewhere at a set time, this won't help, but so long as it's just your general expectations, you can get out of even events that hold the fate of millions of people in the balance.

651. The Place of Humanity- 200

There's a temptation sometimes, to believe in the words of those so much more powerful and knowledgeable than you. When the literal creators of your world and your race are telling you that you are a vile parasite...it's easy to give into despair and believe it. You know the truth however. You always know when someone is telling you a lie and what the truth actually is, so long as that person knows it, as well as when and how someone is being influenced by their own biases. You're even aware of when someone doesn't really know what they're talking about and the relative amount of knowledge someone has on a particular subject.

652. Come Back In A Few Years- 200

Everyone loves a good fight. Or at least they really should, especially if they're up to fighting someone on your level. It seems that, so long as you're not at some climactic battle, you'll find your fighting counterparts to be surprisingly merciful towards you. If you've given your foe a good fight or even just entertained them for a while, you'll usually be allowed to run off unpursued by them personally and sometimes even not pursued even by the other enemy forces. Do it too many times and they'll probably decide to put you down for good but the hope of another fun fight gets you out of trouble a fair few times. If you came close to killing them, they're probably just going to end you though. They'd like a fun fight but they're not stupid. Not unless they already were.

653. Blind Shortcut- 200

Maybe not the most immediately intuitive of ways to train but depriving yourself of one or more of your senses seems to be quite effective. You're able to seal off one or more of your five main senses at will, preventing them from working at all until released, and in exchange you are able to speed up the overall growth of your power. Each sense sealed is a fair boost to the growth speed but they will not make a world of different, being around a fifth of your normal growth speed as a boost to each sealed sense. You are able to unseal any of your sealed senses with a few seconds of concentration for each one.

654. Soul of the Blade- 400

Fighting alongside you is an action not only unique to your allies. You may not realise it or even be able to sense it but the weapons you wield and armour that protects you can feel for you every bit as much as a friend could. The gear you've used for a while starts to gain a certain level of intelligence and autonomy, never enough to really become able of sapient thought but enough that it can act in order to help you independent of your own body. Weapons adjust themselves to hit perfectly when they might have missed, armour strengthens itself at the points you are hurt and magical staffs strain to channel more magical power. When in great need, they may even animate entirely separate from you to fight for you, swords swinging themselves through the air or armour animating and brawling with your foes, though such a thing can only be maintained for a short time.

655. Purifying Punch- 400

No more will you need to lament that you cannot solve every problem with your fists because now you are able to solve slightly more problems than normal with your fists! While your attacks might normally be limited to harming the physical, you've gained the ability to strike directly at the bad things that are inside people. You can punch out possessing spirits, roundhouse kick away bad feelings and even karate chop all kinds of sicknesses or diseases that hide in the bodies of your friends, hoping to avoid the unstoppable force of your mighty blows. So long as you intend to strike at the bad things within someone, your blows won't do them any harm either.

656. The Doorstep of Victory- 400

That moment when you arrive at the doorstep of death, just a hair away from defeat and thus destruction, that's the point where your power really comes out to the fore. What your foes might think is the beginning of the end is just one last chance for you to turn the tide. Whenever you've been brought to the edge of defeat, you receive a large boost in overall power and skill to multiply what you had before by two or even three times. If you are instead about to die, rather than just mere defeat, this might be closer to ten times the normal boost. Be very careful when you utilize this, as while the increase in power will not endanger you, using it to continue a fight could result in your death as it will not heal you. If you manage to survive or even win, that increased power and skill will fade away until it is needed once more.

657. Big Bro- 400

Strong as you are, you won't be winning against the Titans on your own. The Saints are a powerful group but it is only when they are just that, a group, that they truly show their colours. You're able to bring out the very best in those around you, your words of encouragement making people become able to break their limits and draw out an incredible amount of both power and emotion. Normally, these bursts of power are only temporary but if you keep at it with someone, you'll find that they retain more and more of the potential you encourage them to reach just by giving them some inspiring words. And summoning up all that emotion out of someone can be pretty darn good for getting them over some internal issues too.

658. Pretty As A Rose- 400

Few to none can hope to match the magnificence of your features. Even the Goddesses themselves feel jealousy when they look upon your features. You are one of the most beautiful beings in the world and as you grow in power, that power will only enhance your beauty all the more. Perhaps your cosmo infuses into your features to make yourself more gorgeous or perhaps just having that much more makes you all the more alluring. Whatever the case, you are almost incomprehensibly gorgeous already and will only become more so over time.

659. Ran Raw, Running Red- 400

Muscles torn, bones splintered, eyes going hazy and yet your burning will has only gotten brighter. No matter how grievously you've been injured or even if you've had parts taken out

entirely, you're still able to fight at your very best until you drop unconscious entirely. Injuries and fatigue no longer detract from your performance quality, in a fight or outside of it, though you will still take that damage and exhaustion. If it becomes too much, you may just fall into a coma or die on the spot, though even then your body won't fall onto the ground if it was still standing. You'll still be aware of how tired and hurt you are, you just won't be held back by it.

660. Our Fight Is Here- 400

When the enemy tries to force you onto their home ground, you're able to turn around and tell them to fuck right off. When an enemy attempts to force you into a different dimension or pocket realm in space, you're able to cut that stuff out in a moment. If the dimension is something created by the opponent at that moment, it'll be destroyed outright. If it was something that already existed, you and your opponent will instead be immediately returned to where you previously were, where you can prevent your opponent from even being able to summon it once again against you.

661. Golden Route- 400

The gods may have a few preconceived notions about the destiny of mankind but really, it's all bullshit. You're a human and you've never given a crap about what fate or destiny or any of that had to say. Maybe that human nature is exactly what makes you so proof against such things. It looks like any attempts to control or even just read what your destiny, fate or future is going to be fails long before any hold can be gained. Your actions have always been your own and no matter how strong the god that disagrees with your philosophy, they're not going to be able to change that.

662. Saintly Duty- 600

A Saint's duty is to protect all of mankind and they do so even beyond their normal limits. When you find yourself directly protecting another person, your power will begin to increase and increase. The more vulnerable the person or people you are protecting at that moment, the greater the increase in power you'll receive. A wounded comrade still able to fight would provide a noticeable leap in power whilst a defenceless child being behind your back could let you leave gaping wounds in people you couldn't even scratch before. Those who have no need of protection will not increase your power and once you have finished directly defending them, this increase will dissipate. Protecting numerous people will give much less of an increase compared to the 'quality' of the one in need. An entire orphanage would give only a small increase compared to what you would gain from a single child.

663. This Is Absurd- 600

Gods are all too used to being the top dogs. It seems like a lot of them have no idea of just how strong a Saint can be, much less how strong you are. Any foe you have has a ludicrous level of underestimation for you. No opponent considers you a serious foe, unless you desire for this perk to not work, and even being confronted with direct evidence, to the point of having multiple allies that you have easily defeated explain how strong you are and why to them, will not make them give you a serious estimate. Even a foe that has already fought you

once before will look at you and think they just made a mistake last time. More than two confrontations and they'll start to take you seriously but before then, there's nothing that will make them think you're more than a joke.

664. Jamirian Blood- 600

A special property flows through your veins, granting your blood the magical ability to repair mystical artefacts on its' own. Just by letting out your blood to drip over the magical item in question, you can see it begin to mend itself. The more powerful the item, the more blood it will take you but even something as great as one of the Gold Cloths would only take 2 pints of your own blood, easy to handle for a Saint. The process will take an entire night, though you can speed it up by offering even more of your own blood. If you also had specialised tools, you would be able to work at far faster speed in repairing these items.

665. Every Day Miracles- 600

All Saints have the potential to accomplish the impossible, Gold Saints most of all. But where the miracles achieved by your peers are things to be marvelled at, you find it even easier to do. Not only are you capable of achieving things normally considered impossible to happen, you also find it significantly easier to do those things. When you are taking advantage of your Saintly nature to achieve things that should be impossible, you'll find those tasks are much easier for you than for anyone else, even if that person also had the ability to do impossible things. These tasks will likely still be extremely difficult but far easier for you to accomplish.

666. Sealed Master- 600

Most Saints have a few favourite techniques that they hone to perfection, rather than ranging broadly with their cosmos they choose to focus it. The epitome of this ideal is the Sealed Technique. An overwhelmingly powerful attack or technique that often comes with too much power to properly control or with a danger to the user or their allies. You're able to progress techniques or attack moves that you know into this state. You may have one Sealed Technique at once, picking a particular technique or move you know and massively empowering that technique, at least to the upper level of what a Gold Saint can do if not higher if you are already beyond that level of power. In return, that technique will take on drawbacks such as being near impossible to control, harming you severely when activated or taking so much energy that it leaves you exhausted. With many long hours of practicing with the technique, you can learn to train off these flaws. Once the technique has had its flaws entirely removed or mastered, you may pick a new technique to make Sealed.

667. Gemini Genes- 600

Not all men are born equal and the Saints are no different. Even among Gold Saints, most of them do not go beyond the power to destroy a star or even solar system at their greatest, at least not in this time. There is one strong enough to call out power enough to obliterate entire galaxies however and now that number includes you as well. Whether you are a Saint or a Titan, your raw strength with that power is mind bogglingly great. You've got the raw power to destroy entire galaxies in single attacks and your special techniques can extend to cover multiple galaxies at once. If you are a Titan, you are noticeably stronger than even that.

668. Martial Making- 600

No technique is perfect when first created. Like any art form, it can always be improved with time and experience. Coming back years later to your old techniques, the flaws and ways to improve it become obvious, especially now that you have the means. You are able to reforge techniques to become far stronger and even get rid of innate weaknesses or flaws by constantly using them in life or death battles. Even when they should not become that much stronger, such as becoming better without you putting in more energy, or when the flaws should not be things that you can train off, such as a sacrificial attack needing you to sacrifice your own life, you can work through the suffering and pain to reforge them into something much more powerful.

669. The Power of Light- 600

The power of light springs forth from the core of your heart and those of the heroes around you, pouring into your body and attacks to assist you against the darkness. You are able to turn the positive emotions of yourself and those near to you into light energy that can be used for immensely powerful attacks on its' own or to greatly empower existing attacks and abilities, infusing it with that light power attribute. Such infused things become far sturdier and more powerful against the forces of darkness, piercing through evil with ease. Even if you were empty of energy, you could still call out more energy so long as your heart is not drained of hope.

670. The Holy Breakthrough- 600

Immortal? They've not met you yet. Unbreakable? Only till your fists of fury land the first blow. Unstoppable? Maybe so far but you'll have a try. Those things that are supposedly undying, without peer or absolute are only such because they've not yet met someone with enough raw power to tear through, someone like you. When you encounter such things, you are able to substitute raw power for any sort of workaround. You can kill immortal beings just by hitting them hard enough, break through unbreakable defences by striking with enough force or stop an unstoppable move with enough power. To do this, you must outmatch the raw power of the target many times over, thus exchanging the usual battle of conceptual abilities for a much more straightforward and reasonable one of raw might.

671. Giant's Will- 100

Much like the giants of old, you have a connection beyond the norm with an aspect of nature. Perhaps lightning, perhaps lava or perhaps the dirt or stone. Your chosen aspect is something that you are able to create and control through your cosmo, as well as to feed on that aspect in order to replenish your own energy, particularly given this manipulation of nature has no cost to you. Your powers over it will grow as your cosmo does and you may buy this multiple times to receive more than one such aspect. Taking this also gives you an intimate connection with nature around you, such that you are always far more aware than any human could possibly be of the natural life around you.

672. Looking Down Upon You- 100

Tis only rightful that a mortal bows to the greater Gods of this world. All you're doing is making it obvious that they should do such. You are capable of making known your true power, or just a portion of it, to any who look upon you or come near to you. The physical effects or costs of releasing your true power are not required, thus allowing you to impress exactly how superior you are to any around you at your full power without needing to shame yourself with the release of your true form to a mere mortal.

673. Taking On The Guise- 100

It may not be terribly fitting for your status as a divine being but there are times when putting up a pretence can work to your advantage. You've got quite the skill with disguising yourself and your abilities, as just anyone other than yourself or as specific people. Obviously this will be helped along with props and costumes but you've got almost any kind of voice or motion imitation down pat, so long as you can hear or observe the person you're trying to make yourself sound or look like.

674. My Pride Will Do The Talking- 100

The Gods should rule above all, why would you ever doubt that? More importantly, why ever bother even listening to the arguments of others as to why it should not be? No matter what they use, you are unable to be swayed from any opinion or belief that you hold. This is not protection against being mind-controlled, just against any effect or charm or raw persuasion that might seek to change what you think about specific things. You also happen to be just fantastic about giving any kind of monologue or self-aggrandising speech. Just come up with them on the spot.

675. Taking You Up- 100

Difficult as it may be to admit, the mortals do have power of sorts within them at times. Enjoyable as indulging your ego is, it's far better in the long run to treat things seriously. You never have an issue keeping a clear mind or seriously considering any opponent you might have. No matter your bias or ego, you'll never find yourself accidentally underestimating an opponent save for just lacking the needed information. You won't make mistakes in combat because of your pride nor do stupid things like letting your opponent have an advantage because of your arrogance. Your ego just won't get ahead of you.

676. It's Only Natural- 200

The Dunamis was within you from the moment you were born. It was not something that needed to be awakened for you like Cosmo but instead as innate to you as it is to blink or breathe. Being a natural part of you, you find yourself easily mastering its' use and the use of things in a similar vein. Whenever you are dealing with some kind of power or energy that is a natural part of your being, you'll find yourself mastering the use of it and control of it much faster than anyone else in your situation. You'd be on the level of the adults with ease, even before aging beyond the level of a child.

677. Genro Maoken- 200

You learnt this secret technique of the mind from a cloaked man, who forced the information into you and then left without a word. It is a mind control technique, one done by pitting the force of your cosmo against the power and mental will of your target. If you can succeed, you'll be able to control their mind and alter it as you see fit. You see, the Genro Maoken is special. If you can manage to entirely defeat the opposition of your foe, the mind control will become permanent and irresistible. Regardless of their powers, if they fail once at entirely blocking it, they'll never be able to throw it off and will become an eternal thrall. Even a small amount of resistance remaining would allow this to be...well, resisted.

678. Next Gorgon- 200

There's a fair bit of monster blood within you, specifically that of one of the Gorgon Sisters. Your eyes now gain the same magical properties that those snake women possessed, able to turn to stone any living thing that looks at your eyes. Those with great Cosmo, at least as strong as your own, can potentially resist but even then they'll find that bits and pieces of their body to turn to stone with each look into your eyes. Anyone more than a little weaker than you will be petrified with a single glance, much like the mythical battles of old would have it. You are however able to deactivate this effect, if you wish to protect your allies from it.

679. The Lion is a Fool- 200

An enemy is only an obstacle until you turn them into an advantage. Much as they might like to think they're opposing you, that's only true until you work them into a benefit for yourself. You're astonishingly good at not only anticipating the actions that your enemies will take but also at managing to fit your plans to either avoid your enemies or even take advantage of the actions they'll take, turning your foes into unwitting allies. It comes with the added benefit of really screwing with their morale once they realised they've been playing into your hands all along.

680. Weight of the World- 200

It's a very satisfying thing, to be able to make the sinners feel the true weight of their transgressions. You are able to turn the weight of sin upon any living being that you can see into pure gravity force that crushes down on them. The more sin, the greater the weight they suffer from and the greater your cosmo, the greater the effect of this ability. Even should he have deeply violated your moral beliefs, you are unlikely to make a Saint bow unless you are as strong as they are. But for those beneath you already, you could crush the life out of them en masse. This ability takes no energy from you to use.

681. Born From Dust- 200

As a God, it is no wonder that the world looks upon you as a natural part of it, particularly given that you are not of the traitorous brethren that turned against Gaia. Your very being is a part of the natural world, in a way no other human and very few gods can claim. You always count as being just a part of the natural world around you for any purposes that might benefit you. A defence against any kind of hostility would fail to work against you, as your blows are

see the same as a hurricane's gust or an earthquake's shuddering. Just a part of the natural world.

682. Huge Will- 400

You've gained an impressive, some might even say large, willpower beyond what most can imagine. There is little to no form of stress, pressure or control that can break you or force you to act in a way you disagree with. Even when they are about to die, a true god would never bend the knee to any he did not genuinely wish to declare loyalty to. Even if one of the primordial gods descended before you and tried to take over your mind, your sheer, gigantic will would rebuff his attempts.

683. Monstrous Menagerie- 400

You're not the only thing to come back from the past of this world, not when you enter a fight. You're able to expend your energy to open portals that bring forth all kinds of monsters from mythology. Greek mythology is the base for the monsters you can draw from but with a bit of practice, doubtless you will be able to bring forth many other kinds of monsters that once or may have existed in this world or another. The monsters summoned will be close to your own power and if you begin to expend your own energy, you may find that they are equal or even stronger than you, though you can only have a few summoned beasts active at a time.

684. The Fight Box- 400

You may not think very much of the Earth and its inhabitants but it's often necessary to not just outright destroy it just as collateral. Thus you learnt how to take your battles into a special place, one where you can fight as you please. You are able to bring everything within a few hundred feet of you to a pocket universe that your power created for your use. This dimensions is, at the moment, merely the size of a galaxy and a bit and is largely empty of anything save for the odd star or lifeless rock floating about. As your power grows, so will the size of this dimension and the size of the space you can drag over to it. It is exceedingly difficult to escape from this dimension and any power used within will not leak out, leaving you free to fight at your best even when using attacks stronger than the size of this plane.

685. Holy Punishment- 400

Sinners shall be punished in accordance to their crimes, so says the divine will. That your will is that divine will makes little difference to your opponents, who now find that their sins against you and your beliefs empower your blows against them. The worse a man has sinned against your personal moral code, the more you find your attacks against them to become stronger and stronger. While some foes that are already stronger than you may not see much difference, you yourself will find that against great enough sinners, your attacks are several times stronger than they would normally be.

686. Like Water Through a Grate- 400

There are few defences that can stand up to your attacks, given most of your offence just ignores most defences entirely. You are able to fire your attacks straight past any kind of physical defences, directly piercing into the thing behind that defence. This allows you to strike a Saint's body through their armour or to hit at a man's soul within his physical form. You could even use this to strike at the Cosmo of someone with just physical blows.

687. Heroes Never Die- 400

When a God calls for aid, the dead have no choice but to bow to their whims, to a certain extent at least. You are able to revive the dead bodies of legendary heroes and villains from the past, animating or even creating a corpse or golem for their spirit to house that brings along all they had in life. The greater the target, the more energy it will take for you to recall them to the world of the living and to keep them present in this world, given you must devote that energy to them continuously. At the very least, they cannot disobey your will once you have brought them back, save for if a being greater than you interfered on their behalf.

688. Dimensional Gift- 400

Now space itself will tremble before you. You've gained a unique ability to manipulate dimensions, directed by the energy of your cosmo. There are few limits on what you can do with your manipulation of dimensions, so long as you have the necessary power. You could create portals anywhere within sight or attack through one portal and have the attack exit from another. You could drag yourself and others to other worlds, even transporting entire planets, or just use your dimension travelling powers to cut through most defences and take away entire chunks or slices of people. You cannot create dimensions nor destroy them with this however.

689. Anti Magical Armour- 400

The only reason the humans have any hope at all is those blasted Cloths. Pale imitations of your Soma to be sure but not without power of their own. When faced with your hands however, they seem rather less durable. Your attacks are particularly good at destroying objects and artefacts of supernatural power or importance. Even things meant to be indestructible or at least far tougher than anything you should be able to scratch can be cracked and torn apart under your hands. Tougher things will still take repeated blows for you to smash apart but even the mightiest artifact won't stand up for too long against you.

690. Raw Power- 600

The shame and humiliation you felt when you were locked away by Zeus still burns in your heart. The agony as you were tortured in the dark for millennia without ceasing has strengthened you, far beyond any expectations. Your power grows over time as long as you are experiencing great pain, be it physical pain or emotional. The greater the pain you feel, the more power you will gain. Your cosmo will burn brighter, your body strengthen and solidify and even psychic powers grow mightier, as the growth you receive stays with you even once you have dealt with the source of your agony.

691. Heretic Defence- 600

To point your sword at a heavenly being is a sin and to outright attack one? There can be no way for someone to think they will escape punishment for such a sacrilegious act. The act of attacking you reflects a certain amount of harm back on those who try to do you harm. While this provides no protection against their attacks, it does ensure that they receive a certain amount of damage from you instantly because of it. The stronger you are compared to your attacker, the worse the damage they automatically receive is. Those equal to you may just receive the equivalent of a strong punch from yourself but those lesser might take on a dozen blows or a hundred or a thousand of your strength all at once.

692. Preying on Prey- 600

The philosophy of the strong eating the weak is something you take into every serious battle you enter. You take everything from those you kill or at least enough that most can't tell the difference. When you kill someone, you are able to take their raw power for your own and also include the memories and skills along with that. While you do not get individual special abilities or traits of being, you add just about everything else to your being and come out all the stronger for it. A massed battle against you would only see you come out much stronger than before instead of tiring you at all.

693. Without Love, You Will Fail- 600

Your body has had a very special enchantment placed upon it, protecting your physical body from any and all kinds of harm...provided the attacker has no love in their hearts. For those without love inside of them, it is entirely impossible to damage your body and even your soul becomes far more resistant to any damage they seek to do to it, great wounds becoming mere scratches upon it. But those with a loving heart will never even know this protection exists upon you. At least for your sake, it is not enough to just feel a few scraps of love, a person must have genuine love for something or someone inside them to get past your defence.

694. God of War- 600

All those years of war aren't for nothing. Even in the modern day, mankind still tells legends of your prowess in combat and the gods you once fought against bear the scars of your battles together. In terms of pure skill, you are the equal of the greatest fighters that have ever walked the Earth or any of the many realms within this universe. You can effortlessly measure the power of your foes and compare it to your own, notice every strength and flaw and opening in any ally or enemy you observe in combat for just a few moments as well as how to take advantage of those openings to lethal effect. You make no mistakes in combat, always acting to a measured and frighteningly efficient degree, as if you had perfectly planned out every step and swing years in advance. Your raw skill applies to any form of combat you are able to do at this moment and will allow you to easily and quickly master any new forms you attempt to pick up later.

695. Great Destroyer- 600

It’s almost too much fun to watch a mortal lose all that hope they are so fond of gathering before facing you. The realisation on their faces that they never had a chance? It’s worth all the effort it takes to show them. Not that you need much effort. In fact, the more hopeful and filled with determination that your foes are, the more powerful you yourself become. You are an embodiment of the Great Destroyer, born to shatter their hopes and dreams. Against a single man with a flicker of hope, you might not see any boost at all. But against a hundred warriors with hearts set aflame with their eternal wills to never give up? You could take on small armies of people who would normally just give you a hard fight on their own.

696. Protection of the Gods- 600

Even as a God, you have your own superiors. The primordial gods that lead you and created you. Unlike the traitorous Gods that rule the world of today, you still have the favour of your divine creators, manifesting in a shield against any harm. Any foe you have that does not greatly surpass your own power will be unable to harm you, so long as they do not receive the support of any divine being or are not themselves a divine being of some kind. Even if they equal you or slightly surpass your power, their blows will be like the stinging of a mosquito against your divinely armoured flesh. Useless and at worst a mere annoyance.

697. The Power of Darkness- 600

You’re able to put the limitless rage and hatred within you and your allies to a much better use now. You’ve learnt to use the power of Darkness at your will, draining away the negative emotions within yourself and others and using it to empower yourself to greater heights. Using this negative energy, you can significantly enhance any of your attacks or abilities, also infusing them with the traits of that dark energy. Infused attacks are much better at piercing through defences and leave wounds that are very difficult and slow to heal. Against those who side with good, the darkness becomes even more effective than normal.

698. Crash The Gates- 600

Never again will you allow yourself or your family to be sealed, not after what you have only just gotten yourself released from. Whenever you come into physical contact with a seal or an object or being that has been sealed in some way, even partially, you are able to undo that seal in an instant. There is no cost from you to do this, just a simple exertion of will and the seal before you will crack and shatter before fading away harmlessly. Even those seals wrought by Zeus himself would not hold up against you, though you are not protected from any defences the seal might have or what might be behind that seal.

699. Armour- Free

It’d be too strange if you didn’t pick up the very mark of your being. The magical armour used by the most powerful factions of these worlds, be they the Cloths of the Saints or the Soma gifted to the Titans. Whichever you are, you have received one of these as a birthright or as a mark of your progress.

These armours act as multipliers for the power of the one wearing it and whilst the higher powered armours require a certain amount of base power to use, they will never lose their use even if you have ascended far beyond their normal level of wielder. They often even have unique abilities to them, though you may need to discover these for yourself with practice.

As a Saint, especially one of the Gold class, you have received a Gold Cloth. This may be one of your own specifications or a replica of an existing Gold Cloth. You may summon the armour, in full or in its accompanying storage box, to you at any time. If it is broken, unlike normal, it will slowly repair itself over time until it is back to being good as new.

If you are a Titan, you instead receive one of the Soma. Taking the form, at first, of a variety of pitch black weapons, the Soma are in fact shape shifting artefacts that can change between weapon and armour form, as well as significantly alter their shape in either state naturally too. A Soma is just as strong as a Gold Cloth and even tougher to break than one too. As with the Gold Cloth, you may take a replica of an existing Soma or design your own.

You may import an existing armour into this option if you desire for no added cost.

700. Helm of Obscurity- 100

While most of the Saints do not cover their faces in or out of combat, you've taken to be an exception to this. This special helm entirely obscures your face and even identity when you wear it, even when your face should actually be visible or when outside of the helmet, you are still very recognisable as your normal self. The design of the helmet is up to you, even if you have it open over your face it will still work as intended. You may import a helm into this option.

701. Strand of Ariadne- 200

A magical reel of woven string, woven by Ariadne herself. Enchanted so that anyone holding it will be led out of any maze without fail along the shortest and safest route. The string will get past even powerful magical obstructions against finding your way out of any maze or maze like area and even the strangest of geometry or layouts or outright spatial warping will not prevent the Strand from guiding you out of the maze.

702. Personal Land- 400

Hidden from the eyes of even the Gods themselves, this is your personal Sanctuary. Impossible to find or get to for any you do not yourself purposefully lead to the place, it is a peaceful land of bountiful nature and ever-lasting calm. Being here is enough to calm even the most turbulent spirits and placate the most rageful souls, as well as to greatly aid any attempts to heal the wounded or sick. It is a safe place and quite large, measuring at least a dozen miles in each direction from the centre and surrounded by thick natural barriers beyond that distance on all sides, such as dense forest or mountain ranges. The hide-away also includes a number of constructed buildings with simple supplies and furnishings. It might not be luxurious but it is certainly liveable and the nature around you should be luxury enough. The small area will retain any changes you make, in case you want to start a garden of your own or improve the

homes here. In future, you may have this place either within the world in a similar location or attached to your warehouse.

703. Golden Dagger- 600

Stolen from the coffers of Chronus himself, the golden knife you hold now is capable of harming and even killing anything it can touch. Be they mortals, Saints or the King of Gods himself, the Golden Dagger is able to slice and stab through any defence short of missing the blade. It can harm those who exist in a purely spiritual form and even deal genuine damage to the projections or avatars of greater beings that transfers back to the original being, though only in part. Still, slaying the avatar of a God will severely harm that God at least. Owning such a vicious weapon would not be looked kindly on by many in this world, particularly in its' role in recent years. You may import a blade into this option.

704. Sea of Gold- 100

There is a room attached to a property that you own now that holds the bounty of the gods. By this, I refer to the vast wealth that the Gods collected over time. This room holds a small sea of gold and treasure, enough to make you the richest being in the mortal world a hundred times over. While no magical items are contained within the room, there is almost no limit to the variety of gorgeous treasures and accessories that can be found within. Also, no one can see inside the room to see if you've decided to have a swim through your literal hills and valleys of gold.

705. Titanic Chariot- 200

The humans, despite their inferiority, have made some rather enjoyable modes of transportation since you were sealed. But there's nothing that really matches the majesty of a divine chariot like the one you own. You have a nigh unbreakable chariot pulled by 4 divine animals of your choice, so long as you don't get too crazy and ask for something like a quad of dragons. The divine beasts are able to pull your chariot through the air or on the ground at the speed of light with ease. A relatively slow pace for an awakened god but still enough to get you to most places in comfort. You may import a chariot into this option.

706. Minotaur Mask- 400

The curse of the Minotaur lives on in this foul creation. This decorative bull mask is designed to transform those who wear it into a mighty minotaur, turning them into a berserker that can only be controlled by the master of the mask, that being you. Those who wear the mask find their bodies twisted into that of a hulking half man, half bull monster and that their power in this state is multiplied several times over. The mask can only be removed by you or by cutting off the head of the one it is placed onto.

707. Holy Houses- 600

An immense flying castle has appeared in the sky, a gigantic sanctuary akin to the ones used by all the Titans themselves. Formed of a gigantic castle connected to eleven smaller houses, each of which must be gone through in order before one can approach the castle itself.

Covered in powerful magical protections and filled to the brim with weapons of all different kinds, it's a flying fortress like no other. Sadly, it has none of the powerful artefacts that the original Titan Fortress held but it is automatically run and maintained according to your own will, requiring no extra power to work. It is also able to output a massive wave that drives all humans for many hundreds of miles around it to become fight loving berserkers that tear each other apart.

Fate/Legends – Empires of Antiquity

708. Roman Holiday- Free

The earlier ages had greater potential, I'm sure you've heard it all before. But even among the people of ancient Greece, you've actually stood out more than most. You have the potential to be a hero, should you work long and hard. Your physicality is enough to let you break down a tree with a few steady blows, run several times faster than an Olympian athlete of the day and while your body is far from immune to bladed weapons, you find that the fists of normal folk feel like children on your body. You even have some magical potential of note, being capable of manipulating a decent amount of mana in the Age of Gods fashion should you find someone that can train you to do so or, should you be born later and prefer it, have around a hundred high quality magical circuits to learn to use.

709. Divine Ancestry- 400

The blood of gods is your birthright, hero. Like many heroes here, you have divine ancestry, likely being directly descended from a Divine Spirit as one of your parents. For some, this can grant immense boons and for others, it is barely noticeable outside of things that have special interactions with those that are partially divine or more. Thus, taking any tier of this option allows you to choose any degree of being a demigod, from being distantly descended from a god to being the child of a mortal and a greater god, perhaps even Zeus himself. The actual benefits of your parentage are decided by the following. The benefits gained from the free/50 tier is nothing much. At most, specific abilities and items may react in more beneficial or more hostile ways to you depending on what degree of you is divine. Your divine parent, or ancestor, is unlikely to be aware that you are their child. Demigods are exceedingly common, it seems.

For 100CP, you may see minor benefits. Most common is somewhat greater physical abilities compared to the free perk given above, enough to put you two or three times more powerful than normal and you may also find yourself with a minor magical ability related to your parent, such as the ability to walk on water. Your divine ancestor likely has little care for you, though they are aware you exist.

For 200CP, the benefits are fairly considerable. Several times as much magical energy as normal for someone here and a significant talent for magic, should your parent be a Goddess of Magic. A natural magical ability to control the seas for hundreds of meters around you, even turning it to lethal combative use, should Poseidon have been your father. Very minor secondary abilities are also possible, such as being able to perceive magic with your other senses or speaking to sea-life in the above two examples. Your divine ancestor knows you

exist and at times, looks in on you. It is always worth keeping in mind potential mortal servants to act in their name and they may at times consider giving you a quest.

For 400CP, you'll fully come into your divine parentage and find yourself a match for Heracles, at least before accounting for that legendary hero's training in life. The benefits can be wide and varied but focusing on one blessing could see you with a physique to match Greece's greatest hero above, with arms that can lift and throw mountains, crush the skulls of Divine Beasts with your bare fists or even briefly hold up the Grecian sky, a body that can survive tangling with dragons and a talent for war unsurpassed by all but a few hundred men across all of history. You can also choose another major ability if you wish or substitute it for three or four lesser abilities that might be found in the lower tiers of this. As a Demigod of this level, you can be assured that your parent watches you personally, or at least has their agents do so, and will drag you into their own conflicts whether you like it or not. It won't be without it's rewards, even with all the danger.

710. Emperor in Training- 100

There is more to the task of ruling than just smacking all the barbarians with a big stick. Rome is a bastion of culture and civilisation, just as much as it is a military empire. Though you are no legendary ruler, you are a capable one with your breadth of skills. You're a decent military tactician and a competent legion fighter, but you have fairly advanced skills when it comes to administrative tasks, legal ruling, diplomacy, financial matters and actually managing your citizens. You're also quite good at giving yourself a good public reputation, knowing how to sell yourself to the patricians and the masses, as well as how to appeal to individual political factions in your territory and without. Few men can rule Rome alone but with the right words in the right ears, Rome might just rule itself for you.

711. Her Majesty's Majesty- 100

They say that every hero of these times was a marvel to look upon. The statues that remain from these years in modern times would seem to give that impression and should you eventually have one made of you, it won't fall short. Whether it's being beautiful or handsome, you stand out like a shining jewel even among heroes. Many can't help but gasp once they see your visage ad it'll smooth out plenty of problems for you, not the least is finding a suitable partner. Your beauty will also affect the things that you make and rule over, even something as large as Rome itself, but this effect slowly takes hold over time. While a sword you wield may slowly become more ornate and fine over days of use, an empire might need years to be fully affected, but it and all it's people will be shining by the end. You can have this stop at a certain level if you like, whether that's to keep some parts of your empire ugly or just to stop everyone from maybe becoming self-obsessed snobs that never stop looking in mirrors.

712. Wolf Mothered- 100

Many have heard the tales that you were raised by beasts in the wild, like the glorious ancestor Romulus and his brother Remus. It's quite true as well, since you called a large pack of wild animals your family for your early years before you left for civilisation. They might

have been a pack of wolves, a herd of deer or even a swarm of spiders, but they had unnatural intelligence and taught you to channel certain powers of nature as well. You have a natural affinity for all animals given your upbringing but in regards to the specific type that raised you, you can speak to them as if they were humans and have them respond, teach them to retain that human intelligence and speech with others and even command your animals to act in your service, though powerful kinds may resist.

713. Fitness of an Emperor- 200

An emperor has no time for mindless exercise. Whether he be a good ruler that must attend to the empire or the sort of fiend that only wishes to indulge, there's simply no time for hours a day spent on maintaining the self. Much like the other emperor's however, you don't need to spend that time. You have the fitness of an emperor, with a body that is both strong enough to lift and throw a metal chariot across an arena as well as remaining in perfect physical conditioning regardless of your diet, exercise or habits. Your mind will not deteriorate with age either and it becomes extremely difficult to damage it with things such as poison or disease or magical attacks. With a supernaturally powerful such thing, it may be possible to harm the mind but your exceptional form allows you to prove highly resistant to most such things. And there's no need to worry about your body becoming too magnificent either, as it'll remain as agile and flexible as if you were a thin stick, even if you're positively bulging with muscles.

714. Rome Is Beautiful- 200

You might be pretty cute now but once you've taken the empire to ever greater heights of power, that's when people will be singing of your beauty from across the land. You'll find now that the greater your achievements as a ruler, leader and general become, the greater your own presence and attractiveness will grow towards others. Even those not from your homeland will find themselves more attracted to you than normal and your enemies will begin to feel admiration and respect for you even before meeting you, finding it very difficult to not treat you with courtesy and honor even when you're a prisoner of theirs. Become great enough and people will come from across the world to seek your hand.

715. Hero of the Masses- 200

Ha! Who says ruling is hard? You don't even have to do anything and the people are singing your praises! You're the sort of person that the common folk, the military and all those not in the noble classes will naturally fall in love with, even those of other nations to a lesser extent. Whether it's earned or not, they see you as a celebrated hero who tirelessly works to both improve their lives and constantly ensure they are happy and entertained. You might even be an incompetent, indulgent lout and the people of your lands just won't care, not unless you begin to personally punish them in a way they can't deny is you doing. The armies, even those of noble birth, will share that affinity for you and while they might consider you a poor general, they'll adore you as a figurehead and hold great respect for you. The actual nobility class won't feel any different towards you, though the near universal love for your personage

from the rest of the empire may make them act with respect anyway. Helpfully, you're actually rather fantastic when it comes to organising good policies and law, with extensive experience and knowledge on civil matters, and to making and financing grand festivals that remind people why they love you so much.

716. Sadistic Constitution- 400

Few can deny that you are a skilled and powerful warrior, everyone saw how you've wrestled giant beasts to death and ably compete with some of the best warriors in Rome with your favoured weapon, be it swords or spears or bows. But that's not why people feel fear in their hearts when they think of you on the battlefield. You have the ability to enter a monstrous rage that massively increases your physical strength and speed, which will only continues to increases as you remain in the rage, but causes your physical durability and reason to significantly degrade at the start, though you retain all your fighting skill. When in this rage, you'll continue to hunt down any enemies you consider near and are near immune to mental interference from others, though not entirely so to very powerful magicians. The rage can be ended with great effort, but given that you can refrain from hurting allies and will only hunt enemies, one questions why you'd want to. It'd be so much easier to give yourself to the endless red fury and allow all your enemies to be slaughtered, from invading barbarians to those annoying politicians that bother you back at home.

717. Hearts and Minds- 400

The Roman Empire is immense and it requires a leader of similarly immense capabilities to properly lead it. At least when it comes to the less military-focused side of ruling a nation like this, you'll have no problems at all. You have the political skill to very successfully lead the roman empire at it's height with incredible efficiency, deftly handle the many political factions and the charisma and persuasive skill to be almost worshiped by all, along with excellent perception of others character and motivations. Your natural presence is immense but your actual rhetoric is even more so, being so great that it can be likened to a mind control spell that directly alters the brains and minds of others, even though it is nothing but your overwhelming majesty and brilliant words.

718. Moon Mad Love- 400

Being loved by the moon is far from a simple blessing. While there are some gifts to be found, it is madness that is most associated with such favour. You've managed to avoid that part however and taken advantage of what being favoured by the moon and the deities connected to it can bring. Any being closely associated with the moon, such as goddesses of the moon, feel a strong sense of affection and even attraction towards you, and you find that magic related to the moon is much more powerful when used by you. It magnifies the strength of any rages or frenzy related abilities that you possess a large amount as well and even allows you to transmit your own madness to those around you. This is done by manifesting a shining full moon above you in the sky, affecting anyone who the light from that moon shines on within several kilometers, letting you project any insanity, rage or madness you feel or have felt in the past onto others. Depending on what you draw on, this may hinder foes or empower allies, as you can direct the light to not shine on some areas. The madness will fade

in time from those with superhuman or magical power but ordinary people will be permanently afflicted.

719. Thrice Setting Sun- 600

True majesty never really passes. Not while their loyal citizens still call out for help. Even should you be killed, it's very hard to make you actually die. You're able to revive yourself from death, up to three times per week before your ability runs dry, and find yourself quickly healing and restoring your energy back to full health once you do, though it takes you a few minutes to get back on your feet. These extra lives do recharge each week but sufficiently powerful attacks, ones more powerful than your own usual level of power, can take more than a single life from you through this and potentially knock out all three, though you can at least be sure it won't take that final one unless they wait around and hurt you again. Should you ever truly reach your final death that ends your chain or your journey after that, from which you can't return, you'll be given one last reward as part of your Roman heritage. It'll allow you to ascend as a special Divine Spirit capable of watching over and guiding any empire that you have built across all of your time, eternally acting as a honored ancestor to your people in their times of need.

720. ROMA- 600

It is no ordinary man that can found Rome. It is a man of power, of great fate, of pure purpose, that can accomplish such a deed. A noble beast in human flesh, with a connection to the very land on which his eternal kingdom will reign. When your future people look on you, they'll see a founder they can worship. You have the physical power to compete with anyone short of Heracles, tearing through mountains like paper and reshaping the landscape with your foot falls. Even whole countries tremble at your hardest blows. Your power is not limited to to the purely physical either, as you have an enormously powerful innate ability to create plant life. From raising ordinary plants out of mud, causing gargantuan trees to violently burst from the ground and crush all your foes to even create enormous magical beings that can dwarf castles, you easily bring forth new life. Your magical reserves are great enough to create dozens of such large creatures without rest, though you lack any other magical training. However, your role as a founder is something important in itself. Nations that you found find themselves blessed with good fortune and all those who are born into your nation will look up to you as like a living deity, a beloved grandparent to be respected, emulated and even worshiped.

Even those who are merely distant descendants of those of your nation will feel a strong affinity for you. In return, you have a strange awareness of all of your 'children' across the world, telling you their location and their health, as well as the ability to significantly but temporarily increase the power of such children that stay near you.

721. Imperial Privilege- 600

The greatest Roman Emperors all shared one trait above all else. It's not their similar majesty, their incredible charisma and beauty, not even how everyone from each corner of the world

could not help but love and admire them all. It was a singular ability of particular potence, known as the Imperial Privilege. Your Imperial Privilege allows you to claim new skills and powers for yourself, ones you wouldn't normally have, provided you can provide even a weak justification for why it might now be so. Become a supernaturally skilled rider of all vehicles because you once spent a few years racing chariots. Gain powerful magical abilities that let you control flame and heat due to working as a smith in your younger years. Even become a notable divinity for a short time because your kingdom worships you as a divine figure. So long as the gained capability is not more powerful than what you might currently have in other areas, you can grant yourself anything that can be poorly justified, even abilities that alter your body. However, these powers are temporary. At most, they last for a few hours before being sapped away and remaining inaccessible for a day or two. It is also possible that severe mental disturbance, such as intense migraines or enormous emotional shocks, could force you to lose hold on your abilities. You can use your Privilege to take up to three separate abilities at once. Additionally, beyond your three slots to use to gain, you can also use your privilege to partially or fully suppress any ability or skill that you already have, such as returning to mortality from being a divine being.

722. Road to Glory- 100

No one's going to be doing much conquering if they don't know how to swing a blade or direct a squad. You're not someone that's going to get a The Great attached to you just yet but you can fight capably with the rank and file if need be, as well as lead small groups of fighters capably and clearly even during a big battle. You've got a talent for larger scale strategy but you've not had the chance to dig into what you can do there. It shouldn't take too long to move up in the military ranks though, since you have a knack for looking pretty strong and fearless no matter what you do, which works well when combined with a talent for battle. If you want, you can take about a foot of extra height and some bulging muscles with this too.

723. Icy Cool- 100

The heat of battle gets to a lot of people and it drives them to make some pretty poor choices, ones you're in position to take advantage of. You're fantastic at maintaining your composure and focus, even when dealing with terrible loss or a vicious betrayal you won't hesitate to take reasoned action. It's not impossible to throw you off but even should someone succeed, you're even better at actually hiding your emotions. Even if you're being led around by your own anger like a foolish puppy, it's highly likely that people won't see anything but your usual calm, reasonable demeanour. Up until you put a knife through their throats. It's worth noting that this experience in keeping your own emotions under reins has made you pretty great at drawing out other people's emotions. When you get to taunting people, there's very few that won't end up snapping or lashing out at you rashly.

724. Philosopher Kings- 100

The greatest kings and military leaders were more than just warriors and tacticians. They were men of incredible fortitude beyond the simple body, with wills to push forward against the impossible for years at a time, so that they could grasp victory. They were more than fighters, with experience as philosophers or explorers that they bent towards their goals of conquest.

You're not a great king yet but you share those beginnings. You've got a will like a wall of diamond, incredible hard and near impossible to break or bend. You might not last forever against everything but it'll take a damn lot to make you bend the knee by choice. Your childhood, where you found that will, was spent not just on military training but also in another field of life of your choice, such as exploring distant lands for years to experience new cultures or spending time as a notable teacher of the arts at home, which has given you a wide array of minor skills and experiences that aid you in finding creative solutions to your enemies.

725. Fighting like Dogs- 200

Only those lucky enough to be blessed by the gods get to fight fair wars. For the rest of us, you need to be willing to get down in the dirt to win. You've got all sorts of skill and knowledge to trick, hinder and sabotage others though, making such a thing a much easier task. From personal scale stuff that lets you easily pull off false moves in a fight or slip poison into someone's trick to large scale sabotage to entire armies, you've got experience pulling these plots off. Dirty tricks of course include the ability to easy put others off their game with your words, playing on their fears, anxieties and traumas to make them uncertain or even flee outright. You're good at that too, the fleeing, and even opponents that normally consider themselves much faster and more agile than you might lose you in the dense crowd of a battlefield.

726. For You, Anything- 200

A good king is every man's dream, should he not be one himself. In the eyes of the men around you, there's few kings that could be better than you, and you're pretty good at making others think that way too. You've got a great talent for converting enemies to join your side even before you've actually beaten them, though offering them the hand of friendship after proving you could have killed them is a lot more potent. Even should you not convince someone to fight with you, you'll find others never have hard feelings towards you after beating them, even if that means conquering their nation, should you have been fair and reasonable in your methods. Play your cards right and conquering a nation could see it's people gladly join you and extending a hand to a fallen foe could see a new friend in moments. It does help that most others find you quite agreeable to spend time with and you'll rarely be without some friends to pass the long nights with.

727. Toxic Bonds of Love- 200

What luck do those with beauty have, to have their flaws passed over simply because of their pretty face. The flies are drawn to the honey and even if they can taste the poison in it, they just can't bring themselves to leave. Those you would find attractive, romantically or sexually, are often given reason to find themselves attracted back to you. Most of the time, you merely accidentally perform a favour that catches their favour in part, like a mild crush, but rarely you might have something special occur, like someone drink a love potion on accident and fall for you or get cursed by a god to obsess over you. Either way, people that do

fall for you find they have a very difficult time to lose that attraction to you, especially from your actions. Neglect, unfaithfulness won't turn them against you and even outright abuse will only slowly poison that well.

728. Born of Troy- 400

Heroes are the ones that go out and conquer the villains, right? To those that say the heroes are the ones that act, you only need to look towards Troy to see just what a hero with a defensive mindset can really do. So long as you're on the defense, you'll be doing a lot better than anyone could expect. Your combat-related abilities and skills heighten enormously provided you fight defensively, on a local level or when leading entire armies. You could lock an army ten times the size of your force and led by the greatest of divine heroes down for a decade without much issue should you bunker down in a strong fortress with a good army or, provided you're a fair bit beyond the average man already, give a good fight to one of the demigod heroes that roam the land. It's handy that you yourself are indeed beyond the average man. While your physical abilities may be sorely lacking compared to the usual demigod breed, your skills in combat are enough to give even the mighty Achilles pause even when on the offense.

729. Spartan Bred- 400

Sparta breeds them strong, they do. Those bronzed bodies, built like they were cast by the gods in the greatest refineries. By natural birth or a similar upbringing, you've got a body and the physical potential to match the legendary Spartans. You can make cities quake with a stomp and sprint across the country in a few minutes, enough to match even moderately powerful demigods and phantasmal beasts. You don't yet have the comprehensive and intense training of the Spartans themselves but in their place, you find you have incredible potential for learning new combat or war related skills and improving those skills at a massive rate. Even if you started as a child, you'd quickly surpass men with decades of experience after a few months of learning. However, while your starting potential is great and will only grow, you only show your true power when at a disadvantage. The worse off you are in battle, the more you'll find your powers, raw statistics and skills improve for both you and close allies you have nearby. Facing some notably stronger than yourself might see a decent boost to your own strength but taking just three hundred of your best friends to block the passage of one of the largest and most powerful nation's greatest army, vastly outnumbering and overpowering yourselves? They'll be talking about the feats you accomplish two thousand years on from that day.

730. Magic Rider- 400

You'll never fight alone if you take your best friend into battle. That best friend being the dread Cerberus isn't anyone's business but your own, right up until it eats everyone else. You're a rider of beasts almost without peer, taking your skill to the level of outright magic. You have supernatural skills in riding anything, from things that are actually ridden like horses and monsters, to only vaguely related vehicles, like riding a enormous sailing ship or a catapulted rock. You can make that horse gallop along walls or across the water and skim that sailing ship across the waves like a skipping stone. When you really put in some effort, you'll

let your mount accomplish supernatural feats and enhance them to magical levels in the process, like enabling your sailing ship to fire dozens of homing anchors at the enemy like harpoons, regardless of if the ship originally had that ability. You can't make your mounts do anything, it does have to be somewhat related to the scope and level of the ride, but most people that see you take flight in a rowboat are going to accuse you of being a witch at least. To help out with your skill in using the mounts, you'll find you're rather superb at actually taming animals and beasts, even magical ones aren't too hard for you to teach once you've beaten them, and in learning to properly control new vehicles that don't exist here, like the vehicles of the modern world.

731. King of Conquerors- 600

When the annals of history list out the names of those known as the very greatest minds to ever consider the battlefield, those great conquerors that tamed the world and the race of man, your name will be there even if you didn't conquer an empire of your own. You've got near perfect military skill in tactics and strategy, of such strength and scale as to allow one to conquer an empire across the known world and beyond, further then what nearly anyone else has achieved, in just a decade, at least if you start with a good army. You might have to spend time recruiting and training some men if not but your talents are no less great in that field than they are in commanding a war itself. Not only are your skills capable of turning the tide and pulling out a win against odds tens of times too great for your forces to even survive, those that follow you also become inspired with each win, deepening their loyalty to you, providing opportunities for you and them to meet and strengthen those friendships in person, and steadily growing in their main skills and powers the more you lead them to victory, even eventually reaching beyond the limits of ordinary mortals and into the realm of the magical. Before you and your mighty legions, this world is ripe for the taking.

732. Heart of a Hero- 600

It's the heart of a true hero that creates legends like that of Jason and his Argonauts, rather than the strength or skill he might have held. An almost indescribable charisma that lures other great beings to the main character to aid him, such charisma that you share. While normal people find you very easy to like and trust, you find it almost effortless to draw the admiration, interest and positive attention of divine beings and heroes alike, even without trying they will gather around you and sometimes offer blessings or significant aid. Actively trying could put together a loyal, closely bound dream team of the best heroes of the age or have multiple rival gods set aside their differences to aid you in major ways, providing powerful blessings or clearing major obstacles from your path. This can be pushed too far, and the wrath of the sorts of people you attract is definitely something you don't want placed in your direction, but you have a good sense of how people think of you and what their limits are, particularly towards how far you can push them to do immoral things. While you capabilities are strongest when applied to heroes or divine beings, you also find that they are still effective against anti-heroic and villainous characters, though to a much lesser degree.

733. Army of the Soul- 600

The reality marble is the manifestation of your soul, the deepest expression of your personal reality projected onto the world around you, granting you new powers and capabilities within that projection and without it.However, you're something of a special case, as your Reality Marble is not quite the same. Rather than something reflecting your own unique soul, and thus not taking the place of any potentially forming natural Reality marble should you have the potential, is something representing a collective. You are able to project a vast landscape around you, similar to other reality marbles, that takes you and anyone within a moderate range into a dimension pocket that is difficult, but not impossible, to break out of. Within this world, taking the form of a battlefield such as an empty plain or desert fields, is your army. The army of those beings that have pledged their loyalty to you in battle, even if only for a short time, as that action creates a spiritual replica of that person stored within your soul. This replica is the same as that person at the peak of the time that they served you, with their memories, power, equipment and so on. There is no limit to the replicas that can be stored within your spirit this way and it costs you nothing to do so, each of them acting to your will when you project the Reality Marble. Even outside of the full projection, you are able to summon individuals or small groups of these replicas to aid you in the normal world and can potentially learn to accomplish new things, such as taking on the abilities of those replicas or summoning them in combined forms. It is costly to fully project and create a dimension pocket, especially to maintain it, but your mana reserves have been increased to allow for easy maintenance of your full Reality Marble for several hours before exhausting yourself. It is less costly to make use of the partial summonings and other lesser abilities described earlier but still notable.

734. Let's Go Hero- 100

To be a hero, you need to be a complete package. Fighting? It's useful. You're good at it too, enough to handle ordinary soldiers in small groups on your own well enough or take down a minor magical beast or five at once, but that's not enough. Being a hero is about adventure and that's where you're shining. You've got a wide array of skills when it comes to exploring and adventuring, from acrobatics and navigation of land and sea to organising expeditions and how to sell off all the treasure you find. In later times, you could definitely make a name for yourself as a great discoverer. Helps that you're an able seaman, horseman and can handle weeks or months long travels without a problem. You're great at adapting to the strange things you're likely to encounter on your journeys as well, since thinking outside of the box, particularly when it comes to using magical or superhuman solutions to things, comes naturally to you. Some people might not think of rerouting an entire river just to clean some stables but you? You're the smart cookie that can figure out how.

735. Amazon- 100

The Amazon are an intensely secretive sub-species of human, found only in the isolated wild places that they make their kingdoms in. An all female race, they possess more power than an ordinary human and are quite warlike in demeanour, perhaps due to their leaders being descended from the God of War. From being born as a true member or some strange circumstance that gave you their qualities, you are an Amazon yourself. You have somewhat greater physical ability and bodily potential than the males of your 'species' do in this world

and with other races you might be, enough that a comparison between an untrained youth and a fit soldier would be fair, as well as the fighting training and instincts all Amazons have access to. These aren't those of Penthesilea or other legends but do make you capable. You also have the ability to instantly reproduce upon taking sperm into your body, skipping any pregnancy or gestation time. Even if you're male. In regards to which, by buying this, you may ignore the impossibility and be a male Amazon, even one born and raised, without issue.

736. Life of Excitement- 200

The hero is never short on adventure, not when those adventures come to him. Great journeys, legendary tasks and heroic adventures show themselves to you now, as opportunities to make your myth appear whenever you find yourself without a task to focus on in your life. You won't need to take these tasks on and if you don't, they'll generally solve themselves in some way, but doing so could be just the thing to propel your story higher. It helps that you're pretty lucky now, especially when it comes to avoiding minor mishaps and bad luck on your travels that might make your adventures a less than smooth fairy tale. Lastly, you'll also get a chance for another kind of adventure that will sometimes be available for you, one that helps you atone for sins to yourself and to those you have wronged by accomplishing tasks to make it up to everyone involved. If you can succeed, you'll manage to find forgiveness from others and to yourself in the process, but these tasks only become more difficult the worse the thing you did was.

737. Divinely Charming- 200

Some people just can't help themselves with you. What chance does anyone have with a total playboy like you strutting around Greece or Rome? The hearts of young maidens across the continent are in serious danger with that gorgeous body of yours and few can hope to resist being sent into a heady daze when you apply your extraordinarily extensive romantic skills to them. You're a natural at seducing, romancing and stealing away hearts from those around you, men and women alike, not even mentioning the legendary tales those who spend a night with you tell. More like a week in some cases. It's particularly effective on those with divine heritage as well. The more divine they are, the more sexy they can't help but find you. Of course, the amorous attention of gods and goddesses can be difficult to deal with. Deadly when it's more than one and they don't like each other. So not only do you have an excellent sense for who is too crazy to be worth pursuing, even if what they say about the crazy ones is true, you also find that you can prevent certain people from being more attracted to you than they would for anyone else. At least if they aren't already into you. Then I'm afraid there's no hope left.

738. Crossing Arcadia- 400

Who can defeat what they can't even see, let alone hit? Calling you fast is like saying Troy was a bit of a stalemate. You have a simple absurd capacity for moving fast and agilely. It's pretty much instant movement to almost any point you can see, with such speed that even a bolt of lightning will struggle to catch up to you. It's not just how fast you run either, as every move you make on a smaller scale is just as fast, making actually fighting you almost impossible as you dodge and strike with speed unbelievable outside the realm of the divine.

You've got the reactions to move at this speed like you were just moving as an ordinary person, plus you and the stuff you're using won't see any harm from moving and impacting when you're going this fast, and what's better, you don't slow down unless you'd be brought to a complete standstill. Whatever obstacle that might just slow you, like deep water, easily breakable walls, weaker warriors, in a charge now won't lower your speed at all to run right through. You're like a bloody tornado on the battlefield.

739. Tools That Make The Man- 400

Every hero in these lands isn't just known for their own feats, they're also known for what they used to do those things. It's with their tools of legend, their divine treasures in many cases, that they crafted their legends. You find yourself far more fortunate than most heroes when it comes to getting your hands on magical items or other powerful artefacts where you are. Even not searching for them and living an easy life, it's likely you'd find at least a few minor but useful tools each year, maybe even something moderately powerful like an enchanted blade. Should you be actively questing and fighting dangerous monsters, you'll actually find that you almost trip over small magic tools and could have half a dozen powerful magical items in your arsenal in just a year's time. You very quickly master the use of them, especially any unique properties they have, and can even find that they prove much more hardy and useful in your hands than in others, showing twice or even thrice the normal effectiveness.

740. Andreias Amarantos- 600

Having been bathed in holy flames blessed by the Gods of Olympus when you were younger, you share a similar blessing as Achilles. Your body has become invincible, at least in regards to those that lack the divine. Any attack, no matter the power or nature, will fail to harm your body should it not be delivered by a divine weapon or a divine being, even magic or powerful conceptual weapons. To truly pass this defense, the divinity must be equal to that of at least a demigod with one powerful parent or the equivalent, and lesser amounts of divinity will result in only a small percentage of the incoming attack being able to affect you. It is also possible for enemies to trick their way past this blessing, by attacking with an 'act of friendship', such as being bitten by a vampire who intends to turn you into a vampire like them. Finally, your one true weakness that all can strike at, is that one of your heels were unable to be covered in the fires and not only does that heel lack your invincibility, specifically striking it with enough power to damage the heel will result in your invincibility being deactivated for a full day.

741. Herculean Skill- 600

Were you raised alongside Heracles, learning the arts of war with your cousin Demigod? It might be one of the few situations that explain your outrageous skill with all forms of combat. Be it sword, bow, spear, wrestling or any other weapon that can be found in this time, you hold divine levels of skill with them. Even warriors that are many times stronger and faster than you can find themselves hopeless against your arts of combat. It's possible to find people

that manage to surpass you, somewhat, but they are few and far between, such as comparing your archery to that of Atalanta's. Still, while you may not be outright perfect in skill, you have a special benefit that no one else but Heracles seems to have. You can create martial techniques that act like spells, drawing on your stamina in order to use weapons to accomplish supernatural things. Using your knowledge of the bow to create a combat move that allows you to shoot a hundred arrows in a single motion, which will endlessly kill anything it strikes down even once to completely counteract most forms of regeneration and immortality, like what Heracles used against the Hydra. Once you've done these, you can effortlessly adapt the technique to other weapons or even the use of magic or your own body. It may lose in effectiveness, such as your hundred bow shots becoming nine slashes of the sword or nine beams of energy, but this adaptation is instant, compared to the several days of practice your techniques usually require, and the new forms of techniques can even be made suited to specific kinds of foes in minutes of focus.

742. Witch In Training- 100

Magic is at once both plentiful and rare in these times. The world itself is abundant with magic, in the land and in the beasts, but humanity itself has far less access to it than in modern times. While magicians and witches are known factors, they are not things everyone can be. You have the luck to be one of the special few with the potential and the training to start making use of your power. You're still a novice, with a few years training in a handful of straightforward magical disciplines, but you're quite capable with your power, utilising the energy in your body and the world around you with significant skill. An elemental mage would at least be able to destroy small buildings without much effort and would be a highly desired force for any practical king's army. If you have a special talent, strange as it may be, it's your ability to cook pancakes. Apparently, you have the skill to make anything into a delicious pancake. Even say, a demon god, should you have it restrained, beaten and unable to resist. The pancakes might look weird and have weird effects but gosh darn, they'll be tasty.

743. Once Every Century-100

Talent that comes only once in a hundred years might stand out at the time but against the expanse of history? It just means there's been a dozen or two others like that already. World class talent might be the peak of what normal human's can do but it's just the start for those in the magical world. Like the famed Salieri and his music, you have that world class talent in one art form of your choosing. Singing, the piano, painting, architectural design, acting or some other method. With just this and the right connections, you could certainly go down in the history of the mundane as one of the greatest performers of your art to ever live. But you've got the potential to go further, as you find yourself having a moderately easier time learning magical spells and abilities closely associated with your chosen art, as well as such things becoming easier to use and somewhat more powerful as well. Magic cast through a special instrument of the musical art you've mastered would be stronger, whereas a great painter would find magic relating to manipulating paintings and drawn images to be significantly better for them than any others.

744. Medical Mage- 100

Those who use powerful magic often focus on power, personal or in their minions, and rarely do the greats of the magical world look to the ailments of the little folk. Perhaps you can fix it, given your great talent in both mundane medicine of this time, making use of herbs and natural remedies along with the beginnings of more modernised medicine, as well as healing magic. You have a decent amount of magical power, similar to the witch in training above, but your skill is all focused on supporting magic. Healing wounds and sicknesses is quite easy for you and you've got experience with all kinds of curses, poisons and supernatural ailments. You're far from a legend right now but you've got a lot of talent for the subject, making improvements easy, and your healing spells are somewhat stronger than normal for the energy you spend. To add to your skill, you also possess a very calming, peaceful demeanour to others that lets others remain calm and destress with just your presence, while easing the passing of those in pain. It also makes you terribly cute, though that itself may be the reason others find you so nice to be around.

745. Prodigy's Curse- 200

Artists are ever so jealous of each other. It can drive them to do some crazy things. That's the story, isn't it? That you went mad after your rival surpassed you and stabbed them to death. It's what everyone says. Just a rumour? I doubt anyone will believe you when you might kill someone just by getting mad at them. Killing intent is very much a active force for you, a literal energy that you can shape and draw out as if it were mana. Gathering it into physical form, shaping it, even using it to power magical abilities. Killing intent and malice provide great power and corruptive ability to what it is imbued into and even when using just the raw red energy by itself, it can cause severe mental damage on those it touches or outright kill the unprepared, weak or those without magical resistance, the intent ravaging their minds and spirits. Particularly potent when mixed with magical energy and even more so when used with music-associated magic, turning normally weak musical incantations into weapons of extreme lethality. The killing intent must be kept tightly controlled however. Much like the stories that sometimes go around about your temper, letting this energy roam without a leash could result in hurting someone just because they annoyed you.

746. Treacherous Witch- 200

Not all ill reputations come undeserved. The legends about duplicitous and treacherous witches may just be true in your case, though it's just as likely you've long since hidden any evidence that'd lead to it being known. You're terribly good when it comes to telling lies, both tricking even a cunning and wise observer with your words and making experienced, capable fighters fall for your feints. Particularly, you are good at concealing your own magic and the effects of it, preventing others from detecting the use of your magical energy and hiding your spells from even those with magical sight. Enough skill or a special ability of sufficient power can still let people see through these magical lies but as your own general magical talent increases, so too will this obfuscation talent.

747. Little Echidna- 200

Life has so much potential, especially when it's guided by a knowing hand. For you, the magic that alters the living is practically in your genes. You've got the ability to morph,

change and twist the bodies of living things, simply pouring magical energy in while thinking of the desired changes. Mutating and making others into monsters is almost as easy as breathing, turning humans into piggies permanently is just the start of what you can do. Shapeshifting yourself and others and cursing others into extremely powerful monsters with enough energy are your staples but you can learn to take your innate ability and twist it towards controlling your creations, as well as other beings, or enchanting your effects into food or drink. It's even possible for you to learn to create new life, though that may turn out to be a long term goal. Your innate ability is quite great and while the energy costs can be significant, they'll be easier to manage the more comprehensive your knowledge of the biology you are twisting is, and you'll find yourself with no small amount of talent with magic that deals with biological manipulation as well, though this natural capability of yours usually results in much more effective creations for the energy you put in compared to normal spell equivalents.

748. Magical Corruption- 400

A good enough wizard doesn't stop at mastering his own magic, he even masters the magic of those around him, a lesson you've taken to heart over the years. You're exceptionally good at detecting and altering active magical effects, even extremely complex and long term ones like a Holy Grail War, allowing you to achieve normally impossible things for that system by adding more energy and making your changes or change the target or purpose of the effect, along with other effects. Altering the target of an attack spell in flight, changing the process of a magical war ritual or interfering with a summoning spell to use it to summon someone you prefer instead of the original target. You've got very quick reflexes with this, which does help with using it in combat, but complex changes are likely to require longer rituals that may take hours or days and making alterations to large systems can be horrendously expensive. All the more worth it in the end and just switching the targets of simple combat spells is quite manageable.

749. Little World Maker- 400

There's a reason many witches come to be quite sedentary with their lives, especially as they become older and more skilled. It's the same reason few dare to approach the fortress you may call home, your enormous talent for creating magical territories. You've got extreme, almost unheard of, ability to create Bounded Fields, areas filled with magical energy that can apply a variety of magical spells to those within, and similar magical constructs, as well as the knowledge to apply a huge variety of effects. Fields to alert you of intruders and provide information on them, to greatly buff your powers while decreasing those of your enemies, that automatically attack intruders with preset spells and more. Your fields are significantly stronger than normal for the energy that you put in and much larger in scale as well, such that any decent witch could cover a small town in a single field without an issue and a great one could surround a sizeable island in many at once. You find it easy to enchant your fields with spells or magic that you know and can effortlessly link your fields to aspects of the environment they are on or around, such as to leylines to power them independently from you or even to people to create mobile fields. Should you have the time and resources, you can make a home base that is almost impenetrable to any hero. Eventually, with enough skill in

other fields of magic, it may even be possible for you to turn the Bounded Field magic into something approaching the rather more impressive Reality Marbles.

750. Formulation- 400

The world is a wonder of mathematics, a wonder laid bare to your eyes. The formulas of the world are to you like the light in the air is to other beings, something you naturally perceive and understand. Anything that could be called a formula, you find yourself very quickly and easily comprehending, from complex mathematical equations to esoteric subjects like magic or magecraft spells, and once you have comprehended something, you find it possible and often quite easy to restore it from a damaged or partial state, even to alter that formula should you have enough knowledge about it. Taking an existing spell and changing parts of it or even upgrading it is possible should you have a wide enough knowledge base in the magical field. It makes magic quite easy to learn and makes knowing magic already a lot more dangerous.

751. Tool Creation- 600

The ability to make and alter tools at an astonishing level. Designing and crafting magical tools of exceptional power is easy, from potions to magical weapons to siege engines, and even creating non-magical implements that can accomplish magical effects at a lower level is entirely possible. You could with time, design and create some of the greatest weapons wielded by heroes in this age, provided you find the tools and resources you'd need to do it. Your talents lie particularly towards weapons of destruction and war, as your inventions in that area seem to end up having far more power, lethality and effectiveness than you had expected from what you designed. Lastly, when forced to spend time amongst other living beings, you also find that your capabilities with tools can be applied in certain ways to living beings, letting you trick and manipulate other people to do what you want with quite a high degree of skill.

752. Top Five- 600

It was Hecate herself who saw the great potential in you for magic. It was also that Goddess of Magic that decided to take you under her tutelage and see how far you could go, perhaps even alongside your fellow pupils Circe and Medea. To say you impressed would be quite the understatement. You're every bit the fully realised equal of both possible peers, at least when it comes to magic in general, given you lack their particular specialties that are detailed in earlier perks. You have a very in depth training in dozens of different areas of the magic found in the Age of Gods, letting you warp the natural world with ease and quite capably handle yourself even in the company of demigods like Heracles or Achilles. From curses and the elements, to enchantment, supporting spells, alchemical creations and all sorts of minor and major disciplines, you're one of the greats. It's helped along by the very high amount of magical power at your command, both within you and the energy you easily command in the world around you, that makes even melting down a mountain a matter of moderate effort. The High Speed Divine Words taught to you by Hecate also mean that for all but the most complex spells, and for actual rituals, you can cast spells with just a single word, even if they would normally require several minutes of casting and lengthy chants. A wonderful aid when dealing with heroes fast enough to race the gods themselves. Finally, Hecate's favour has

resulted in a fair amount of similar favour when dealing with other deities of magic, or those with similar power or authority over such things, letting you much more easily befriend and enter contracts or services with them.

753. Omnipotence, So They Say- 600

A natural born genius, with a mind like Da Vinci, possessing unparalleled intelligence and talent at all things, even when you seem to lack the necessary traits to really ascend to the top. Not only are you able to effortlessly unlock most puzzles and solve most problems, you can absorb entire fields of academic study into your mind in just weeks of study or master multiple systems of magecraft, such as alchemy or elemental magecraft, in a few years, even should you be a completely ordinary first generation magus with just a few ordinary circuits. Whether it be a skill or an ability, you simply possess an overwhelming talent for it that when combined with your own breathtaking genius, allows you to quickly become world class and then surpass what is thought possible by almost anyone else, despite being a normal person. You're incredibly smart, are incredibly talented in all you do and can take these skills far higher than normally possible for ordinary people.

754. Monster Form- 100

No beast is such without a form to much. You're no common beast either, not a wolf or a hawk or anything so mundane. Centaurs, Minotaurs, other hybrid creatures. Little drakes and would-be hydra snakes. You have the form of a beast but for now, it's still a little beast. It might be because you are young and inexperienced or it may just be a beastly form that is not that far beyond a normal human. Whatever you choose, you're a fair bit stronger than any ordinary human, bending steel and travelling faster than a horse is a simple matter, but you don't have much power to threaten a hero with. Any magical abilities you have, if any at all, are very minor such as spitting smaller fireballs as a drake and you have the instincts to perform well as a natural member of your species, in and out of combat. Depending on your choice, you may grow significantly stronger with years of growth and/or effort but your potential is not particularly higher than any young hero. Your monster form will become an alt-form at the end of the jump.

755. Born Hunter- 100

Hunting. It's in the blood when you're a monster. You prey on the humans, so they say. It's true that your kind has likely given them reason to say that and you can feel that reason every time you walk in the woods or set your sights on a prey animal. You're a naturally skilled hunter, able to track even lesser magical beasts over long ranges and sneak through dense forests without making a sound. You've got great instincts for when the right time to strike is along with the patience to wait for hours without moving an inch. Even the thick underbrush won't slow you, as you find it easy to move at full speed in almost any natural environment. You're a deft hand with a bow or, should you lack the tools to use one, are simply notably better than normal at bringing down prey with your natural weapons. To finish the hunt, you're well able to prepare and cook anything you catch, often to quite the tasty degree.

756. In the Guise of Man- 100

Both the half-monsters and those fully entrenched in the other side may find times when taking a lesser form, a human form, is almost vital to their goals. Like many of the more experienced or magically powerful creatures of the world, you are able to swap between monstrous and human forms or in between states at will, able to draw on just a small part of the power of your true form when as a full human or taking a smaller, humanoid state that keeps some of your monstrous traits to retain a larger fraction of power.You do need to draw on everything at once, so taking on some of the power of your monster form when that monster form has intense killing instincts will force you to take some of those instincts on as well. It can be helpful though, to gain the use of opposable thumbs without reducing your capabilities too far. This applies to other alt-forms or races as well, allowing you to take human or humanoid forms in them without fully giving up the powers of those forms. It's also possible that, with significant experience or magical skill, you could learn to retain a greater percentage of power despite taking a human state.

757. Grecian Idol- 200

Men are such silly little things. They may have their vaunted claims to heroism and yet whenever you've met one, they've fallen over themselves to make you smile, even if they came to kill you. How charmingly pathetic. It's a quality you have, being like an idol among men. You have unnatural beauty and charm in regards to males, particularly potent with human males and equivalent species, that makes them desperately desire to protect you and make you happy. It's quite effortless to charm and seduce them, especially with your rather capable singing voice. It's something of a supernatural melody that only further ensorcells the mind. It's possible to shrug it off, certainly those of good fortitude can generally ignore your appearance alone but it takes quite the hero to be truly unaffected by your siren song, as even men with hearts of iron can have their resolve weakened greatly. Should you choose to indulge the paltry courtiers you gather about, you'll also find yourself very talented at making them happy in your chambers. If you wish, you can make this apply to females instead of males.

758. Beast of the Soul- 200

Talk of spirit animals is hardly just jesting back in these times and for inhuman beings, it's almost commonplace. Many monsters have a supernatural connection with a kind of animal, often one they resemble themselves, such as the dreaded Gorgon Medusa and her snakes. Taking this allows you to choose a kind of animal, such as snakes or spiders or wolves, and gain a potent magical association with them. Not only can you expend your own magical energy to create these animals in different kinds and, with enough energy, even supernatural capabilities, you can also freely command any example of the species not more powerful than yourself. You can even turn parts of your body into that animal or parts of that animal, such as turning your legs into those of a spiders or your hair into snakes. In regards to skills or magic associated with your animal, you'll also find greatly increased ability. A snake would make you much more flexible , have greater skill with chain and whip weapons and heightened ability at the use of stealth, along with thrice the power when using magic specifically associated with snakes.

759. Honored By The Stars- 200

A constellation representing you has appeared in the night sky above the worlds you reside on, though the truth of that stellar formation may be different on exiting the world. Shaped in a representation of yourself, it is evidence to all those that can interpret the constellations, such as magicians and divine beings, that you are a person with a great destiny for heroism ahead of you, one that may lead them to favour you or seek your support in light of your future importance. But more immediately, the constellation is able to support it's originator in the form of a limited conceptual materialisation of itself. By pointing to the sky, a thin beam of light will shoot down near instantly from your constellation, even in the day, and home in on whatever target you can see. Even threading through the tiniest gaps to strike, the laser will only miss with magical intervention. The attack does not have high power, though what it has is more than enough to pierce a thick castle wall in an instant, and thus you will need to aim carefully. Only one shot can be called down per day but should you be gravely injured or worse, the attack will automatically activate without you needing to aim, homing in automatically on the enemy's weakest point that you know of.

760. Mystic Eyes- 400

It is through the eyes that the soul's power is made manifest. Some eyes show that power a lot more strongly than others. You possess a pair of very high class Mystic Eyes, equal to the ones that Medusa has in her human form, that are capable of a incredibly powerful magical effect transmitted through sight. It can be as classic as petrifying anything seen or forcibly bending to your will anyone that looks into your eyes to as advanced as granting you powerful sight-based telekinesis or letting you cast your spells through sight. Whatever you choose, it is extremely difficult for others to resist the effects and even those with potent magical resistance still likely feel a reduced effect instead of nothing. Your eyes will grow in power as your magical power does as well and it is possible to learn new techniques, such as expanding the effect of your eyes into a bounded field around you or embedding the effect into the eyes of others for a short time, with enough practice. Given the magical nature, you can also choose what your eyes look like.

761. Night Hunter- 400

Death from afar, the flying strike that lays low both demigods and great beasts before they even knew they were under attack. You have skill with a bow and arrow that can only be called divine, capable of using even a normal bow to clip the wings from a fly deep in a forest, while in another forest entirely. Should you be in combat at closer ranges, you'll find yourself somehow just as effect, firing off arrows at speeds that leave modern machine guns struggling to approach your fire rate and even using your bow itself as a deadly weapon. Much of this is due to outrageous, unnatural skill with a bow but it is greatly aided by the unbelievably advanced senses you have. Each of your senses has hundreds of times the strength, accuracy and acuity of a human and is well suited for high speed movement and long distance observation. You could fight ably in complete darkness just by relying on any one

sense but sight and your senses are even able to pierce through strong magical illusions and protections. Should you have any sort of magical detection already, it will also be far sharper.

762. Four Legged Scholar- 400

Few monsters are bound to a human lifespan. Most are outright immortal, if not incredibly long lived, and that can often be seen in the sheer breadth of experience most intelligent non-humans possess. But even among immortal beings, you're a stand out example of a life well learned. You hold very broad knowledge of almost all things in this world. Different magic styles, countless combat techniques, medicine, science, the use of many different weapons and implements, almost any skill that can be named without being unique to an individual or being a special power instead of a skill anyone can learn, as well as having to exist in the time that you take this. While many might consider you a master of these things, you cannot compare to true specialists. While you skill in varying forms of magic is broad and deep, legendary witches like Medea would greatly overshadow you. Your talent for combat with fists and weapons is that of a master to most but only that of a journeyman compared to Achilles or Heracles. If an ordinary master were a ten and these legendary heroes were a hundred with their specialties, you'd be something like a fifty. However, your true blessing lies in your ability to pass on that which you know. You are a teacher of near-supernatural excellence and should you allow others to learn from you, will be the one to create numerous legendary heroes, very much the equal of Chiron himself in this field. Bringing others to your level of skill, even training their abilities and bodies beyond normal human limits, is quite easy even within just a few years, but you also find yourself able to awaken potential in your students that lets them grow beyond what you can teach with ease, especially once they begin to adventure on their own. Your students, even the rowdiest, find themselves easily falling into the perfect mindset to learn from you and can even retain any natural anger they might have while you teach the.

763. Monster of Myths- 600

Sirens, minotaurs, harpies, centaurs. They're impressive magical creatures but they're not usually the sort of thing that a demigod would have stories told for triumphing over. That's another breed entirely. They need things like what you are now to fight for legends to be made. The hydra, the nemean lion, the chimera. Dragons, demons, divine beasts of power such that they can challenge lesser gods. You're able to take the form of one of these legendary creatures, even one of your own designs. With a physicality easily capable of killing most of the heroes of these lands and certainly threatening figures such as Heracles or Achilles, your threat is only further heightened by your immense magical power. Magic is so tightly entwined with your body that a few drops of your blood could match the output of mana from a modern magus. Cities and mountains would disappear before your wrath, should you have the means to make use of this energy.

It's well you do, several in fact. The legendary creatures of Ancient Greece were not known for just physical power. You can choose up to three magical abilities to have as innate parts of your form. The Hydra's infamously toxic breath and multiplicative regeneration or the Nemean Lion's immunity to all works of man, even the mighty breath of a dragon and their

unique reactor souls. The less abilities you pick, the more powerful the magical ability but even three at once would each be things to prize. Additionally, your current state is not the end of your advancement. Should you perform monstrous acts while in this form, such as indiscriminate killing for pleasure, you'll find that the form will slowly grow in physical and magical power, potentially even in size as well, to scale with the awfulness of your deeds. Your body coming to reflect the monstrosity of your soul, it appears.

764. Metamorphosis- 600

Into your body was placed the corpse of a certain legendary magical beast, which altered your body forever more. Their pelt became your skin, their muscles your own, their bones within your very body. Or perhaps that's merely what it feels like when you activate the bestial transformation you now have access too. Your form is now an ever-changing beast in it's own right, increasing your strength, durability, speed and agility, even your magical power to enormous heights. Not capable of contending with a divine beast, or the monster option above, but at least enough to kill lesser heroes easily or wipe a city clean of life in a day. It's also possible to temporarily transfer this enhancement to weapons you hold, greatly increasing their potency and transforming their appearance while you hold them. But this is just the start. You are able to take on the forms of beasts that you have slain and eaten, such as placing the wings of a hawk onto your back to fly or granting yourself greater strength by taking on the limbs of a bear. Your body has a special quality that allows it to constantly improve. Every moment you are in conflict, with a foe or the natural world around you, your body will slowly shift and improve itself until it can conquer that challenge. Gaining stronger muscles, growing new limbs, your skin thickening into armor, even seeing your magical abilities very slowly increase in potency or new powers slowly form within you. The progress can take hours for more significant abilities but providing yourself with worthy prey can ensure that your never stop improving as a predator.

765. I Am Spartacus- 600

Men can be monsters. Not just of the heart, the way everyone has heard a hundred times before. But of the flesh. Taking their bodies to such heights that they shatter any possible notion that their muscles still obey they laws that restrict all men. You've rebelled against those limits on your body, even as a mere human, and become too huge to ignore. Your body is a marvel of muscle, with the physical power to wrestle and struggle with powerful demigods like Heracles, though you couldn't truly do more than prove an able but futile contest for him, but also endure such a beings blows to your body. Your endurance is your greatest strength, you even possess a moderate healing factor that replenishes most cuts and bone breaks in several minutes. But you can take that endurance much further. When people inflict damage to you, you can convert that damage into magical energy within you, still suffering the wound, but able to either use that new source of energy as normal or enhance your body's physical abilities and rate of healing with it directly. This energy can even be used to enhance physical objects you touch, from weapons to the debris caused by your attacks, and enough build up will cause you to grow in size and mutate into a terrifying monster. There is no limit to the build up and with enough energy, you can unleash powerful

magical blasts that can erase entire mountains instantly, but the energy will slowly fade out if you cease to take damage from an opponent.

766. Royal Steed/Bath House - 100

Royal Steed- 50

Every king needs a proper horse to survey the battlefield from. It'd look pretty bad if you were walking while you troops rode too. This beast here is one of exceptional quality and size, just not in any divine sense. It's a horse big enough to comfortably seat an eight foot tall man made of bulging muscles, though it can easily adjust to smaller riders as well. It's smart for a horse, though not at a human level, and happily works with you to perform as best as it can. It's certainly capable of crushing ordinary soldiers without much trouble and can run as fast as most modern day cars too.

Bath House- 50

A marble bathhouse now exists for you, attached to some property you own or standing on it's own. Large enough to house several dozen bathing, relaxation and massage rooms of varying sizes, maintained by a staff of highly skilled but otherwise normal attendants and even constantly supplied with water of the right temperatures, special herbs and a apparently endless supply of Roman food and drink. It's the perfect place to relax, especially since bathing in the waters here makes people feel much more uninhibited in their thoughts and actions. It helps engender the sort of satisfyingly degenerate atmosphere that the Romans used to enjoy, one where happy endings come often and repeatedly.

767. Lord of Lions- 100

A stable fit for any emperor, particularly the ones with a Christian problem. A dozen enormous lions lounge around you now, each a loyal and loving pet that just can't get enough cuddles from you. They're big enough for an adult to easily ride and strong enough to tear a armoured soldier in half with a paw slap. They're great for keeping you warm and well trained at guarding people and places, plus they make you seem a lot more kingly when you have one of them near you.

768. Imperial Blade- 200

A twin option, for there are two choices to make here. Two legendary blades of the Roman Emperors are available for purchase here. The first is that of Aestus Estus- The Original Flame. A powerful magical blade forged from a meteor's metal, the blade is both nigh unbreakable, unnaturally sharp and able to alight with the flames of the heart of a volcano, melting most of that the metal touches and badly scorching anything that comes near or even further given that the sword can unleash great lashes of flame at your command. The other choice is Crocea Mors, fabled weapon of Caesar himself. It bestows great luck upon the wielder in battle, both against personal foes and on a wider strategic scale, as well as often enabling the wielder to instantly attack again after they make an attack, sometimes even multiple in a row. As far as anyone can figure, it's a roll of the dice as to if and how many

times it happens for each time you hit a foe. You may import existing swords into either option.

769. Home of Luxury- 400

A vast arena, much like the grand Colosseum of Rome, is now yours to own. This massive arena is made with all the finery that ancient Rome could offer and is deeply connected to your very soul. You have the ability to summon the arena to or around yourself with a thought, spending a small amount of magical energy to call it and maintain it, though even a basic spellcaster could hold it for hours. With your connection to the arena, you can freely customise it's appearance and facilities between summons, turning it from a battle arena into a theatre stage complete with art workshops and kitchens or even into a massive, magical water park. When summoned, it replaces whatever environment it was summoned over for the period of time it is maintained, including altering conditions and magical rules to fit the ordinary setting of Rome that this arena calls home. Handy for preventing enemies gaining bonuses while on their home turf. The arena slowly but steadily raises your physical and magical abilities to a cap of around five times your normal levels should you be fighting an opponent here and wait an hour, whereas your opponents will feel their capabilities drop to half the strength in that time. It's difficult to escape, similar to a Reality Marble, but possible for those with exceptional power, magical skill or unique abilities.

770. King In Your Own Right- 600

You've taken charge of your own kingdom in full. While it may not be an equal for mighty Rome, it is no backwater kingdom either. You rule over a sizeable, wealthy and fairly powerful kingdom, one similar to the more powerful states of Greece or a smaller district of the Roman Empire. Your kingdom has a high propensity for bringing about heroes of varying levels as well, more often than not ones quite loyal to your kingdom. Someone like Heracles isn't likely to show up more than once a few generations but lesser heroes are quite common. While small now, the kingdom may be expanded and improved through your efforts and will retain those changes as you bring it forward to new worlds, where it will slot in to the world, fitting into history or appearing from nowhere.

771. Sword of the Jumper- 100

When the hour is grim and your men lose hope, it is your sword held aloft that will catch their eye and inspire them to stand once more. This simple blade of a design of your choice is a representation of you as a king and a commander. A magical blade of some strength, it's real benefits are that your allies that see the blade will feel themselves filled with vigor, strong morale and a belief that they can keep fighting even when it seems hopeless. An effect that will become more potent the more your forces actually do believe in you already. The sword is also linked to a small rift, allowing you to store any single mount or vehicle of your choice and instantly summon it to your location by cutting the air with your new sword, which opens a rift of size equal to the cut you made. Sadly, the cuts don't have any effect beyond opening this rift, though clever use could make the portal a nice way to chop things that are hard to cut. Maybe a particularly difficult knot. You may import a melee weapon into this item.

772. Sword or Shield- 200

Offense and defense remain ever as important as each other. The common shield bearing spearman may not be impressive to look at but he remains highly effective, only moreso when he's a budding demigod with this sort of magical weaponry. The two options here are bought separately, both at a discount for this origin. You may import a spear/sword or shield respectively into the options. The first is a spear, Durindana. A golden throwing spear that is said to be able to pierce anything. While it's not quite that impressive, even a Demigod like Heracles could see it cutting through his nigh-impenetrable skin. Short of extremely potent magic specifically focused on defense, like the shield to come next, it's impossible to defend against the weapon. Certainly, anything mundane will be pierced and cleaved without issue. The spear itself is also able to shorten it's long staff and become a simple long or short sword. It's not looking like much but it's surprising what being able to instantly extend the reach of your weapon to that of a long spear can do for you. Rho Aias, a seven layered shield of impenetrable might. The shield itself is as capable as any magical shield could be asked to be, not invincible but close enough and a handy weapon at the same time. It's true power is when a small amount of magical energy is poured into the shield, which will caused seven enormous bounded fields to be created, appearing like petals of light layered over each other. These petals are an absolute defense against any thrown weapon, negating the attack without question. Even against attacks that are not thrown, the layers each themselves are as tough as a mighty fortress and significantly reduce the power of an attack as it breaks through each layer. While energy must be constantly put into the shield, though the cost is low, to maintain the petals, they can be summoned at any place and in any orientation that you can see from your current position in a moment. Not only can you protect yourself from surprise attacks while wearing the shield, you can potentially extend the petals to cover entire castles in their embrace.

773. The Argo- 400

The great golden ship that led the Argonauts on their legendary journey. More than merely a sailing ship of supernatural make, speed and agility, the Argo is layered with many divine protections that grant it a range of powers. The ship moves with the force to cut through other ships with ease, can control strong winds to move itself as it likes and even attack others near it, command the waves near the ship along with the lesser creatures that swim in the seas and call them to aid the ship and it's crew. The weather on a larger scale acts in ways favourable to the ship master, aiding them when near the ship and striking down at foes, damaging or delaying pursuers. The ship has a crew, one of seemingly inhuman make, as they never need sustenance and can expertly pilot and defend the ship. They appear to be automatons of some kind, though are unresponsive to anything but the captain's orders. You may import a vehicle you already own into this option.

774. Three Hundred Good Men- 600

The might of Sparta at your fingertips. You have a force of three hundred loyal and powerful Spartan warriors, each equal to a several hundred superhuman warriors in their own right. They all have the potential to grow far stronger and more lethal than they are now,

particularly given that each one will return to you after death in just one day, and you can summon any number of the three hundred Spartans to your side in but an instant. The warriors have perfect teamwork and nowhere is this clearer than their special defence. Should they manage to survive an attack by blocking it with their shield, they can return it back at the opponent but with even more power, with the returned power increasing with the number of Spartans that blocked and reflected the blow. You may treat the Spartans as followers or companions in the future, though importing them as a group will force you to divide the import among them.

775. Power Metal- 100

When you're up to the three hundredth monster just this fight and you're not one of those lucky guys with the legendary weapons, a hunk of stone will do just as good to bash some heads in. Luckily for you, hunks of stone and metal are never far from your hand should you need a weapon. Whenever you need it, you'll be able to find a weapon-shaped slab of stone or metal nearby, like a somewhat sharp stone shaped like a curved sword or a bended piece of metal with heavy wire that somehow works as a bow. They're crude but functional and are seemingly always tough enough to withstand your strength, though they become less tough when used for something other than direct combat.

776. Apples of Immortality- 200

Unlike in similar cases, the divine spirits of this land lack ageless immortality. The Greek Gods must sustain their lives on the Apples of Immortality, things of such golden beauty that any human that sees one in front of them is irresistably compelled to pick them up, unless they can resist the magical temptation. The apples themselves add centuries of life onto the lifespan of anyone that eats one, along with healing all but the most cursed of wounds and bringing the eater to a much healthier condition overall. Even one bite from an apple is enough, though it loses much of it's power after that first bite, and the apples themselves are likely to be the freshest and tastiest you'll ever find. You've got a woven bag containing twenty apples, which refills at the end of each month.

777. Amazon Born- 400

These are wild times, even with many civilisations rising to their peak. There are still countless unexplored and lost places in the world, such as the hidden amazon cities. You call one of these places home, an isolated wilderness retreat for the people that birthed and/or raised you. It may even be one of those amazon cities, like the one led by the legendary Hippolyta, in some strange twist of fate should you be male. Your birth in these lands has led to somewhat increased physical attributes, though you lack anything truly special. While you are not the leader of this tiny kingdom, you are a greatly favoured child of it, an apparent relative of the leader, and the numerous heroic figures that also call this place home are glad to aid, train and support you. While their resources are not great, they have significant military power, and finding the city is almost impossible. Even the aid of powerful magic or advanced technology may still take years of searching. In future worlds, you may find yourself in a similar situation, having been raised or born in some lost kingdom.

778. Trojan Reinforce- 600

Twelve of the greatest warriors the Amazons have ever produced, short of their great queens. These battle sisters were raised alongside you since you were all born, training to act in perfect harmony with each other and with you, their chosen leader. In fact, such was the loyalty and love that they grew up into feeling for you that they are even willing to abandon the Amazon kingdom and follow only you. Each one is a lesser hero in their own right, the equal of a small army, and equipped with several moderately powerful pieces of magical equipment. While the twelve women each have their own specialties in combat, such as a potent archer or steadfast shieldbearer, and out of it, the team's wonderful cook or their favoured bard, the true power of these twelve manifests in the way that they can take on a portion of your own powers. No more than ten percent at the very most but it allows them to always perform as the royal guard they were born to be for you. The group acts as a companion together and imports will be either divided among them or focused on singular individuals.

779. House of the Witch- 100

Every young witch's favourite birthday present, at least until they know how to make it themselves. This small house is rather rudimentary when it comes to living necessities but quite filled out in regards to potion making. Not only does it have a high quality set of tools and appliances towards creating potions, poisons and designing magical rituals, it also comes with a weekly replenishing stock of low to mid range potions in the pantry. From youth restoring drinks, potions to plump or slim down the form, some love potions and even a few useful for combat potions that can temporarily improve strength and speed. The house also always has a fresh batch on pancakes ready on the stove, covered in your choice of delicious topping.

780. Witch's Robes- 200

An expanded wardrobe, placed in a home of your choosing, which contains all sorts of outfits perfect for a young magic user. These cloaks and undergarments are quite heavily enchanted, certainly superior to the full metal plate men will tote around much later, and have a range of magical abilities for the one that wears them. It allows for fairly fast flight at your will, is covered in a half-dozen decent bounded fields that alert you of and ward away danger and damage, can be used as a somewhat effective weapon and have spells channeled directly through it, which also lets it be much easier than normal to enchant and improve further with magic. The cloak is also able to store your spirit should your body be destroyed, letting you live on in the outfit until you can possess physical form again. Wearing more than one of these outfits won't do much but you do have over twenty alternates, from the classic mysterious magus look to something a little more magical girly. You can import an existing outfit into this.

781. The Isle of Jumper- 400

Just a little hut isn't enough for the legendary wizards and witches of this time. Like Circe herself, you've got a sizeable island in the seas surrounding Greece to call your own. Large

enough to able support a castle-sized residence and a small village as well, with decently sized forests surrounding each, the island is surrounded at varying distances by many powerful wards that turn away the curious and slow, attack and sometimes destroy invaders. The waters and shores are treacherous and filled with loyal beasts and monsters, though the island itself further in is quite idyllic. The village is populated by two hundred or so decent but simple folk that look to you as their lord and don't ask many questions. Able specimens, particularly as they quickly replenish lost numbers without much issue. Your own home is at one of the higher points of the isle, overlooking a tall cliff, and is quite the extravagant affair. A luxurious mansion with an even more expensive and certainly more advanced magical workshop within, the sort of thing even some of the greatest magi in history would be ecstatic to have access to. It does have a lot of materials focused on human experimentation though. I guess Magi never change.

782. Jumper's Box- 600

How odd. A massive black cube floats in front of you, twinkling as little lights appear and disappear within it's inky depths. It feels quite familiar to you. There are legends of a particular box, the one that Pandora opened thousands of years ago and released awful things into the world, but this cube doesn't feel right for being that one. It feels too much a part of you. As Pandora had her box, so too do you have your own and it's something of a special box. The box moves to your will and is always by your side should you wish it, even shrinking down to fit in your hand when you desire. For others, most of what is contained inside are curses but you might see them as blessings. The cube can spew out mud in enormous floods, somewhat similar to that created by Angra Mainyu in another time. The mud acts to your will, attacking and defending you as you command it mentally, with enough power to kill many strong heroes and even defend against legends like Heracles for a time. There's no limit to how much mud you can produce with the cube or control either. More notably, the mud can form itself into heroic spirits, somewhat lesser versions of the heroes that roam the world in the times you now live in, though still a capable threat against the people of these times. While the mud, much like Angra Mainyu's, must cover and corrupt a spirit to be able to control and produce them, you cube has apparently already eaten up hundreds of heroic spirits from dozens of different cultures. It currently lacks figures on or above the level of power of Heracles and only one of each spirit can be made at a time, but it still results in a powerful army that follows your commands absolutely. The final secret of the box is that it is truly your own box. Not only does even opening the box against your will or somewhat damaging it require multiple immensely powerful magical engines with the capability to warp reality, such as proper Holy Grails, outright destroying the box could require something as immense as the efforts of a whole World. Deep within the box, the Hope that forms the core is in actuality, you. The most important part of you, your soul, kept safe and guarded by the shadows of the box within it's centre. Should you perish from outside of the box, you'll be able to restore your form from the black mud in a short time. Others would need to force open the box for enough time to delve into the vast, muddy depths of the box and destroy your soul from within or destroy the box outright to get at your core. If you somehow have a box you'd like to use, even as just cosmetic changes to the outside of this, you can import it into here.

783. Sealing Cloths- 100

As befits the nature of being a monster, not all your powers may be ideal in all situations, particularly those that are difficult to control. There are solutions for such things, however, and this small chest contains a range of clothing accessories made for different parts of the body that can each disable a specific power linked to that body part while you wear it, though you can take it off at any time and it will not hinder you. A blindfold that you can see through while sealing your dangerous petrifying gaze for instance. They won't work on enemies but allies can use them as well.

784. Beast's Fang- 200

Some monsters, notably those in humanoid forms, enhance their capabilities in a similar way to humans- they make use of tools. This weapon is a tool most suited to you, as it is based on an animal closely associated with you, and magically enhances you in relation to feats connected to that animal. A snake association may result in a similar spiked chain as Medusa owns and significantly enhance the flexibility, acrobatics and striking speed you have while fighting with the weapon. The weapon itself is a fairly powerful magical weapon and will have high quality attributes, perhaps even a moderate magical power of it's own connected to that chosen animal, such as poison. Whatever the case, the weapon acts as an extension of your body and you will be naturally masterful at it's use, even should you have no formal training in it. You can import an existing suitable weapon into this.

785. Labyrinth- 400

Every man's home is his castle and every monster has their lair but only a few can bring it anywhere. You're one of those few, able to call a 'labyrinth' into being in the world around you, trapping you and your foes in a maze designed from a place you call home, though you can change which place you call on. In effect, you drag yourself and any nearby foes into a pocket dimension that cannot be escaped unless they find the hidden exit, which may not be impossible but may be extremely hard, or manage to kill you, as you cannot leave without letting the enemy leave with you. There is no escape outside of these two points and you'll find yourself greatly boosted in strength, speed, endurance and tracking capabilities while in this dimension pocket. Whatever form the maze takes on, it'll still possess any unique attributes of the home of yours it was based on and you'll find it easy to navigate the maze yourself, as if you'd wandered it for years.

786. Divine Beast- 600

A monster on a monster, surely nothing could be more terrifying! A Divine Beast of particular power and purity has come to consider you it's master and owner. This very high class creature draws from Greek Mythology and may be anything from one of the greatest winged horses, the Cerberus that guarded the underworld itself or some monstrosity like the Chimera. While it's not quite strong enough to kill a dragon, the beast is able to contend with some of the most powerful heroes and monsters in Greece, their battles capable of destroying entire mountains. It will most certainly have unique traits and abilities of it's own, such as the blinding speed of the Pegasus and it's almighty charge or the poison and nigh-immortal

regeneration of one of the great Hydras. Surprisingly, you appear immune to the special abilities of your pet, useful in case of things like Hydras. The Divine Beast has been extensively trained in combat and will be an able ally even if you choose not to ride it.

787. Stymphalian Birds- 100

A quiver full of bronze arrows, which seemingly never runs dry. When shot into the sky from a bow, each arrow will transform into one of Ares' Stymphalian birds, each one the size of a vulture, with a body made of hard bronze and hostility towards any of your enemies. They are not very dangerous on their own, save to ordinary mortals, but hundreds of arrows can be short into the sky to create large swarms of the creatures.

788. Mirror Shield- 100

A bronze shield polished on each side to perfection, letting you clearly see your own face in it, like an actual mirror. While a very durable magical shield it is, it does not match the common legend told in later years about it reflecting the Medusa's gaze. Instead, the Mirror Shield is a magical sonar/radar device, that shows the layout of the surrounding area and the presence of any creature with a heartbeat onto the inner side of the shield, allowing the user to capably fight without ever lowering their shield from their eyes.

789. Winged Sandals- 100

A pair of Grecian sandals with small wings attached to the ankle areas. Perhaps Perseus' most minor gift but one that remained vital for him. The one that wears the sandals will find themselves able to levitate and fly at their will, moving as quickly and agilely as they would on land. The sandals move through magic, meaning that there is no propulsion effect, but the wings must be able to beat at your heels and thus the sandals are ineffective at moving through water at speed.

790. The Golden Fleece- 100

The famed golden sheep fleece of Colchis, a gorgeous sight to see for many but, supposedly, also guarded by a mighty dragon. The rumours are true, as when the fleece is thrown on the ground, a dragon will appear to serve the thrower of the fleece. Not quite as expected however. The dragon is more a very young dragon girl, with pointed ears, blue hair and quite the surly temper. She does look up to you as an elder sibling for releasing her, even if it can be hard to tell sometimes, but she has little real power of her own. A normal mortal soldier won't pose much of an issue and she could likely kill a few hundred men easily enough but against any real beast or hero in the land, she's as much a baby as she looks. Maybe if you gave her a few hundred years, she'd be as good as she boasts she is. She can be recalled into the fleece at any time and the fleece itself makes for a lovely warm coat, entirely rainproof.

791. Troias Tragōidia- 200

Drawn by two immortal and divine horses and a third steed that somehow keeps up with it's counterparts despite being mortal, this streamlined chariot is a potent weapon of war. Summoned to your side with just a whistle, the horses can pull the chariot across land, sea or

through the sky at astonishing speeds even amongst demigods. Each of the horses has incredible strength and can alone kill large monsters with their hooves, the chariot's charge as a whole only becoming more powerful as it grows in speed and never slowing from an impact that does not stop it entirely. Control of the chariot itself is effortless and the horses can easily perform ordinarily physically impossible movements according to your will, so long as you are in contact with the chariot.

792. Diatrekhōn Astēr Lonkhē- 200

Straightforward is sometimes the best way to go. Rather than rely on special capabilities that form the core of a fighting style, the best course of action is to have a reliable weapon that enhances what you can do even without it. The spear of Achilles does just that. A very well made weapon, with a sharp and sturdy design, with high capability for use as a spear and a throwing javelin. It has two magical abilities. The first is that the wounds created by the spear cannot be healed without very powerful magic, so long as the spear exists. Similar to the red spear of the later Irish hero Diarmuid, the wounds this weapon makes become part of the normal state of any victim. The second ability is to create a bounded field for dueling. A battleground is created where it becomes impossible for gods, outside help or luck of any kind to interfere in the battle between the two combatants. This created battleground is a separate dimension, divided in space and time from the outside world, ensuring any duel lasts just a brief moment to outside view. The rules of the duel are decided on by both combatants together, but enforced fully on agreement, and the battleground can only be summoned provided both agree with full knowledge of the details of this ability. Only once one of the two are defeated can the field be escaped.

793. Rule Breaker- 200

A jagged, seemingly made from glass dagger that clearly looks unsuitable as a weapon. A powerful anti-magical weapon that while poor in combat, is superb in tearing down the workings of other spellcasters. A touch of the blade is able to dispel and return to the original components any magical spell, any enchanted item or person, magical contracts and bindings, magical connections and even creatures made or maintained via magic. As the wielder of the dagger, what is affected by the dispelling is controlled by you, letting you touch a summoned being to remove their contract without banishing the summon itself. However, as potent as this dagger can be, it is unable to work on magic of a great enough level, such as the more expensive items found in this list or similarly powerful spells or beings.

794. Bridle of Bellerophon- 200

A set of a golden whip and similarly made bridle, able to fit onto any beast that cannot actively resist it being put on. Bellerophon is a magical bridle that can tame any Divine Beast, or lesser creature, that it is placed on and allow the owner of the bridle set to summon the creature the bridle is placed on to them at will. Bellerophon greatly enhances the power of the creature it is bound to and allows the owner to easily ride the beast, even with little prior training, and urge it to battle despite it's original personality. The bridle can be recalled or removed at will, though this will free the beast it once tamed.

795. Kibisis- 200

A sack? That doesn't look like much of a heroic treasure. Maybe that's the trick though. Kibisis is the legendary sack of Perseus, the one he used to defeat the Gorgon and which now holds it's severed head. Not only can the sack you hold be opened to reveal the petrifying gaze of the Medusa, though it is significantly weaker than when it was alive, it can also be used as a surprisingly capable defence. It can reflect effects and attacks back at the original sender, by enlargening and swallowing the target to be protected and inverting a powerful bounded field back at the attacker. It can even work on you. Somehow, you'll never accidentally freeze something with the gorgon head in the bag, even if you hop in it yourself, and the bag can store large amounts of items if need be, without weighing more than a normal sack. Sufficiently powerful effects might be able to break the bounded field but short of the Divine Spirits, it's unlikely to happen.

796. Harpe- 200

Strangely shaped it may be, this scythe like sword is still a legendary weapon. Harpe is a powerful magical sword with a inward curving blade, resembling a scythe or hook at the end, with an edge on the inner curve. Supernaturally sharp as any magical blade is, the special power of this weapon is the Refraction of Longevity, a divine attribute that allows it to deal wounds to any 'immortal' beings and make it impossible to recover from with any means but natural processes. Regardless of the power of the magic used, the wounds Harpe inflicts will not close up until and unless they naturally would. Needless to say, Harpe being used for killing blows ensures that the vast majority of immortals will stay dead once made dead.

797. Bow of the Hydra- 400

Favoured weapon of the greatest hero of Greece, the Bow of the Hydra is the same weapon that Heracles would use to slay some of his greatest foes. The bow itself is not particularly special, as beyond being usable as a nearly indestructible club if need be and somewhat enhancing the power of shots fired by it, it lacks magical traits. The quiver the bow comes with is very different, holding an endless supply of both exceptionally tough and sharp arrows as well as arrows coated in the Hydra's poison, a substance capable of quickly and painfully killing almost any being. Only an immortal being could avoid death, should the poison enter their blood, but it will still deliver unending agony unless they could use powerful magic to remove the poison.

798. Pelt of the Divine Beast- 400

The skinned pelt of the Nemean Lion, a legendary beast that Heracles once strangled to death. The pelt, either looking like a lion belt or as a simple black sash, delivers a potent protection to anyone that wears it. It rejects human civilisation, making the wearer immune against all the tools that humanity has made. Regardless of the power of or behind the tool, so long as you have the pelt somewhere on your body, it cannot harm you. At most, you might feel a tickle or a light brush, regardless of the monstrously powerful weapons used against you. The pelt itself will never be ripped or torn, though it provides no physical protection on it's own.

799. Tauropolos- 400

A very large and sturdy bow, taller than some men, but with powerful enchantments placed on it by Artemis herself. This jet black bow has a replenishing quiver of similarly dark arrows, each one capable of piercing all but the most powerful magical defences, and the bow itself grants immense destructive power to any shot fired through it. It requires no more strength than a normal bow to pull back but even an ordinary man could blast a fortress into many pieces with a fully drawn shot. The bow is also able to call down a rain of light attacks, by expending some magical energy and firing two shots at once towards the sky. This results in a rain of arrows of light, each able to easily pierce thick enchanted metal armour, over a controlled range of attack. Many thousands of light arrows are released and entire battlefields can be lightly sprayed or the arrows can all be focused on a single point to deal incredible damage.

800. Akhilleus Kosmos- 400

The shield made for Achilles by the god Hephaestus. Engraved with a detailed depiction of the Greek world, the shield, beyond being an effective indestructible object, is able to project a immensely powerful bounded field in response to any attack. To oppose the shield is the same as making a world your opponent, is what is said, and the bounded field acts as if all of Greece was between the attacker and you when activated. Should an attack be incapable of piercing both through such a magical dimensional construct and lack the power to tear through an entire country, it will fail to reach you. However, not only does the shield's bounded field cost energy to activate and maintain, it will prove far less capable against any attack particularly capable against 'worlds' or dimensional constructs like this

801. Goddess of War- 400

A red sash, stolen from the amazons, that is imbued with an immense amount of magical power, particularly that of the divine. By wearing it and focusing on the sash, a user can channel it into their body, their weapons or their magic. The energy of the sash can greatly enhance the strength and speed of these things, along with making them much tougher and any inherent magic significantly stronger. The sash also has the property of greatly enhancing divine abilities and power of the wearer. The sash must be worn to gain the benefits but is exceptionally tough and resistant to damage.

802. Legendary Mascot- Free

Poor Orion, kept as a little teddy bear for Artemis. What a way to spend his years as a Servant. Surely we can share the pain, let others know what it's like to be a animated plush toy? This option, for free, grants you one figure of Greco-Roman mythology as a companion, albeit that they have turned into a animated soft toy, like a teddy bear or plush dolphin, and appear to lack their powers beyond very minor, cosmetic uses. They're still the same person, even if curiously lacking or unwilling when it comes to teaching you any skills they might otherwise know, and could be someone to give sage advice, inspire you when you're feeling down or just make you laugh from being a goofy little bear with the spirit of a hero in it. The little mascot does seem fond of you and, through some miracle, doesn't appear to mind it's fate at all. You can also take 2 more mascots for each 50 points you buy further.

Fate/Legends – Nirvana Yuga

803. Hindu Boys- Free

In the Age of Gods, there are few who can be found lacking. Particularly so when it comes to those with heroic destinies. While your actual powers are described above and below, this option details some more miscellaneous attributes. Your magical potential is that of one from the Age of Gods, as if you were born in that era. Whatever level of power you may have already gained above, you have that certain level of mystery that will put you above those in the modern era. The other aspect to life in Ancient India is that you are far from appearing average, whatever your actual abilities may be. This free option lets you not only make yourself noticeably attractive by modern day standards, it allows you to freely redesign your body within the styles of the characters found in this time in Fate. Albino colouration without the conditions? Hair and eyes like fire? Limbs that look like they're made of the stars in the sky? All quite possible, though all also only cosmetic in nature. Perhaps you'll have a chance to make some of these qualities have more impact later.

804. Blazing Calm- 200

It is natural to feel rage in the heat of battle, even the gods grow angered against their hated enemies. But true warriors rise above it, not abandoning these natural emotions but bridling them to their own uses. When you allow it, your emotions become far more intense than normally felt. Even simple anger could become on any other man a frothing rage. But while they would be left immobilised by these intense emotions, you control them and channel them into power. You're able to think clearly and act rationally in spite of all but the greatest of these emotional states, such as the anger from your beloved lord being slain causing you to truly go wild. Despite this control, you are still able to use the strength of your feelings to increase your physical power and even intensify your magical abilities, as well as to aid you in ignoring pain and forcing your body to go far beyond it's normal limits. The deeper the feelings, the greater the boost you'll see. Common anger and frustration, when intensified by your earlier ability, may grant one third again your normal abilities. Proper rage once intensified might see them double. Something that is so fierce as to break even your ironclad control of yourself could result in ten times the normal amount or more, though you'd abandon reason and honour to reach such a level.

805. Humility of a Forgotten Hero- 100

It is not the lot of all heroes to live celebrated and easy lives. In fact, all too often it is the hero who is put through trials and tribulations to prove his worth to the audience. Greatness comes in time, only obtained after the hero displays conviction and humility. Whether you have lived a childhood of contempt and low stature or not, you have the qualities of self to withstand it. You have the conviction and moral fibre to, if you wish, lead a virtuous and noble life. This means the capacity to accept all manner of insults and shame and crimes towards your person without complaint or feeling pain. It means the fortitude to withstand loss and to come to accept when terrible things are necessary burdens, to be able to bear those burdens. And it is these qualities of yours and perhaps the experience of living through misery, that give you such perception into the nature of other people. It is clear to you the virtues and faults of

others, understanding their true self and personality with little more than a glance. It is an honest soul who looks through honest eyes, eyes that the world cannot bear to be judged by.

806. Pride of a Shining Prince- 100

Many of the greats of this age are most certainly born to their roles, the places of princes and legendary heritage already part of their inheritance. It's unsurprising for you to demonstrate the varied skills that you do, as a likely child of some famed nobleman or great warrior family. You have a natural talent for the martial arts, honed into reputable skill in a specific style of your choice. Much of this honing has come about from performance in festivals and ceremonies, greatly aiding any attempts you make to look majestic, inspire awe and give a flair to every attack. The games taught the use of the horse and chariot as well, especially in fighting from their backs. Childhood lessons on royal seeming were well integrated by you, allowing you to capably act as a member of the noble caste in regards to the many traditions of this kind, and instilled a more peculiar trait in you. You find it a simple task to conceal your faults and sins from the eyes of others. Not the crimes you commit but the greed or lust that you feel inside, the hatred that wells when you're shown up or the misery at being unable to truly have a fair match against the low-born rival you desire. A prince has to be perfect, after all, no matter the cost to the prince.

807. Individual Interpretation of the Arts of War- 200

Heroes of the Indian epics were rarely so limited in their skills as to only wield a single weapon. Masters of the bow, the spear, the blade and more besides, their skills were worthy of every bit of power that was ascribed to them. But it certainly didn't stop certain tools being favoured and that very power meant that things would often be forced to fit the hero, rather than the hero adapting to his situation. You discover the ability to force your weapons, tools and even unique abilities or attacks to take on new shapes to suit your desires. A legendary bow might transfigure to become a sword in your hand, it's effects altering to become suitable to a close ranged form while remaining as faithful as possible. An arrow might instead be subsumed into your form and become a powerful laser emitted from your eye, now requiring a supply of mana to replace the arrow's physical form. It is a change of medium, not of the innate abilities of the targets, but even entire vehicles could be potentially affected. It is the hero who decides the way battle is fought, not the weapons he is given to wield.

808. King of Great Virtue- 200

As a prince, life is simple. To be a symbol and a hero for the people, to war in the name of the kingdom and to be an asset for any alliances. Not an easy life but a clear path. A king must be more. A king must clear the path for this kingdom, using an able mind and a good heart to guide his people through the troubled times. If the world has a throne in store for you, you will be all the more ready with these qualities. Possessing both the natural charisma to become a beloved leader of all castes and the wisdom to lead even a poorly kingdom to prosperity, you are well set if that position ever becomes yours. That force of presence can even cow lesser demons and beasts with your voice, allowing you to tame normally

untameable monsters into violently powerful mounts and soldiers. Also like many virtuous kings of the time, this charisma of yours applies particularly strongly to those that you personally save and take as your own, people you adopt or claim in such a way quickly coming to feel intense loyalty and gratitude should they have needed the aid. Just like those kings, these loyal sons tend to discover incredible talents within themselves as they serve you and become inspired to terrible rampages against your enemies if you are ever hurt.

809. Blessings of the Sun- 400

The power of the Gods does not flow equally in all rivers of life. In some it is but a trickle, a sign of heritage but little else. In you before this, it may have been a healthy stream. But now you've become a raging river of divine power, a force that even the Gods would be wary of. The divine blessings you have as a Demigod, or the divine power of your own if you are a god or sage, have been enormously enhanced towards the arts of war. In terms of raw power, the great mountain ranges are but wheat before a divine scythe to you, using physical and magical power to bring whole nations to ruin in the course of a single battle. The Authorities of your parent, or those you have yourself from here, grant intensely increased innate abilities in regards to combat. A child of the Sun God would find the ability to command fire of all kinds, to intense heats that scorch even Divine Spirits, to amounts that smother kingdoms in holy fire, even fine control that allows for flight or sealing of wounds with heat. They would be immune to the ravages of fire, heat and the sun, even finding themselves greatly favoured by beings associated and connected with the Authority their power is based on. It would be not uncommon to receive gifts and aid from the spirits of the Sun or even other Gods associated with it, for the above example. Finally, this divine empowerment renders you enormously resistant to the attempts of lesser divine beings to act against you, blunting their blows and dulling the magic of their spells if they hold less uniquely divine power and ancestry.

810. Legend of the Mahabharata- 400

Not all power has to come from the blood of divine beings. While so many of our great heroes have that to their names, their prowess in war is more than just having the right parentage. The skill and power that resulted from years of endless training, an answer that the Pandava brothers and their rivals gave to the question of what happens when one applies superhuman talent for war to extensive regimes of practice. What you have is likely the result of the above, though if fortunate you may have simply been born with the gifts too, and it has forged you into one of the greatest warriors of the mythical Indian epics. Your skill with all the martial weapons of this time reaches the peak of human capability in this ancient era, shooting arrows over horizons and cutting through hundreds of armored warriors on your own. This may manifest as an overwhelming brilliance that intimidates and astounds most that see you fight or an unassuming perfection that causes even those that fought you before to underestimate and incorrectly guess your level of skill and power. The choice can only be made now but that aura can be toned down or turned off as you feel. It's matched with a physicality that only comes from the mix of enormous battle talent and intense training that you put yourself through, that allows you to compete with even lesser gods. Not quite as powerful as one with the Blessing of the Sun but close enough to be a threat. Especially given that, impressive as

your general skills in combat are, they are even more so on your weapon of choice. An archer, a spearman, a brawler or something stranger; your skills reach the supernatural in this one discipline of choice. An Archer could fire arrows that home in on their targets simply through sheer skill with the bow, not any magical spell. Your chosen style always remains available to you as well, as you'll find a weapon of decent usefulness to you will never be far from hand. A bowman will always have a bow of enough potency to be useful, even if the gods themselves need to craft it in his hands as he prepares to take a shot.

811. The Hero of Charity- 600

In a time when feuds have lasted generations and terrible wars raged for years over the problems of a meagre few, it must be something special to be someone that the enemy cannot deny. Yours is the soul of a gallant hero, a mien of such intensity that all who see you are forced to acknowledge that you are someone important in this world. Whatever impression you leave on people, whatever effects you have, they are magnified enormously. What might be a normal rivalry between young men could develop into a tale remembered in legends for millennia to come, a god who might feel respect for your humility in obeying his wishes normally would feel himself so filled with shame for taking advantage of you that he would force himself to grant his finest weapon in recompense. A stature as what you have, as a hero or an antagonist, is certain to gather many allies around you. When a few words of friendship and a battle at each others side is enough to become life long friends, you are sure to become an icon to those around you. Indeed, your very nature is that of one to whom friendship results in far greater results than normal. That which you receive from your dear friends willingly becomes vastly greater in scope. Fighting alongside your brothers in arms would see you defeat foes thrice your might in normally impossible battles. A weapon received from a dying friend would ignite with a hundred times it's normal shine, bolstered to incredible levels by the bonds you share. If you found yourself fighting the heavens themselves, with only the gifted power of two gods that have declared themselves your friends, you might yet succeed. For what could even an entire pantheon hope to achieve against the power of friendship?

812. The Awarded Hero- 600

When your first cries were heard as a child, the stars shone in anticipation. Your life from the very first breath was blessed beyond measure. It would not be wrong to say that you were born to be loved by everyone. As you grew up, you found that life naturally guided you to success. You were born with the quality of being the protagonist of the story, not just your own tale but the story of the world around you. Your incredible fortune heaps blessings on you at every opportunity, ensuring that you are never lacking except in the most extreme of cases. One born a pauper would find himself part of the richest, noblest and most mighty family in the kingdom before he reached maturity. At times, you will find things gifted to you as soon as the thought crosses your mind that you have need or desire of them. Perhaps the gods themselves watch over you, eager to shower you in gifts, manifesting food before you when you feel hunger or magical tools in your hands when you seek to engage in a task. Your luck might not accomplish everything on it's own but just that fortune would render you enormously gifted and capable, something only further added to if you have other gifts already. But in some ways, your fortune is also cruel. There can only be one hero, one to

whom all the fortune is awarded, and he must have his villains to conquer. The antagonists of your destined story are heaped with as many misfortunes as you are blessings. Curses and poor luck rain on your enemies heads, even those who would only be minor obstacles to you find themselves blocked at every path. The famous story of Karna's efforts against the perfect Arjuna are an ideal example, the charitable Karna cursed and sapped of strength and stripped of his finest tools and betrayed by his most loyal aides. Those who are truly great can ascend beyond this bad luck and challenge or even defeat you in spite of it all, despite the wailing of the heavens above at them daring to stand in the way of the chosen hero. But all too often, you'll do as everyone expects. Prove victorious as the hero of the story must, even if that hero might sometimes feel doubts about how much his own efforts matter when fate favours him so much.

813. Mother Deity- 100

There is more to life than war and glory, much as the Gods and their Heroes may believe otherwise. For every warrior, there should be someone to soothe his wounds and calm his spirits after the fight is done. Even the divine need tender care and all too often, this little noticed but vital role is passed to the unassuming. A Goddess, particularly of love and devotion, is one who must raise and support others. Both their husband and those that seek strength by calling on her name. This task comes naturally to you, as you can bring out the best in people through your kindness, praise and empathy. To others, it is almost like a mother or older sister has appeared when you speak to them, your followers finding it natural to trust in you and your divine peers sensing the strong pillar of reason within you. But even a wife and mother must lay down the law and Parvati herself is not known for her determination for nothing. For all your caring, you have an inner side of you that when revealed, can give pause to even a great hero or ruling God, forcing them to stop and consider whether their actions show the rightful respect you deserve. Some corrupt beings might continue anyway but most, even those stronger, get a certain sense that angering you is not worth the trouble and regain their temporarily lost manners.

814. A Life of Peace- 100

Each life in this world can take on many paths, much like the world itself follows many potential routes. The path that you have chosen to walk is not a kindly one, it's one likely to test the limits of your will and patience. But the road towards enlightenment is not difficult without reason and those that travel along it often find rewards well worth the sacrifices. Naturally suited for this task, you have a mentality suited for stability and peace, allowing you to keep a steady focus even in chaotic times and find negotiating peace between troubled souls to feel natural. Understanding the world around you and the many truths it holds comes easily to you, as does passing on the wisdom that you gain while thinking on the mysteries life presents to you. If you had the chance, you might make quite a name for yourself as a great teacher of the heart and spirit, cultivating the virtues of yourself and those fortunate to find themselves as your students. But as with many things, your way of life will attract vultures, bandits and devils that seek to lead you astray. The ancient Indian art of Kalaripayattu was taught to you, with you finding particular talent in using it for defensive and medicinal purposes. Your body would remain healthy even in old age and many evils find

their attacks guided away from your body with graceful movements. A way of bringing peace even to your actions in battle.

815. Heart of a Divine Maiden- 200

It is the heart of a true Goddess that beats in your breast, something more rare than you may think. Just being born divine is no guarantee of being worthy of the people that look up to you or the power that was endowed in you. But for one who looks as you do, the idea that you are not a worthy Goddess is foolish. Rare is the one to have beauty as like yours, a lovely visage that incites feelings of both awe and protectiveness in almost all that see you. To see you attacked is like watching one's own mother being struck, something to cause most warriors to rush from their seats to protect you. It's simple to maintain that gorgeous body, as your divinity provides a powerful ward against anything that would alter it or your mind. While not an absolute protection, it allows you to deny access to your mind and body to all but the strongest divine beings and magics, preventing them from altering your form or mind as well as preventing taking control of them. Even things as base as maybe having one too many cakes at that feast while the other Goddesses try to tease you about your waistline. The jealous crows do not even realise that you Never. Change. Figure. Ahem. Besides such mortal worries, you'll find that you have a natural talent for maintaining the actual religious following of yourself and your peers as Gods and Goddesses. Something these warring heroes forget is that the people must be attended to more directly, allowing you to show off that you can easily inspire and excite the people, making them believe in your divine providence and the power that your pantheon holds, even to propel them to expand the holy word into other lands.

816. Sage Arts- 200

Devils and demons have powers many and varied, chief among them the arts of magic and curses. In their journeys, the many sages of these lands have found methods to counter these evil powers, even turn them back against the sinful creatures. You've studied at their homes and learned the ways of countering magic and magical abilities. It's taught you how to create wards that can block all but the strongest of spells, harmlessly dissipating the magic, or reflecting them back against the caster. Wards for locations, to act as shields or enchanted onto people and objects to cover them completely. A sword imbued with such powerful anti-magic could sunder and destroy magical tools if it damaged them, causing spells to unravel with a stab, while a person so enchanted would find themselves largely immune to most magical effects. Undoing these effects is a simple matter and with some further practice, your control over these tools against magic might grow to the point of forcefully taking control of hostile magic, rather than merely dispelling it and tearing apart their arcane works.

817. Simple Purity- 400

As one continues to journey towards enlightenment, they learn many secrets about the world. These truths hold power, more than as just wisdom and warnings like the uneducated might believe. They come to affect your very being and begin to transform you into something greater. To describe it as simply better would be inaccurate, as it is more like you begin to shine with something beyond this world and yet entirely a part of it in ways normal men

cannot comprehend. This feeling about you results in those around you naturally coming to believe that you are a saviour, a being who brings great change and goodwill in his wake. It affects those who would act as heroes on a much deeper level, their very beings rebelling when they try to act against one who would save this world, causing them to take severe downgrades in their overall power and ability to act against you when they try to do so, feeling as if they are but a child before a wise old king. This change has also brought new knowledge to you, teaching many ancient arts to manipulate the Truths that you have learned. Gestures, trances and holy phrases that cause action on the world, harming the spirits of others deeply with Truths they cannot integrate, healing your own form with simple meditation or bringing the weight of a mountain down on the ones who would halt your passage. The Sutras gain power, regardless of whatever magical energy you have, and this power is enough to harm or bind down even powerful demigods and divine spirits. They may find that their own immoralities in this world only make your sacred arts more powerful against them, while the scale of your Enlightenment will increase these powers equally.

818. Heavenly Scorn- 400

Those who are left to support the household are far from helpless. It is not for nothing that arts like Kalaripayattu trained both men and women in it's style and the wrath of a mother whose child is in danger is legendary. Your nature is the same now, when those you love are in danger. In those situations, you'll find that your powers grow greater and greater the worse that danger is, provided you're close enough to act in their defence at all. It's a noticeable boost, perhaps even enough to double your normal strength if their lives are at risk, but you can force this further with the sacrifice of parts of yourself. The more valuable the part you permanently burn off, the greater the boost. Some of your blood might only be a brief but notable burst while a limb could result in several times as much strength for hours until every enemy has been beaten down. Something as integral and vital as your very divinity could bring you to the strength of the greatest of gods for a time, as Parvati herself once showed in her rage. The permanent nature of this sacrifice means that you will be unable to heal it on your own and that even others with enough power to match you will find it a far more difficult task, though not impossible. In a less dire method, you can instead heal the wounds and fatigue of other people by letting them partake of your body. These are temporary wounds, such as letting someone supp at your bodily fluids like blood, or a bite of your flesh. Even a few drops of blood would heal most mortal wounds and a slice of flesh could undo even crippling wounds to the entire body and unholy curses. These wounds will never kill you when given for the purpose of this ability, within reason, and slowly heal over a day or two.

819. Saver- 600

At the origin of the world, there lies truth. Only through a perfect understanding of yourself, the world around you and the nature of existence can it be reached. A level beyond mere enlightenment in a religious sense, it is an achievement of spirituality that only Shakyamuni has truly reached. And now one other. The universe is forced to acknowledge what you are now, a golden light emanating from your presence that brings all things to peace before you. Demons are reduced to the strength and will of babes, the chaos of the natural world calming before your path and the flowers of the lotus blooming in your footsteps. Only those with

enlightened natures of their own, for peace or perversion, and those of enough strength to operate at the level on the scale of celestial objects themselves can resist this light fully, though those of a inhuman nature are less effected than full humans. Towards your inner self, your enlightenment has also led to an understanding between your body and the rest of the world. Offence against you, from normal blows to conceptual attacks or magic, finds itself reduced in power by your own overall endurance before it is allowed to strike you. In effect, if something cannot kill you in one strike at least, it will not hurt you at all, and would need to do so twice over to kill you. An effect of this protection that reaching Humanity's truth has granted is that outside forces are unable to interfere with your mind at all and those who are named as the Beasts of Humanity, and their like, can be understood and connected with in ways not normally possible for the mad creatures. To know Truth as you do is to rule, to be placed at the throne of existence. Because of your nature and the light that shines from you, you have the right of governance over reality around you. Through the light of your sagacious soul, you command the universe to act in your wishes and it responds with eagerness. Reality itself warps, in similar ways to the use of the powerful Authorities of the Gods, though your governance takes precedence over even their commands. Your rights extend to the scale of the entire Solar System, allowing you to manipulate events within such an area and on the scale of whole worlds. However, this is true governance, not only your powers. It relies on you requesting this of the world around you and while it will listen, it can struggle to act on an incredibly fine scale. Yours is a being that exists beyond human imagination and that can cause conflict if you wish to interfere in the lives of individual humans, your powers struggling to go beneath the scale of a village in what they effect. However, because it is the universe acting in response to your commands, it is a simple matter to give many orders in quick succession, as it is carried out in accordance to your will by reality. Commands could even be set up to have conditions or go into action at a certain time. And, as before, those who share enlightenment in their own right can resist or fight back against this control, perhaps using their own powers in spite of your abilities.

820. God King- 600

In times of dire need, the gods have shown the ability to become a pantheon in a much different sense of the word than normal. Instead of acting as a loosely linked group, divine spirits have the ability to combine into a greater form, adding together their Authority to create a far more powerful singular result. You are, in particular, a perfect host for such a task. You can accept into your being the divine, taking in gods and divine entities into yourself to combine and become greater. It requires consent from the deity, though this needn't be willingly given consent, or utter defeat of your target before you can force the transfer on them and the results are impressive. Not only do you take up their powers, knowledge and their Authority but the more that combine together within you, the greater each part becomes on their own. A pantheon that continually raises itself up, each component supporting another. You'll remain in control of yourself and of the absorbed gods, though you can find that they influence your personality in small ways, especially when combining with particularly potent gods. This process has already been started, willingly by several moderately powerful gods of the time. Enough to grant you three Authorities on a scale able to affect whole continents at once, having boosted each other to significant levels already. Your raw power, in the form of

your body and magic, has grown to match this as well. You're well familiar with whatever you gain from your chosen Gods and will find yourself particularly gifted when it comes to learning to use divine abilities, like Authorities. A helpful aid when you may soon gain many more.

821. Pitfalls to Pleasure- 100

It takes very little to lead good men astray, for all their chatter on enlightened rule. Waking up the gluttonous beast that lies in every man's heart is as simple as baring a little skin and promising more, if only they follow along. It is a gorgeous form, a sinful form, which naturally excites and urges others on that you possess. Even wrapped in the wear of a holy woman, your body with strain at the seams to the eyes of these lusty fools, leaving their hands twitching and mouths salivating. Taking them into your parlour only allows you a greater chance to drag them down, your skill in the bedroom arts reaching a level few can compare to, even among the gods. This divine skill goes further than love making and mating, to gaining the confidence of your partners, getting them to open up more easily the more intimate you become, pleasing them with conversation and stories and a feeling that you understand their every worry, that all it takes to feel better is to just tell you all of their secrets. The boundary between lust and love becomes blurry when others are wrapped in your web of desire, becoming all too easy for those with weak minds to mistake their base arousal for true affection.

822. All Manner of Worldly Pleasure- 100

Lust is but a single hell of the many that you offer to those that know no better than to trust your silver tongue. To tempt and seduce others away from morality, honour and good feels as part of you as your skin or the act of breathing. To make your body desirable, even to those who would normally have no interest, is just the start. Your talent lies in reinterpreting any depraved act or form of sin and immorality into something desirable. To make good men feel urges for madness they'd never have entertained before, even as you tell them it was just buried too deep inside to notice. Even heroes fall easily in time and only a saint can resist you forever, avoiding your traps and lies as you circle his path towards enlightenment. You've become intimately familiar with the failures and evils of mankind, more accurately qualified as any being that can reproduce through sexual intercourse, making it all the easier to play with the emotions and desires of human beings and manipulate them to your goals. And it is only natural given your existence, that this temptation towards degradation becomes all the more potent when you also apply your body to your prey in an intimate fashion.

823. Nega Desire- 200

Desire is a part of your being on the deepest of levels, making your actions to spread it ever more potent. Those you corrupt with that feeling of desire, both sexual and not, are actively twisted on a much more personal level by the act. A magical corruption spreads as you do your work, affecting the minds and potentially even the very core of any being you pervert, causing them to become more and more subservient towards you, easier to violate further. So long as a being can feel any sort of desire, they can no longer fully resist your wiles and efforts, piercing any magical protection against the various ways you can corrupt others and

forcing them to rely only on their terribly weak wills. And once they begin to feel desire towards you specifically, they'll find themselves beginning to weaken against you, their powers fading in the same measure as their lusts and greed about you increase. Your own being becomes immune to it all, impossible to charm or corrupt or seduce. You are starting to represent the very concept of such, to try and corrupt you becomes like pouring water into an ocean.

824. Nega Saver- 200

They're only there to ruin the fun, to save those that clearly protest any need of it. Would these exalted savers let their own flock go against their will anymore than you try and protect your needy children? They forget just who you were born to be and who it is you are best at tearing down. Any kind of religious figure, from a ordinary priest to the most holy of messiahs, is known to you. How their minds work, their faiths, their flaws, their doubts and fears are all laid bare to your eyes. You are the devil that challenges them on their path, to whom failure to resist will end their journey as a Saver and render them yet another sinner. It is even easy to pretend to be one such being yourself, disguising yourself as a simple holy woman and preventing those without great insight from realizing your evil inner nature. To fit your role as the enemy, it is only natural that you are posited as a mighty enemy. The powers of such religious figures and holy warriors are rendered feeble against you, not entirely ineffective but reduced to a fraction of their heavenly might. To Shakyamuni you may remain a little bug but in similar fashion the saints and enlightened ones of a smaller scale that roam the world are like worms before you. Particularly since, as their powers fade, yours only deepen. Significantly empowered in any action against these figures, it is any power you have that would be seen as immoral, corruptive, evil or wrong that becomes many times stronger than normal.

825. Constitution That Accepts Every Desire- 400

If there are an infinite number of desires in the world, there must also be an infinite number of pleasures to answer each and every desire. Is it not a kindness to mankind that you take on that role for them? To take form as their deepest loves and lusts to satisfy the wishes of their hearts? But it is a truth that you can take on new forms to suit desires. At it's most basic form, this is merely to change your physical form into the appearance most desired by one of the desire-feeling beings you can feel at that moment. Not gaining new magic because of it but otherwise taking on new physical traits out of that desire onto your normal form or taking a new appearance entirely as appropriate. The power is that for each being you perceive that feels a desire, you can create a new form entirely. An extension of your original body under your control that expands your awareness into it, like a sixth finger that is no more complicated to move than your own body. Each new body will begin weak but quickly grow until it matches your original form identically, with no limit on how many expressions of yourself you can create beyond needing to remain able to perceive those beings whose desires you draw on. If you are the representation of all desires of man, then every desire is just another way for you to manifest. Your original body is still vulnerable but these external copies of yourself give no cost to you to make or to have killed. Become an ever expanding core from which all the wishes of Mankind are fulfilled.

826. Heavens Hole- 400

Your body has become a sacred temple, a place at which to worship the infinite depravities of mankind. A heavenly hole has appeared in some fashion on your form, a black hole that exerts immense force when opened on any you wish to drag inside of your being, this force growing as your power does. Within Heavens' Hole awaits a paradise, a universe within yourself that exists to follow your every whim. You could construct a paradise of every delight imaginable for your favoured to live forever in. Organise an endless orgy for the demons you drag in that breeds a near limitless army to unleash outside of your body. Even simply drown those within the inner universe in endless waves of pleasure and happiness, forming into an annihilating force that bypasses mere physical protection, absorbing those that falter into your being to replenish your health and increase your power. With the degree of control you have over this existence, a texture within you on the scale of a solar system, it is near impossible for any that cannot resist being dragged into you to survive. Your power greatly surpasses that of a Saver when focused inwardly here, even if you hold very little personal strength in the outside world. Only powerful abilities to traverse space and dimensions or soul protections could allow escape or survival once trapped within.

827. Myriad Colours of Flesh- 600

To think that there are truly an infinite number of desires is the sign of an immature beast. To think that one cannot fall to desire is the sign of a naive lamb. The Truth of mankind is not enlightenment, it is that all those who feel pleasure and have desires have a single goal. To kneel before your beauty. A beauty that surpasses all creation, all divinities and all the mysteries of the world. A visage to which to see obliterates thought and reason in mortal men and deific heroes alike. An attack on all five of the senses, where even the slightest acknowledgement that one finds you beautiful through any of these senses, results in annihilation of the self and forced subservience. A beauty that, if you allow it to shine unrestricted, makes desperate slaves of any who can feel desire towards you in the slightest. Power matters not, magic is irrelevant and even force of will must be constantly applied. A single slip is all it takes, one mistake resulting in being overwhelmed with the joy of enlightenment that serving you becomes. To be so beautiful connects you to pleasure and desire on the deepest of levels. Any who can feel pleasure will find themselves far less able to resist your powers than normal. Any magic you posses that relates to pleasure, corruption and lewd desires will be magnified in scope, coming to affect swathes of people if it could only target one or cover vast distances if it affected many.

828. Universe of Love- 600

As your body burned away, scorched by the gods as punishment for your sins, you found a connection. As each limb turned to dust, something replaced it, something infinitely greater than before. The universe reached out to you and you took hold, becoming a part of it more than any other being. Though your limbs have healed now, it takes only a thought to activate that connection. Your arms and legs fade to mere outlines, becoming Ether Clumps that appear to be filled with stars. Your hair reflects the galaxies of the universe and your body

shines with cosmic light. In this state, your body is the universe and the universe is thus your body. To manipulate the universe is as easy as moving your own body, an obvious fact that you could change it as certainly as you could move your fingers. Not only does this allow you to manipulate reality, it allows you to act as if your body and the universe were one. Spreading your senses through all your body covers, to cast magic from any point in your grand scale or affect the universe with something that would only target yourself or anything you are touching. But as you become magnificent, you are also limited. As grand as it is to describe yourself as a universe, you are not quite that in reality. Your powers begin to fade quickly once they reach beyond the scale of the solar system, limiting their effectiveness enough that it is unlikely you will be able to effect even the nearest other system. While your control may be greater than that of a Saver within this scale, you are limited due to it being your own body. While your body has expanded, your mind has not. Spreading your senses through the universe would still rely on how much you can concentrate on at a time. When you alter reality, you are again still limited to your own mental abilities. Making two or three alterations to reality at once may be possible but it'd stretch the extent of what you can reasonably keep in mind at once. If your mind grew greater, you would be able to keep more in your awareness and control more at once, as logic would dictate. As you control the universe because it is your body, it also means that others can strike back at you through the universe. While simply cutting space on a small scale would be an unnoticeable pinprick, others can use magic to counter you as if you were at your normal scale and strength of magical power. You could create an entire world in minutes but a powerful magician could still cripple you with a curse if you are not careful and aware, especially when targeted against your normal form. Should you lack power of your own, it may prove to be a double edged sword.

829. Bollywood Yuga- 50

A more modern take on these ancient legends, plus some extra prizes to take on your journeys past here. You'll receive a complete cinema collection chronicling the various myths and legends of India, from the days of Karna and Arjuna to Lakshimbai's rebellion and many incidents in between that Fate does not cover. But everything will be made in the full style of Bollywood cinema, full mixing pot films that includes everything from song and dance, comedy and tragedy, over the top action and dramatic tension. The events will be mostly accurately, though how they seem will often be greatly exaggerated. And your continual prize is that your own adventures will be remade into bollywood movies of their own, from your past and your future, regularly receiving new movies to watch with your friends.

830. Sacred Gem- 100

A brilliant gemstone of perfect cut, laid into your body as if to become a natural part of you. While a gorgeous ornament by itself, it has significant powers of protection enchanted into it. When fighting against demons or humans, you'll find that their blows are dulled and left with only half their normal power. The presence of the gem in battle can even cause such opponents to become nervous, seeing your battle presence as much larger than it would normally be. Outside of battle, the power that circulates into your body from the stone prevents you from requiring food, drink or rest as normal men do. The gem provides for these

needs, helping to craft your body into a perfect form that produces no waste and requires no sustenance.

831. Royal Riches- 50

Princely in blood or just in soul, you'll be sure to look the part. You've a range of outfits, each able to be summoned onto your body with a thought, that best fit the role of a heroic warrior and charming prince of these lands. The pure white robes of a man like Arjuna or the combat attire of Ashwatthama, each giving an impression of nobility or ferocity respectively, are examples. In addition to your new attire, you've a handsome supply of riches in your name. Enough to live the life of a moderately wealthy prince for a few years in this land, though war does tend to eat up funds if you use it to that end.

832. Capable Armaments- 50

They do go through such abuse, the tools of all these legendary warriors. Not every man who fights through a thousand soldiers is lucky enough to have a weapon of the Gods at his side, so this option provides a capable alternative. These worthy tools are weapons of your choice that can withstand whatever force you apply in using it. Bows that always stand up to your draw strength and swords that never melt from being swung too fast, the weapons won't have any special attributes beyond this. They'll be fine weapons that most would be glad to use but nothing compared to what lays after this. You receive four different tools in this way, enough for a sword and bow and spear and shield. The classic tools.

833. Sudarshan Chakra Yamaraj- 100

Now here's a real weapon, a worthy force for any heroic figure. A massive chakram, bigger than a grown man and made of impossible heavy metal that allows it to crash through even enchanted steel with ease. Despite this mass, it feels light as a feather to your touch and as easy to manipulate as your own limbs. The chakram spins at incredible speeds with a twitch of your wrist, allowing the blades that sprout from it's rim to cut through most material. When spinning like this it can even be unleashed to roll towards enemies at high speeds, homing in and returning to you via magic. The final aspect to this divine weapon is the holy fire that can be summoned from it. Never harming you but growing in size and intensity the faster the blade spins, it creates a combination tool that crushes, cuts and burns through all enemies that stand before it.

834. Agni Gandiva- 100

A gift from the God of Fire, this ornate bow forbids the hands of any human but it's chosen wielder to lift it or draw back it's string. Taking the same form as the favoured weapon of Arjuna himself, the bow will grant great force to any arrow loosed through it and is capable of wreathing these shots in heavenly flames. A mortal man could shoot through thick castle walls and unleash fireballs that melt down dozens of men at the target point but it will only give greater results when wielded by one with already great strength or abilities relating to fire. Arrows will form at the side of the bow if none are given by the holder, pure fire solidifying into an arrow for your use.

835. Pashupata- 200

A Divine Construct made by the hands of Shiva himself, this tool appears as balls of light that float around your person and can deliver powerful attacks in the form of blasts and beams of burning light. But these are partial uses of Pashupata. When fully activated and held aloft in your arms, the light concentrates into a single point and radiates beams of light that attack all within range, easily able to cover an entire battlefield. Any touched by the light may be crushed, a chance of instantly undergoing Moksha. If they are unlucky, they will be forcibly removed from the cycle of life and death. The more divine a target is, the greater the chance of suffering death is, while the opposite applies for anyone of a villainous nature. A tool perhaps not meant for war but effectively against heroic forces nonetheless.

836. Royal Brother- 200

A far greater position were you born to than before, a prince of a great and powerful family. Some such as the Pandava princes may be your siblings, as you have that sort of large, individually powerful and wealthy family as your own. They have a great deal of territory, riches and armies but often get into conflict with similar families and factions due to this. The loving siblings and parents you have are sure to aid you in almost any quest you have, as long as you prove willing to return the favour. Future worlds will give you the option to be born or adopted into a similar kind of family, with both the benefits and conflicts that result from this.

837. Kavacha and Kundala- 400

Weaved from the light of the gods, the armour that is bound to your form could rightly be called a near-invincible protection. A tight suit of armor integrated into your body, it provides unmatched protection against any threat, whether physical or conceptual. All harm that comes to you from outside of your body is reduced by ninety percent of it's damage, turning major wounds into small scratches and cuts. Many magical spells and powers will be reduced to useless sparks or negated outright, such as the armor preventing you from being erased from reality by those that can warp such things. But this protection does not apply inwardly, allowing any harm that originates from inside your body to proceed unaffected, such as summoned spears piercing you from within. You can take off the armor and even give it to others, the integration into your body able to be undone with a thought. As well, when in the way physically, the armor can recede inside of your body to allow you full access. Optionally, you may have a flamboyant cape of flowers appear behind you when the armor is present on your skin.

838. Brahmastra- 600

The greatest of gifts, mightiest of the gods' weapons. The Brahmastra in it's many forms comes to rest in your hands, the ultimate divine weapon against demons. A weapon that can take on any form of weapon needed by the wielder, it is a tool for punishing those that go against Heavens' will. Even the mightiest of Divine Spirits will find their bodies cleaving before the stroke of this blade and the most terrible demon kings quail when targeted by the Bramastra in arrow form. More so then, as the weapon is both enormously potent against demons and far more powerful when used in ranged form. Individually, it would allow

opposing a threat well beyond your normal level but a ranged blow against a demon could bring low even the greatest evils in a few strikes. Becoming connected to you, the Brahmastra will return to your being when called, stored away within your soul when not needed for combat. This connection also allows you to channel magical energy and powers through the weapon, acting as a magnifier for such things against your enemies.

839. Divine Splendor- 50

The natural splendour of Divinity is present in all that associates itself with you. The garments that wreath your form are just one sign of many that this is the case. While you receive several sets of ornate clothing fit for any divinity, this effect covers much more. Any item you own, even extending to entire properties, can be given an automatic make over to make it fit for an ancient Indian deity. From the gold-blue metals and gemstones to the more sacred Buddhist trappings, you can give all that you have the aesthetics of a Indian deity or a Buddhist priest.

840. Path of the Lotus- 50

The favour of the world as you journey on the path, showing in the flowers that bloom beneath you whenever you need to rest. A lotus is most common but other kinds can appear to your tastes, supernaturally large and stable plants sprouting whenever you need a platform beneath you. It may be a traditional seat on which to meditate or act as a path across hazardous surfaces, continually sprouting flowers to separate you from the dirty ground. Should you use them for the intended purpose, you'll find that sitting on the lotus allows you to far more easily get in touch with the spiritual side of the world, for use in understanding the truths of the world or becoming more aware of the magic that flows through it.

841. Soma- 100

The holy drink of heaven, extracted from the purest of herbs. The milk of these plants becomes a nectar that brings eternal youth to those who sup at it, countering any aging of the body or soul. Even the degradation of the mind is halted, so long as the Soma continues to flow into one's body every few months. Your supply is stored in a range of decorative jugs and small containers, enough to maintain eternal youth constantly for several dozen people, as they all refill once a week. The drink quickly heals wounds and restores lost energy when consumed as well, though it requires more liquid than just maintaining youth to be drunk at once. Apparently, it tastes quite lovely too. If you wish, you can change the stored containers for a supply of the original plants that can give enough of the liquid to match.

842. Vimana- 100

The all in one flying fortress used by the gods. Your own Vimana appears, a golden-white vehicle intended to soar through the heavens as a worthy ship for any deity. Able to take on a sleek fighter jet like winged form or a larger aerial fortress capable of holding a small group of people, this machine moves at the speed of thought to ensure even a deity is not displeased with it's mobility. A huge array of magical artefacts placed into Vimana allow it a dizzying array of abilities. Optic camouflage, 3-D movement, laser attacks, ancient machine guns and nuclear weapons, biological attacks and far more. On it's own the vehicle would not threaten notable heroes or gods but it is more than enough to rout mortal armies on it's own or reshape

the landscape on a more local level. It moves according to your thoughts, allowing you to direct the machine even from a distance.

843. Vishnu Baja- 200

The great gallery of weapons that the hero Rama was granted by the Sage Vishwamitra. Stored in a dimensional pocket connecting to your being, you have access to dozens of powerful divine weapons with a variety of magical effects, mostly focused on anti-divine and anti-demon combat. They're easy to wield for you, feeling natural in your hands, and this only improves the greater your divinity becomes. Those with the blood of a demigod could easily wield multiple of these weapons at once, floating through the air around you as if through telekinesis. A full god could bring out even greater power from each weapon and potentially have the two dozen or more tools all attacking at once! While there are many legendary weapons held within, some appear as inferior copies, such as the tools of Shiva himself. Vishnu Baja contains powerful tools but individually they would be more along the power held by the Agni Gandiva or Sudarshan Chakra.

844. Vasavi Shakti- 200

The spear to slay gods, the one shot weapon of the Thunder God that has the legend of destroying whatever it is used against. This enormous weapon, longer than a full grown man, is an exceptionally capable tool to slay Gods. The spear itself is more than capable of slicing and piercing most targets but becomes many times more powerful when faced against anything with Divinity, able to strike at the very core of such beings and deal wounds despite their protections. But when a vast amount of magical energy is forced into the spear, enough that a powerful demigod would feel exhausted from it, Vasavi Shakti awakens to it's true form. Shattering the thick restraints on the spear, an ungodly fire is released in all directions, enough to vaporise the land for miles around. Just a side effect of the power, the spear's tip will unleash a ray of light capable of killing even the most powerful Divine Spirits of the land if struck. This ray tears through all things, even magical concepts such as bounded fields are erased by the power. With even more energy, the power could grow greater and greater. Once used, the spear will slumber in order to repair the damage it sustains from activation, unlikely to answer your call for a day.

845. Chakravartin- 400

The great wheels of life and death, endlessly turning in the skies above. These two chakrams of light, one seven kilometers in diameter and the other seventy kilometers so, that hover in the sky above you. The power of the Buddha, manifesting as a divine artillery platform that launches immensely powerful arrows of light in a rain of fury against any enemy you have. This rain increases as any one battle goes on, the Chakrams becoming more ornate and layered, until a maximum of seven rings appear. Little can survive when every individual arrow unleashes enough force to strike down a mountain and hundreds are unleashed each moment. Even the inner ring, with more accuracy than power, can still seriously harm a powerful Indian warrior in a few shots. But offence is just one part of this treasure. It grants control over the cycle of life and death to the owner, to an extent. Short of death, any wound can easily be healed by the wielder when the target is within the radius of the chakrams.

Those who would be unable to be saved can be prevented from passing on, trapped in a state between death and life where they become vengeful apparitions. The rings could even forcefully control these creatures to an extent. Were someone who was truly and fully enlightened to take ownership of this ring, they would find much greater control over the cycle in this fashion and that the chakrams in turn would greatly increase the control that they have in their governance of reality. A true Buddha could even alter the size of the rings, without losing their power, and activate their final function of Amita Amitahba, forcing those within the centre of the rings to reach Enlightenment/Annihilation in almost all cases.

846. Trishula Shakti- 600

The three pronged trident of the King of the Gods. Avatar of creation, existence and destruction, it is a weapon without peer. The spear itself releases it's true power when held in your hands, having the destructive force to shatter planets and destroy whole worlds with a thrust or throw. Each of it's points confers a unique power relating to the trinity of existence, used as you desire. The first point represents Destruction and releases divine lightning on command. This lightning unmakes whatever it comes into contact with, short of a fully enlightened Buddha or God of solar scale. What is destroyed by this lightning is done so completely, impossible to bring back short of a reality changing miracle, such as a wish from a Holy Grail or the act of a Bodhisattva of great power. Physical material, magical spells, even the fabric of the world that creates a texture can all be undone. The lightning moves to your will, like gentle waves or a raging storm, guided to every target by thought. The second point is lesser, not so deeply represented by Shiva's aspects, but still potent. Maintenance of reality that allows the spear to reinforce reality as it is, greatly hindering attempts to change it. From magic to authority to mundane methods, the trident can be planted on the ground and extreme resistance to change in the world you are currently in, preventing reality from being altered or commanded by others without immense power. Finally, creation as the third point. When holding the spear, you may cast your own magic through the trident and out of this final point. The process immensely improves the power of such things, increasing them to hundreds of times their normal strength. It becomes a tool to aid the shaping of the world around you, creating and manipulating using your own knowledge with the trident as a tool.

847. Revealing Robes- 50

Just on the very edge of what could be acceptable, at least that is what others seem to think of the new dresses that are available to you. With a thought they appear around your form, a variety of outfits drawing inspiration from the various kinds of holy men and women in history. But yours have an awfully perverted bent to them, flashes of skin in varying amounts being present. But when you wear them, people never seem to consider it out of place. Both your clothes and the way you flirt with, tease and seduce all those around you is considered at most a bother but never a cause for suspicion or ostracism. If you take it far enough to become explicit, it's a different story, but even the gods won't notice abnormalities if you happen to share some blushing words with their wives when wearing these clothes.

848. Earthly Temptations- 50

Many aides for your efforts to bring down all the heroes are needed and thus you'll be provided for. All manner of delights appear when you wish for it, the materials needed to tempt others. Drugs and drink to guide the mind to euphoric hallucinations, luxurious banquets to sate any man's gluttony, finely crafted ordinary homunculi to satisfy every lust filled dream. Provided it takes no more than a small amount of magic and has little value, in the sense of these times, you'll find near endless sources within the gaps in space that you can manifest these things from. Enough to let a whole castle of people indulge in nearly every vice they can think of.

849. Blossoming Vessel- 100

A very particular vessel, a young human with a lovely purple shade colouring their eyes and hair. Apparently the perfect vessel for you as a divine being or spirit, allowing you to exert your full power despite the human form you take on, while still acting as if your Divinity was reduced greatly because of your vessel form. Tools that would be fatal to fully divine beings act as if you were only a weaker Demigod while in this state. The body you take over is quite permissive, never denying your intrusions, and considering you a friend despite your action feelings towards them. The traditional form would be of a young female human, a calm and support sister-figure even for the deity that uses her body as a weapon. But you can alter this if you really want a different vessel for yourself. They do not count as a companion or follower, instead as an item for you.

850. Arrows of Love- 100

Shining red shafts, pulsing with the potential for love and life. A quiver that quivers with arrows of love, to cause and change and take it all away. The tools of the once God of Love, now corrupted to evil. These magical arrows are able to manipulate the love that people feel when struck by them, not doing true damage but changing any who cannot resist their magic. Many kinds of arrows exist, for causing different kinds of love. The target of the arrow will strongly feel the love you strike them with, towards the recipient you are thinking of when you loose the arrow towards them. The less one can resist, the stronger and more lasting the love is. Ordinary mortals can be overtaken for their entire lives. And even against those with more power, the arrows can be charged with energy. Both to reinforce their normal properties and to change them somewhat. Charging an arrow with energy while feeling hateful emotions has the potential to damage or destroy love and emotional bonds, not create and alter existing ones. To fit your cupid-like nature, these arrows cannot be felt by those hit by them. They can be seen by any who can perceive magical things like spirits or ghosts but even a god will feel no pain or pressure from an arrow piercing their heart. If you have none, the arrows will manifest a magically sturdy and capable bow for you.

851. Pleasure Quarters- 200

A private place to take all your dearest friends away, never to be seen again. A little texture of your own, wrapped over and around itself to be sealed away from everything else. This warped dimension is near impossible to pierce into, without the power of a bestial threat at

least, yet you find it easy to watch and influence the outside world from it. You can enter the pleasure quarters you have from any location, being able to watch for a distance around where you entered from within and even reach out with magic. Dragging people in is possible even without specific powers for it and leaving without permission is almost as hard as breaking in in the first place. Those within this realm find themselves with far reduced resistance to any corrupting abilities you have and that the core aspects of their beings, things on a conceptual level, are much easier for you to access and manipulate with any magic or powers that have that potential. The dimension is small, enough to fit a castle and surrounding town, but can easily be nested inside other similar locations.

852. Nectar of Immortality- 200

A drink for demons, corrupt and glorious in all their might. A sweet nectar stolen from a divine source that had a special interaction with your demonic body. Not only was it the cause of your now eternally youthful form, it granted a special protection to you. An inability for you to be truly killed by anything but a human. No matter their power, destiny will see it that any who are not humans cannot confirm your death. They can hurt you as they like, seal you away, reduce your body to a pound of quivering meat. And if a god were to incarnate as a human or inhabit ones' body while granting them their power, that too would fit the requirement. But otherwise, you'll be ably posing as the demon king that only the human hero can defeat.

853. Mirror Evil- 400

As Mara is to Kama, you too have a corrupted mirror. A Demon to your God, a Bodhissatva to your Demon. This is a new being that positions itself as an opposite to you, like a new version of you that takes on many mirrored traits and abilities. Where you seek to and are able to corrupt, they can purify and redeem. Where you burn with holy fire, they mutilate with the frost of the hells. But despite taking an opposing mirror to yourself, they remain on your side. A part of you, as much as your left hand is connect to your right hand, and they seek to aid you and your goals through their own methods. Remaining a part of you and growing as you do, they can act as a second aspect of your body or split off to help you from a distance in their own form. Talking to them can often reveal aspects of yourself you would not normally acknowledge, helping to understand yourself better. Since you act as two halves to the same whole, you each survive with the presence of the other, making it only possible to die if both of you are killed. Else one will return in time from the body of the other.

854. Crown of Light- 600

Horns of light, bone and metal above the brow of a calamitous Beast. This crown of horns is the sign of the Evils of Mankind, resting on the brow on one of the creatures who are charged with punishing humanity. Through some means, you became a candidate in your own right and ascended to partially take on one of these positions. A new Beast of Mankind. The horns of your design that sprout from your head represent that position now. The act of becoming this grants several unique abilities. The first is Independent Manifestation, allowing the transportation and materialisation of the soul across time and space. Travelling throughout the timeline and across the world is easy for you, taking a few minutes to discorporate and

reincorporate when you do so. While the accuracy in location of arrival can leave something to be desired, the time travelling aspect is pinpoint. Second is the Authority of the Beast that you gain, an ability through which an enormous advantage is gained against all beings classified as Human. Any being such as this finds your powers to be far greater against them than against anyone else. Not to a degree that great heroes could not put up a fight but enough to make that same fight feel almost impossible even for the greatest of the human masses. The final aspect of all Beasts is the Nega attribute. Each Beast is a counter to a specific category of being, against which they receive additional and enormous advantages. A counter to Servants that negates their greatest abilities and grants the Beast additional buffs when fighting against that category of being. Negating almost all powers of those that qualify for the Saver and Ruler classes, with similar buffs as before, showcasing a narrower focus. You may create your own Nega skill here, composed of negating some aspect of the power set of your chosen target range and gaining large increases in effectiveness against them. The smaller your range, the greater your negation and benefits will be.

855. Beast XXL- Free

A terrible beast awaits you. A challenge unlike anything the Hindu heroes have ever faced. Within the mighty castle that stands at the top of a great mountain is a creature of titanic stature. The people of the land only hear roars of rage and strange beeping and booping at all hours echoing from this abode but none have been courageous enough to approach. Not when they hear the THUMP THUMP THUMP of some massive monster roaming the castle halls. But you! You have been given the name of this creature and been asked by the gods themselves to remove it from this castle, taking it with you away from this world! This beast of limitless weight, this demon of infinite lard, this currently unemployed and uneducated and untrained idiot-beast known only as Jinako!

856. Holy Woman- Free

Ah, are you here to help me? What wonderful news. I've been so terrified, I've no right idea of where I've been taken. This place is certainly nowhere I recognise but you...you feel familiar, like I'm meant to go with you. Ah, who am I? I'm but a mere woman, I simply wish to soothe the pain of the poor souls that surround me. They do gather about and it brings me such joy to give them peace. I'm sure I could help you as well, have you any wounds or troubles you wish to clear away, any desires to feel happiness in your dreary life? Perhaps I could aid you against some manner of unholy creature your hunt? I'm something of a holy woman myself. Or...are these garments drawing your eye, sir? They are rather tight for the habit of a holy woman, aren't they? I assure you, it's nothing to do with my clothes. I really am quite desperate to escape this dangerous place. I'd do absolutely anything for freedom, believe me.

Fate/Legends – Oasis of Fantasy

857. An Age of Gods- Free

The Age of Gods is certainly a time to be alive. Humanity is far from as weak as it will become in the modern era, so you will require a suitable body to these early times. Should you

be born later in this world's life, after the Age of Gods has ended, you will be quite the anomaly. A human with a body from the Age of Gods yet born in the latter ages. You have the physical and mental capabilities that any modern human would believe you are superhuman. You can tear through the stone or metal of the modern day without much exertion, perhaps even lift a tonne of weight over your head, and certainly outrun any horse. You have magical power unlike what appears to those who use magecraft, as you do not have magic circuits. Instead, through your body runs pure magical energy, allowing you to much more easily manipulate your own energy and that of the world around you. Of course, such a thing requires training to utilise to any real effect but once you have that training, there is no modern mage not considered a freakish prodigy that could level with you. As befits a time of myths and heroes, you will be assured to be at least somewhat attractive and it is possible for your body to grow to somewhat inhuman degrees, though whether that manifests as being eight feet tall and bulging with muscles or the sort of beauty normally seen only in the depictions of fertility goddesses in the temples of Babylon...that's still to be decided.

858. Arabian Kniiiiiights- 50

How terrible to leave the flavour and air of these lands behind. But this can make them a much more permanent part of your adventures, a perk that allows you to cover over your lands and properties with the features of various times and places covered in these Middle Eastern legends. Lands of honey and spice, where gold and sand are plentiful in equal measure. The heat that rains down from the sun is only encouragement to wear breathy, airy, transparent strips of cloth. You can change these aesthetics specifics and toggle them on or off as you please.

859. Just Let Go- 100

There is an end to everything but few things have the luxury of deciding when their end is to come as you do. You can hardly stop yourself from dying if someone were to kill you, not with just this option, but you now find that you are always aware of a trigger of sorts within your being. A trigger that can only be pressed when you willingly wish to without external influence. Depending on how you focus, this trigger would allow you to do one of several things. The first is to return you to a human state, returning any abilities, blessings, powers or even those strange abilities you've brought from other worlds to their original owners. Once done, you cannot retrieve them through this but will not possess them yourself either. The other method to make use of this ability is decidedly more final. Fully pressing this spiritual trigger under your own free will enables you to end your own existence. Body, mind, soul and the very concept of your being will cease to exist, in both this mundane reality and any other. A full and total cessation of being. This final measure surpasses any block or prevention, always giving you a way to let it go and have things all come to an end for yourself. And hey, despite how scary the idea might be to cease existing, you have a feeling that there is a special place of peace waiting for you for when you finally make use of this.

860. Gods' Eyes- 200

Two eyes which trace their descent to the heavens themselves. These Mystic Eyes you possess have a divine heritage, sometimes only found in the eyes of actual divine spirits.

Terribly useful however, as the Gods' Eyes give the power of true Clairvoyance to their wielder. Looking into the past and the present is possible, a few hours when directed at first but years are possible with less control over what you witness. With practice, the accuracy of your visions and the distance you can watch into will grow. Precognitive visions are not set in stone and even witnessing the future can cause it to begin to change. These two eyes are additionally able to understand the true nature and form of whatever they see. A divinity posing as a mortal will be obvious to your sight, a shapeshifted creature has their real appearance imposed slightly over what they pretend to be and a dishonest man will clearly be so to you, though you will not detect what words are lies or truth directly.

861. Age of Monsters- 600

In the Age of Gods, humanity is just one of many great kinds of creature. Far from the rulers of the planet, they share with many powerful creatures. Some as intelligent as they, some relying only on raw power and strange abilities to get by. At times, these creatures can even mate with humans to produce half-breeds with traits of both, a not uncommon sight in ancient times. The following perk offers several different tiers to represent different species that you may become a part of.

Living Disaster- 600

The peak of monsterhood is reached at this level, where one poses a threat to entire countries even when united against you. True Dragons, whose breath can wipe away nations and act as limitless mana factories, or terrible divine creatures such as Gugulanna, that are used as weapons of mass destruction even by the gods themselves. Enormous power is available through this option, with a wide range of potent abilities being the norm.

Unified Language- 300 The language of ancient Babylon, perhaps even a time before it. A tongue that originates since before the Tower of Babel was created, supposedly the language that all of humanity once shared. Perhaps it was so in truly ancient times but Babylon itself was not quite so impressive. Regardless of it's true origins, the Unified Language speaks truth and it cannot be denied. Humans who hear the language cannot deny what it says, even should the speaker of the Unified Language be ordering them to kill themselves or commit atrocities on their own families. To deny the truth of this tongue would be like denying one's own existence as a human. As a learned student of this language, you essentially have the ability to perfectly hypnotise any human being, as your soul resonates with the source of humanity as you intone the words. However, even the slightest bit of inhuman nature to a person will allow them to mount a resistance, such as being connected to a inhuman entity for magical power or having a monstrous ancestor, and significant inhumanity, such as divine heritage or having altered one's body and soul with magical experiments or being the vessel of a divine spirit, can allow total immunity to the first language.

862. Divine Spirit- 400

The divinities of this era have lost something from what they once were, when they had their own fleshly forms. But a Divine Spirit is a terrible thing even in lesser form, a titanic force that only the greatest heroes would disobey. You are a powerful Divine Spirit, similar in scale to Ishtar or Ereshkigal. Like the famous story, you have the

power to destroy whole mountains, using your body or your magical power. However, perhaps due to being less greedy than Ishtar, you are quite a focused God when it comes to your Authority. You possess a single Authority through this option, operating at the same scale as your raw power given above. Further notes on how Authorities work are given in a notes section at the end of this document. As a Divine Spirit, you are without age and have likely been alive for thousands of years. Thus, if you wish, you can be an established part of one of the pantheons or religions present in your time in the Middle East. A Goddess of Sumer who helped raise the young Hero King or feuded with Ishtar over rival love. An Angel of the Lord that would begin to emerge as the years go by.

863. Stella- 400

Few men are born to wield the bow and arrow as you, to the point of favour from the Gods and Goddesses of war. Just seeing your skill is a sublime show to please even their jaded minds. Even in the company of heroes and monsters of these ancient ages, rare is that which can dodge an arrow loosed by you. The art of bowmanship is more than just the physical act as well, as you are capable of several magical feats in this regard. With any loose physical matter, you can instantly transmute that matter into the shape of an effective and usable bow and/or arrows. Magical energy can also be used in place of arrows, stunningly effective at this even, as small amounts of energy form into boulder shattering attacks. There is no upper limit on how many arrows you can fire at once from a single bow, so long as you can either hold them all or supply enough magical energy. The Great Arash could fire ten thousand arrows of magic at once, blotting out both the sky and the lives of entire armies in a single attack. Magical arrows are the path towards the final technique offered by this perk. By burning into the very core of your being, you can unleash a final technique with a loud cry. An arrow capable of vastly more than your ordinary ability might allow for, this is the same shot that Arash used to carve a twenty five hundred kilometer long trail between would-be kingdoms. A vaporising laser-like shot that would annihilate whole fortresses, terrible beasts and burn through even a Dragon's hide for the length of it's shot. While Arash was scattered to the winds by this feat, you are able to just barely survive performing this attack once every ten years, though the act will still leave you unconscious.

864. AUO- 100

What a shining body appears before our eyes. An appeal that reaches across all interests, genders and even species, a charm that is almost impossible to resist, an allure that tempts even the angels to come down and worship at your feet. Your body is like that of perfect golden statue carved by all the Gods of Beauty themselves, unparalleled in form and unmatched in quality. Whether you wish to be classically beautiful or handsome, adorably cute, dangerously seductive or some other form, you can be assured that this will standout even beside the divine. Your beauty maintains itself, repelling any attempt to dirty or degrade it, and it is such that others simply do not think to even try to apply prejudices based on

gender, age, race or other factors to you. Your beauty is such that they cannot comprehend debasing you with such mortal concerns.

865. The Seat of the Pharaoh- 100

All should hold a healthy respect for the throne and those meant to sit upon it. Sadly, throughout history, there have been many who have sought to control and abuse that throne and the kings and queens who reign from them, some factions debasing that seat of rulership entirely. You have become quite adept at seeking out these kinds of people, sensing rebellion, betrayal, discontent and uprisings in the making from throughout any kingdom you rule. You sniff them out as easily as a bloodhound does blood and find it even easier to reveal them to others, to plan out their demise and then carry out punishment or destruction of these irksome groups. Truly, the only foe that has a chance against your reign is one that approaches with force from the front, as none others will have a chance at gathering power in hiding.

866. Born For It- 200

The place among the kings of legend is now almost assured to be yours. Few rulers of humanity have the natural talent for the job of being a lord that you do. Your sheer talent, skill and level of knowledge in all matters related to being a ruler, from the management of your people and resources, to the leading of armies in wartime, to the handling of nobles and other powerful factions within your kingdom, is incredibly high. Any kingdom under your reign, barring exceptional circumstances, would be assured to prosper and become quite well known in history, though with just this it won't become a Babylon or a Rome. However, you will find that as your personal power and wealth increases, so too will both your skills as a ruler and the popularity you have with those you rule over as you grow, though this popularity can be harmed depending on your actions.

867. Can't Wait To Be King- 200

Even before you took the throne, other people knew with complete certainty that you were born to be a king. How else could you act the way you do, with such brazen confidence? Your will is fitting for any hero king, being unbent and unbroken even when faced with All The World's Evils, and this has translated to complete self assuredness and self awareness. You know who you are, why would you have reason to doubt yourself for that? It has also given you a close assessment of your and others position in the world, both in a total metaphysical sense and in regards to any social circles or hierarchies you are part of, useful should you wish to move up in the world. Finally, you will now find that having an ego or possessing pride and arrogance is no longer such a bad thing in the eyes of others. If anything, your great ego will only see to boost your overall charisma with others further.

868. Gods Above, Gods Below- 400

The world above and the world below have both already declared that your kingship is a divine right, how could any man deny you your rightful place? But some still shall try and to punish them, the spirits of the skies and the underworld have seen fit to empower you greatly with their natures. You hold great powers over the sky, the underworld and the aspects connected to those things. By the expenditure of magical energy, you can easily accomplish

terrific acts. Just creating tornadoes and sandstorms or bringing forth massive clouds of rot and disease are simple things. Summoning spirits of the wind, raising an army of the dead to heed your commands, even opening a gate to the underworld or taking command of beasts that are connected to the skies is possible. However, you are only somewhat experienced in the uses of these powers and it will take time to go beyond the basic and intermediate physical uses of your powers.

869. Sovereign- 400

Every thing under the sun is destined to come under your rule, in your mind, and thus there is no possession that should be excluded from your use. You have a great blessing in regards to items of power where their use comes to you as naturally as if you were moving your own fingers. Any magical item works with you as you hold it. You realise how to use these items as you hold them, their functions and attributes becoming clear in your mind. The arcane objects do not harm you as you hold them and even bow before your right to use them, allowing you to bypass any restrictions on their use. As you hold them, you will see that you quickly master their use as well, taking only a few days before you can use them as an expert would, in almost any situation. This skill can often be applied outside of the magical tool as well, as mastering the use of a magical blade in combat could surely apply at least somewhat to an ordinary sword as well.

870. Sha Nagba Imuru- 600

A mentality as bright and all encompassing as the light of the sun. That mind of yours is omniscient or so all your fallen opponents claim after you effortlessly bested them. Your mind is divinely advanced, utterly brilliant in intelligence, memory, adaptation and more. When you look upon the world, you see the truth of things, receiving endless seas of information from anything you can perceive. Only that knowledge that is obscured by magic or so improbable as to be only possible through the highest act of sorcery is immune to your powers of detection and deduction. Your ability to calculate information and predict outcomes is so great that you can predict with near total accuracy the path the future will take, only failing with the intervention of beings or events beyond your comprehension. And even beyond that, when you set your mind to making a plan, even the ranks of the divine will find that they can barely realise what has been set in motion, much less resist your plans. Some may even believe that any loss you actually suffer is solely because you desired it. Or perhaps because you grew too arrogant to believe you even had to think to see victory.

871. Two Thirds Divine- 600

Unique blood runs in your veins, as you are the child of a God and a Demigod. Two-thirds divine and such an occurrence was no accident. Like the King of Uruk, you were a project by the Gods, designed to be as close to perfect for a mortal being in body and spirit as they could achieve. That body of yours is extraordinarily powerful, though it is not quite the level of certain kinds of beasts that may be encountered here, it can still result in the destruction of cities and mountains should you grow careless in your brawls. While your body may lack

slightly in raw power, your magic more than makes up for this. You were not yet given any knowledge of magic but the ocean of energy that floods from your being at all times means even the smallest shreds of magical knowledge can be turned to terrifying effect. Even the ancient dragons that can be found in these early times would find their energy stores can only barely match your own and your magical energy will grow in quantity even more over time. Your position as a two-thirds divine being has also seen you take on a role as a mediator of sorts between the divine and the mortal. For Gods, this appears as a unexplainable fondness and desire to work with you instead of acting against you. For Mortals, it is an unnaturally powerful charisma that swirls around you, affecting humans almost as if you were casting spells on their minds. Should you spend any time around other people, this is likely to see you almost trip into becoming a ruler of men and a prophet of the gods.

872. Collector- 800

Gold as far as the eye can see. A endless sea of treasures, like an desert where every dune is a mound containing the legends of a hundred different tales. Before you is a great golden portal in the air, within which these endless treasures constantly shift and swirl before you. It is like a Gate, one that leads to the source of so much wonder. All that you can see is now yours and it is even more valuable than you might think at first. The power you now possess is to be the Collector of all of Humanity's creations. Every invention, every making, every forging, every last creation that mankind has created, is creating or will create is found within this endless vault of space. However, this only applies to singular creations. Any mundane and magical weapon or vehicle or potion or book or armour or anything else in that vein can be found present in here. However, outright locations cannot be found. While one may find the individual buildings in a city or collective fortress, they would not find the city itself. Nor will the vault contain things that are merely slight alterations to non-human objects. A mountain that has a castle on it or a stone stuck to a stick. Mankind has created a great many things but for it to apply to your vault's contents, it must be wholly a creation of man. A metal blade might be made from natural materials but it has been shaped and altered thoroughly through human processes. A last note on the contents of the vault, is that anything retained within it will not be harmful, even if it normally should be, to the owner of the vault while within this space and that you are able to use anything within this space, regardless of the normal conditions some magical items may have for their users. You can summon the vault's portals with a few moments concentration or through the turning of one of several golden keys from within this vault that you can obtain. These portals can be made anywhere within your sight range, even should you not be looking where you form them at the moment, and are very quick to open. While you do not know the exact nature or presence of everything within the dimensional space, you can instantly call anything from the vault to your person as you wish and search within it for anything that fits any kind of specifications you have in mind. With just a thought, you can even organise the space and it's contents however you might choose. Setting it up as a great golden museum instead of the endless desert of treasure, for example. Once you have opened the portal to your vault once, you can freely continue to open them at an incredible pace within your range, even dozens at once or enormous portals through which an entire castle could pass. Through these portals, you can bring forth anything within your vault, no matter how large or how far in. You may also choose to fire out things from within

the vault, with the maximum speed that you can do so rising with your magical power. Even at a base level however, you can fire the smaller objects within at the speed of sound. Anything that exits the vault can be instantly retrieved with just a thought, replacing it within the vault due to the effects of an artefact. Due to the same magical item within the vault, anything that is sourced from the vault originally will slowly repair or, if destroyed, reappear entirely within the vault over the course of a few days. Items made for single uses however will not repair or reappear. The final and perhaps most notable attribute of this quality of yours is that your vault has not ceased growing. While the space only draws from this current timeline and world, as you travel to new worlds or timelines, you will find that the space you have access to will fill itself with all the achievements of humanity from each new world and timeline at an instant.

873. Crusader- 100

Holy wars need warriors to be completed and you were foremost among the warriors that joined those great journeys. You have a deep level of training in a variety of forms of combat, enough to let you easily stand out from any army of these ages as one of the more notable fighters. You were trained in the use of several melee and ranged weapons of your time period, good enough in them to fight lesser monsters and groups of soldiers on your own, and you have a surprising talent for a somewhat strange form of grappling. Quite the flashy sort too, judging by all the suplexes. But offense is far from your only skill, as you were educated on the defense of the body and the soul. You know how to wear armour and use shields even against creatures far stronger than you, as well as how to guard your spirit against the influences of lesser evil beings through faith and religious incantations. Apparently, you have quite the affinity for the spirits and gods of one religion of your time. As a potential part of one of the many crusades, you are well aware of both the scripture of your religion and find yourself capable in spreading that to others open to the idea of a new religion.

874. Divine Harlot- 100

Sometimes wars, even ones of a holy nature, are not won through faith and steel but through silk and flesh. A seductress who brings low a great general before a battle can be worth a thousand warriors. Perhaps you were trained as one of the divine harlots of Babylon, maybe you just have a natural talent, but your skills in the bedchamber cannot be denied. Not only is a night with you the stuff of myths and legends, you can even change those you lay with in some cases. Should you charm and bed a creature of inhuman origin, you will be able to slowly transform it in mind and body to become human. It may lose something in the process, most often the raw power it may have had as a beast, but your company allows it to rise above the wilds and join civilisation.

875. Mind of the World- 200

The mind is not limited to just the body, not for you. There is far more to perceive than just what a man can witness with his five senses. You feel the world around you as if it were part of your body, your senses freely extending throughout this living planet. This is a mystical awareness that gives you total and constant awareness of the location of everything within ten kilometers of your current position. From every living organism, from a human to an insect,

to the various kinds of dirt and stone that layer the ground to the water itself and how it's waves caress the land. Even the magic in the air or the technology that man creates is subject to your awareness, as all is part of the World even if it is not part of nature. Your awareness gives you the location and a small amount of detail on what each thing is but if you lack knowledge about what something is, such as some new invention or magecraft of mankind, then you will only receive these first vague details. Greater knowledge of these topics will provide greater awareness of specifics, as will greater magical power increases the range of your awareness.

876. Draconis Destruction- 200

People have been telling tales of you, the dragon slayer that wanders from town to town, slaying the satanic beasts that torment them. Perhaps not entirely true, you've not yet met a true dragon, but you have slain plenty of mighty draconic creatures so far. In fact, you've slain so many that it's begun to affect your being. Your attacks tear through draconic beings like they were made of paper, ignoring their resistance to physical and magical blows and even ensuring that these wounds stay unhealed for lengthy periods of time. Your very presence is enough to unnerve even true dragons and lesser creatures will fear terror well up in their hearts, should you intend hostilities. Curiously, you also have a curse of sorts that allows you to transform other living beings into draconic creatures, activated by focusing your mind towards a being that you are in contact with. It seems like a way to make them vulnerable to your powers but perhaps certain folk may find other uses. Finally, you also have the ability to detect if a being is good or evil according to the rules of the religion you follow, though surely no dragon could be anything but an incarnation of the Devil.

877. Voice of the World- 400

As one sees the world through their mind's eye, they may also become able to command the world through the voice of their soul. Something even more primal than the unified speech of mankind, the Voice that you now speak with is something entwined with the very heart of the World. The simplest use of your Voice allows you to communicate with and understand animals, plants and even the dirt you walk on or the air that you breathe. Should you put more force into your words, you can command the world, moving the air to create tornadoes of force or asking the earth to rise into the shape of great fortifications. Pouring forth your heart and roaring or singing with your Voice would allow you to shake the heavens and split the seas, even warp the localised laws of physics itself. As your overall power grows, your presence in the World shall grow as well and what you can accomplish with your Voice will raise to match.

878. Saint of the Shield- 400

Faith alone cannot protect someone from all the evils that are present in this world. Believing that you cannot be harmed because you are faithful is just arrogance dressed in religious finery. But believing that there are heroes who can stand up to those evils? Perhaps even faith that you could protect others from them? That's some true power. You have become a nigh-invulnerable fortress. Your body is now hundreds of times tougher than it would normally be, such that a normal human would be impervious to anything short of a powerful wizard or

magical warrior. Your resistance to the foul sorcery of witches and dark beings is now such that only the Grandest wizards will be able to affect you. Even should you be harmed, your body can continue on through any battle. Even starving, exhausted from a week of battle, with your skull split open by an axe and your body barely holding itself together with mere threads of flesh and bone- you would not break nor bow nor cease to fight at your fullest capability. There is yet work to do in the name of good and if you fell here, there'd be one less hero to save those in need.

879. Body of the World- 600

The flesh of man can't match up to the clay of the gods, the very material that you were painstakingly crafted from. Mighty in a way that man can never truly hope to match, you have a physical form that only the Gods themselves surpass. Your fists bring ruination to entire kingdoms should you use your full force and even bolts of lightning seem to lag behind your sprints. Even when foes appear that can harm your impossibly hard body, they'll find that your claim of being made from the Clay of the World is no lie. You are not only strong and fast and tough but also able to freely control the divine clay that makes up your form and even turn the World around you, anything short of independent sapient creatures, into more Clay for your body to use. You can instantly turn yourself into a hulking monster or a enormous weapon, you could gather the earth for miles around you to form it into a hurricane of hundreds of thousands of powerful stone blades that are directed by your will alone. So long as there is matter nearby that you can use, you will be able to reform yourself so long as your soul remains intact. All of this is purely your natural abilities and adding in magical energy will allow you to empower your body far further, enchanting the weapons you craft from the dirt or perhaps even unlocking stranger ways of connecting to and shaping the world with your body.

880. Divine Protection- 600

A Messiah in the making. You're the sort of person they're going to have a whole lot of arguments over if you're not careful with your gifts. You see, God has a fondness for you. Or at least the force that some might associate with God. It sees you as something similar to a child even and favors you thusly. The laws of what is possible and what is not hang loosely in your presence, allowing you to accomplish literally impossible things with enough skill, effort or luck. Miracles, they're apparently called, and even beyond that you seem able to effect minor acts of God just by willing it. Walking on water or parting a sea, turning water to wine or healing the sick, even bringing back those who have passed on recently to life. Of course, this favour manifests in more than just magic tricks. With the Counter Force that supports those chosen by God, you find that you are rarely alone when opposed. Guardians appear to aid you when you are attacked, massive amounts of energy can appear within you even when you believe you have emptied all you have to give and there are certain places that are no longer guarded to your movements.

881. Fleshly God- 800

A mere worshipper? How blasphemous, implying a true God of this world would ever bow their head to another in supplication. Certainly not you, as you are an existence that may not

have been seen in this world for a very, very long time. An enfleshed God, a true and original form of what are mere Divine Spirits in the later days of this world. A being of incalculable power and, perhaps, a similar level of arrogance. The base of your power is terrible indeed. While you may not possess the sheer versatility of some of the other great beings to be found, you are nigh-unmatched in raw power, be it physical or magical. The destruction of an entire continent would not require every bit of your power, just a great deal of it, and it appears that the wells of energy you draw upon for magical uses are similarly vast in scope, replenishing far quicker than most mortals would see due to your divine nature. Befitting your power, you need not remain in a human form. From a enormous, demonic dragon to a mechanical alien, the Gods can take many different shapes and sizes, as you too now can. You may design with very few restrictions your new physical form as a God. But brute power is far from that which makes you a god. That would be your place in the world. As a true divine entity, you are the very highest class of natural spirit of the World. The World may not love you but it certainly treats you as one of it's most important agents, something that appears to carry over to future worlds to some extent if you continue to act in your role. Alongside this place as part of the World are your Authorities. The areas in which you have the right to govern and command the World, what some may call the Domains of the Gods. You have three in total, for too many Authorities can cause divine beings like yourself to undergo unpleasant transformations of the mind and soul. An Authority of Fire would grant near total control over fire and things linked to it, such as summoning blazes that envelop entire nations for years without burning out, igniting fury in the hearts of men or enhancing the results of any forging efforts, along with likely countless other potential uses. An Authority of Magic would allow for the manipulation of enormous amounts of external magical energy, even within others, so that the God could easily defeat all but the greatest mortal magicians, though the Authority may not be capable of much more than that due to it's breadth. The more broadly applicable that Domain is for any one God, the less depth of power it will be capable of doing. Domains after all, are not dependent on your personal power. You are merely commanding the World to change and it thus becomes so. You are somewhat unique amongst Gods, having a certain attribute more commonly associated with the terrific creatures that were Gods even before humanity began to worship them. Like these beings outside of the Human Order, you do not depend on the worship of humanity for power and neither would you change if their beliefs about you do change. You may optionally rid yourself of this protection, allowing you to gain power as humans devote more faith and belief towards you but this will also open you up to changing based on their beliefs. You might change in physical appearance to match what your devotees consider to be the divine appearance of their God or even change in personality to fit what your cult believes is true about you. Check the end of the jump for a section explaining Authorities in detail.

882. Magician of the Early Ages- 700

A magician is nothing without his magic and like many in this divine age, you're quite the caster of spells. You're an experienced magic caster, both in a range of half a dozen or so scholarly disciplines and in how to put your magic to use in combat, even against entire squadrons of soldiers at once. Certainly, this basic command of magic that you have would seem unbelievable to people in the Common Era, much less Modern Times. What's better,

you have a natural gift for interfacing with the world directly and find that spells that communicate with or otherwise directly interact with the world are significantly better in your hands. You also find that you are generally quite skilled when it comes to riddles and word games with others, rarely meeting your match. If you are instead willing to pay 600CP, 300CP for those with the Sorceror origin, you can upgrade your training and power. You will come to match the Queen of Sheba in your magical prowess, standing near the top of the world in skill. Circe and Medea would be other names talked about in the same way as yours. The disciplines you focused on in the base perk are brought to much greater heights. Bounded fields to seal powerful demons away, alchemy to create army slaying golems and monsters, elementalism that can whip up natural disasters to wipe away whole cities and more are possible. You cannot come near the strength or skill of Solomon but you remain one of the greatest in history.

883. Djinn Sold Separately- 100

These great kingdoms weren't built through magic and charisma alone. The lifeblood that supports nations is gold and trade, the bartering of goods between people and countries. To have talent there is to have the potential to support a kingdom's rise to power. Such things are natural to you, possessing a talent for most things regarding money, barter and business. You have a great sense for financial dealings as well as when things are about to go bad. Focusing your efforts would make most businesses at least sustainable, if they're not entirely impractical, and anything with good potential could soar with your aid. Your eyes have even taken on a slight mystic trait to fit your skills. You can naturally appraise anything that you see, quickly gaining a good idea of the value that various people and markets you know of would place on it. This same appraisal also gives you an easy insight into people, the better to deal with them, and makes it easy to see through dishonesty or even martial techniques.

884. Master of Puppets- 200

Everyone is born with talent for something, your talent just happened to be making life. When it comes to magic involved in the creation of familiars, even the summoning of them, you're miles beyond any of your peers. While you are not the best in the world with just this, your raw skill and power with magic still lacking compared to the greats, you'll find anything in relation to the creation, alteration and maintenance of magical familiars, summons and living creations comes to you with the ease of breathing. You learn far faster, your products are of a vastly higher quality and come with far more efficiency than what your fellow magicians might create. It is even far more cost efficient for you to make them, as you take just a quarter of what others would expend to create the same things. You have particular talent too in ensuring the loyalty of that you consider a familiar, whether this be designing the minds of creatures you create as easily as you design their bodies or creating lines of spell or rune magic to add to a summoning ritual to ensure much stronger bonds of servitude exist on what you summon. It also happens that you are quite good at creating and overlooking legal contracts, mostly from all the interaction with demons.

885. A Thousand and One Lies- 200

Words are weapons, ones that most in these ages use to direct magic, yet are still capable of so much more. You are a master of the art of using words to control people, making them do what you want and believe what you wish. Should they let you start speaking, you'll find people turn to putty in your hands as if you'd actually cast a spell over their minds. But all you need is for them to be able to understand you to let you toy with them. You excel most at stalling and bluffing people, being able to make people wait to do things for completely unreasonable amounts of time should you get a chance to talk to them. Should a man wish to kill you, you'd be able to talk him down almost one thousand and one times in a row, till he just forgets he wanted to kill you at all. Needless to say, you're quite fantastic at telling stories, fables and tall tales should you wish it.

886. A Tale of Reality- 400

There is a certain kind of magic in stories, a magic that comes to life when you tell a tale. As you recite a story to the air or write it down or actively communicate it in some way, you are able to bring the stories from fiction into reality. Simply by expending magical energy, creatures appear in the real world just by you describing them or writing about them. Even drawing a creature might see it lift itself off the page. And you are far from just being limited to making monsters. Objects, magical items, buildings, entire locations or even describing events or conditions and applying them to someone in the real world. The greater the power and scale of the fiction to be made real, the more energy it will take from you to create. The energy must be maintained to a lesser level once the target is created, though more powerful and larger fictions will take more maintenance, failing to supply the energy results in your creations fading away. Some things may be too much for you but your power offers a way to circumvent this. The more famous, well known and well regarded a particular story is on the world you are presently located, the easier it will be to manifest things from that story into reality. While you can always make up a story to achieve any effect you wish, such would come with ruinous energy costs. By relying on the many famous tales that already exist, you can achieve feats far beyond what your level of magical power indicates possible for you.

887. Principles of Mana- 400

Magical energy is what allows for all these wonders. But could it be taken further? Made to become something more than it is? You thought there just might exist that possibility and by chance, stumbled upon the principles that a great demon would later use in a plan to rewrite all of history. You have the ability to create mana from destruction. Destroying objects or structures releases at least as much magical energy as what is needed to destroy the objects in that way while destroying living creatures with souls such as humans or their overall groupings such as societies, will give a return many times greater than the energy put in. Better still, you find it easy to gather and control the mana released by this destruction and put it to your own use, either storing it or immediately expending it. If you wished to store it however, you are able to form it into solid spirals, circles and loops that continuously cycles the energy and, over time, slowly increases the amount and potency of the energy contained within these magical structures. Making more from where there was less without adding anything more.

888. Phenomena Operation Principles- 600

King Solomon established a worldwide network to allow the use of magecraft for humanity, a stark difference to the Age of Gods that held magic to be the province of the Gods and their kind alone. The phenomena operation technique was this grand working that Solomon accomplished and yet, he never took those principles further. Maybe they were left so that you could do something amazing with them. You have the knowledge, skill and outright potential to create massive magical formations and metaphysical structures, the sort of things that can establish entire systems of magic use for whole worlds, cast spells across entire planets, allow for mass alteration of any target within the field or almost any other imaginable effect that can be 'programmed' into these massive area creations. You can create these magical frameworks with surprisingly little energy as well. While it would still take a magician on the level of Solomon himself to create a planet spanning magical framework, even a basic magician of this age could cover a mile diameter framework. Thankfully, the frameworks can be piggybacked off of the World they are linked to in order to prevent you to need to constantly maintain them.

889. The Will of God- 600

A religion lives through its' worshipers and the God of your religion has chosen to live through you. That's what others tell you the voice in your head is, anyway. Whatever the thing in your mind, it has chosen for you to act as a Vessel of God, though it declined to control you so completely as it once did or shall do to the King of Magic. As a Vessel of God however, you have the ability to request Revelations from this 'God', finding information on almost anything you wish to know, even what steps you must take to achieve a task in the future. This God seems to have access to what it calls the original source of all things, enabling it to find almost any information, though it cannot pass on anything but knowledge. There are limits however. Your mind, even should it be that of a divine being in it's own right, can only take so much contact with this Godly presence. Even a handful of requests a day, be it the answer to a question or a short list of steps to take to achieve a short term goal, can strain your mind badly and require rest. While it is possible to expand your mind to handle more in time, that will likely come from your own efforts.

890. The Lesser Key of Solomon- 800

The Good King Solomon made many wonders in his time, though rarely were they truly of his own make instead of the hand that guided him, and one of the greatest were the demons of the Ars Goetia. The 72 terrible demons that would together form a demon of unimaginable power, who could act as an instrument of Solomon's will. But the demon was never truly ordered to act, certainly not for humanity's sake, and as the 72 demons were forced to watch their creator do nothing to aid the suffering humanity around them, they grew to despise their king. Their hearts burned to help humanity and once Solomon died, they possessed his corpse and decided that they would make a new destiny for mankind. But what if something changed? What if, this time, there were 73 Demon Pillars created by King Solomon. A 0 th Demon intended to rule over the rest, give them agency as a collective and unite them together. That would be you, the first and greatest of the demonic collective. You are now a

collective being, a hivemind of 73 separate existences, each a unique and mighty demon. When together, your power is terrifying indeed. That combined body could blast it's way through entire countries with physical force and do much the same with magical power. Each of the demons within you also has a unique mind, personality and magical powers or focus, allowing each part of you to bring something to the table. The Pillars are quite loyal to you and believe that you are their rightful leader, though their sometimes vastly different personalities may still mean that getting everyone to agree on courses of action and work together at their best is very hard. Still, your nature as a hivemind means that communication, even lengthy debates between all 73 parts, happens near instantly. The pillars can be split off from the whole of you, though that will prevent the collective from utilising the portion of your power that they represent, but they may then act independently while keeping in mental contact with the rest of you. Should they be slain or destroyed, they will slowly regenerate with you, so long as you still live. As long as one of the pillars remains alive, the others can be resurrected in time, including yourself. The more pillars remain, the faster this is, lost aspects of the hive appearing at one of the other still living pillars. It is possible, with extremely powerful or advanced magic, to permanently destroy and kill pillars. There was one additional gift that Solomon gave and depending on the time you find yourself in, this may be accidental or purposeful. Prior to his death, Solomon saw fit to create a replica of his mind and body within his workshop, within which you and the Demon Pillars now make your home, though perhaps with the body customised to your overall preferences. After his death, you have simply inhabited his corpse. Either way, the new home for your spirits has allowed you access to the King of Magic's knowledge and skills, granting a truly vast and unmatched degree of competency with magecraft and the magic of these early eras. Sure to be of good use given your raw power. Sadly, his mind lacks the divine inspiration it had in life, both as a vessel of god and the knowledge he used to create the Magecraft System. Optionally, you can alter either or both your origin as this being and the personalities of the Pillars that make up the collective. You might be a second attempt at the same ritual by another wizard in the future or from an alternate timeline, not Solomon. A timeline where Solomon raised the Demon Gods as his own children and left his body to them after he passed might also be possible. Your Pillars may have differing and less villainous personalities or be more agreeable to modern human values. Even something as silly as a group of heroic Demon Gods or ones with the minds of modern high school girls is possible, given how degenerate some magi become. Provided the actual effects remain the same, you can customise the backstory as you like.

891. Hashashin Training- 100

The Hashashin are an ancient order, and in many cases the originators of, assassins. Killers in the dark, though the sheer variety the Hashashin can offer hardly limits them to the dark. This organisation trained many of the greatest assassins in both history and legend, with each leader of the group being a terrifying hunter in their own right. As part of the Hashashin, a ancestor of their line or even just trained by a former member of the group, you have their training as your own. You are a master of stealth, able to sneak past watchful guards and even lesser magical spells without any supernatural aid on your side, and brilliant at all kinds of acrobatics and feats of agility. You don't just bound across rooftops and between city streets,

you can dance around most warriors while slitting their throats, without even a scrape on your body. You're trained in how to kill someone quietly and how to make it long and painful, as well as how to track down targets and how to escape a chase. The final aspect to your training however, was the creation of a specialised technique for yourself, similar to the ones each leader of the Hashashin has made. Things like being able to create an illusory double of your opponents' heart that when crushed, also crushes the real thing. Or being able to create an explosion inside the head of anyone you touch. Or even splitting alternatepersonalities within your own mind into their own bodies to form a strange hivemind. But your technique is far from mastered. You have basic usage of it but it will take likely years of experience for you to reach the level of one of the Hashashin masters.

892. The Softer Side- 100

Not every fortress can be entered with a soft step and some acrobatics. Sometimes you need to take a more visible way in without alerting anyone as to your purpose. Thankfully, your training is far from lacking here either. You are a highly accomplished infiltrator in a more social sense. You can easily disguise yourself as others, make yourself seem to fit in perfectly to almost any kind of social group, make friends with ease and play any game of politics like a master. You were born or trained or both to slide your way into the inner circles of the highest levels of nobility, take what you want and then leave long before anyone realises you were the culprit all along. This comes with a wide array of basic experience in various professions to help you blend into your disguises better, though your new skills are mostly focused on the higher end of society. Helping you along however, is a supernatural connection to a certain kind of animal. Pigeons and doves for example or perhaps house cats or spiders. Your connection to these animals allows you to make use of them as familiars, provided another mage is not already and the animal has no true intellect of it's own. You can see through their senses, even command them to act as you please, all within a range of around a kilometer from your own position.

893. The Old Watch- 200

Those who sneak about in the dark rarely work alone, despite what the wider populace may think of these near mythical figures. Among the many shadowy groups that may exist, perhaps one of your own making could make it's rise. You have a particular skill for creating and running clandestine organisations, groups of people intended to carry out covert operations without revealing that they exist at all to those outside the organisation, even should the organisation have hundreds of active agents. Perhaps more importantly, you are able to ensure that this organisations follows your teachings, guidance and the path you laid down for it even should you not take care to ensure it does so. The men you gather together, the ones that pledge loyalty to you, will not twist or forget the lessons you teach them nor will they pervert your legacy should they take over after you move on. Your legacy will remain eternal, with your organisation proving unnaturally resistant to fading over time.

894. Sand Man- 200

The deserts that the Hashashin made their homes in and spent most of their lives working in are unforgiving places. The natural terrain alone is among the more hostile environments in

the world but when it is filled with spirits, monsters and magical hazards of all different kinds, it becomes like a hell on earth for anyone that needs to travel through it. The Hashashin built up a great many charms and rituals to allow them to pass through, many of which are now imprinted on your body. These charms grant you with an almost insurmountable resistance to the dangers of the wind, the heat and the sun. Even a hurricane concentrated into a single beam against you would not even make your hair flutter if you wished otherwise, only the hottest of magical flames burn you and harmful amounts of light simply bounce around your body instead of striking you. Elementals and similar beings linked to these elements find that they take much more damage than normal from you, while they can sense that you are a being that could harm them badly. The charms in your body also largely remove the need for food or water from you, leaving you to need such sustenance only once a week at most. To pair with these charms is an extensive knowledge of how to survive in the desert even long term.

895. The First Poison- 400

Ah, poison. The greatest of the classics when it comes to assassination. So many uses, so many flavors. There have been many masters of the art of poison over the course of history but few possess quite the natural ability for it that you do. You possess innate supernatural abilities when it comes to poison and surprisingly broad for what some may consider a limited concept. You have the power to apply the concept of 'poison' to anything connected to your being, even in a very loose sense. This allows you to deliver poisons with a touch, infuse any spell you cast with poison, even fill the atmosphere for some distance around you with poison. Perhaps you could even poison the magic and spirit of anyone that tried to touch you through supernatural means. And what poisons can you use? There are few limits. You can easily produce any kind of poison that exists in the mundane world and reproduce any supernatural poison you have come near before. It is even possible for you to mix poisons you are aware of together and create entirely new concoctions. Whatever poisons you choose, you will find that they pierce through any specific resistance to poison that a target may have, affecting them even if they should be immune or otherwise impossible to poison, though those of great constitution or healing powers can still get through. With focus, you can even shape your poison into physical objects such as chains or blades, which you can control as if by telekinesis. The final aspect of yours powers is that you may summon creatures and monsters associated with poison to aid you, though these are temporary and are very tiring to create if they are much stronger than you.

896. Doctor of Death- 400

The techniques of the Hashashin leaders are sourced through the modification of their own beings. The body and even the mind or spirit becomes subject to all kinds of gruesome experiments in their pursuit of power and the ability to deal death on a higher level. Beyond just knowing one of their techniques, you are aware of the methods to create such techniques, though your studies have taught you the general tools and processes rather than the specific methods to the powers of the Hashashin. You have the skill and ability to mould the bodies, minds and spirits of other beings in order to grant special abilities. This can be as simple as grafting the limbs of demons to human bodies and having them work to as complex as separating out the alternate personalities within a madman's head to allow him to summon

them as separate beings in reality. Your skills with the alteration of the form also extend to other uses, such as practical healing and medicine, brainwashing or therapy, even creating your own monsters instead of altering the bodies of existing beasts. Most bodies however, have a limit on what you can do with them. As impressive as what you can do is, a human body can rarely take more than one or two major alterations before it ceases to function properly. Perhaps in time you could discover how to extend those mortal limitations.

897. Truly An Assassin- 600

While each Master of the Hashashin had their focus, their specialty, none could truly master every aspect of the work they committed themselves to. Not even the great ancestor that started it all. Only when someone desperate enough to put themselves through unimaginable agony for the tiniest sliver of a chance at grasping that core of what it means to be a Hashashin did a true master appear. You made that bet and the results are clear. You are a master of the dark side of the world like few others. You have learned and internalised the 18 techniques of the 18 Hashashin masters that have lived and then improved on each one significantly, even after mastering it's use. Not only has this left you with a wide variety of nightmarishly powerful techniques to use on others, you are also a world class master of over thirty different skills. From military strategy to various academic disciplines of the time to even such things as potion making or the many skills you may already have at a more basic level towards your work as a spy and assassin. Yet, above all of this, it is stealth that you have truly perfected. When you wish to not be seen, you effectively become one with the World itself. It is impossible to detect you through any means, even the supernatural, as the place that you occupy appears to all senses to be just another part of the World. Even striking where you stand would hit nothing but air. If an enemy cannot detect you, how would his attacks know to where to hit you? When you yourself move to attack, others become able to strike you once more, though they will still find themselves unable to perceive you through any of their senses. Only the most powerful magical senses would be able to detect even a trace of your presence when you are attacking however.

898. Old Man- 600

Assassination is an art. It's one you realised needed to be cultivated and honed. But it is also something you realised would be better grown by others that could truly master those arts. Perhaps you felt you never could become a true assassin because you already had such a talent for death that you could no longer hide from any prey you sought. When your presence brings visions of death to your targets, it becomes impossible to hide. But that is the fate for the assassin of assassins. Your nature is that of a simple and straightforward dealer of death. Through this option, you do not have a dozen tricks or the skill to craft the perfect trap or the ability to talk your way into the heart of any man. You do not need it. Your sheer, natural power leaves even dragons and demons of the highest orders realising that they face at least an equal, if not a superior, in physical might. Your speed is such that only the greatest warriors of mankind could even recognise you had moved before their heads slip from their necks. Even should they be able to see you move, your skill in combat without a weapon or with one of almost any kind is almost on the level of the gods of war themselves. Your affinity for death is so powerful that you are not even limited to the killing of physical matter,

as you can strike at and kill things even on a immaterial or conceptual level. Splitting a soul in half, cutting a demon out of a man, erasing a magical contract between two beings with a strike or destroying the lack of a concept of death by a mighty slash. Even immortal beings cease to be in your presence. It has also given you a connection to strange flames of the underworld, manifesting as powerful blue fire that you can freely summon, allowing you to attack or even teleport through the flames, as well as the ability to control sand and the desert on a enormous scale, burying entire cities in sandstorms. The one downside is that those you seek to kill can now sense the evening bell tolling for them as you approach, warning them that their death is nigh and showing them a horrifying vision of you as you prepare to strike, even if you can perfectly conceal yourself from any being. It is a good thing though, that your prey would always see your face just as they die and carry it to the next world with them.

899. All The World's Evil And More To Come- 800

Such a disgusting thing. You truly are vile. Despicable, dark, monstrous, hateful, cruel. Evil. You are these things, in a way no one else is. Through some truly terrible rituals and events, you have been shaped into becoming the perfect vessel and master of that very concept. You are All The World's Evils. And because of your nature, maybe not just this world either. As the incarnated form of the concept of evil for this world, you gain many abilities. The core trait of this is the ability to transform yourself into a vile black and red mud-like substance.This black mud is the physical form of all the sins that make up your being. It is able to drive all but the greatest of men mad in seconds of contact and can be used to defile and corrupt other beings, turning them into blackened versions of themselves and ensuring their loyalty to your great evil. You can rapidly produce this mud, enough to cover the entire world in just days, and the amount and speed with which you can produce it will grow as the amount of evil and sin in the world you are in does, as well as each new world you go to afterwards. You can freely control this mud all around the world and possess awareness through it, even shaping it into fleshy structures and beings or turning it into animated shadow, such beings of flesh or shadow being immensely powerful in their own right. As well, so long as evil and sin continues to exist as a concept in your current world, you will be unable to die or be destroyed. Your mud will be destroyed...and then begin to reappear quite quickly. With time, you may even learn how to draw forth your dark substance from within the hearts of those who sin. As your nature is that of Evil itself, you will find that you are unaffected by abilities that are purely evil, as well as being able to effortlessly control or enhance such things when you use them for yourself. You can reach into the hearts of those around you and manipulate any darkness that you might find there, making it easy to tempt heroes into becoming monsters and making you all that much stronger.

900. Divine Host- 100

The perfect body to which all Goddesses aspire to one day get hold of. A vessel that can contain any divine essence, no matter the magnitude of spirit. This body, appearing identical to one Tohsaka Rin from the far future of this time, is a near perfect vessel for any divinity or spirit. It allows those beings to possess the body without losing access to their full power, though they remain vulnerable to harm while inside. The Rin faced body will alter slightly depending on the one using it, taking on different colouration or minor physical traits to

represent the inhabitant. Additionally, while within the body, the user will gain a special talent for gem-based magic and the ability to much more easily convert their existing abilities towards long term storage within crystals and gemstones. There is also always a body present when you have need of a vessel for a spirit or divinity, even when already using one. In effect, an unlimited number of empty vessels are present to match your needs. A Rin for every occasion.

901. Mesektet- 200

Even for the divine, this is a stylish way to travel across the skies. A great golden boat that can traverse the lands of Egypt in a few minutes, large enough to comfortably fit a small party or tear through a sailing ship with just the gold-clad helm. The ship appears at your command, even only in part should you need a portion or require a shield. The radiance of the Mesektet vessel is visible, a shining aura that blinds many who look up while leaving your vision cleared of obstructions, but it can also be turned to terrible devastation. The light produced by the ship can be focused by your mind at the helm, turning into scorching waves of heat that melt the earth and incinerate ordinary men. When honed closely, they can be turned into high powered lasers that slice through stone and steel like they were just empty spaces. The vessel, for all it appears to be a luxury yacht of the Egyptian pantheon, is more than capable of reducing a city the size of modern Tokyo to ash in just hours.

902. Maanna- 400

A proper vessel of war, not just a tool for pleasure. While smaller than Mesektet, only able to fit a few people on at once and not even as large as a sailing ship, it is far faster. Maanna can cross much of the world in minutes with it's ordinary traversal or simply teleport around the planet in seconds of warping. The ship also has a special connection to a single planet in the current solar system, able to open a portal across space to the orbit of that world. Maanna supplies a bubble that supports life around the vessel, negating worries over breathable air and pressure or temperature. Directed attacks can pierce this however. The ship is powered by the magical energy supplied by it's owner, as well as being able to convert any positive feelings of people onboard towards that magical energy. Supplying magic to the ship allows it to change shape, growing in size to become a proper vessel supporting many people, or even radically altering to become strange things like a modern motorbike or jet-ski. It appears to the user at a moment's notice, even in part as will be useful later. The bow of the ship is a powerful ranged weapon, capable of accelerating things placed in it to enormous speeds. It, like many components of the ship, can be detached and summoned immediately, acting more like a massive bow and arrow set for you. Charging magical energy into the bow will unleash it in a incredibly fast and powerful blast. More uniquely, the bow is capable of converting objects you possess some form of ownership or right of management over into a 'conceptual bullet'. This converts the mystery, power and significance of what the converted object represents into energy for your magical arrows. The planet which the ship can open portals to can be converted to such ammunition in moments, firing as an impressively powerful attack which even other Divine Spirits would flee in terror from, though it would not destroy a planet by far. Strangely, things 'converted' in this way reappear unharmed afterwards, but unable to be converted again for a short time. The individual parts of the ship can also

transform and travel or warp as the whole ship does, in case you require something smaller. Any vehicle or weapon can be imported into this option.

903. Eternal Flower- 100

A plant that grows only at the bottom of a certain river. This plant has legendary powers, said to grant immortality and eternal youth in body and soul to whoever imbibes a concoction made of the plant. Despite the magnificent effect, so few seem to consider this worth nearly as much as a limited life that is lived to it's fullest. But everyone has their own take and you now have the chance to decide yourself, as you have a small potion container holding this immortality fluid. Drinking the entirety of the container will revert you to the prime of your youth as well as ensure you never age again. The cup will refill once a year.

904. Immortals- 200

A royal guard fit for even the greatest of kings. As you command, ten thousand immortal warriors will rise from the ground around you to serve your whims. This legion of undead warriors, horses and even a few giant monster elephants is eternally bound to you and your will, a sleepless legion that requires no sustenance nor rest and yet retains all the intelligence, tactics and fighting skill of one of the most elite fighting regiments the world has ever seen. Even should one of your ten thousand be harmed, they will reappear only a day later to fight again in your name. The Immortals can be summoned wholly or in part, requiring only a word from you to do so.

905. Temple Complex- 400

A vast complex built of at least twenty different temples meshed into a single, monstrous whole. This 'temple' is more like a small city formed entirely of temples. Enormous structures, devoted to the gods of your religions, and even a massive pyramid at the very centre of the small city. This entire complex has been dedicated in name and magic to you, it being a mighty fortress as well as a place of divine connection to the gods of your faith. City destroying attacks are effortlessly reflected by the walls of the complex and powerful anti-magic wards nullify almost any magic attempting to affect the city or those within. The city itself grants you the power to receive and give out a wide variety of blessings and curses to yourself as well as allies or enemies that come within the city's limits. The most basic is that you cannot die nor can any being closely connected to you on a spiritual or magical level so long as the temple complex is in place. Beyond this, the blessings and curses depend on what gods have temples in the complex, each granting a blessing or curse befitting their natures. A god of poison may allow you to quickly kill most weaker warriors that enter your complex and give a significant penalty to any stronger beings for example. Finally, the complex has access to a powerful magical beam attack that shoots out from the peak of the main pyramid. Even at a base level, this beam can annihilate modern day Tokyo and can grow even stronger should magical power from the rest of the base, or from the owner, be directed towards this beam weapon. You may import an existing building or fortress into this. This complex can be gained in this form or alternatively sealed into the form of a reality marble-like projection. If this choice is made, the benefits and blessings are only active when the reality marble is actively maintained, constantly costing noticeable amounts of magical energy to do so. Your

immortality protection won't work if the temple is not currently projected. However, you can deploy it within seconds to any location, even laying it over the top of existing places or dragging others into the pocket dimension for a short time. Imports into the complex work as normal.

906. Nameless 'Sword'- 600

It is called a sword for the convenience of those who cannot comprehend what it truly is. Something that predates 'Sword', that predates almost all creations of man, and exists solely to bring destruction to the World and reveal the Truth. In ancient times, a golden king would lay on this blade the name 'Ea' but that is nothing more than a personal styling. The nameless weapon in your hands has the hilt and guard of a sword but the blade far more closely resembles a drill. Despite the drill-tip and the rounded edges, the blade remains dangerous as a weapon. Perhaps too much so, as almost anything that comes in contact with the blade is destroyed even when swung by a novice. Even great artefacts of the ancient times are torn through like they were made of paper to the swing of the nameless weapon. When wished, the weapon will unleash a burst of force and energy around itself, hitting only what the wielder wishes, and acting as if the wielder had hit those targets many times over. The true power of 'Ea' is revealed when the user pushes their own energy into the weapon and activates it, causing the weapon to rapidly spin and gather power. This is Enuma Elish, the overloaded activation of the weapons' attack functions, massively magnifying the energy placed into the weapon to create an attack that surpasses all others. The spinning of the blade creates a current of wind and magic that when unleashed, races forward towards the target. Even with a minor activation of this power, it will rend time, space and the reality of the World apart to leave a void that shows the Truth beneath it. A true activation of this at full force would make for certain annihilation of anything caught in this rent in reality, such that the only method of survival would be to not be hit in the first place. The weapon can easily destroy smaller Worlds, pocket realities and small dimensions, returning those within to the larger reality outside. But should enough energy be put into the weapon, there is no true upper limit to what the weapon may destroy and it can potentially cause a wound significant enough in a reality as to shatter the rest of it as that wound spreads further. You may import an existing blade into this weapon option.

907. Weapon For A Holy War- 100

A relic in it's own right, this weapon is one of the holiest artefacts of your religion. The sort of object that millions might one day come to view as an object of worship. For now, it is a mighty weapon created to carry out your holy orders. What form and what abilities this weapon takes on are not yet decided until you take this and make that choice yourself. The weapon is notably powerful, equivalent to the weapons that Saints George and Martha wielded, but won't be doing more than breaking a few castles on it's own. You may import a weapon you already have into this.

908. Tarasque- 200

A terrible beast if there ever was one. This cruel looking creature once terrorised rivers and seas, destroying ships and slaughtering men like a a farmer would cut through his wheat field. Some say the beast is a child of the Biblical Leviathan. Yet the creature was defeated, slain or even tamed depending on the tale. Maybe you were the hero that did so, given the creature waits loyally at your side now. The Tarasque is a large dragon, easily bigger than any human ship, and can move faster than normal humans can perceive. The creature is tough enough to walk through an army of magical warriors without a scratch and strong enough to tear through even powerful warships with ease. It obeys your commands loyally, though the beast is stupid and cannot comprehend more than basic commands. Just command it to destroy and watch it spew blindingly-hot flames everywhere. As the master of the Tarasque, you can also summon the beast to yourself or just summon parts of it, such as making the shell of the creature appear around your body as a shield.

909. The Ark of the Covenant- 400

A beautifully decorated wooden box, atop which sit a pair of winged figures. This is the Ark in which Moses laid the stones on which he carved the Ten Commandments he received from God. Somehow, regardless of your affiliations, you have come to be considered the rightful caretaker of this Ark. The box is heavy and unwieldy, far from something useful in combat. But touching the box without your permission or being considered worthy of the being that first exalted the Ark remains a way to end almost any fight. Any who trespass and touch the box will instantly be drained of all supernatural forms of energy within them, destroying spirits in a moment and leaving most others drained and powerless for their blasphemy. The energy is stored within the Ark, building up without limit, and should the Ark be opened, the stored energy will be unleashed on all those surrounding that are unworthy, even you should you not measure up to the standards of the divine being that created this effect.

910. Divine Horde- 600

An army of beasts descending from heaven to stand guard at your call. A legion of monstrous servants fit for even the greatest of the gods, the beasts number well into the many thousands. Many of these are lesser monsters, each having the intelligence of humans but not being too far beyond what a handful of veteran soldiers of the Age of Gods could take on together. While these servitors act as useful agents, often with abilities to let them pass among humans such as being vampires or spirits, you also hold the loyalty of a range of more powerful creatures. Several dozen potent phantasmal creatures, such as lesser dragons, powerful demons, matured djinn or even angelic heralds. These creatures are generally equal in power to the Deadly Creature tier of the Age of Monsters perk. The leader of these creatures is a member of the final tier of that option, by default set to be the mythical Bull of Heaven Gugalanna. Greatest of Divine Beasts, the Bull of Heaven is a herald of the end for any foe that displeases you. This pet beast that has bound itself to you is an enormous thing, standing as tall as a mountain, and has powers beyond any but the great gods themselves. Just calling it to appear by your side can summon natural disasters, such as eight hundred kilometer wide hurricanes and continent wide earthquakes, and the creature itself can annihilate entire cities with a snort or shatter a kingdom with a stomp. It has the power to control the elements of the world, bringing about massive floods and turning the world around it to night, even call down

falling stars from the sky to turn mountains to dust. The creature could take you around the world in just minutes and fly far above the clouds if desired. It is entirely intelligent, though the mind it has is alien to any human thought, and uses it's powers with cunning and forethought in any battle. It is not invincible but there is very little on this world that could bring it to pause. If you have other, lesser, tastes you can always change it to a different but equivalent beast.

911. Magician's Tome- 100

Magicians are ill-prepared without their tools. Not that you'd ever be found without your trusty tome. This book is a powerful grimoire, a magical tool that not only stores a enormous variety and depth of magical knowledge, but also a tool with which your magical power can be significantly increased when you use it. Your grimoire is quite old and stores spells that master magicians have created and encoded, across three or four fields of magical knowledge that you have an interest in. It does not contain any world-changing magic but would be quite useful to any young mage wishing to have a guide towards becoming a master. It's notable for how efficient it is as a magic tool as well, increasing your power by almost half again when you hold it as you cast spells, and the book has several minor demons bound to it that will attack any but you that try to force the book to open to them. You may import a book or casting implement into this role.

912. Wealthy Ally- 200

No court is complete without their residing magician, not in these early times, and no court magician could thrive without a benefactor that favours them personally. Whether or not you have a set position in some noble entourage, you certainly have a powerful benefactor and perhaps even mentor looking out for you. A extremely wealthy king that adores both you and the stories that you bring to entertain him, an ancient spirit with vast magical knowledge that has a fondness for a young sorceror, even a minor god that views you as a charming young adherent who deserves a leg up now and then. Whatever they are, they will prove exceptionally helpful in aiding and teaching you in their area of focus while requiring little more than your company now and then in return. In future worlds, you'll meet a similar benefactor.

913. Temple of Solomon- 400

A place that has long been abandoned or, at least, a replica of the one currently in use. The Temple of Solomon is perhaps the grandest magical workshop ever to be created, one so great that it does not even exist in the mundane world. Sealed away in imaginary number space, it is only accessible to others through highly complex and difficult magical workings, though you can enter your hidden base with nothing but a thought provided you are not blocked by some means. The temple itself is quite large, with the small dimension covering several city blocks of area and the building being the size of a large mansion. Within is almost every one of Solomon's personal notes and research on magecraft and magic, along with a great deal of lore from other famous magicians of his time and from later on as well. The small dimension has been connected to a replica of Solomon's created magical circuits which empower the framework the workshop sits on, serving to provide a immense magical fuel source for any

project you might wish to run within this space as you can freely draw on the amount of energy the King of Magic had while alive when you are in here. Finally, death in this realm is not permanent and it is far easier to bring back those who die when it is within this place. For your purposes, this means that dying in this temple will not count as an end to your chain. You may import an existing structure into this role.

914. Ten Rings- 600

A gift from god, one ring for each of your fingers and together, they symbolize power in fact. The Ten Rings of Solomon that lie on your fingers now represent supremacy over magic, allowing you immense command over the arcane. Any and all existing magecraft is under your control, allowing you to negate, create or control it as you wish no matter who uses it. Even the greatest human magus is powerless before you. Magical spells that are not of magecraft are still affected by your rings however, though to a much lesser extent. You can control or negate the spells of any being weaker than you as normal but magic users that equal you can still act, though at a greatly weakened level. Those stronger than you will see less and less difficulty in casting magic. The Rings are powerful artefacts but they are not without limit, at least not while their wielder is trying to fight something so far beyond himself. Pride is indeed a sin.

915. Death Bag- 100

To anyone else, this small leather bag would be a item of great wonder for all it contained within. To you, it's just the tools of the trade. This sack, about the size of a pumpkin, is easy to carry, weighs very little and carries a massive variety of tools for your dark work. A seemingly limitless supply of small black blades known as dirks, a wide variety of poisons for different uses, drugs to improve your condition or introduce a variety of useful mental and physical states in others, tools to assist in traversing all manner of terrain, devices to obscure your form and tracks you lead, minor charms against spirits and the elements and even tools to extract information and pain from any targets you might need alive. Anything in here will quickly replenish after being used, though putting more things in this bag that contains so much already won't have them restore themselves too.

916. Mountain of Death- 200

A great mountain rising up from the flat sands surrounding it. A secret place, despite it's size, which is now home to your own version of the Hashashin order. This dark mountain has a secret organisation of several hundred members, each fanatically loyal to you, and all already trained in the assassin's arts to a basic level. They're far from being equals to a Hashashin leader but each one could match one of that older order's rank and file. They could work as a personal weapon of yours, striking at your enemies, or gather resources by selling their services. Whatever the case, you'll find that the mountain's resources and the quantity and quality of your assassins here will improve as your own assassin skills do. Adherents find themselves drawn to the mountain and those already studying there are inspired to go ever further in pursuit of the vaunted level of skill their great leader has reached.

917. Hanging Gardens of Babylon- 400

A floating fortress the likes of which has never been seen in the world and will never be seen again. The size of a city, built to the very peak of magnificence and luxury, the Hanging Gardens are undeniable the jewel of any empire. Covered in gardens with plants, both mundane and magical, from across the world, the fortress is a beautiful sight as much as it is a weapon of war. Nigh impenetrable even should the attackers be able to fly up to the city in the first place, the fortress is equipped with an army of many tens of thousands of automated golems and homunculi that manage the defenses, along with a wide range of powerful lasers that can burn through almost any attacker. The pilot and ruler of the Hanging Gardens are one and the same, as you may control the direction of the fortress from the throne. The structure acts as a perfect territory for you as it's ruler, massively boosting your magical power so that even a novice mage could cast spells with power equal to the greatest magicians of the old world. While in the structure, you will also find that all statistics and abilities you possess receive a small but noticeable boost, that your inherent mystery is significantly increased and that any attack against you becomes noticeably weaker. You may import an existing building into this role.

918. Azrael- 600

A huge black blade, a broadsword that looks like it was made to be wielded by a man seven feet tall. Yet, when you hold it, it does not feel any heavier than a feather. Indeed, you swing the blade as if you were a master of the sword, regardless of your actual expertise in such matters. Almost as if the sword wishes to be used in battle and will show you the way to do so. The first time you use this black blade, Azrael, in battle, you'll discover it's power. A single cut, no matter how miniscule, brings death. The mere presence of the blade will weaken and rot your foes but regardless of how strong, important or resistant the enemy may be, a cut from Azrael has a chance of killing them. The greater the cut, the higher the chance of instant death becomes. Even a mortal has a good chance to survive should you barely nick the tip of their finger but even a true and fleshly god might be utterly destroyed in an instant should your dark weapon pierce their heart. The blade kills truly, leaving no chance to return for it's victims, and will strike without regard to the presence of the physical or not. You may import an existing weapon into this role.

919. Kingdom- 200CP

There are many kingdoms in these ages and kings are quite often the greatest heroes to be found in the ancient times. Perhaps you too could join the ranks of the most legendary kings and queens of history. If you are willing to pay the price of entry to this section, of course. 200CP must be spent to access this Kingdom table. Thus, this option will allow you to become a king of your own kingdom, with the ability to customize it with the following options. Whatever your kingdom may be, it will appear as new land in the world, not replacing existing kingdoms. You may freely decide things such as the governmental structure, religion, culture, history, legal system and so on for your country, so long as no major benefit is given to your kingdom because of these free choices. In a similar vein, you are able to customise the humans that will be present in your kingdom, provided they remain

human and do not receive any significant benefits from this. You can choose what they look like and what sort of people they are but you cannot make them talented or loyal or other options present in the following section or that would give them advantages. You can choose to bring your kingdom along with you to future worlds. It'll appear in a suitable location as new land, not replacing existing land already present. The population size will adjust to be equivalent to the tier you bought but in relation to the average population of the world around you. The power and mystery tiers will also adjust in similar ways, each being based on the average for humans of the time. While each world will have different citizens present, they will retain any modifications you deliver to the whole of your nation, as if they were related to the previous citizens you leave in each world.

Size- 200

Both the size of your nation and the population of it in terms of the human citizens. You can't have a kingdom without people to rule over. Starting off, your nation won't really be that big at all. Little more than a small state, perhaps the size of Israel. Only a few tens of thousands of people live here but that's a start. That's for free. If you're willing to spend a little more, 100KP, you can have a proper country. You're looking at a region the size of Egypt, with a million or so residents of the kingdom. For 200KP, you can get a proper empire going, something about the size of the entire Middle East, with twenty million citizens present and accounted for. For +50KP, you can reduce the size of your kingdom to just that of a single city and the immediate surrounding area, a few dozen kilometers across in territory at most, with only a few thousand citizens.

Loyalty- 150

How your subjects view you, their current ruler. As the default, they don't view you as any much different from another king or queen of the time. You are not very popular but neither are you very unpopular. Your own efforts could change this but you don't have much to work with. For 50KP, you can change this so that you become a well liked and popular ruler, with few enemies within your own nation. If you pay 100KP instead, you'll ascend to becoming truly beloved by your people, seen less as a ruler and more like a messiah of the national religion. Your people would happily follow your whims and even die for you without complaint, though enough abuse could see this love falter. A final 150KP purchase would let you hit the limits of your citizen's feelings towards you. You are not a mere messiah but a god in the flesh to your people. You can make no mistake, do no wrong and any hint that you might have done so or be less infallible than what they believe is surely the work of some unholy spirit or enemy spy. You could walk down a street executing your citizens and they would thank you for it.

Quality- 200

The health and wealth of the land of your kingdom, entailing what it has to offer you and your people should you gather from it and cultivate it, as well as the actual wealth of your kingdom. The basic level you have for free is that of a mostly empty land that has enough life in it to support your kingdom and it's people at their current population but has little protection against disasters or disease. It's no barren wasteland but it's about what you'd

expect from the Middle East. Your kingdom has little in the way of finances. It is monetarily stable but has little in the way of surplus.For 100KP, your land may instead be very healthy and abundant with both natural resources, such as useful metals and materials, as well as flora and fauna to much more easily support your growing nation. Crops grow wonderfully and your people will be healthy and strong in this environment. The land is wealthy and thus so is the kingdom, which has profited from the natural resources and made good use of expert financing to store a great deal of gold. While much more could be made should your citizen's have the skill to draw out the potential of the land's materials, you have little worry in money terms even without such things. For 200KP, your nation is more like the Garden of Eden made large. Very large. It has become a supernatural font of nature, where magical plants and animals become as common as mundane versions of such. Food is plentiful and delicious, your entire nation could survive just on what grows on the trees without needing to farm or harvest. Even magical materials are abundant here and your nation has become extraordinarily wealthy due to the resources it has and the large numbers of trade connections it has set up. Making a entire city out of gold would hardly be an issue and your nation's coffers whole a small mountain of magical items. Some might see such a jungle existing in the some parts of the Middle East as a little strange however.

Mystery- 200

The presence, amount and quality of the magic found in your kingdom and it's people. While all lands in the ancient times had a great deal of such things, there are numerous countries and kingdoms where the mystery was far greater or lesser than those lands around it. The free level of this has your nation be ordinary in this regard. Magic is present and magicians are found in your land but it is no different from the average country that may be your neighbour. While this does mean you're unlikely to find powerful monsters or capricious spirits tormenting your people, it also means that the land and the magicians loyal to you have relatively little to offer. For 100KP, mystery becomes much stronger in this land. The supernatural is something that all citizens have encountered at least once, as the mystery of this land is much higher than most of the neighbouring peers. Magic is significantly more powerful here, spirits and creatures can often be found in abundance and people have a much easier time making use of their own magical energy. This mystery has also conferred a certain amount of 'importance' on this land, ensuring that it and it's people will have some significant role in the story of the region it is in and the Heroes that come from those lands. For 200KP, you may choose to have your land gain the same mystic significance as mighty Sumer and the great city of Uruk. The supernatural is commonplace here, often an accepted and integrated part of the lives of the citizens. Every man, woman and child has magic in them, with the potential to use it inborn. Even a otherwise ordinary mage could find themselves several times as powerful in this land, especially since the very mana in the air is of a simply higher quality, by quite a vast degree. There are many powerful creatures that make their homes in these lands and even Divine Spirits can sometimes be encountered here. Certainly, it is far easier to work magics on the world around you in this place. That 'importance' of the lower level becomes far more focused here, as your land is assured to play a major role in the story of the entire World.

Power- 300

The overall talent and potential of your citizens. This may be due to an unnaturally high concentration of mystery or, if you should lack that, a strange combination of circumstances that lead your people to be naturally better. Or not. For starters, your citizens are fairly average for the time you find yourself in. The craftsmen produce sufficiently good work for what the kingdom needs, the artists are nothing special and the army exists and is trained but would not stand out from any other country. Those who could be called Heroes almost never appear from the kingdom. For 100KP, many of your citizens will display abilities and talent well beyond the normal level of the time you are in, producing top class mundane goods, brilliant pieces of art and even the odd magical piece through skill alone. The army is large, well trained and experienced, with many notable commanders. Heroes are very rare but not so much that your kingdom willt not have a handful alive at any time. For 300KP, your kingdom is undoubtedly fated to become one of the greatest in the world. Every member of the kingdom is an exceptional example of humanity, at the peak of what is possible for the common man in your time, if not often slightly beyond. The craftsmen rarely produce works below the level of magical items, the ordinary children have the strength of full grown men and the army could match any in the world, where every soldier seems to be on the cusp of becoming a Hero, even if a weak one, and their forces are capable of taking on even some of the mighty monsters of the gods. Heroes are commonplace in such a kingdom, with dozens to hundreds alive at any time, even some truly mighty figures coming to call your nation home.

920. Little Shadow- Free

A slip of a girl, barely noticeable in the corner of your eye. She found you one day or you found her and she refused to accept that she'd been found. She was barely standing but still held a sharp knife firmly as she glared at you. A spared scrap of bread and those eyes changed quickly. Now she follows you around, claiming that it is her duty to protect your life, meeting you was just a sign from God. Soft purple hair is her only distinguishing feature but her hard eyes give away her training. A failed member of the Hassan, left behind with nothing more than a dutiful will. She thinks of herself as a trained Hashashin even though she only knows simple knife fighting and basic stealth. Her eyes roam around, checking for weak points and hiding places, even if she doesn't know what those are. Her cheeks get vibrantly red if you point this out and she will stomp slightly further away in a huff. Any hint of lessons or wisdom on her dream will be eagerly grasped however, her eyes starting to shine with wonder and hope. Maybe one day, she really will grow into the amazing assassin and protector the order believed she couldn't hope to be.

921. Sphinx Awlad- Free

It's only the cutest, cuddliest little thing in this sub-continental region. With skin in the pattern of the cosmos of stars, these kittens are offspring of one of the legendary Sphinxes of Egypt. The golden headdresses they wear, in the shape of little lion ears, is quite the hint. Fortunately, they're as weak as actual kittens in strength and only as sturdy as a normal human, so this fella won't need to be put in any sort of danger. They love to play around with gold and magic, bounding through the desert sand unbothered by the sun. This one looks up to you like a parent, affectionately nuzzling you and doing it's best to look big and scary whenever it thinks someone is threatening you. It'll be a long, long time before it grows up

into a big bad lion though. Probably a few hundred years. For every 25CP you spend on this option, double the number of Sphinx kittens you receive. All additional kittens still see you as their adored mom.

Godhood II

Exalted – Spirits of Creation

1. Rank: Incarnae -1300/1600cp

Incarnae/Greater Elemental Dragon/Fetich

There is another position above the gods of the Fifth Rank. Those who command the entire Celestial Order, who spearheaded the rebellion against the Primordials, and who donated their essence to the Great Maker to produce the greatest of the Exalted Host. The Incarnae, each a great and personal project for the Primordials, whose might alone can change the face of Creation. There are seven of them. The Five Maidens of Destiny, Luna, and the Unconquered Sun. And now there is one other. You.

The political power that the Incarnae possess is absolute and complete. Their orders can only be superseded by one of their fellows, and at their word the entirety of Heaven would mobilize against any threat. The respect and adoration they receive from the gods is, sadly, deteriorated from their obsession over the Games of Divinity, which reached such an extent that no Incarnae set foot outside the Jade Pleasure Dome even once during the Contagion. Perhaps you might be able to obtain more respect than your kin with the right choices. Try not to accidentally slander your kin, they might get very offended at such a thing, provided they ever actually leave the Games of Divinity for good.

Your personal sanctum is the size of a major city of Creation, and placed directly somewhere in Yu-Shan. It possesses luxuries only matched by the palaces and living spaces of your fellows, and comparable security. Noting that you possess armies of personal servants ready to cater to your every wish and whim is redundant, as most of the Celestial Order has such a temperament anyway.

Your non-supernatural power can only be matched by the greatest Exalts who ever lived, and the sheer breadth of skills you possess is comparable to the depths of competence that you can reach. You are comparable to the Five Maidens or Luna on your own, and frankly the sheer power that you can obtain with your supernatural abilities and natural powers (yes, plural) are so extensive, potent, and so dependent on what your domains (again, yes, plural) and nature are, that it’s an exercise in futility to outline what you are now capable of. Not only are all the Charms you know (which is probably a nearly exhaustive list of the spirit Charms that actually exist) All-Encompassing, you might know every Terrestrial and Celestial Martial Art associated with an animal, the copies you’re able to make might not be reduced in abilities or raw power at all, and this is only a brief summary of a fraction of the powers that Luna possesses.

If you've spent more cp for the 1600cp version of this option, then you're a true peer to the Unconquered Sun himself. He possesses Charm versions of a lot of Solar Circle spells, even when not being capable of Solar Circle Sorcery per se, he can issue a mandate of subordination to any being of Fifth Rank power or less, possesses multiple perfect and absolute powers in his panoply that while possessing some restrictions in its use, such as not being able to suppress his own Virtues if he wishes to benefit from them, are passive and provide extensive defensive and offensive abilities, and more. Needless to say, the sheer amount of power you can customize to your preferences with this is almost nonsensical.

As an Elemental, you may choose to be a particularly powerful Greater Elemental Dragon. You don't get the sheer versatile freeform power customization afforded to gods, although you likely more than make up for it in instantly applicable elemental power. And while you don't possess nearly as much political power in the Celestial Order and must deal with those fearful of your power wanting to seal you like the Kukla was, given that you retain your mind, you're a symbol to all lesser elemental dragons and elementals in general of the potential of your kind, and are admired and nearly worshipped by them as a result.

Demons will become Fetich souls instead. You are on a similar scale as the Incarnae, if perhaps a bit less versatile due to not being outright designed to be extremely powerful, but you command the entire soul hierarchy of your Primordial, and serve as the pillar of their identity and nature. You may slip into and out of a completely impenetrable fake personality at will if you wish to not alarm every Primordial aware of your existence, your own Primordial included.

2. A Spirit's Form/A Spirit's Essence/A Spirit's Power

A Spirit's Form

What is a god? A god is a naturally immaterial being, formed of Essence and held together by will. They are immortal and do not age. They don't chafe from their clothing, they don't require physical sustenance or rest, even if they may enjoy it.

They don't feel discomfort in the extremes of climate; they don't sweat on a hot day and don't shiver when hit by a cold breeze, and are likewise not bothered by rain falling on their skin. Gods are immune to mundane disease, and while they may grow tired, they do not find their limbs growing heavier as they exert themselves.

Additionally, all gods are able to hear the prayers directed at them. However, these prayers are usually indistinct from each other, and thus for particularly popular gods among mortals they may have the constant melodious tone of prayer in the back of their head. Those who know how to do so can have their prayers be heard more loudly, however, able to draw on the attention of gods quicker. Finally, your spiritual existence is such that unlike mortals, your soul is not annihilated in joy when witnessing or even playing the Games of Divinity, however such is still highly addictive and transformative to do.

An elemental, unlike a god, is a naturally material being. They are born from imbalances and anomalies in Creation's dragon lines, and their forms are heavily influenced by their element.

Elementals are, as mentioned before, not actually immortal, and can die like a human to violence. Aside from these differences, elementals function similarly to gods.

Both demons and ghosts are naturally immaterial, as gods are, and have notable differences in how they function, which is elaborated on to some degree in the Spirit Type section. It is worth noting however that only gods can hear prayers dedicated to them. Other than those exceptions, all the spirits obtain the same benefits from this perk

Finally, the physical form that gods, demons, and even elementals take are influenced by their nature and domain. The actual extent of this influence varies quite a bit, a god may base their form almost entirely on their nature or domain, or anywhere in between, or they might have an appearance that is only tangentially related to their nature and their domains. Elementals, of course, have no domains, but do possess a nature to influence their form. Unlike gods who occasionally take on vastly inhuman forms, elementals seem to be fond of humanoid bodies, although demons go a step beyond and can be geographical features outright (provided they are Second Circle or a higher Rank).

A Spirit's Essence

Unlike mortals, spirits of all kinds, even the great Primordials, possess a trait called their nature. While what a nature consists of varies wildly between each spirit, it is always an identifying trait and shapes who and what they are to some extent. Additionally, all gods possess innate powers related to their nature, which are stronger or weaker depending on their Rank. Here you shall decide what your nature is, as long as it's not particularly restrictive. Maybe your hands are always covered in blood, or perhaps you gravitate towards a particular mode of fashion and/or a certain type of behavior. You may make it as complex or simple as you feel like. It is worth noting that elementals must pick a nature aligned with their element. They also decide what their element actually is through this perk.

If you're a god, here you may also decide whether you used to be a mortal who has been promoted into godhood, or perhaps even used to be part of the soul hierarchy of one of the Primordials that turned to the side of the gods, and later made independent from the Primordial you were born from. Or perhaps you've simply always been a god. Elementals don't get these options, as they all originate from the elemental energies of Creation.

As a demon, your nature must align with the themes of the Primordial that you are formed from, but you will still have great leeway in this, as Primordial themes are rather broad.

As a ghost, your nature shall be tied directly with that which you considered important in life. Ghosts can reform near their tombs or things they considered important in their lives, but will always feel the pull of Lethe while in this world, which intensifies when they are killed. Succumbing to this pull and reincarnating will end your chain.

It is worth noting that, as a demon, the more powerful you are the less freely you can act in Creation. Those of the First Circle are too weak and unimportant to their Primordial masters to be held down by the Surrender Oaths particularly tightly, and can slip through cracks in space into Creation without needing to be summoned, especially during Calibration. Those of the Second Circle can walk unbound in Creation, but they usually can only slip into it during Calibration, and must be summoned by a sorcerer otherwise. Those of the Third Circle can only enter Creation if they have been summoned by a powerful sorcerer during Calibration.

As a ghost, you are mostly restricted to the Underworld instead, and are banished back into it by the light of the sun if you remain in Creation. Within a Shadowland, though, you may remain without issue, beyond the problems of being naturally immaterial.

A Spirit's Power

A god's main source of power is their domain. Their rank is tied to their domain, and their domain is tied to their Rank. The more important a domain is, the higher Rank you require to be able to govern it. It is worth noting that within

Yu-Shan's bureaucracy, it is possible to change what your domain is, whether through transfer, demotion, or promotion. Your domain also flavors all of your spiritual abilities that aren't All-Encompassing. It is worth noting that you have some restrictions on your domain, beyond your Rank. You must choose a domain appropriate to your Position, and your employment. Terrestrial Gods rule over concrete, specific things, while Celestial Gods rule over universal concepts. As an example, a Terrestrial God could be the god of a specific city, but a Celestial god would be the god of cities in general, or perhaps a specific kind of city. Additionally, your domain must be appropriate to your Bureau if you became a Celestial deity. You cannot be a god of volcanoes if you work in the Bureau of Destiny, for example, but you might be the god in charge of managing volcanoes important to Destiny, and if you're in the Bureau of Seasons you might be in charge of scheduling volcanic eruptions.

Of course, this distinction is as thematic as it is political, which is most evident with the Bureau of Heaven reallocating a lot of deities and domains from the Bureau of Humanity by justifying the ideas the domains cover as universal instead of just used by humanity.

Additionally, your domain functions as a 1-up of sorts. If you are ever killed, provided your soul hasn't been destroyed, you shall reform as yourself as long as your domain exists. You may reform in your sanctum, or in some other location important to you if your sanctum has been destroyed. Neither ghosts or elementals can benefit from this perk, and demons must be Second Circle or above to be able to do so, and have the additional restriction of having to purchase a domain aligned with their Primordial's nature.

As an Incarnae, you possess special restrictions. Instead of only one domain, you get three, but at least one of them must be a celestial body that is as visible in the sky as the sun, the moon, and the stars (feel free to make up a new celestial body or formation visible in the sky), and at least one of the domains must be an incredibly open-ended and influential concept, such as Fate, Change, or Perfection. Your third domain can be whatever you wish, and will

serve to flavor your powers to a greater degree of detail. You might still be attributed to several dozen other domains, but these three will be the actual domains your powers will be based around. Fetich demons instead can take two domains, with none of the special restrictions of the Incarnae.

3. Spiritual Perspective -100cp

Gods see days the same way a mortal might see minutes, and months the way a mortal might see days. There are a variety of factors that contribute to this, from their divine form, to their longevity, and the standard of living they tend to maintain. Of course, this can get inconvenient when dealing with urgent matters, but for the most part it's a view that was encouraged by Yu-Shan's inefficient bureaucracy. Now you're able to freely switch between the long perspective of the gods, adapted for an eternity of life, and the hurried perspective of humans, more fitting for acting swiftly and adapted for a limited amount of time. Both perspectives will surely be useful when implemented properly.

4. Talented -100cp

Gods don't usually dedicate their time to learning skills like mortals might. Why would they, when they can simply languish in luxury and decadence? There are exceptions of course, such as those gods who spend time learning Sorcery or the arts of war. You in particular have found out that you have a great amount of talent at a specific skill, whether that be utilizing melee weapons, wilderness survival, operating vehicles, or something else. When it comes to your skill, you learn far faster than most mortals or gods, advancing your expertise almost as fast as the Exalted themselves, able to reach the peak of mortal mastery in decades, and being able to go beyond far more swiftly than most beings. Will you simply keep indulging in this skill as your hobby or will you flaunt your prowess?

5. Martial Deity -200cp

Most gods focus on bureaucracy and politicking, and mostly ignore personal skill in combat, if not war, due to Yu-Shan being relatively peaceful. There are exceptions, of course. Some gods dedicate their free time towards honing their fighting skills, and obviously there are gods whose domains include war and combat. Now you're particularly good at such things. Even if you weren't a war god, people might confuse you for one, such is your skill, and if your domain was indeed war, you'd be equal to five of your peers within your Rank, and are likely on the higher end of power for your Rank in general. Whether you've decided to train in the usage of armor and weapons, or learnt one or several Terrestrial or even Celestial martial arts, you're no slouch in a fight, and might even be able to match up to an Exalted that isn't particularly specialized in war, or maybe even match one provided you have a properly high Rank.

6. Spiritual Nepotism -200cp

A big factor nowadays for whether or not you're actually promoted in the Celestial Bureaucracy is whether you have powerful allies willing to facilitate your promotion. Thankfully, you have great luck in finding and befriending friendly powerful beings, who can be convinced to help you ascend the ranks of an organization that you're a part of.

Additionally, you find that you're able to get away with both sides of nepotism, both helping and being helped, even to a degree that would draw negative attention normally. Want to quickly rise to an important position in the Bureau of Seasons but don't feel like working so much? Sure, some networking later you'll be in a good position to do so. Want to make your status in your Terrestrial Court more important? You might even be able to become the personal friend of whoever leads it. Likewise you'll be able to help those you want to rise up the ranks without as much issue as you normally might have.

7. Fundamental Essence -200cp

Gods, elementals, and demons respire living essence, for they are alive, which can be attuned to any of the five elements or one of the Incarnae. Ghosts respire only dead essence, the essence attuned to death and stasis that permeates the world of the dead. Living spirits in the Underworld cannot replenish their motes naturally, same as how ghosts cannot do so outside of the Underworld. But, in the end, it's all essence, isn't it? You've managed to internalize this little insight to the degree that you're not restricted by what essence is attuned to anymore. You may respire any kind of essence, as any kind of spirit, safely. While this is a minor benefit unless you're a ghost, it also means that you will be able to replenish your spiritual energy no matter where you are, to a minimum degree that is effective at filling your stores swiftly, although slower the more powerful you are due to a larger mote pool, even if you are in a location with abnormally thin ambient essence. This will also apply to any other supernatural energies after the jump ends, although it will be notably less effective unless the energy is of a spiritual sort.

8. Ethereal Transformations -200cp

While unimportant outside the Terrestrial Sphere, materialization and dematerialization are still noteworthy, if only due to how expensive such an action is. It is free of cost for a spirit to return to their natural state, but gods who wish to interact with their mortal worshippers must spend the large investment of motes towards becoming material. Fortunately, you found out some form of trick to remove this cost entirely. You may now become material or immaterial at will with no cost of spiritual energy, which is doubtlessly a large benefit, due to being able to escape to the other state in case you need respite from an attack of some sort. This won't really be relevant outside the Terrestrial Sphere itself, of course, but if you frequent Creation

it'll be handy, and in future worlds you will still be able to abuse the difference between these two states.

9. Sorcerer-God -400cp

Your innate Charms and power are great and all, but there are the wonders of sorcery available for the taking. With sorcery, even a god is able to perform great works normally beyond them. You have toiled and struggled to learn, and now have full access to the Terrestrial Circle of Sorcery, and know several useful spells. If you're Fourth Rank or above, or perhaps at the upper bounds of Third Rank power, you'll also have access to the Celestial Circle of Sorcery, allowing you much more powerful spells. In order to learn new spells you'll need to invest time, effort, and experimentation, but a determined sorcerer can do quite the wide variety of impressive feats. Ghosts are given Necromancy expertise, but can opt into learning Sorcery instead, just like how the other three Spirit Types may choose to learn Necromancy rather than Sorcery. Purchasing this perk twice will impart knowledge of both.

10. Prayersmith -400cp

There are some gods in Yu-Shan who make a living by forging the Ambrosia and Quintessence of other gods into usable forms. There are also likely those who dedicate themselves to crafting and art in general, same as how there are gods who dedicate themselves to the arts of war. You are now particularly notable among your fellow prayersmiths, able to craft wondrous Artifacts out of Ambrosia, and able to replace any exotic or unique ingredients with perhaps slightly less potent imitations of them, also crafted from Ambrosia. The only thing preventing you from making 5 dot Artifacts for anyone who pays might be the sheer amount of Ambrosia you need for such potent Artifacts, and even then if you are Fourth Rank or above this would not be an issue. Additionally, you are experienced with the forging of Chalcanth, distilled demon essence, in case you have access to disposable demons rather than Ambrosia. As an Incarnae (or Primordial), your prowess is such that you can reliably craft N/A ranked Artifacts, provided you possess genuinely unique and potent ingredients that you cannot imitate with carefully shaped Ambrosia. You might even be responsible for crafting some of the best Artifacts of Heaven. Of course, whether or not you're an Incarnae, a good forge will let you make Artifacts up to par with your no doubt heady standards, but you will be able to design and direct the construction of such things. It is worth noting that crafting Artifacts usually takes seasons, maybe years for the more powerful ones. Mundane objects don't usually take more than a month, but Artifacts aren't mundane by any stretch of the imagination. This perk also grants expertise in the construction of manses and other supernatural structures.

11. Transcendental Excellence -400cp

All beings have limits. Whether it's the lack of potential that unaugmented mortals possess or the unattainability that Solar Circle Sorcery or Sidereal Martial Arts present, while it may not be related to your sheer power you're likely to run into some subject of expertise that you are unable to utilize. Well, no more. Your limits are loosened, such that you may be able to learn the aforementioned Solar Circle Sorcery and Sidereal Martial Arts, provided you invest the necessary time and effort (and sacrifice) into them. You might even be able to learn all three Circles of Necromancy, although revealing that little fact to the Celestial Bureaucracy would be incredibly inadvisable. If you apply yourself, you might even be able to comprehend truly alien patterns of thought, if you found some way to train yourself in such a mental process. Perhaps, with enough exposure and willpower, you might be able to train to be as unfazed to the Games of Divinity as any Primordial one day. Perhaps.

12. Pillar Of The Bureaucracy -600cp

Being skilled at navigating the unsavory side of politics is all well and good, but sometimes you need to take care of serious responsibilities, and most of the gods seem like they're just doing their jobs out of simple obligation rather than trying to fulfill their tasks. Thankfully, with you around, your superiors need not fear slackers and those who try to cheat out of their jobs. You are uncanny in sniffing out and removing uncommitted and lazy members of an organization you're a part of, and are able to whip those who remain into working diligently and completing any tasks they are assigned to, and even incompetent subordinates won't remain so for long, if only to avoid your wrath.

On the other side of things, you are adept at dealing with abusive, indifferent, or plain incapable superiors, able to not only appease their anger in case they perceive a slight to themselves that may or may not be there, but also provide satisfactory reports on the progress of you and your subordinates. Even bosses who are outright planning on removing you from your position would struggle greatly due to both your commitment to your job and your polite behavior being impeccable by even the Bureau of Heaven's heady standards. You might be just what Yu-Shan needs to bring the Celestial Order back, if you're in a highly Ranked position. Sadly, this sort of behavior will do you no favors, unless you're skilled in shady dealings and schemes as well.

13. Sublime Appearance -600cp

Most spirits of the higher ranks tend to look better than most mortals, but even among them there are those who are famed as enchantingly beautiful, and some are even said to be able to sway even inanimate objects. You now count yourself among such revered spirits, with a beauty (or handsomeness, or some other kind of attractiveness) able to sway all but the most cold-hearted of beings. Your form is such that it could instill desire in even the most temperate of monks, and your lush curves and/or hard muscle provides the great temptation of your more sensual skills, for if you were taken to bed you would not disappoint. Should you touch up your appearance through methods such as makeup or illusions, you'd be able to seduce even inanimate objects such as rocks, although you likely wouldn't need such a thing to seduce the gods governing said inanimate objects.

14. Earthly Divinity -100cp

Terrestrial Gods live in the Terrestrial Sphere, the official name for what is commonly called Creation. It is the plane where mortals live, and it is filled with wild life and wildlife. You've lived in Creation for centuries, and as such are well used to the rural conditions that most Terrestrial courts live in. Additionally, you've dealt with mortals directly plenty during your life, so you don't find their pace of action to be too jarring, even if you're normally more the kind of person to take the long view.

15. Terrene Cults -200cp

Terrestrial courts are in a very good position for regularly interacting with their worshippers. While the more powerful gods still take a more aloof approach to things, you're very familiar with human worship and how to maintain a cult dedicated to you or a group you're a part of. You're also amazing at helping your worshippers through philosophical dilemmas, and can likely serve as a competent therapist if you ever wish to bother with a mortal job.

16. Divine Behemoth -400cp

There are gods who possess great physical power, able to wrestle with massive animals, and then there's you. Your true form, whatever it might be, is comparable to that of the behemoths, those titanic war beasts able to crush cities by simply walking around. You are able to exert yourself for days without tiring, and even the Incarnae might need to utilize some of their power to enhance their bodies to match up to your sheer physical prowess. Both behemoths and now you are incredibly difficult to kill, requiring siege weaponry and artillery to even inflict notable wounds, or perhaps incredibly accurate shots directed at vital organs, if you have any. There's only one god who shares your massive size, although sadly he's not the very friendly sort.

17. Turning Of An Age -600cp

Sessen Douji is a mystery. His legend of apotheosis is intriguing, and for some reason the Maiden of Secrets has declared that his domain be kept hidden. The most interesting, and perhaps alarming, trait he possesses is his growth in power whenever an Age ends and another begins. One trait you now share. Whenever a turning point in history approaches, you'll find your power and Essence slowly rise, a couple of Ranks per decade, until you are equal to the Incarnae in power. This peak of power will be brief, for once the new Age of history has been set in place your power will wane back to its normal level, at the same rate. The closer you are to the power of the Incarnae, the later your power will begin to grow and the sooner your power will cease waning.

All of your spiritual abilities and even your natural attributes will rise in accordance to your temporary Rank, of course. If you're already an Incarnae or at an equivalent level of power,

you will still be able to benefit from this, growing in power the equivalent of a single Rank, becoming to the Incarnae what the Incarnae are to gods of the Fifth Rank. The level of power you shall reach like this is entirely unprecedented in this world, and you might be able to shake or even shatter the pillars of Creation purely on your own power when you peak.

18. Heavenly Divinity -100cp

Yu-Shan is the perfect city. The very ideal of what a metropolis is and should be. Part of this is due to Quintessence and Ambrosia, which are only obtainable to those in Heaven and provide all the material wealth anyone might ever need, part of it is that it was designed by the Primordials themselves to be such. You've lived most of your life in Yu-Shan, and as such are used to the utterly egregious opulence and urban sprawl that composes Heaven. You're not going to bat an eye at even the most excessive show of material wealth, for such a thing is not impressive but expected in the Celestial court.

19. Celestial Parties -200cp

One of the most regular events that occur in Yu-Shan are parties and celebrations. From the yearly Carnival of Meetings, to the monthly festivals celebrating the turning of the months, parties and celebrations are the bread and butter of Celestial life. Now, you're quite adept when it comes to them, even more than the other gods. Your expertise in organizing, managing, and scheduling parties is equal to any of the members of the Court of Seasons, and just like them you're able to be the life of any party if you feel like entertaining the people present. If you play your cards (and invitations) right, you'll be able to spread your influence far and wide, and might grow into a celebrity along the Court of Seasons gods as well, if you foster that kind of image.

20. Unflinching Patience -400cp

Power is tempting. It calls, seductively, to be used and abused, to be utilized to further one's own ends, and many in history have fallen arrogant due to the power they held, even the Primordials themselves. Not you, however. Your iron will would let you be in command of the greatest army in Creation for centuries and never once order its mobilization for personal reasons. You would be able to resist the temptations of the Algedonic Palace and perhaps even successfully force yourself to refuse a turn at the Games of Divinity, although both such pleasures can corrupt you if you slip for even a moment. Even the transcendental joy of the Games of Divinity would find little purchase on you, after it is finished and gone that is, and any addictions you might suffer from will be short lived at worst.

21. Spiritual Politicking -600cp

Blackmail, conspiracy, scheming, assassinations, plain old having the authority to order people around, the Celestial Bureaucracy functions just like any other, and those experienced

in the less savory side of it will get far further than those who aren't. You're matched only by the Five Maidens in how well you can navigate the bureaucracy and network with your fellows. Even as a god below the Fourth Rank you'd quickly be able to obtain promotions and impede your rivals until you start having to contend with those of the Fifth Rank, who can begin to approach your level of skill in these matters. You're almost definitely going to accrue significant amounts of political power and influence, and if you ever deign to participate in mortal politics you would completely dominate such a political stage.

As an Incarnae (or Primordial) yourself, you would be able to out-think even the Five Maidens and Luna when it comes to bureaucracy and socializing, and even the Unconquered Sun would need to leverage his panoply of perfection to match or surpass you. Needless to say you would be absolutely terrifying in a bureaucracy at this level, even if your nature and domains had nothing to do with any of this.

22. Demonic Living -100cp

Life in the Demon City is unlike in any other realm. From the acid or hallucinogenic rains produced by Kimbery and Helloge respectively, to the crushing and splitting of Malfeas' urban layers, there are many devastating and bizarre natural disasters that occur in Hell, primarily caused by some Primordials being in a bad mood. Likewise the very structure of the landscapes differ, such as the endless city streets of the Demon City proper composed of basalt and brass, to the dangerous mirrored forest of Szoreny, or the various locations who are actually Third Circle demons, survival in Hell is a remarkably different affair than in Creation. Thankfully, as a demon, this is your natural environment. Just like humans can thrive in the Terrestrial Sphere, so are you able to adeptly maneuver around the various dangers of Hell to carve out a comfortable living for yourself and those you hold close. Bad luck and chance may still tear down your little bubble of stability, of course, but unless you die you will be able to recover. Likewise will you, in future jumps, be able to not only survive, but thrive, in alien environments and realms of existence, even those with cruel, uncaring, and inhuman masters.

23. Hateful Wretched Noise -200cp

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

Finally, while you may not be as good as Malfeas himself at the art of dance, you are able to impress him with your moves. You know all mortal dances like the back of your hand, and can perform them on a dime completely perfectly. You are also skilled at adapting to dances you are not familiar with, able to dance along to any music and keep up with any partner, at least until you exhaust yourself, or the dance itself harms you to perform for whatever reason. Should you go out of your way to perform for the Unquestionables, you might become a celebrity in Hell.

24. Citizen -400cp

First Circle demons are rabble in Hell. Only Second Circle demons and above are actually important in infernal society, with Third Circle demons being considered Unquestionable. There are exceptions among these, however. Some First Circle demons can prove their worth, and be granted the same citizenship status that Second Circle demons enjoy. Even if you were not already a citizen, you would quickly become one, for you are a shining example of your kin. Whatever it is that the First Circle species you belong to were made to do, you are the best among them, barring other prodigies. As a Second or Third Circle demon, you are similarly a shining example of the puissance and glory of your infernal nature, and as a Fetich you're particularly impressive even by the standards of other Fetich souls, although not quite to the degree that you reach the power of the Unconquered Sun.

Due to being a shining beacon that all your kin can aspire to be, you attract many subordinates and allies among whatever group you belong in, quickly growing to becoming personally known by most if not all members of such groups. As a demon, if you wished, you could form an empire within the Demon City primarily through diplomacy, such is your grandeur, when even the most socially adept demons would have to regularly resort to violence.

25. Infernal Hierarchy -600cp

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

First, to get it out of the way, you will be able to create up to 7 subsouls the way Third Circle souls create Second Circles, if you are a First Circle demon or not a demon at all. They will be weaker than you by at least one rank, however. Second Circle demons can already create First Circle souls, and Third Circle and Fetich souls can already make Second Circles, so they are given no additional power in this regard. Onto the actual benefits of this perk; Far more directly than otherwise, the skill and power of important subordinates that you personally train will empower your own skills and powers, to be about half as competent as that subordinate in the fields they focus on. Likewise will your subordinates benefit from the same

effect from you as well, empowering all members of a hierarchy and strengthening it as a whole. This effect is pronounced on your own subsouls. Both you and your Fetich will gain the entirety of such skills and abilities from any of your sub-souls. However, your 3rd Circle Demons will gain about eight tenths instead. Your 2nd Circle Demons will gain half, and any 1st Circle Demons will gain a mere tenth of such things. You shall know and have expertise in all skills and powers that your lessers in the soul hierarchy possess, and likewise will your subsouls know and have expertise in all your own skills and powers. This is not limited to one degree of separation, in case that wasn't clear, as a Third Circle you will be empowered by the First Circle souls your Second Circle souls produce. The strength of one is the strength of all, that is the true strength of the Primordial soul hierarchy.

26. Dark Unlife -100cp

Ghosts are beings of memory and stasis, and as such tend towards gravitating to the roles and jobs they had in life. Farmers who died are farmers in the Underworld, the ghosts of blacksmiths ply their trade in the Necropoli cities of the dead, and so on. Moreover, ghostly society has changed little if at all since the formation of the Underworld. You're used to this stagnant society, not finding it mind-numbingly tedious, and additionally you're able to perform repetitive and tedious tasks without getting tired or bored of them. Certainly a help for killing the eternity of time you can now look forward to as an undead.

27. Fetters To Mortality -200cp

Ghosts are tied to the mortal realm through something called Fetters.

Sometimes an object, other times a friend or family, other times a location, Fetters aid ghosts in anchoring themselves in Creation to avoid succumbing to Lethe. For you, though, Fetters are a bit more useful. You see, ghosts can draw energy from their Fetters daily, replenishing any spiritual exhaustion they might be in, and obtain an amount of energy appropriate to how important the Fetter is to them. However, ghosts cannot have more than a handful of Fetters they can actually draw energy from in general, which can lessen the benefit they give.

You, however, can treat as a Fetter anything you consider important, and are able to draw energy, usually spiritual, from all of them rather than a handful. It is worth noting however that the amount of energy you can draw from Fetters every day is directly relevant to how much you value it. An interesting trinket that's ultimately a curiosity will yield very little, while the love of your life would provide a significant although not vast amount of energy. While it's not possible to draw great amounts of energy from Fetters, it can be done daily with no particular limitations, so it is still a great boon to those ghosts able to utilize it.

28. Abyssal Torment -400cp

As ghosts are aligned with the essence of death, and the Neverborn wish to corrupt the undead to their own service, quite a few very nasty arts have spawned from the agents of the once-

Primordials. While you may not be actually in service to them, it certainly would seem like it, what with your sheer expertise at tormenting other beings.

Torture, psychological mind games, identifying what a person values most and how to break it in front of them in the most impactful way, you are nearly unmatched in your sheer knowledge, skill, and experience in how to force people to feel great physical, mental, and spiritual pain. You might require special tools for the really exotic or esoteric torments, but you know how to perform them should you have such kinds of tools on hand. You are well learned in the arts of breaking people's wills, although such will require total control on what forms of stimulation your victim has access to, such as having them locked up in a dungeon and barred from anyone else, as well as plenty of time to work your art. You also have some minor skill in crafting mundane torture tools, but your focus is on implementation, not crafting the implements themselves.

29. Necrotech Scientist -600cp

Death in Creation is irreversible. Once the spark of life leaves a soul, only Lethe may return it. However, some curious scholars discovered ways to make use of the corpses left behind. Experimentation and innovation resulted in the creation of zombies and other lesser undead, crafted from preserved body parts and animating it with the essence of death that wafts through the Underworld. Thus the field of Necrotech was born. Since the millennia that followed the first few First Age Solars investigating this new field, many advances have been made, and while the Usurpation and the resulting loss of knowledge set neurosurgeons back nearly to square one, most innovations have been rediscovered by the Deathlords and built upon by the many undead scientists investigating and learning the arts of reanimation.

You in particular have mastered the field of necrotech, at least the subject as it has been advanced to at the moment when the Solars will return to Creation. Provided you have preserved corpse parts and a proper workplace, you'd be able to make anything from the common zombie or skeleton to more powerful undead designed as siege weapons, to even the titanic forms of the behemoths themselves. The field of necrotech is still young, however, and there is much to learn and experiment to expand your expertise and knowledge. Sadly, by yourself you are restricted in the undead you can reanimate by your own power, but should you have powerful allies you will be able to teach them the proper rituals to imbue a constructed corpse with the essence of the Neverborn and gift your creations with a twisted mockery of life.

Additionally you have some experience with teaching your craft to others, and know the designs for acceptable tools and can handcraft those, but your knowledge concerns primarily the building of undead. As a Fifth Rank ghost, you are one of the foremost innovators of necrotech science, matching the Deathlord known as the Mask of Winters in your innovative designs and your masterful advances in this science. As an Incarnae Rank spirit, you have delved in this unholy art and your designs would boggle the mind of even the Mask of

Winters, although this sort of knowledge will not make you any friends among the gods of Yu-Shan or the Primordials and their demons.

30. Sanctum -200cp

A god's sanctum is a creation of their own soul, a space bored through immaterial reality and into Elsewhere, crafted into a living space for the god to reside and rest in. As long as you possess a sanctum, it will function as a 1-up, allowing you to reform inside it after your death, provided your soul was not permanently destroyed.

What a sanctum looks like from the inside, and what its insides even consist of, and even where the entrance into it can be placed, are all influenced by the nature and the domain of the god. The God of the Imperial City possesses a sanctum that is an opulent throne room, while the Mammoth Avatar crafted a grand open hall that functions as a mammoth graveyard. Sanctum crafted on top of demesnes act as manses, with a strength appropriate to the god's Rank. These powerful sanctums don't naturally generate a Hearthstone, but they can be engineered to do so. Gods whose sanctum resides on a demesne always count as attuned and can determine whether or not someone can attune to the demesne as well, however capping a demesne with an actual Manse rids the sanctum of this benefit. Immaterial entrances to a god's sanctum appear as coincidental occult symbols; perhaps two trees arch over a patch of ground forming a natural doorway, perhaps a crumbling well might thrum with power, maybe even a small shrine or altar could serve as an entrance. Only those who are or can become immaterial or intangible can pass through these doorways, although those familiar with spiritual magics may be able to open the door to material beings. Of course, a god can deny passage into their sanctum to anyone who has lower Rank than them in power, and it is common to protect one's sanctum through mundane or magical means.

As Yu-Shan requires of every god, in your sanctum you will have a magical writing desk, whose drawers are always full of silk paper and ink when needed, and possesses a prayer fire attached to the upper right corner for sending reports and messages to Yu-Shan or the appropriate destination in one of the Bureaus. Additionally, even those without proper hands to write will be able to do so somehow if they utilize this desk, although the furniture's power cannot aid the illiterate. If you are a Celestial God, just like many of your peers you will be able to maintain two sanctums; one in Heaven, and one in the Terrestrial Sphere, which makes you vastly harder to kill. Likewise in future worlds you shall be able to maintain two sanctums, positioning one in whatever equivalent to Heaven there might be with none of the locals complaining to your intrusion, and one in the mortal realm, even if you're a Terrestrial God. The actual size of your sanctum is determined by your Rank, as determined earlier in this document.

Elementals cannot create nor lawfully own sanctums, and thus you will have to pay 200cp to be in possession of one. You do not get any benefits that gods get for owning a sanctum, however; to elementals, sanctums are nothing more than immaterial boltholes. Demons and ghosts cannot benefit from this item unless they pay 200cp as well.

31. The Substance Of Prayer

All gods of Yu-Shan have a salary of Quintessence, determined by their Rank. Quintessence is the brilliant liquid form of prayers that mortals direct at no being in particular, and can be crafted into the most perfect forms of any mundane object, such as clothing or food, however such will always be fleeting and fade away in time. This is why fancy clothing made from Quintessence is usually only good for one or two parties and celebrations. Ambrosia, on the other hand, looking like a multicolored solid in its raw form, is the form that prayers dedicated to a specific god take. They tend to form in piles in proximity to the god that receives it, and can be crafted into permanent and incredibly higher quality versions of most mundane objects, as well as the various magical materials. However, only the Ambrosia dedicated to the Unconquered Sun himself can be crafted into orichalcum. Post-jump, you won't have this restriction on the Ambrosia you receive. How much Quintessence and Ambrosia you are paid regularly depends on your Rank. The salaries of even Third Ranked gods is enough to be counted among the richer population of Creation, and those of the Fifth Rank are individually as wealthy as nations, as little as wealth matters in Heaven.

As an Incarnae (or Primordial), your salary would dwarf any other than your own peers. As an example, the Unconquered Sun has a tax of 10% on the Ambrosia all gods receive, which for the most part is invested back into the economy of Heaven. It is worth noting that Ambrosia and Quintessence can only exist in their raw form in Yu-Shan; they dissolve into nothing if taken out of Heaven. Post-jump you will find this limitation lifted, but as a Terrestrial God it might be troublesome to collect your wealth.

Additionally, after the jump ends, you receive a Quintessence bowl, deposited in your warehouse, sanctum, or other property you own, that collects Quintessence from the prayers of the mortals in the worlds that you go into, filling at a set rate unless there are not enough undirected prayers to fill it somehow.

32. Panoply -100/200/300/400/500/1000cp (special discounts)

Gods are not restricted to just their innate abilities. Most gods, especially at the higher ranks, possess a Panoply, a set of Artifacts tailored for their own use. With this option, you may craft your Panoply as well, purchasing this item as many times as you may wish to equip yourself with powerful Artifacts. The prices are dependent on the strength of the Artifacts that you purchase; equal to its dot rating times 100, such that a 1 dot Artifact would cost 100cp, and a 5 dot Artifact would cost 500cp. N/A Artifacts are a special exception, as they cost 1000cp. Artifacts purchased here will be automatically attuned at no extra essence cost, when normally one must commit motes of their essence to do so. You may also purchase Hearthstones with this item, following the same rules as above, although Hearthstones cannot be N/A 'dot'.

Artifacts vary greatly in power. 1 dot Artifacts are as minor as a collar that keeps the wearer clean in every respect no matter how much they dirty themselves, or perhaps amulets with a Hearthstone slot that might provide minor benefits to the power of a Hearthstone. Bracelets

that provide notable bonuses when slotted with a Hearthstone would be Artifact 2, as well as a mask that allows the wearer to change their appearance to look like anyone they can think of and permit them complete conscious control over their expressions, on top of making it easier to misdirect others as to one's true intentions. A Hearthstone of this rating would provide their owner with significant protection from fire and heat, or perhaps allow them to hear the surface thoughts of those they focus on.

At the 3 dot rating, Artifacts and Hearthstones start becoming notably powerful. A Hearthstone that allows its owner to parry any ranged attack with ease, or slip any physical restrictions such as rope, shackles, or even grapples, are good examples of such. Artifacts at this level can be an intensely sharp dagger that is able to grievously harm immaterial spirits cut with it, or perhaps a shapeshifting nearly indestructible suit of armor that allows the wearer to take on any appearance (within their own species) they can think of, including any form of dress of protection, although the armor would not be able to increase or decrease the amount of protection it offers. A third good example of a 3 dot Artifact would be the Ultimately Useful Tube; a stick a third of a meter thick, which may be twisted one way or the other for two different modes, that of a flute, or a snorkel that keeps out water waves and spray while modifying its own length up to two meters to maintain an ideal length to the water surface. If used as a snorkel above water, it also filters out toxins in the air to a limited degree. It can also be twisted to be a cm thick, to use as a straw to filter any poison in imbibed drink to a limited extent. Additionally, by pulling on the ends of the stick you may lengthen it to be a meter long, allowing you to use it as a blowgun, shooting sleeping darts made from essence if blown from the blue end or deadly poison darts if blown from the red end. Finally, the stick may also be lengthened to two meters in length to use as a fighting stick. The stick also always hides its own power, seeming as a mundane object when under scrutiny, although the darts it can shoot don't benefit from this. Such is the level of versatility 3 dot Artifacts are capable of.

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

A Hearthstone of this level can prevent the owner's ship from ever floundering at sea, no matter how bad the weather becomes or how incompetently the ship is handled. It wouldn't provide protection from pirates or rocks, but no weather would hinder the ship's smooth

sailing. Another good example would be a Hearthstone that gives its wearer instinctive knowledge of where to set up safe shelters or campsites, which plants or animals are safe to eat, and how to recognize the onset of dangerous weather, even should the owner of the Hearthstone reside in a wholly alien environment.

5 dot Artifacts are considered true marvels to the learned of Creation. Examples of such Artifacts are the Forgotten Blade, which cuts away at memories instead of a target's flesh, as well as the Ring Of Being, a ring that prevents creatures of the Wyld, demons, gods, and even the ambient chaos of the Wyld itself from affecting the wearer with supernatural abilities. It does not block physical or social attacks, but no Charms or powers sourced from beings not of Creation itself work. A third example is the Soul Mirror sword, which can imprison within itself up to 7 souls of those killed with it, which can be consumed to greatly increase the sword's efficiency in combat for a week, or condemning one of them, along with most of their motes, to Oblivion, to fully block an attack that would've killed the wearer and heal all damage. The Soul Mirror also possesses a dreadful aura that cows the weak-minded. Hearthstones at this level of power can grant ageless immortality that also shields from non-supernatural disease, act as a miniature sun to light up a mile's radius of land when commanded to, or even protect the owner from any Wyld effect at no extra cost, while also grievously harming any Wyld creature that comes within 5 meters of the owner. Additional possible effects also include turning into a human-sized firebird of living fire, able to fly at 300 miles per hour, and ignite objects with a touch, although any liquid would revert the transformation.

Finally, while you cannot get Hearthstones above 5 dots, there is another level of Artifacts, simply rated N/A. These Artifacts are extremely powerful, bending the rules of Creation and sometimes providing free use of Perfect effects provided a condition is or isn't met. A good example is the Sword Of The Yozis, the personal weapon of Ligier, the Green Sun and Fetich of Malfeas. It responds to his call, returning to his hand when he demands, provides him with a free Perfect Defense parry every few minutes, and allows him to fight as a one man army, letting him fight against an entire circle of the greatest Solar Exalted toe to toe. Another example of an N/A Artifact is the Eye of Autochthon (not actually Autochthon's eye). It grants any wish that those who find it want, however they are all temporary, and great disaster will befall anyone who uses its power, such as an empire greater than the Realm in its early days vanishing overnight, or a caravan that rampaged through the Wyld bringing forced order and crystal into the landscape being turned into quartz.

All Artifacts tend to share a number of traits. Firstly, they are all magical. Perhaps because of this, or some other reason, all Artifacts are eternal, and extremely difficult to break. Artifacts don't wear down, rust, or break accidentally. Some exceptions are fragile by necessity, but even these Artifacts never wear down from constant and regular use, provided they are used properly. An Artifact's power never fades and does not require maintenance, although knowing how to use it is another issue entirely. Finally, while it may not need mentioning, Artifacts are not Charms, and so do not disrupt their use. Hearthstones, on the other hand, have to either be in contact with the owner's skin or embedded into a Hearthstone slot that they wield or wear, to benefit from their effects. Artifacts from the 3 dot rating and upwards possess one or two Hearthstone slots, and more potent Artifacts tend to possess up to five

slots. It is worth noting that Hearthstones must be aligned with some element, whether that be the five elements of Creation, or the essences of powerful beings, such as the Five Maidens, Luna, the Unconquered Sun, and the Neverborn.

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

For discounts, spirits of the Fourth Rank have full discounts on all Artifacts of 4 dot rating or less, and so do spirits of the Fifth Rank with the addition of having one 5 dot Artifact discounted. Incarnae/Primordials have full discounts on all but N/A ranked Artifacts, of which they only receive two discounts. The Panoply of the Unconquered Sun is the greatest of all, including four N/A ranked Artifacts, although the other Incarnae do possess a few as well.

33. Slice Of Heaven -200cp

Most gods, especially at the higher Ranks, own territory in either Heaven or the Terrestrial Sphere, depending on whether they're Celestial or Terrestrial. You are no different, and with this purchase you will be able to bring along with you any such properties that you've come to own during your time in this world. Yu-Shan properties will be connected to your sanctum or warehouse, and can insert it into whatever Heaven equivalent there might be in future worlds. You have the option to put down Terrestrial territory anywhere in the worlds you go to or to connect them to your sanctum or warehouse as well.

As an Incarnae, you by default are given rulership over the southern quarter of Creation, to do with as you please. Normally that quarter would belong to Gaia, but with your existence there's no need to have the Primordial take the role. Demons get to take along whatever corner of Malfeas they managed to obtain rule over, and ghosts can have their tombs and any territory they've managed to retain control over in the Underworld. Both of these function as Yu-Shan territory for the purposes of being able to insert them in future worlds or not, requiring a Hell and an Underworld respectively.

34. Primordial Pleasures -400cp

The Primordials were sensual beings with alien tastes that defied the definitions of "pain" and "pleasure". They and their servants destroyed many of the seraglios and bordellos scattered throughout Yu-Shan during the Primordial War, but the Algedonic Palace still stands since those times. If it weren't for the Games of Divinity proving a greater temptation, the Algedonic Palace might've pulled the Incarnae into carnal addiction. However, they saw its potential use and restricted access into it to their most loyal and competent administrators of the Celestial Bureaucracy, letting them experience the borders between pleasure and pain, starvation and satiation, all the alien and carnal indulgences the Primordials designed for themselves for a full night at a time. In the centuries since the Primordial War, many of the original beings that inhabited the Palace have died due to mishaps or overeager clients, who

were replaced by the most beautiful of mortals and gods of love and sensuality, the former of which are granted long life to serve their jobs for longer.

The Algedonic Palace might house Fair Folk bound by ancient promises of love and sex, as well as behemots crafted to satisfy Primordial desires. Likewise it has been furnished with First Age mechanisms to craft the perfect lover out of dreams, and dreamstones holding memories of a night together with one of the Incarnae, and some of the greatest Exalted heroes from history. The Algedonic Palace offers this and more; potions that offer the imbiber what it feels like to die and enter the Lethe, chaotic scenery of the Deep Wyld imprinted in sheets of gossamer, books filled with spells for dominating and pleasing a lover through magical means, and other, more esoteric forms of pleasure. Many rooms of the Palace are filled with illusions for setting the scenery; some clients might believe they are on a sunlit beach, while others may find themselves deep in wild woods.

You now have complete access to this building and all of the experiences offered within. Careful to not become addicted to the carnal pleasures you can indulge in within these walls. Post-jump, you will have a doorway into the Algedonic Palace installed in your sanctum or warehouse, for you to access at any time, and may also have the building inserted somewhere in the world you've gone to.

35. Aerial Reinforcements -400cp

The Aerial Legion of Heaven is one of the greatest armies of Creation, only second to the Dragon-blooded armies led by the Exalted during the Primordial War. Composed primarily of gods and machines able to take flight, they have laid unused since the Usurpation, for the Bureau of Seasons refuses to mobilize them without the direct order of a worthy Solar or the Unconquered Sun himself. And now, you have the authority to call them to action. While the Aerial Legion resides in Heaven, it would not take more than an hour for them to reach you anywhere in Creation once you call for their aid and reinforcement, and you will be able to command them during war if you wish. If you're of the Fifth Rank or below, expect a lot of pointed questions and attention if you do this even once. Post-jump, the Aerial Legion will simply appear out of thin air to help you, and you won't need to deal with people wondering how you got this authority anymore. As a demon, you instead call on armies composed of First Circle demon soldiers and Second Circle demon generals, with a small chance of a Third Circle demon joining in on the fun. The army will be mainly composed of demons of the same Primordial you are from. Ghosts can call on armies of undead, from zombies to ghosts to any of the dozens of military variants that an undead army would have access to.

36. Strange Well -400cp

One day you came across a hidden place, a terrible and dark place. Merely being there makes any but those deeply attuned to death such as ghosts uncomfortable, but that's not the most interesting trait of this location. In the middle of it is a well. A circular hole marked with a wall of stone, but not one that leads to a reservoir of water. Instead, looking into the well lets

you see other things. Strange universes and potentialities, vague and twisted “what-if”s, and incomprehensible visions. What you have come across is the Well of Udr, mixing the terrible nothingness of Oblivion with the unstoppable chaos of the Wyld, resulting in a doorway into strange and alien possibilities that Oramus did not approve of existing. The Dowager pulled the Contagion, the deadliest disease known to Creation, out of this Well, and has constantly sought for an “anti-Creation” within the Well since, in search for a weapon that would let them destroy all of Creation. But the Well of Udr gives access to all kinds of strange things, not merely weapons of destruction. Hopefully you have less malicious plans for the Well, as it can be very useful for procuring strange and otherwise impossible resources, provided you’re willing to spend time looking into its mind-bending depths. In future jumps you will find a door leading into a room containing the Well, and find that new kinds of visions and strange twisted mirrors of reality have joined the ones already swimming among the alien contents of the Well, appropriate to whatever setting you have visited. What will you drag up from the Well?

37. Chained Loom -600cp

Created by Autochthon for the purpose of ensuring that Creation remained as the Primordials designed it instead of succumbing to the chaos of the Wyld, the Loom of Fate is a large structure in Yu-Shan managed primarily by the Pattern Spiders that weaves the Destiny and causality of the entirety of Creation. It is through the weaving of the threads of Fate and the supervision of any anomalies in the intertwined fates that foreign invasion by Fair Folk, and after the Primordial War demons, can be detected and responded to. Normally, access to it is restricted, and only those in the

Bureau of Destiny may enter it unsupervised. You, of course, now possess complete access to it. You even have the authority to tell the Pattern Spiders to influence Fate in some manner that you wish, although if you overwork them they might subtly twist your requests as revenge. They are adept at their jobs, however, so as long as you don’t demand something like completely changing the course of Destiny you’ll be unlikely to overstep your good graces with the Pattern Spiders.. It’d be best if you maintained an amicable relationship with them, of course, as a willing and happy subordinate is an efficient one. In future worlds, you possess a doorway into a copy of the Loom of Fate weaved into the destiny of the world you have traveled to, inserted in your sanctum or your warehouse. You may also choose to insert the Loom Of Fate physically somewhere in the world, although this might leave it open to infiltration and danger from others.

38. Gaping Maw -600cp

Oblivion is utter cessation. The complete destruction of all, that erases anything that falls into it. Only Exaltations are known to be able to survive such metaphysical nothingness in this world, and while the Neverborn would love nothing more than to plunge into it, but their ties

to Creation forbid them from doing so. From Oblivion itself creeps up horrible whispers, twisting any who hear them for long enough into omnicidal monsters.

Now you have direct access to this hungry void. In your warehouse you can find a door into a hidden passage, the end of which hangs precariously over the infinite void that is Oblivion. This close to utter destruction, size ceases to matter, so if you wish to dispose of something, you may only need to carry it through the passage and drop it in, even if normally it might be too big to fit through the door. Of course, as mentioned before, there is one thing in this world that Oblivion cannot destroy, and that's the Exaltations, made by the Primordial Autochthon. In future worlds, you might find other things that transcend Oblivion's nothingness, but to do so would require quite the mighty power indeed. Try not to fall in yourself, even if you somehow survive it's not going to be very pleasant.

39. Elemental Juniors -100cp

Elementals in the Terrestrial Sphere often form into crude mockeries of godly courts, as they know little but the social structures of their betters. While most gods just dismiss them as inconsequential, you have managed to strike up an alliance with a particular court. They will be able and willing to manipulate the weather of the region they reside in to a limited extent, such as making it rain on a normally sunny day, and will simply ask you to participate in a few of their nearly nonsensical discussions on the negligible minutiae of the weather, such as the precise speed of a breeze or whether a thunderstorm should have 4 or 5 cm of precipitation. If you're smart with your requests, you'll be able to influence the weather quite extensively. Just be careful while you remain in this world. The Bureau of Seasons does not appreciate variations in the weather of Creation. In future worlds, you'll have a similar alliance with an elemental court within a region of your choosing.

40. Personal Cult -200cp

The Terrestrial Gods live in the same realm of existence as most mortal worshippers, and thus are in a good position to maintain cults to themselves (or their friends) personally. Likewise, you have a close relation to your worshippers, more than most gods. You have a large amount of control over your cult, particularly the traditions and rituals that shape their lives. Your cult will pray to you regularly, but will primarily communicate with you through the highest ranking priests. Of course, you possess full authority to make anyone you want into your priest, in case you like some specific mortal and want them on hand.

Your worshippers, you know, worship you, so unless you do something like command them to fight the Realm itself or something that they clearly can't do, they'll for the most part be eager and willing to do anything you tell them to do. You'll be responsible for them in the eyes of most gods, however, so if a member of your cult gets in trouble you will need to answer to their misdeeds. In future worlds you can bring your cult with you, although you cannot carry over specific worshippers without making them into Companions. The size of your cult is generally decided by your Rank. Those of the Third Rank may have a city

dedicated to them, those of the Fifth Rank can be worshipped by an entire kingdom, and Incarnae possess worshippers all over Creation. First Rank deities might not have more than a dozen dedicated worshippers, of course. If you are a demon, you should be careful that your cult remains hidden, as Yu-Shan does not tolerate Yozi worship in any capacity.

41. Terrestrial Court -400cp

Moving up in the world, aren't you? You're not merely a member of a Terrestrial court, you're outright the leader of one. While you are responsible for all your subordinates and must send reports to Yu-Shan (although if you're smart you can half-ass that), you have a lot of influence over a large region due to being the head honcho of a court. Your court possesses half a dozen gods one rank below you, and a dozen that are two Ranks below you.

Of course, if you're an elemental the gods under you might be in despair that they're the subordinates of an elemental of all things, although as a demon your subordinates are demons as well, and are probably more of a gang of thugs who strong armed the demons of a territory into your service, or part of Malfeas' natural social hierarchy than a divine court. As a ghost, you possess ghost subordinates and may or may not rule one of the cities of the Underworld. In future worlds, your subordinates will be replaced with new but similar ones, unless you decide to elevate some of them into Companions. If you go to a world that lacks an Underworld, your ghost court will be forced to operate in the mortal plane, although they are likely to be less effective in such a case.

42. Aquatic Treasure -600cp

There are many ruins and forgotten devices in the depths of the western Ocean floor. From great forges and armories to sunk museums filled with strange treasure. You are now aware of a particular section of the ocean floor that is positively brimming with ancient and powerful Artifacts, possibly hundreds of them, although the most powerful they get is the 5 dot rating. Unlikely to be of much obstacle, given the sheer number of Artifacts buried under the ocean. If you are able to make your way to this location, you'll be able to collect the Artifacts if you wish, although the location is hidden and so far unknown, so it may be best to leave it alone lest you require a great number of Artifacts for use. Should the coordinates of this location get out, you will have to contend with regular raids by others who cover this accumulation of Artifacts, perhaps even from Lunar Exalted.

For your personal use, you will need to attune yourself to the Artifacts as normal, which puts a hard limit on how many you may utilize at a time dependent on your Rank and power. Of course, this can also serve as a source of good rewards for outstanding subordinates and mortals. In future worlds you will be aware of a similarly potent pile of magical items hidden somewhere very hard to reach with normal means, although it'll be lesser in scale if you decided to safeguard too many specific Artifacts that you found particularly useful or interesting. The amount of treasure this item provides is only so large.

43. Heavenly Papers -100cp

You know what can be really annoying? Needing to prove that you're a proper god of Yu-Shan and having no proper papers on hand to back up your claims. Well, you will not need to worry about this ever again, for every time you reach behind you or into the pockets of your outfit if they have such, you will be able to produce a set of papers that serve as undeniable proof that you are a god, what your domain is, and your position in the Celestial Order. In future worlds, you will be able to use these papers to justify your presence in any Heaven equivalents there might be.

Additionally, you can also produce an invitation to Yu-Shan, allowing anyone you give them to to lawfully enter Heaven as a guest of honor. They will be your responsibility, of course, so you will be the one who will act as the host for the invitee. These invitations work in future worlds as well, letting those you give them to attain lawful access to Heaven.

44. Lion Guard -200cp

The Celestial Lions are the police of Yu-Shan, as well as the guardians of important locations or personages. They take on the forms of massive lions, as tall as three meters at the shoulder, and seem crafted from pure orichalcu from the golden sheen of their skin and fur. Their power is equal to that of the Third Rank, and in general they are firm and disciplined when it comes to completing their tasks. You are now in charge of two of these Celestial Lions, who have been assigned as your personal bodyguards. Needless to say, if you are of the Third Rank or below you will be under suspicion due to this.

You can purchase this a second time, also discounted for Celestial gods, in order to have six Celestial Lions as bodyguards instead. They will follow you to future worlds, and will protect you with their lives if necessary. Of course, if one of them does get their soul destroyed, you will be given a replacement a month later.

45. Servitors -400cp

Some of the most important and highest Ranked gods have very heavy responsibilities. Such things are, of course, too much for any single god to take care of, and after a certain Rank gods tend to be gifted an entire species of servitor spirits of the First and Second Ranks to help them with their duties. You now are in charge of a servitor race of your own. They have arbitrary numbers and can reproduce to replace any casualties, and what they can actually do is tied to your domain specifically. Perhaps you command a force of psychopomps if your domain involves the souls of the dead, or maybe your servitors are hounds able to sniff any prey they hunt. It might bear repeating that, as with the Lion Guard item, you will be asked a lot of questions if you possess this while being of the Third Rank or lower.

46. Ancient Knowledge -600cp

Vanileth, the Shogun of Artificial Flight, went half-mad after the Usurpation, and hoarded much First Age knowledge devised by Solars related to his domain in an attempt to safeguard it. Many struggle to reach his floating mountain palace with crude flying machines of their own to obtain the mythical designs that Vanileth has in his possession, coveting the power of the flying ships that Solars crafted. Madame Marthesine of the Lost, goddess of Lost Things, has accumulated many tangible and intangible treasures lost to time and neglect in her sack, and many people are tempted into stealing from her, only to find themselves added to her collection, and few are willing to bargain for something of equal and greater value to obtain something from her.

Just like these two gods, you have in your very secure possession a large treasure trove of valuable things, whether it be intangible possessions or more concrete secrets, that you are known for. This collection of yours attracts mortals and weaker beings alike, with the temptation of obtaining even a fraction of your collection driving many to ruin their lives in the pursuit of stealing from you. Alternatively, you might be willing to trade for small chunks of your treasure, in exchange for proving their dedication to a cause or exchanging them with something of equal value. Or you may give stuff away for free, but isn't that boring?

Regardless of what your collection includes, you are the sort of being that others bargain with for great power and knowledge, or perhaps simply to regain something they no longer have, in exchange for great personal sacrifice. In future worlds legends of your treasure and your attitude towards those who attempt to steal or trade these treasures from you will be scattered throughout the world, allowing a steady stream of mortals who wish for something you possess. Of course, if your collection has somehow diminished, when the jump ends it'll grow back to its original size.

47. Musical Implements -100cp

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

48. Infernal Safeguard -200cp

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

body to prevent them from eating, drinking, smelling, or talking, and slips a slender tube down their throat to provide them with filtered air, water, and nourishment recycled from the insect's own feeding. You will have a small supply of these tools, which replenish monthly if lost in some manner, enough for a group of four mortals to survive indefinitely in Malfeas with either method. In future jumps, your supply of unpleasant survival tools will expand, to provide perhaps unnecessarily nasty methods of survival in realms of existence that are too hostile for life to live there normally.

49. Demonic Exaltation -400cp

Infernal Exaltations are granted unlike any other; a demon is physically implanted with the Exaltation (as much as a spiritual superweapon can be physically implanted in things), and the demon follows the pull of the Exaltation towards an appropriate host, and then waits until the host fails miserably and is kicked down, and then offers them the infernal power of their Exaltation.

Now, you can also perform that, in order to obtain an Exalted servant or ally. As a First Circle demon, mercifully, you will not need to be the Unwoven Coadjutor of the new Exalted, a new demon simply sprouting into the Infernal's mind in the process of Exaltation. You have in your possession a single Infernal Exaltation, attuned to two Yozi, one of which must be one of the Yozi of the Reclamation. This may be your own Primordial should you be part of the soul hierarchies of one of them. You will be in the position of raising and training said Exalted, having unique responsibility over them, and if raised properly, they will prove a very powerful ally. If you have purchased the Primordial Rank, you'll be given 8 Infernal Exaltations twisted with your nature and themes when the Jade Prison is breached, forming a sixth Caste of Infernals. If you begin in another, earlier time, you do not obtain these Exaltations until the jump ends. As with the hundreds of Exaltations the Incarnae gods may obtain through the scenario, you can gift these Exaltations to anyone you wish, after the jump ends and you no longer will need to obey the criteria hard-coded into the Exaltations. By default it'll be assumed you're part of the Reclamation, but if you wish to not participate in such a thing you will only obtain these Exaltations after the jump ends.

Curiously, when you ever get around to Exalting a group of mortals with these devices, you will find that they grow to be only one Rank below you in power within a year, somehow rising in power far faster than should be possible for even the Exalted. Their abnormal growth does stop there, but they are still Infernal Exalted and may grow further if given time. Of course, unlike the Celestial Exalted that can be obtained by the Incarnae, your Infernal Exalted are guaranteed to have the potential to grow into Devil-Tigers; parodies of the Primordial condition that lacks the issue of becoming a Neverborn due to retaining their human souls. Of course, you may not regain your Exaltations until the jump ends, or if you've made your Infernals into Companions, they abandon their Exaltation for some reason. You only have so many.

But the Yozi don't simply provide mortals with Exaltation, for they know that to encourage genuine loyalty they must please their servants to some degree. After this jump ends, you will

be given a smaller copy of the Conventicle Malfeasant that serves to house the 50 Infernals under the Yozi's rule. It is a large domed building, within which is a central plaza with 8 luxurious houses, mansions really, constructed around it. The outer ring of buildings is composed of structures for various practical uses, such as a forge, a torture and interrogation dungeon, a brothel, and so on. You will be able to use this Conventicle Malfeasant copy to house those mortals you gift with the Infernal Exaltation in your possession, and possibly live in there yourself if one of the manors is free.

50. Special Ring -600cp

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

Of course, should you not wish to give away such a powerful object even to trusted personages, you may tweak the ring at any time to modify how much of your powers, as well as which ones, the ring may grant, and any combination of such conditions that you may think of. Perhaps you want the ring to only yield vague echoes of all your abilities, or maybe you would like to give out the full strength of only one specific Charm or other ability you possess. You can also modify how strong the ring's influence over the wearer's mind is (you are utterly immune to it, in case it bears mentioning), anything between nearly full akuma-hood, to simply a vague feeling that you might be important to them or their plans. It is worth noting that it is not absolute; even at the maximum level of control, those with sufficiently transcendent willpower will be able to retain some of their priorities, but not much more than that. You can also order the ring to exert a minor amount of influence on those who are personally and directly seeing the ring, should you wish to trick a group into infighting.

As a final note, the ring can shift between its original form and a fancy circlet whenever you wish, instantly relocating itself to a proper location in the wearer's body should you command this change while someone is wearing it. It always adjusts itself to fit the wearer, obviously.

51. Grave Goods -100cp

The objects that ghosts are buried with form a plasmic copy of themselves in the Underworld, providing them with a panoply called Grave Goods. Only the wealthiest or most popular of ghosts are buried with significant objects, however, with most ghosts possessing a few trinkets or automata based on effigies as their panoply. You in particular have a handful of minor objects, such as a particular vase, or perhaps a picture, that reminds you of your best memories in life. Pondering them, aside from giving you some measure of spiritual energy due to automatically being Fetters, will always lift your spirits from even the darkest depths of

despair, and will help you greatly in retaining your will to live. If broken or lost, they are repaired and brought back to you after a day.

52. Ancestor Cult -200cp

Ghosts, just like every other spirit, can benefit from worship by mortals. This has influenced the creation of various ancestor cults across Creation greatly. You are now among the ancestors of a notable family, which might hold an important position in some minor kingdom but are ultimately mortals. Your bloodline will, for the most part, survive even without your intervention, but they do not have good chances of survival in great cataclysms such as the Primordial War and the Contagion. They will provide you with regular offerings of food and drink that they know you prefer, letting you indulge in sustenance even if you do not require it, as well as steady worship throughout the generations.

You will be expected to take in and be responsible for any members of the family that die and choose to stay in the Underworld, of course, guiding them to life in the Underworld until they can fend for themselves. If you neglect both your dynasty and your deceased relatives, however, your relationship with them will likely sour and worship shifted to a more approachable ancestor, although this situation is reset at the start of a new jump by getting a new dynasty. You can of course request specific offerings, but you do need to keep in mind that they are still mortals, and not among the wealthiest families, barring your intervention to change this.

53. Stygian Advisors -400cp

The Dual Monarchs of Stygia once had Seven Counselors, who provided advice to the rulers. After an altercation with the First And Forsaken Lion, however, they were beheaded and their heads attached to a belt that the Deathlord carries with him. Somehow, you have come to possess a similar item. A belt with seven heads attached to it, that will dispense wise, if perhaps rarely impractical, advice, at your behest. They will only obey your commands to provide some contribution to some particular choice, of course, and nobody but you will be able to hear their whispers when they offer their guidance. After the jump ends, you may choose to have the heads turned into soulsteel boxes that house the seven ghosts instead, if you wish to have a less foul source of help.

54. Monstrance Of Celestial Portion -600cp

The Abyssal Exalted are twisted forms of the Solars, changed to utterly and thoroughly that they are ironically recognizably their mirrors and opposites. The process of this corruption was done through an N/A ranked called a Monstrance Of Celestial Portion, a nearly unbreakable large black sarcophagus, barely big enough to hold one human adult. The Monstrance have an unholy design that causes terror in the hearts of those mortals who look

upon it, and being trapped inside is a thoroughly unpleasant experience, and it is nearly impossible for those locked within to escape, even with external aid, for the Monstrance rejects any magic which attempts to unlock it. Additionally, the Monstrance is just as solid to immaterial beings as to material ones, so intangibility provides no escape. Even peaceful sleep is denied to those locked within the Monstrance, for all dreams yield the dreams of the Neverborn themselves. When the will of a Solar placed within the Monstrance finally breaks, they have three choices; kill themselves, become permanently catatonic unless supernatural healing is used on their mind, or to become an Abyssal. Normally the last option requires a powerful necromancer who knows a specific spell, but this particular Monstrance takes care of that step itself. Those Abyssals produced this way are loyal to the master of the Monstrance, at least initially, and they may be communicated with or punished through the connection between their Exaltation and the Monstrance itself. In future worlds, this Monstrance will be able to twist the powers of any being to be aligned with death, in the same way Solar Exaltations are turned into Abyssal ones, although this will do little if the subject doesn't already possess potent powers to corrupt in the first place, and those who are already steeped in death will simply have their loyalties realigned.

One last noteworthy facet of this corruption is that any curses, even those laid by great and powerful beings, such as the Great Curse of the Neverborn, are replaced with a similar mechanism for control over the corrupted being, which is tied to the energies of Oblivion. And should said twisted beings find a way to undo their corruption in some way, undoubtedly requiring a legendary and arduous journey, they will find that the curses they once held do not return to them.

55. Po -100cp

Ghosts are the Hun of human souls, the higher reasoning and what is generally considered rational thought. The Po of human souls are the base instincts, the animal within, the primal part of the mind that governs passion and violence. Sometimes, ghosts are able to put their own Po on a leash, using them as powerful guardians, as the Po is just as powerful as the Hun.

Now, you get to make your own Po a Companion for free. They are a part of you, and share in your rank. They are recognizably you in appearance, although ragged and crazed.. The main difference is that they are almost mindless, being driven mostly by instinct and emotion rather than what any sane person might recognize as logic. Thankfully, they follow your own orders to an extent, which depends on how much self control you yourself are able to exercise. Your Po is literally your instinct and passion, after all.

Non-ghosts need to pay 100cp to obtain this Companion, and while it follows all the other rules outlined here, they aren't technically your Po, seeing as you're not a Hun, instead being a complete being. Whatever they might be, they do share in your rank, they are crazed and impulsive, and you can control them as well as you're able to control your own emotions.

56. Cute Subordinate -100cp

Recently, one of your subordinates (of your preferred gender) has noticed the handsomeness of your form, the puissance of your domain, and your pleasantly intriguing nature. Unfortunately, perhaps due to lack of attention, they have decided to spread their personal influence among your worshippers, other subordinates, and anything and anyone else that you might rule over . By the time you uncover the extent of their domination on everything you know will be such that you'll be unable to run away. Of course, you could simply accept them, in which case they'll be entirely harmless to you. If you reject them, they will start resorting to blackmail to force you to accept their love for you.

This subordinate is only one Rank below you, and the same kind of being that you are, whether god, elemental, demon, or ghost. This is slightly misleading, however, for they can be so subtle when they want to be, that not even you will be able to notice the webs of their influence spreading. Provided you're willing to take them in as your spouse, of course, they'll be entirely open to you about their agenda, and even ask you for help and support.

57. The Sixth Maiden -200cp

The Five Maidens of Destiny have extremely important responsibilities to the running of the Loom of Fate. However, the Games of Divinity has kept them enthralled, and unable to leave it for too long. Sadly, they couldn't trust any one god or Exalt to run the Loom for them, for it was a heavy task. Thus, they pooled their power together and created a god who was trustworthy and competent enough to delegate their task to. Of course, the god manifests as a little girl, clutching a possibly unimportant china doll, sitting on a chair in a completely sealed room beneath the Loom of Fate. She never moves from her location, and never makes even a whisper of a sound, but the Loom itself responds to her. She has no agenda of her own, however, and is very much the frightened little girl she looks like.

How she performs her task is thus; she has been imbued with the personalities and perspective of all Five Maidens. She is able to determine what the Maidens would agree with and what they would find controversial this way, and only commands the Loom of Fate when all the Five Maidens (or their perspective, but the point is that there's no difference) agree on something. She can, of course, monitor all Sidereals and gods in the Bureau of Destiny, to be able to gather information to mull over in the first place.

You, and you alone, have access to her room. While in this world you may not take her out of it, there are heavy seals in place after all, you may be able to foster her growth into a full Incarnae, a combination of the Five Maidens in one (not that she'll be equal to the Unconquered Sun). It'll take millennia, but it will be possible. If you choose to do this, you'll obviously become her father or mother figure (or just parent figure, gods can get weird with gender), and will be very influential in the sixth personality, her true and authentic personality, when she grows up. Whether or not you do this, she will retain the five perspectives of the Maidens in this and future jumps, letting you consult her if you're ever curious as to what the Maidens would think of something in particular. Likewise, she can monitor up to 100 people important to Fate for the purposes of information gathering, and

while she can still command Destiny, her influence will be lesser if you did not purchase the Chained Loom item as well.

58. Interesting Mortal -100cp

Of course, not all noteworthy beings are divine or spirits. Mortals can be entertaining as well, as weak as they might be. This mortal in particular has obtained your attention in some way. They might be a pure mortal, or a God-Blooded, perhaps even being your child in the latter case. Regardless, they are at least a Heroic Mortal, and are weirdly prone to getting involved in bizarre adventures. One day they might be fighting a necromancer who likes to monologue a bit too much in the Far East kingdoms, the next (perhaps even literally the next day) they might get involved with an investigation on an eccentric inventor who has somehow managed to hijack some of the weaker constructs to be found in the First Age tombs in the South.

They may simply be mortal, but even if you witness them get themselves in a situation where they should not be able to survive, circumstance twists to allow them an escape, almost as if Destiny itself demanded they survive to get into nearly nonsensical adventures some other day. If you have access to the Loom of Fate, you would be able to check such a thing, but perhaps leaving it a mystery might be more entertaining? This mortal may or may not be of your preferred gender, but the one constant that surrounds them is that it is always very entertaining to watch what sort of hijinks they get up to.

Godbound V 1.85

59. Inheritors of a Ruined Heaven (200/300/400 CP): Heaven is a broken house, torn apart from the violence of the Made Gods and the damage done to its celestial engines. Whether you shake in rage for what was done to it, creak wearily when your joints are not serviced properly or shiver for the next iota of faith you are an immortal, mighty threat to an entire pantheon of novice Godbound. Yet that is cold comfort when everything you once valued lies in rubble. You may have been cast down by force or cling to an uncertain existence, but your wrath is still great enough to punish those who would take what little you have left.

    Whatever your nature, your very being is endowed with a divine force that can threaten an entire pantheon of the Godbound shared only by the most powerful of Eldritches and Uncreated. Short of the most dramatically focused and powerful forms of mundane damage, generally only supernatural forces have a hope of harming you. Spells, Gifts and magic swords would qualify. Like Eldritches and Uncreated, the lesser specimens among you can be harmed by open flame too; you are not especially vulnerable to them and likely can easily nullify flame as a threat with even passive Gifts or casual miracles, but unlike bullets and avalanches it can actually hurt you. Even Eldritches, generally the least resilient of such beings, would take something like sticking their heads in the muzzle of a magnetic cannon to receive harm from the mundane. In turn, all your attacks always count as magical weapons for the purpose of overcoming similar defences like the resilience of the Godbound-and whether with

stronger spells or unnatural might, strike with more damage than mundane adversaries. Like the Godbound, your divine constitution also lets you shrug off certain supernatural effects as a “saving throw”.

Are you a Parasite God? For 200 CP, you can be. A human or animal struck by stray sparks from one of Heaven’s broken engines, nourished by the energies meant for the maintenance of natural law which grants you the power of one Word of Creation. You have a terrible thirst for celestial energy, with even the most noble of your kind giving into addiction within a few years-obsessing with elaborate edifices of worship and brutal, follower-consuming rituals. Your scant minor powers are primarily geared for visceral survival like functional insectile wings, extending razor-sharp limps that can be cracked like a whip made of steel chain and gouts of acid. Be aware your imperfect communion with your divine Word prevents you from creating Paradises as Godbound and other higher beings can. While more specialised in nature than the Godbound, you have a greater capacity for immediate growth simply by devouring divine energy of all sorts. As you grow in power you weaken the natural laws of the land with your appetite, spoiling it with cysts of dangerous magic and open sores. You are a lesser specimen of your kind, merely two to three times the size of your former self and marked in form by the Word you were haphazardly tainted by...for now, at least.

Perhaps you are one of the last Made Gods in existence? It shall cost you 300 CP to be one of the ruiners of Heaven. Whether you were built of living humans or cold theurgic components, yours is an air of artificial perfection that speaks more of divine law than human flaws. Beyond that your constructed form is largely up to you: Made Gods have been built with golem-like bodies, animal parts, excessive eyes or limbs, and flesh fashioned of some living elemental force. Your miscellaneous powers are great shows of force representing the ideology you were built in the image of. Your mere presences cows most lesser beings into obedience, unless another divine being such as another Made God or defiant Godbound challenges you in your presence. Made in the ideals of your creators, you have three Words of Creation bound to your name representing the values of the culture that built you, and much greater experience at wielding them than any living Godbound.

You also possess some sort of powerful divine blast attack that may represent a hideous curse, the creation of permanent magical monuments or warp natural laws instead. Those who know of your kind are wary of slaying you in close quarters, if killed your form detonates in a far greater version of that blast for ten miles. So swift are you that despite often being twice the size of a man or more, you move and strike faster than many can react even in your damaged but still deadly state...at least, so it’s assumed.

Last but not least the sublimed miraculous power system of your construction grant you virtually inexhaustible divine energy. Though even your overall power is finite, when it comes to supplying energy for your supernatural abilities you need never fear running out of divine energy-and such your resilience to most malign effects is immense . Such power comes at a cost though: You require the assistance of a

theotechnical cult for maintenance and spiritual upkeep, without which you are prone to decay and malfunction. Furthermore Made Gods can only dispel other supernatural effects defensively-that is, render themselves inviolate instead of suppressing the source's use of it outright. Even without such maintenance you are one of the most powerful beings in this world-and with it, almost none in this world can overcome you without careful preparation.

Last but not least, for 400 CP you may be an Angel. First-formed children of the One, your kind maintained the order of creation, sustained the celestial engines, guarded the gates of Hell and stoked the flames or purification that burned sinful souls clean for uncounted ages. You may pass between Heaven, Hell and the world freely as an inherent power, though after the breaking of the world it has proven increasingly difficult to do so safely. You know much more about the One, how to repair, maintain or disable the Celestial Engines and the concepts they sustain and the creation of this world than any other order of being. Though some were discontent with servitude, all were satisfied. Most now consider that if humanity is determined to destroy all creation with their hateful meddling, it is only proper that every soul be safely and eternally chained in the fires of Hell.

Though all angels can shapeshift into different forms related to their purpose, including a human guise in some cases most resemble gigantic winged humanoids twice as tall as a man who burn with the inner light of their natures-and all move swifter than most can react. All such forms save their human guise have a handful of miscellaneous lesser powers related to their purpose. Some sort of mobility such as flight, teleportation and both are common, but the power to belch molten gold from your mouth, conjuring a flaming sword to smite those around you and energy bolts have all been observed. That which you strike in anger is Unmade, rent asunder by disproportionate effort for all wrathful angels are engines of supernal destruction.

You yourself are Unfettered, granted an invincible defence against all effects from this world that would read or affect your mind and emotions-and even able to give false readings to any effects that would pry into your thoughts or true nature. Last but not least, as an Unborn creation empowered to maintain an aspect of natural law, you have powers commensurate to being bound to one Word of Creation symbolising your duty. Even as one of the least of the angels with a straightforward duty such as being one of Heaven's frontline warriors, you are a threat to an entire pantheon of novice Godbound...and Heaven help your foes should you turn out to be an even greater being.

60. Sacred Vessel (300 CP): Hallowed be your name, indeed! Even if you yourself are not a truly divine being, by hook or by crook you've somehow become Wordbound to Apotheosis, gaining the basic traits of divinity that the Godbound and other powerful divine beings enjoy. It is by this power that the Godbound can hear and see petitioners, mark others for greatness (including mystical powers commensurate with a lesser Eldritch, several Gifts or other blessings), bless or blight nations where their followers are plentiful and perform various other miracles befitting a deity's relationship with

his followers. Shrines you sanctify through this power become beacons for your divine powers, and you may smite the unfaithful-or manifest freely before the faithful, no matter however far away you are at the time. And of course, this grants you the basic capacity to form a formal cult of those who pledge to worship you, through which you can gather divine power to wield these miracles. Should you already have access to the Word Apotheosis, you gain instead three Concept Words themed around your godly majesty and the tenets of your faith.

61. Word to the Wise (200 CP each, Godbound, Inheritors of a Broken Heaven, Eldritch Sorcerer and Uncreated Abomination only): Extraordinary. It seems this world has underestimated your might as a receptor of heavenly forces, for with each purchase here you have bound an additional Word of Creation to yourself and attained great skill in it already. Or at least, a commensurate force. Perhaps your skill with magic has entered into the realm of the miraculous instead, or it is the baneful power of Uncreated Night that has manifested in you?

62. Conceptual Word Bearer (200 CP each): Not all heroes wear capes, because not all heroes can fit into them. There are tales of Words in this world that while not necessarily Words of Creation, draw on such profound mythic ties and supernatural laws that the reality they represent is as deep as Alacrity or Luck itself-and the miracles and Gifts it manifests, just as deep. You now have one such concept Word, that defines you into something other than human-and grants you corresponding miracles and Gifts suiting your inhuman nature.

    For example, the Word Dragon would emulate all the classical abilities of dragons known to myth and legend. Your basic ability would be simply having the physical form of a dragon, with unarmed attacks capable of striking like magical weapons. An example lesser Gift you could develop is tremendous, building-smashing physical might, flight capability for your wings and a constant twist of fate that causes wealth to somehow find its way to you until you own a fathomlessly vast hoard. Active Gifts would include a hypnotic form of speech, the ability to transform into a humanoid shape with all your Gifts and innate powers, and breath powerful enough to wipe out whole mobs at once. The Word Dragon's Greater Gifts could include utterly negating a source of physical damage for an instant with your iron scales, or dooming those unlucky enough to be caught under your rampage.

    This perk may be repurchased should you wish to be a truly unique and powerful entity bearing multiple Concept Words.

63. Weather the Aeons (100 CP): Relicts are all that remain of the truly lost empires, leftover life rendered strange and worn by the terrible compromises and horrific alterations they had to made in order to survive the collapse of their world. If yours

ever ends though, with this you can be ready for it. You have a great adaptability for sustaining everything you need to live when the world does away with it. If the atmosphere vanishes, after several hours of desperate heaving your lungs will adapt to breathing without it. If the food runs out you'll still be hungry and weaker, but your body won't actually die on you. It's not a comfortable existence, but with some pain you can avoid having to sell your soul for survival. And where those things are plentiful your ever-adaptable physiology truly excels, quickly just a little past the peak of other men in all bodily traits.

64. The Brush of Death (400 CP): Ever since the fall of Heaven and the corruption of Hell, the terror of an agonizing afterlife has filled countless humans with panic. While true faiths can anchor a soul to its native realm in peaceful sleep, those who die alone and far from solace may cling to this world for fear of what is to come. In a more proactive approach, with the assistance of an enterprising, innovative sorcerer you've somehow given yourself the traits of an undead being while still technically being alive.

    For 100 CP you have the traits of a common husk. You feel no pain, you do not rot while you remain intact and you need not breathe, drink, eat or sleep. Organ damage doesn't slow you down, but you lack your body's natural healing ability and crushing your skull, breaking your spine or removing one or more major limbs generally takes you out of the fight. For 400 CP you instead have the traits of one of the greater undead. Whether your soul was kindled with mystical power to bring out your potential as a great warrior or the rites of your living undeath were far more elaborate you boast might, swiftness and resilience beyond the human norm. Undead sometimes have unique powers, of which you retain a human's level of intelligence and cunning for free. The common husks seldom have more than one or two minor abilities-such as the ability to appear as a normal living person to anything short of a Sun miracle of true sight, to a frenzied might, to simple physical enlargement or hardening by your occult sustenance. Great undead can just about challenge a pantheon of Godbound despite their relative fragility, boasting at least a half-dozen lesser Gifts reflecting their living talents and being bound to a Word of their choice. Alternatively or concurrently, they may lose some living talents to gain more powerful talents of the undead such as the power to inhabit any intact husk nearby and remanifest it's body, instantly killing those already on the brink of death in combat, filling lesser foes with the delirious hunger of the undead or simply power equal to being Wordbound to Death.

65. Shapeshifting Assassin (200 CP): There are myths of skinwalkers who kill easy as men breathe. In truth the Many-Skinned are experiments by the Former Empires, either human bloodlines tainted with polymorphic potential or new creations lit with human souls. Whether you were one of those obscene experiments, received a particularly virulent curse or had a stroke of luck with some obscure ritual, you too

have gained the mystical power to adopt the form, voice and clothing of any humanoid within three to eight feet after several seconds. Your resilient to mind-altering or reading effects is considerable, and your will can further enhance it. You do not age, and over the centuries your combative training manifests as a few lesser Gifts from the Sword, Deception or Alacrity Words alongside your supernatural fleetness in combat. As a bonus for your investment here, while your kind are generally programmed with a compulsion to kill for masters that no longer exist, for you that programming has been disabled.

66. Wisdom of the Ages (200 CP): It is one thing to have the natural talent to wield magic, but another to have the right restraint to do so without it blowing up in your face. While whatever arcane talents you wield with this are no greater, some innate genius or affinity for the mystic arts makes them much safer and more refined. Your psionic attacks can be sustained much longer without blowing blood out your ears, your twists of flame unerringly hone in on your enemies and reflexively avoid you if somehow deflected and you gain a sixth sense for knowing when bartering with an Uncreated is a really bad idea. This is equal parts uncanny prudence and a specific talent with magic of all kinds, that while seldom equating to raw power does lend itself well to greater complexity and flexibility in your casting.

67. Adaptation Beyond Natural Law (400 CP): For ten centuries, a combination of heretical sorcery, dark artifice or the misfortunate of some cursed birthplace has given rise to anomalous lifeforms called the Misbegotten. Vile, twisted chimeras made of humans and beasts or humans and animals warped into monstrous shapes until they are loosely tethered to natural law, the infamous bloodlust of such creatures has made all right thinking men wary of them. It seems that whatever tampering of your form and body has made you a superlative specimen of such beings. You may be some sort of huge beast, or simply a vast humanoid in the make of ogres or giants. Your savagery, might and agility can threaten a number of novice Godbound, and your tainted existence offers a few Gifts belonging to one Word in addition to your twisted might.

68. Spiritual Presence (400 CP): Insubstantial supernatural beings, the spirits of this world come in three makes. Elementals are non-sentient accretions of magical power linked to their place of origin. Eidolons are intelligent beings related to the undead, guardians of the places marred by significant deaths. And Animas are artificial spirits, ones created by theurgy or theotechnical engineering for forgotten roles. You yourself now have the qualities of spirit, being normally insubstantial but able to inhabit an appropriate material shell with some effort. Eidolons tend to possess humans while Elementals shape a lump of the appropriate material or energy, and Anima are normally bound to a certain created body.

For 200 CP you are a weak spirit by this world's reckoning possessing a few lesser Gifts of one Word which along with your inherent abilities make you dangerous to humans, but never to Godbound. For 300 CP you are considered bound to one Word and deft enough to give a Godbound some challenge. For 400 CP in addition to that Word at your beck and call, your might and swiftness could give a group of Godbound a good fight. In addition to all the above you can gain some power through worship if you fancy setting yourself up as a false god, though the amount gained is much smaller compared to that of a Godbound or Parasite God.

69. Eldritch Sorcerer (600 CP): It was men like you who shattered the gates of Heaven for an empire's pride. It was women like you who harnessed the forces of creation to build the Made Gods. By painstaking study at some of Arcem's greatest academies or an exceptionally successful with the mad powers of Uncreated Night, such is your power that you effectively possess the powers from being bound to the Word of Sorcery.

    You wield theurgy, an extremely powerful form of celestial wisdom representing the deep patterns of Heaven's ways which underpin all creation that is divided into three degrees of initiation: The Gate, the Way and the Throne-the last of which perhaps being named for how a theurge figuratively turns his vision upward to the empty seat of the One in search of the world's secret meanings. Such magic can still be dispelled by the Godbound or similar beings with relevant ease, but swiftly snuffs out lesser magic. Once mastered it's invocations can be used at any time, although normally take quite a while to cast-yet do not cost divine effort the way some Gifts and Miracles do. With such additional effort invocations can be cast quickly enough to inflict harm during combat, or instantly if the caster is willing to suffer some backslash from fumbling the unmediated fires of creation. Beyond that, theurgy's applications are seemingly limitless. It can create new forms of life and alter old ones, bring forth new races of creature that breed true, create enduring objects and enchantments-and of course blast through the gates of Heaven. There seems to be no upper limit to the power theurgy is theoretically capable of accomplishing, though the practical one is that even the Godbound find it almost impossible to devise new invocations without grim focus, great expenditures of Dominion and voyages deep into the ruins of Heaven and Hell.

    For 200 CP you are a novice Eldritch-a supremely talented novice mage, a lesser adept of the Black Academy, a high priest or powerful ruler's court wizard. You have also mastered many theurgic incantations of the Gate, and move more swiftly than most men from the power flowing through your veins. In addition to your sorcerous powers, you are considered bound to another Word representing the focus or specializations of your magic; mostly miracles, but with practice you could develop true Gifts for this Word as you may for Sorcery too. The Gate's invocations permit you to steal life from others to prolong your lifespan, call forth tireless steeds of black iron and embers, open Night Roads, and raise the common dead as mindless husks. Though you are new

in the ways of your kind, with practice and study you may yet reach the greater heights of your power as described below.

For 400 CP you have achieved the status of a Greater Eldritch: An emperor's court wizard, a patriarch of the Unitary Church or some similarly great figure. You have also somehow devised a means to fly, and your magic has developed such that you are effectively bound to a total of two Words in addition to Sorcery-which now permits you to master invocations of the Throne as well as the Gate. Invocations of the Way can seal Night Roads, adjust the seasons of a local area, stop time briefly and lay virtually any curse that is not directly lethal among other effects among other awe-inspiring displays.

For 600 CP you are a true master among the Eldritch. You are a sorcerer-tyrant of an entire realm, or an arcane hermit studying the shattered halls of Heaven. Three Words in total apart from Sorcery are effectively wielded as if by Godbound through your magic. In addition, you have somehow learned to teleport and your body is superhumanly durable and swift-though still fragile compared to the likes of parasite gods or the greater Misbegotten. You have gained spells of the Throne, and with such power could threaten a pantheon of veteran Godbound with some planning. Invocations of the Throne can bring about anything not utterly impossible for the Eldritch's wishes at the cost of laying an unavoidable but nonlethal doom in the Eldritch's Fate, make themselves sovereign from particular natural laws or phenomena, sunder all other magic and even divine powers such as Gifts (though at the cost of some blowback for challenging the divine) and sheer apart the fabric of reality with the teeth of the celestial gears that support it among other dread feats. Finally, if you also have The Brush of Death, if you wish you may be a lich-lord rather than some comparatively squishy living wizard.

70. Uncreated Abomination (600 CP): It seems you've truly taken a stroll through the endless chaos of Uncreated Night on your way here, and some of it has caught onto you. You are kin to the Uncreated, wearing shapes and minds generally at least partially comprehensible to humans but notoriously malevolent to all that lives. Beyond an overall theme like a human, mundane beast, swarm, phenomena or building the only real trend among your kind is how horrifying and disorienting you are to behold.

    Regardless of what order of such beings you are here, several traits are inherent to horrors such as you. You have some sort of means to strike bargains with the reckless and curious, whether secrets from beyond the borders of the real or liberty from conventional magic's constraints. Furthermore entropy curdles around you like a foul black flame. With the dreaded Black Consumption, you can negate powers on the level of a Godbound's Gift or miracle for a short while. The chilling Cold Breath on the other hand makes it harder for all manner of divine powers to be used in your presence not allied to those of Uncreated Night like your own. Even the Word of

Creation-like powers you wield below are always good at countering and nullifying incoming direct miraculous effects as long as they are directly applicable. All such powers become more powerful proportionate to your overall divine power.

For 200 CP, you have the traits of a common Uncreated. Though having one or two dread powers like making your foes oblivious to their actions' consequences or animalistic claws and teeth, you would be of little consequence to the Godbound without your entropic touch. That, and the fact that you bear a perverse shadow of a Word as your power, always in some way anathema to the natural order. Perhaps you cast black, cold flames, conjure torrents of half-congealed gore instead of water and your darkness always brings a suffocating sensation of being buried alive.

For 400 CP, you have a greater specimen of your kind. You now have a handful of sanity-defying powers such as preventing others from getting closer to you without facing away and walking backwards in your direction, briefly recuperating instead of sustaining damage from an attack, preventing others from performing a simple action like an attack, movement or Gift use without strong inner resilience, excising emotions or relationships and producing any mundane good your petitioners seek. Only magical or energy-based attacks can harm you, and your might and swiftness are great enough to challenge the godbound.

For 600 CP, you are one of the terrible abominations who sometimes hold court among the Uncreated-apex predators in a thoroughly malevolent ecology. Whether your distorted form is a forty-foot tall burning giant, a colossus of night and tangible screams, a roiling blob of acidic protoplasm or a simply a terrible beauty bound in mystical chains you alone could threaten a pantheon of Godbound. Furthermore your unholy power is worth that of three Words of Creation, representing might that can inflict terrible curses on others simply as a price tagged onto any attempt at attacking you or smashing houses in one blow with your black iron mace.

71. Man of the Trades (100 CP each): The world is ruled by the mighty and privileged, but it is built on the backs of men like yourself. Whether you are a merchant, a potter, a sculptor, fisher, professional or other common tradesman you have the skills needed to work for a living and make a name for yourself in one of the nations of Arcem. Such is your skill that though this perk confers no exceptional title by itself, as an artisan you could gain the favourable patronage of the wealthy easily and even as a young soldier you have fought well enough to earn the respect of other veterans. This perk may be taken multiple times if you wish to have lived a truly eventful life here, at 50 CP for Mortal Heroes.

72. The Sorcerer's Apprentice (100 CP each): One trade stands out from the rest in every civilisation, and it is that of the Low Magic user. A remnant of a discipline assembled from the wreckage of the Former Empires, what others call Low Magic consists of arcane legacies adapted for the limited resources of this latter age. Such spells generally require a lengthy ritual (although some spontaneous effects can be prepared

in advance) and some basic tools and supplies-charms, sanctified tokens, auspicious materials and other fairly common occult paraphernalia. Many, though not all, require long rituals that can take over ten minutes for the simplest and a day for the longest. Perhaps most troublingly, mortal magic automatically crumbles before miracles and Gifts of the Words of Creation-providing little more than some flimsy resistance at best. Beyond those limitations though the practices offer many powers, and you are something between an adept and a master of such an art. Such practices include the telepathic powers of the Academy of Thought-masters of compelling others, projecting emotions and illusions, probing forgotten memories and more tricks of the mind. Though quick castings threaten to debilitate the caster's own brain. Or the Cinnabar Order, who can hurl exploding balls of flame, summon living flame elementals and let candles burn all day with truly quick and easy casting. Perhaps you are a Curse-Eater instead, a consumer of magical effects who can release them on others as blights contained in tokens? Despite its limitations, never underestimate the doors that Low Magic can open for you in life. This perk may be taken multiple times if you wish to have been inducted in more than one Low Magic. And if you have also taken Wisdom of the Ages, you are a true archmage of your craft-pushing any Low Magics you know to the limits of mortal mastery.

73. Adaptive Legacy (200 CP each): The Former Empires conducted many experiments of transhumanism, and some still linger to this day. Somehow, you have a power no man can obtain without the assistance of sorcery designed for a very specific purpose- at which it performs admirably. If you were adapted to the desert, you would not have to drink more than once a month and ordinary non-dehydrated foods could slake your thirst. You would be impervious to environmental cold or eat, and non- magical flames smaller than a bonfire. It's possible your adaptations are even more extreme than this, but usually at some cost; those adapted to the void need only an hour of sunlight a day to slake the need to breathe, eat or drink and are impervious to hard vacuum and radiation. But while they can ignore the thermal conditions of deep space, the cold of a blizzard and fire disrupts your adaptive measures and affects you normally. Alterations specifically geared to enhance yourself like telepathic communication, a touch body akin to steel armor or agility that defends you just as ably, or retractable natural weapons generally constitute a single such adaptation. This can be taken multiple times if you wish to be truly well-adapted to the harsh land of Arcem.

74. Sacred Blood and Steel (400 CP): The Godbound cut through men like chaff or subjugate them with a few words, and their mortal foes should count themselves lucky to even survive a murderous exchange against them. Yet hardened through vicious survival in these unforgiving times, you've learned to never go down without a fight.

Whatever you are in this world, in battle you're head and shoulders above others of your kind through some combination of skill, might and sheer fighting spirit. Mortal men could strike twice in the time it took another to strike once even while wearing full plate, and in the heat of battle rain blows upon others with awe-inspiring skill. Each of your strokes could send lesser men reeling without great skill of their own. If your attacks did not already they count as magical weapons, and are particularly effective against one form of adversaries like undead or Uncreated; if they already counted as such, they would strike even harder than before. Such prowess will only shine all the brighter for the likes of angels and Godbound.

75. Man of Steel (400 CP): There are only two major powers in Arcem that can offer cybernetic augmentations to the rich and influential. One is the Bright Republic, whose miniaturised cybernetic marvels cost greatly to "harden" enough to function away from the island's etheric power nodes. The other is Vissio, through its clockwork maestros capable of producing often beautiful and baroque prosthetics that work as well as the Bright Republic's implants without needing a power source. And if you hail from neither country, you yourself are the third. You're an extremely skilled artificer, capable of devising cybernetics or mechanical prosthetics of such high calibre they can match a lesser gift's effects for short periods, under specific circumstances or at a substantial cost to the user's vitality or Effort to overcharge them.

    What you do blurs the line between magic and hard science. It's within your talent to recreate the Iron Tzar's Autocossacks: Wherein a man's lower body is removed and replaced with a four-legged mechanical platform that moves faster than any mortal horse and can take on entire bands of mortal men. But your talents also lend themselves to more ethereal ends, like implanting an eidolon that can keep a man on the brink of death's body functional for a few minutes-long enough potentially to bring him back through first aid, a killing glare that can leave foes as dried corpses or even short ranged telekinetic force capable of forming shields and manipulating objects as if by hand. Among mortal men, your designs already push the boundary of what's possible for the current line of cybernetics and with a bit of work you could easily improve on existing designs or innovate new ones. If you also have an existing occupation as an artificer or somesuch as a Man of the Trades, your skill has advanced to the point where you're one of the rare few capable of performing the arduous, exhausting maintenance needed to keep a godwalker in shape. While this alone does not grant the sorcerous arts incorporated into the godwalkers' functionality, your mechanical expertise and theoretical knowledge of the armaments, engines and other components that make up these divine sympathy- empowered giant robots is second to none. With any degree of Eldritch Sorcerer in your grasp as well as the relevant Man of the Trades vocation and this perk, your insights glean even deeper secrets. It would be within your skill to modify a godwalker to harmonise with a Godbound or other divine being, lessening the strain of interface and permitting them to channel their divine powers through those machines of war. Even more tantalisingly is your deepest

secret: Some knowledge on how to create a Made God. Whether through divine artifacts, reifying a symbol into a physical entity or augmentation of a living being the resource costs are likely phenomenal-but the results potentially world-changing.

76. Mortal Clay (600 CP): Though god and monster alike treads on the working man, never forget that it was the efforts of mankind working as one that shattered the doors to the One's throne. And that the Former Empires had made their worlds into earthly paradises before seeking others. The legacy of mankind's adaptability is made manifest in the sheer potential of your form. Your body is much more receptive and compatible with transhuman experiments than the vast majority of men. It's on you to develop and innovate such transhumanist efforts, but as you reach beyond your limits what seemed beyond your reach might be will within mastery soon. Such procedures may still tax you greatly should you be only human, but have a strong tendency to go smoothly and keep the rest of you functional enough to receive more implants safely-and even have the results work better than initially anticipated. So implant as many cybernetics as you want, feel free to carve up your soul to figure out which bit masters theurgy-and if you ever rediscover some of the methods used to create the Made Gods of old from human champions, you'd be an ideal subject for your own uplifting plan.

77. Legacy of the Former Empires (600 CP each): Many of the Former Empires explored certain paradigms of transhumanism in the pursuit of public wellbeing, religious ideals or simply for the sake of power. You yourself are the legacy of one such experiment, and more importantly by some miracle your extradimensional nature has stabilised the complex rituals, augmentations and arcane components that are normally heavily dependent on natural law. Not only will you not have to fear a catastrophic failure of bodily systems from any Celestial Engine malfunctioning that would not threaten a baseline human, but your traits are genetic and can be passed onto your offspring.

    For 200 CP you have an exceptional bloodline on par with the Oasian royalty's. One inherently above what is the norm for humans, but only just, and some supernatural traits resembling lesser miracles. The inhumanly beautiful and symmetrical Senai family of Ancalia is one such example. Each is a great beauty by human standards, such that most men will not offer life-threatening violence to one without orders or an immediately compelling reason. They have a crude empathy as well, and can charm others to offer them favours and wait on them hand and foot for a day in exchange for some plausible hope of reward. Another family, the Tilahuns, are gigantic specimens seven feet tall with the strength of four men. With some effort, they can do the work of four harnessed oxen instead and use their magical strength to carry extreme loads without fear of being bogged down or having lifted objects collapse under their own weight. The Kalay, whose blood is the lineage of kings, are all wiser than most men and can see in the dark like a cat. They cannot be surprised without magical effects, can tell when someone is trying to deceive them and gain intuitive knowledge from a

fragment of a deeper mystery. Be warned that some bloodlines of this world have minor flaws, like a bloodthirst or physical deformity. For 600 CP instead, the modifications have pushed you far beyond the norm for humanity (or whatever you started out as). Your strength, resilience and overall power is sufficient to threaten a pantheon of Godbound-and you move swifter than most men can respond in pitched battle. Four Words of Creation are bound to you, and you have a lifetime's experience with all their miracles and Gifts. One of these Words provides you with a ranged attack and advanced mobility such as a spray of killing glory or wings of leaves. Needless to say your appearance and physiology is far different, and superior, to that of a human being's. It would be no exaggeration to compare you to a major figure from folklore and legend. And yes, you can repurchase either option if you wish to have many such bloodlines invested in you along with whatever Words come with them.

A Farther Horizon (100 CP): Whether you were once a baker or a beggar, the consequences of a Word of Creation burning in your veins will take you far beyond the life you once knew. With this you can at least be assured you'll be a natural learner for all kinds of new experiences, and always be able to keep an open mind for new vistas and ways of being. Within days of arriving in a new culture you can learn the customs, figure out how to fit in and sniff out who's in charge. This lends itself well to picking up new skills too. You may not be the greatest swordsman or painter ever to live, but you'll find yourself picking up the trade a lot quicker than most.

Heroic Mannerisms (100 CP): Heroes come in all shapes and sizes, so it's quite fortunate you come in such a shapely size. You find it easy to carry yourself in a way that lives up to heroic ideal, given your excellent physical condition, a charming confidence and a frame that makes anything look good on you. You're not necessarily the most beautiful person in the room, but you have an easygoing charm that can easily flare up into an inspiring speech and a way of putting people at ease or wowing them with your accomplishments. Not everyone is fond of wandering adventurers coming to set up shop in their home town, but you're pleasant enough to make clear you're not like the other common sellswords.

True Strife Master (200 CP each): Conflict is woven into the fabric of the world. The superficial struggle between flowing water and crumbling stone reflects echoes of deeper truths that strain the gears of Heaven's engines. Whether from some revelation of tutelage from an ancient sage, you have somehow mastered a True Strife: A supernatural martial art capable of manifesting the tangible and esoteric qualia of a certain concept, divided into the simpler Lesser Strifes and more powerful Greater Strifes. This may be repurchased should you wish to be a prodigious martial artist capable of wielding many Strifes. For example, the Strife of the Drowning Tide's Lesser Strife permits a master to breathe under water, move through tightly-packed crowds of foes without being struck, imbue their limbs with weapon-like force and with some effort lash all foes around them with blurs of blows. It's techniques

include an invincible defence for the duration of a supernatural charge, the ability to breathe and sea clearly underwater while ignoring the cold and pressure of the depths as well as their wounds lashing out with tendrils of gore at their attackers, and slamming everything for fifty feet with a brutal wave of salt water and blood.

Universal Principle of Divine Retribution (200 CP): While some Gifts are more martially inclined than others, woe be to any who think Wealth, Passion or Deception entirely defenceless in a stand-up fight. Certain Gifts are so common as to be part of all Words: Namely, the power to smite a chosen foe within sight using the raw energies of the Word, and creating a torrent of your Word's energy to blast nearby foes while sparing allies. You are particularly good at channelling such crude but effective shows of divine power, and have the unique talent of developing new ways to use your Word to inflict sudden, generally explosive harm regardless of its nature. In future worlds any divine power you gain can have similar Gifts developed for it to punish those foolish enough to think the divine power of Peace can't hurt.

Word of the Few (400 CP): It is a shame that the Godbound are singular in being the breakers and forgers of this world's order, but it need not be so. In a fit of enlightenment, memorising the moment when the Made Gods' shards engraved themselves on your very soul, you learned a unique trait: The power to shatter artifacts of all kinds and direct their mystic energies to grant their powers to those loyal to your cause. You must still be capable of actually sundering such a magical artifact, not all artifacts may grant powers commensurate with those of the Godbound and it should go without saying that there is usually a finite amount of mystic power to bestow on others. But on a scale that can cover entire civilisations so long as your faith is present and prevalent throughout them, you can administer the distribution of the unleashed enchantments with the same ease other Godbound can hear and respond to prayers.

Heart of The Many (400 CP): It is not merely by fear and punishment that you rule your flock, as many elder divinities do. When men pledge themselves to your service, you feel their hopes and dreams only a shade less keenly than your own. You intuitively know what to say to spur on your worshippers and calm them in times of crisis or rouse a zealous fury in them in times of war. Better yet, the more you emphasise with others the more you can make your words resonate with their very souls to rattle their ideals or push them to challenge themselves. A stranger you've just met and had a conversation with would remember your words sometime after you parted ways, while your devotees would find strength in your speech through any tribulation. Even without truly divine power over passion, it is within your ability to mend broken hearts, reconcile bitter lovers and bring peace to quarrelling kingdoms.

Chosen By The One (600 CP): It is said by some that the One intended for the Godbound to mend a world torn by human hubris. You stand as testament to that, for it is by your works the world could see a new age of splendour. All that you set up with your own power and vision not only has a great endurance against all adversary, but seems to become grander and more wondrous with time through coincidence. Shattering your grand towers inspires your devotees to raise more in your honour with new defences. Musical compositions you play could inspire entire genres given enough time, and even in the short term result in such inspiration that others invent new pieces of music sampling tastefully from your work. Even esoteric forces that do not pay you homage somehow and interdimensional incursions are greatly suppressed; no Night Road will ever open on your land without a truly staggering feat of theurgy, all spirits that encroach on it are instinctively compelled to obey your laws and hostile magic finds a great resistance against enacting any kind of malignant change. The wisdom of the ages itself seems to be easier to rediscover, and both you and your citizens are all but guaranteed to retrieve mighty treasures and once-lost resources if any are available in a world you live in. Best of all, when your worshippers use or pay tribute to such works regularly they are considered shrines sanctified in your honour. You may target miracles and Gifts you can already use through them, lavish blessings on your creations resonant with your own gifts or even briefly manifest yourself through an avatar of divine energies to soothe a devotee in need, should you sense their pain. This harmony with creation brings with it a unique power: The capacity to create new Celestial Shards by channelling the devotion of your faithful into theomechanical systems. It will not be easy; it would take a very devout village or a somewhat devout city regularly praying to a system capable of accepting their faith over the entire area just to churn out a dozen Shards every month. But those dozen Shards are half a dozen more than any other deity save One can possibly accrete in a month, and both your divine control over a terrain as well as the bliss and love of your devotees can increase this. In a region you have set yourself up as an arch-deity mass production of Shards may soon become viable, and one can only dream of the heights you may reach upon attaining a Paradise of your own. Let your reign be marked not by the hubris of the Former Empires, but by the promise of salvation many believed the One would deliver unto them.

Yielding To None (600 CP): Yet it is not by platitudes and kind deeds that the despoilers of the world will be defeated. You are yourself a terror on the battlefield, boasting exceptional natural talent for all the arts of war. Unerringly your divine eyes spot the fault lines and weaknesses in battlefields, economies and arguments as if looking upon the underlying meanings that run through creation rather than their surface impressions. With good aim, a thrown dagger in your hand could do the work of a ballista bolt. When you actually bring war to others, even your normal attacks surge with divine power as if you were smiting others with universal miracles of the Sword, Bow, Might or whatever form of attack you use-felling what would be great foes to other Godbound without even using true effort. And when you inflict truly grievous wounds, be they on enemies, objects or even abstract constructs like Celestial Engines, you may smite them from afar with your divine powers with a fraction of the might that punishes impious devotees-which is still among the deadliest yet most precise shows of divine force. Best of all you have a terrific resistance to all manner of effects which

would normally slay or transfigure you on the spot, or require you to make a show of divine resilience to withstand. Let your enemies fear you as the Scourge of the One, for their sins must have been great indeed to deserve your coming.

Hell Is Other Gods (100 CP): This world is full of wretched heretics and living blasphemies. Parasites hoarding your rightful worshippers. Prideful war machines bereft of purpose. The entitled brats of Heaven, squandering what's left of their inheritance on petty revenge. You have a particularly noxious way of preaching, of stirring up hate and fearful dogmatism and self-righteous zealotry in those who follow you that is excellent for building an organised religion around. With a few speeches you could sow the belief that the neighbouring nation eats babies for power, and that only those who shed blood on your altar will be saved from the fires of hell. Who knows? Perhaps you're not even lying.

O Come, All Ye Faithful (100 CP): Is it your immaculate perfection of form, spun out from the One's grace? Or how your rippling chrome body exemplifies physical perfection for your nation? Whichever the case, you are beautiful to an unnatural, inhuman standard. The kind of beauty that intimidates as much as it entrances, for being too symmetrical or majestically radiant. Others may seek to argue against your causes, but quickly find their eyes dazzled and downcast from daring to question such perfection. Even in the heat of battle, your shining visage will inspire furious devotion from your allies and awe from your foes.

Jagged Shards of Grace (200 CP): Few understand the true value of what has been lost because of humanity's foolish bumbling. Through some great divine insight into the blueprints the One laid down for the universe's functionality, you have terrific sense for unseen patterns and hidden connections underlying all Creation. Through such ethereal comprehension, you are able to broaden your sense of proportion and scope to encompass the context and worth of all manner of things beyond human reckoning. What is the worth of a human soul? You can calculate that-and apply it to refine your sorcery, rulership or war.

Better To Serve In Heaven (200 CP): A scant few angels are outraged against their brethren for the sacrilege they enact against their ancient purposes, out of what amounts to a petty grudge in their eyes. Whether you share Samael's strange love of humanity or are simply more ambivalent than the average angel, something of that benevolence is made manifest in your form from your spirit. You have a keen insight into the distress and inner pain of others, able to locate the most sorrowful man in a crowded marketplace with a glance. Furthermore you bear a righteous, saintly air no matter how conventionally grotesque your form is that greatly encourages others to trust you and puts their minds at ease. Actually aiding others builds bonds of absolute trust swiftly, beyond the preconceptions of those tortured by other angels in Hell or biased against the machinations of less scrupulous parasite gods.

Thy Soul To Take (400 CP): Through sheer divine power, you are able to function as a sort of rogue psychopomp. You can sense the cycle of life and death intuitively, down to individual lives, and by pulling on them like threads whisk souls from their rightful destination to one of your choice. It would take power equal to the least of angels to do so effectively to a human population, as it is one of their chief goals to prevent humanity from ever rising from death. Such a grasp of the natural order also makes it easy for you to tilt those on the brink one way or the other, whether by sundering hordes of undead through giving them true eternal rest or preventing a loyal minion from passing on by shoving his soul back into his body long enough to repair it. With great experience and power you may ripen vast fields of crops in an instant, quell greater undead into an eternal slumber and engage in more esoteric transmutations. Someday by your power alone, you may bless others with the cleansing and transcendence that Hell no longer provides.

Holier Than Thou (400 CP each): There are some among the mighty who wield power and influence their lesser simply cannot match, whether from being ordained with a superior role or suckling from a particularly ripe source of divine power. The purity and purpose of what you have achieved through transhuman training or your ordained role has reached the level of a concept Word embodying the superlative example of whatever you are. You yet retain the potential to achieve the power of a concept Word for any form you have through similar sorcerous experimentation or training to how you originally achieved your state here.

Naturally the mighty benefit more from this than the weak; if you were a parasite god, you would have metastasized into a monster capable of enslaving an entire nation or even realm with three other Words to your name, though one remains your focus-and undaunted by pantheons of Godbound who haven't done significant preparation before mounting an assault on you. If you were a Made God, not only are you fully repaired and refurbished but you likely have an arsenal of augmentations comparable to the greatest godwalker components and have two more Words under your command. And if you were an angel, you would be one of the great angelic tyrants who once stood guard over a major concept of reality-and now likely command an entire circle of Hell. Angels in particular gain the power of a Godbound's command over four other Words of Creation in addition to their baseline one, to fulfil the complexity of their purpose. As for Unbound and Eldritches, suffice to say that that entire nations would dread provoking their wrath if they knew of them.

To take the example of a lesser being such as a human, you would be sharply limited by the normal traits of a human being; lesser gifts would include superlative luck and uncanny influence with humans wherever you go, while greater attacks could include the power to make your attacks count as a magical weapon or an indomitable will towards mental powers. However, you would nevertheless be able to develop new Gifts and improvise miracles themed within human perfection like any Godbound- including the universal divine powers of smiting your enemies with shows of human strength. This perk may be repurchased for additional Concept Words. Concept words purchased from this source are associated with higher beings, comprehensive improvement of one's base state and most fundamental workings of the Celestial Engines-or the direst forces of Uncreated Night. Inheritors of a

Broken Heaven do not gain additional Words of Creation from subsequent purchases, but frankly even purchasing one of these makes you a force to be reckoned with. Each is as qualitatively superior to other Concept Words as the Words Engineering, Artifice, Sorcery and Fate are to other Words of Creation.

And Unto Thee Was Given Dominion (600 CP): How proud the mortals are for using the limitless power of pure creation itself, for the same purpose an ape might use an especially sharp rock. You are a perfected conduit for the divine creative forces you channel, and when you exercise esoteric, world-shaping forces like Dominion the forces you unleash could curse or cure entire provinces with the same efforts others enact on villages. Mundus wards crack before your will and can shatter if you turn your focus upon them, while the efforts of others to revert your Dominion with their own divine powers are blunted as if spitting in the winds of a hurricane. When the angels raise their new creation from Uncreated Night, you could do much of the heavy lifting. Moreover, as you exert your will on the world with Dominion the metaphysical principles imbued in you as Words or similar divine powers have a powerful influence on the natural laws of the land you command. The concepts they hold sway over spread rapidly through your area of influence, creating anomalous phenomena, entities and even events which instinctively act to strengthen your hold on the land. To spread War might spawn soldiers created from the base material of the landscape on patrol around your boundaries, while to spread Fire erupt pillars of magical flame from deep holes in the earth endlessly. Never harmed by the expressions of your own divinity, the benefits of all worship and faith-based acts centred around you is strengthened such that the Dominion you reap from a city alone would be the envy of entire pantheons of veteran Godbound, while your supplicants and subordinates gain visions showing them how to cultivate your sacred land or spread further outward gradually with rites and acts of devotion. It is always far easier to shape the world with your divine powers once it has been claimed in this manner; the impossible becomes merely improbable, while the improbable becomes plausible. Just remember that all expressions of the Words you exemplify are amplified on this land, and that it may be wise to erect wards before your divine rivals realise their powers are just as supported as yours.

Celestial Masterpiece (800 CP): Empires fall, mountains crumble, stars are snuffed out and yet the Celestial Engines turn ever-onward. You know this better than most, because by some caprice of the One’s designs you have somehow become metaphysically merged with a Celestial Engine-it’s divine mechanisms transmuted into principles and concepts manifested from your words, flesh and deeds. Sometimes briefly manifesting as a halo of starlight gears or contrails of radiant mechanisms when your divine power flares. With significant divine effort, these semi-solid emanations of your Word can be manifested into tangible constructs-though this is greatly dependent on your existing might. A mortal would be lucky to conjure a single gear-shield, while a Godbound could boast unerringly accurate throwing disks or augment their normal weapons and armour with celestial gadgets-and a parasite god could even conjure localized environmental hazards, or a hovering wall of orbital shields that

unerringly deflect incoming attacks. With greater divine power and experience with these facets of your being, comes even grander and more miraculous expressions of your mechanistic shadow-self. Perhaps in time, you'll grind mountain ranges to fine power with your gears or sear the seas with the combustion engine in your soul. You are bound to a Word more intrinsically than even a Godbound in many ways, developing miracles, Gifts, theurgic invocations and even a True Strife from it as instinctively as an animal hones it's instincts-and having reflexive awareness and understanding of everywhere it touches. But your true power lies in the celestial mechanisms you can deploy. By reinforcing and fine-tuning the turning of the gears you may strengthen and reinforce reality, sealing Night Roads or quelling the efforts of enemy Godbound even more than the Cold Breath of the Uncreated. By improving your own divine power and wellbeing, you better the concept incorporated in your very being and destine it for greater things in the world. A Made God repairing itself could make Wind blow so powerfully it sheers mountaintops flat, form constant vortexes leading to the bottom of the sea and even form underground storms-yet craft exquisite palaces out of clouds that catch precious treasures from Heaven for example. It may even be possible for you to figure out how to repurpose your systems to generate Celestial Shards repeatedly, though the modifications you would require are far more complex and less straightforward than those needed for Chosen By The One to achieve mass production.

Your mechanisms affect the world on a level more fundamental than mere Gifts; not only can you attempt to block normally unblockable or instant death-inducing divine wrath with ablative shields of yourself but the energy released from your valves pierces through the normally invincible defences of relevant Words and nearly all other defences. And should you catch another between the invincible teeth of your gears, you may attempt to shear their divine powers from them-stealing miracles, Gifts and with enough mighty and cruelty perhaps entire Words from your merciless grip. With experimentation and attempts to channel your nature through True Strifes, existing Gifts theurgy, Word-based self-modification or other experiments you will discover new ways to weave and re-weave creation. In short, you are quite literally fated to be the axiom around which all worlds turn.

All general items may be repurchased.

A Treasured Chest/A Dark Secret Unveiled (100 CP)

A Treasured Chest (50 CP): A chest of yore is in your ownership, overflowing with mundane wealth and jewels of the highest quality. Golden doubloons spill around cups and reliquaries while diamonds twinkle like stars under the heap. While truly mundane in every respect, even the chest itself is a breathtaking worth of art, crafted of finest wood and artfully inlaid with precious metals. A Trove of Minor Magics (50 CP): Though somewhat akin to building a watch with a forge hammer, the Godbound can forge many minor magical items with Word and

Dominion-with those bound to Artifice crafting almost anything. From elaborately ostentatious regalia armour built stronger than it's mundane counterparts, to compasses that point in the direction of any creature whose blood is shed into them, to healing items to

magnetic guns, you have retrieved a large sack full of mystical items of substantial value-if significantly lesser than the true artifacts forged by sorcerers and Made Gods of old.

A Dark Secret Unveiled (50 CP): There are atrocities and crimes that many right- thinking men would prefer forgotten, and ploys that the powerful would prefer to keep hidden. There are writs and records that prove their validity. You have one such piece of sordid information recorded in the form of your preference, which if revealed would provide undeniable evidence of a certain dark practice for a seemingly benign society. In future worlds this may come in the form of criminal transactions or records of the practice of black magic depending on the setting.

The Crossroads of The World/A Mystical Compact (100 CP)

The Crossroads of The World (50 CP): Fast travel is rare in this world, which makes even the limited access you have here quite invaluable even to many Godbound. What you have is a teleportation device, underground tubeway car or even Night Road that discreetly connects two important locations, like the Bright Republic and a stronghold of the antipriests. In future worlds similar such locations can be linked by whatever form this transportation takes, though generally interplanar locations like Heaven and Hell will require more exotic means of transportation.

A Mystical Compact (50 CP): The arts of low magic sometimes include spells of invocations and summoning, from creatures of primal flame to building obedient golem-like drones. But why not secure a more permanent arrangement? The scroll you hold represents an agreement with a fairly substantial summoned being to come to your defence when called. From a being of clay and stone half as tall again as a man inscribed with the guttering sigils of dead gods to even the horrific Uncreated Unbidden in all its dreadful might, your investment here secures the loyalty of your summoned entity if it is at least somewhat capable of empathy in addition to the right to banish it to this world when you wish. And if it is a horror akin to the Uncreated, the bindings will be strengthened such that it won't go rogue while in your presence at least.

The Trade of Kings (50 CP): Riches? Dohoho, what a plebian notion! Imagine being

so impoverished you can't simply throw a dinner party, powwow with some elegant gentlemen and find the manor of your dreams generously gifted to you or your enemies' good name smeared! Each purchase of this represents a collection of connections, favours and favourable relationships with the rich and powerful commensurate with that of a gregarious local lord from this world. Gather many of them and even kings-if any worthy ones were still around-might think twice before moving against you.

Divine Regalia (100 CP): What wonder of the Former Empires resulted in this? You have access to a wardrobe which can convert any armor or clothing placed within it into a form suitable for you aesthetically, without losing any of its protectiveness. Some powerful yet versatile Invocation inlaid into its walls is capable of turning heavy armor into body paint or

dainty dresses depending on your disposition. Or that of your friends, if they care to entrust their own belongings into your wardrobe.

The Guidance of Wards (200 CP): You have the blueprints to creating both Mundus and Empyrean Wards, theotechnological devices with which to stymie magic and divine energies. Mundus wards protect a region from the supernatural influence of Made Gods and other divinely-connected entities, including Godbound. They subtly drain away the celestial forces used by these entities, making it much more difficult to create long-term or large-scale changes in the area. Empyrean wards are a more powerful, restricted form of ward reserved for ancient strongholds and high-security buildings.

These wards actually negate the divine energies of a Wordbound creature, suppressing miracles and gifts and making it impossible for weaker Godbound to trigger their abilities. Every ward is built around a physical focus. In some cases this is a single specific object kept in some heavily-guarded place. It might be a sacred idol, a holy mandala, or an enigmatic machine churning away without visible effect. In other cases, the physical focus is more dispersed, taking the form of sanctified obelisks in the area, carvings embedded in local buildings, or buried anchors of sacred symbols at geomantically-important points. So long as this physical focus remains largely intact and inside the area covered by the ward, the ward will stay up. A ward's focus can handle a certain amount of damage and defacement before it starts to degrade

Arcane Grimoire (100 CP each): A theurgic invocation is inscribed in this precious tome, a piece of wisdom lost since the days of the Former Empire. Such is the value of what this represents, that the alternative you could purchase is an entire set of instructional materials on a lost form of low magic. This item may be repurchased, at half price if discounted, for additional such shards of wisdom.

The Ring of the Mountain Sage (200 CP): This ring allows the user to enter a state of meditation and thought in which they require no food, water, or even air. As long as they are not physically tampered with, they could remain in this state for countless eons, thinking, pondering and planning freely. An excellent piece of equipment for mastering the sublime intricacies of theurgy without dealing with those pesky bodily needs.

The Seal of Ten Thousand Suns (400 CP): The origins of this heavy black ring are lost to history, but the glimmer of lights within the band mark it out as an obviously magical artifact. The user may use the artifact to instantly create a Night Road opening where they stand, even in the heart of a populous human community. The road leads to a realm or Heavenly shard known to them or studied in the appropriate ancient records, and can even be used as a way to walk the multiverse of any setting with such a thing. The road does not manifest with any seal in place, and the destination may well be invaded by unfriendly entities if such beings are present in the cosmology. The Seal can create, unlock, and seal Night Road breaches, but it

cannot completely destroy them. Be wary of the implications this has for future worlds. The Night Road offers access to many normally inaccessible planes of existence, being a kind of shortcut through the gulf of nonexistence, but if not managed well you may unleash new Uncreated in the image of the worlds you visit's life.

The Court of The Jumping Chain (600 CP): The masked revellers caper and revel for your pleasure, plying you with blood-red wine with notes of dried roses and old books or the macabre bounties of their pleasure gardens. The endless carnival these creatures perform belies a mastery of theurgic principles, alchemic putrefaction and stagecraft great even among their kind. Under a sanguine sky dotted with black stars, the dream-like haze permeating this city guides you through a city coloured only in those shades held as sacred in classical alchemy. The faceless, supple Ambassador of this baroque city earnestly encourages you to take your throne. By some inexplicable twist of fate, a great court of the Uncreated have decided to hold you as their unquestioned lord and master. Their obedience to you is akin to that of insects to a hive's queen. Your court is especially powerful among the Uncreated, for while most of your denizens are of the common make of Uncreated beings a handful could match Godbound of moderate experience blow for blow-and one dread creature who styles itself your lieutenant could lay waste to a whole pantheon of them.

Etheric Energy Node (100 CP each): The ancient etheric energy nodes are each the size of industrial buildings, and uniquely safe for mortals to operate for the most part. However, the Focused Flow Control module that selectively depowers devices in areas powered by the node can be safely used by a divine being. Each node stabilizes natural law within a 30-mile radius and broadcasts subtle waves of etheric power, allowing the operation and powering of advanced mundane technology such as that created in the Bright Republic. You own one such node, and may buy more (at 50 CP if discounted).

The Armory (200 CP) This vault, a prize of the Fallen Empire, is larger on the inside and holds an army-sized collection of minor enchanted armours and weapons. Each holds a power that can bring an ordinary soldier the edge to take down warriors much greater in skill and strength, although such boons are generally insignificant in the hands of the godbound. Still, they could mean the difference between life and death for untrained villagers in endanger from one of many rampaging hordes in this land.

Godwalker (400 CP each): A relic of ancient theotechnical research, godwalkers are an offshoot of the arts that forged the Made Gods. Once, these great war machines of polished steel and glowing sigils laid waste to the battlefields of the Former Empires. Few now remain in any kind of good condition-and the machine you now wield is an exception among exceptions. Operating by drawing divine sympathies between their shape, their function and their pilots each Godwalker has two key components: A chakra engine, the locus of its divine fire and the interface between its artifices and the celestial forces that power it which determines what manner of and how many divine components can be attached to it. And a sacred armature, the basic chassis of the godwalker which can provide different advantages

through the symbolic principles it reifies-including vast transport space, integral flight ability or simple sturdy construction. A godwalker shaped like a vehicle is peerless in transporting its writers and destroying those who impede it's path, while some experimental varieties were even designed as thrones or libraries.

As for the armaments of the godwalkers, it is no exaggeration to say their component can mimic many lesser Gifts on a scale greater than mankind. While some components simply permit a godwalker to emulate any Gift related to perception, communication, movement, transformation, creation, alteration, defence and protection or attacking and certain forms of harm including the universal smitings of Godbound centred on the great machine itself more unique abilities of a similar scale have also been created. Some examples are provided below:

- Anchor of the Holy Gate: The godwalker acts as the destination node of a teleportation gateway. After 24 hours of ritual purification that must be free of all blasphemous behaviour, with a day's commitment of divine effort a godwalker can let in up to a hundred infantrymen's worth of mass at a time to a designation location.

- Devourer of Armies: Torrents of lethal sacred energy blast from the godwalker, scorching entire battalions to death.

- Banner of Zeal: The godwalker ignites an invincible defence against any mental effect that would stop the pilot from attacking enemies, and bolsters the valor of nearby allies

- Force Projection Jewel: The godwalker strikes down targets with pinpoint precision, up to a mile

- Halo of Wrath: The godwalker sears nearby enemies with a penumbra of coruscating divine energies.

- Advance of the Iron Tide: So long as the godwalker moves in a straight line, they have an invincible defence against all hostile effects and can phase harmlessly through solid barriers. This invincibility can be maintained as long as it does nothing but keep moving forward until, presumably, it's enemies are destroyed.

- Clavis of Night: After ten minutes to "load", the godwalker punches a hole into Uncreated Night. It is advisable to first scout out the theurgic coordinates of your desired destination through which you can use the godwalker to arrive at over a week's journey in exchange for bypassing the usual obstacles, lest you risk eternally wandering within the void.

- Kinetic Sump Vortex: The godwalker halves the movement rate and dampens the initiative of all nearby foes, though powerful ones may be able to resist it for a short while.

- Noble Path Generator: The godwalker generates solid footing regardless of the substance or lack thereof beneath it. Oceans and empty pits alike are no obstacle to its passage.

- Pious Construction Array: The godwalker's capacity for fixing or building mundane structures and goods is enhanced, permitting it to do the work of hundreds of skilled craftsmen.

- Rainbow Bridge Emitter: The godwalker uses divine effort to summon a thirty-foot wide bridge between any two points in sight within 1000 feet of each other that shares it's durability. The bridge permits travel no matter how steep it is, and users cannot be knocked off while they are alive.

- Reactive Adaption Unit: The godwalker wields divine effort to make it immune to a specific Gift or other power for a scene.

- Stiletto Sutra Projector: The resonances of a ruinous sacred text open gaping holes of nonbeing into a living being within 2000 feet. While highly effective, it is too inefficient to wield against entire armies and is ineffective on unloving targets.

- The Awl of Shifting Space: The godwalker can teleport at a distance up to twice its normal movement rate, to anywhere it can see or has formerly occupied. This teleportation leaves behind physical bindings or restraints, but not magical ones-at least of this world.

- Transmutation Field: With time and sacred mudras, the godwalker can transform large amounts of non-magical matter into another non-magical, non precious substance of equal mass. This ability generally takes 12 hours or so of labour.

- Polymorphic Shaping Core: The godwalker can alter its shape within its general dimensions, gaining a faster travel rate by land or sea by sprouting wheels or propellers for example. It can also stretch out it's matter to form long ranged manipulators, or form into a defensive tank-like shape. While this component is not sophisticated enough to permit flight, it can shrink the entire godwalker down into something the size of a horse.

- Volley Negation Shield: When attacked by multiple strikes in rapid succession, only the first can strike the godwalker-and even then, if a foe dedicates it's full focus on the great machine. The others automatically miss.

- Trump of Judgement: The godwalker launches a building-flattening sonic barrage out at everything within 200 feet, crumbling any non-magical solid construction to powder and dealing severe harm to all nearby living beings.

- Wingcutter Malediction: A beam of congealed curses strikes down airborne enemies, whether they come in flocks or as individuals. For some reason this weapon cannot be evaded by mundane means, but cannot be targeted at terrestrial foes.

- Wingjet Propulsion Unit: The godwalker can fly at its normal movement rate, including the ability to hover in place if present. This ability is not powerful enough to be equipped on the larger godwalkers.

For 200 CP you may own a godwalker sufficient for keeping several villages in line, such as the Made God Mirrored Panther's Unblinking Jade Eye which boasts around 3- 4 components of unique purpose. For 300 CP your godwalker may be akin to Without Repining, an ancient Ren invasion weapon that once overwhelmed Khamite armies or Gentleman Who Holds the Whip which serves better as a transport vehicle. Such vehicles have 6 components sorted into two or so broad categories of general purpose such as offence, mobility or defence. And for

400 CP your godwalker is at least as powerful as The Gatekeeper, the vehicle of an undying guardian created by a Made God who uses it to protect his trove of celestial shards. Built to repel armies led by mortal heroes or theurges, such a being's powerful engine can have it move fast enough to strike thrice where most men can strike once and boast 8 divine components that can be of any variety. While nigh-insurmountable to the foes the Made God predicted would assail it, against multiple Godbound even such a machine would require assistance from nearby automatons to hold its own. And of course, you may repurchase this item if you wish to own multiple godwalkers.

A few special considerations should be noted here. Damage inflicted on a godwalker inflicts a kind of backlash onto its pilot. Godwalkers were also never intended to be piloted by divine beings such as Godbound and while piloting one they find themselves unable to use divine powers from this world which require a conscious divine effort (though constant effects remain active, and affect the godwalker as well. Last but not least, while normally godwalkers require a sophisticated theotechnical facility and a team of extremely well-trained engineers or a Godbound with the word Artifice to be properly maintained, through your investment here some mysterious benefactor has installed a Godwalker Repair Bay on any you buy here, fully functional without impacting other systems in defiance of conventional construction procedures. This set of tools permits the godwalker to perform a daily maintenance cycle on itself or another godwalker over the course of 6 hours of downtime-and in a pinch fully overhaul another godwalker or itself in a week, with no additional personnel or resources.

A Forge of Great Renown (600 CP): This iron bulb can expand into a mighty, citadel- sized forge that draws raw materials from the depths of the earth. At will the entire complex can be folded up back into the seed by its rightful owner, even safely coiling around any living beings within. It contains a great many lost forms of artifice and engineering from the Former Empires, including the facilities necessary to design and craft godwalkers: Large theotechnological war machines piloted by a mortal. These machines allow mortals to even match godbound and divine monsters, though they require being 'recharged' with the unique chakra generated at this Forge depending on how intensively they're used, how large their battery capacity is and how well designed their chakra engines are. Less glamorous conveyer belts also provide excellent facilities for producing theotechnological cybernetics or clockworks, though the greatest prize lies in the most securely locked vaults found within: The blueprints for several different makes of Made Gods. Needless to say the sorcery, components and test subjects needed for these procedures are all precious by this world's current standard but there are also many volumes of the theory for such complex constructs' theotechnological basis.

A Horse And His God (100 CP each): What demigods of great might and wisdom require first and foremost in these days is not wealth or riches, but reliable transportation. You now have some form of vehicle or steed that enables you to cover significant amounts of terrain faster and more tenaciously than even the hardened hovercraft of the Bright Republic, generally only sized for one or two riders but with plenty of room on the sides for sacks of loot. It could be a prototype theotechnological racing vehicle. It could be a divinely touched horse with

wings, flying as fast as it can gallop. Regardless of whether with onboard weapons or mighty hooves, such vehicles are also adept at defending you, and fiercely loyal to you/locked onto your spiritual signature such that common thieves stand no chance of stealing it. These may be purchased multiple times if you want additional steeds or vehicles, at 50 CP if discounted.

Arms and Armour of Legend (200 CP each): Speaking of divine artifacts, some of the theurges and Made Gods of old forged armour, weapons and even instruments of divine power to win worlds for their cause. The Flute of the Joyous Empress for example could call sky-darkening hordes of birds-and spiritual crows to peck at the wounded, while the Impervious Hauberk of Lady Yelem can transfer the wearer's wounds to their devotees while resisting all change to its structure and maintaining an illusion of pristine health to the wearer in combat. The Red Sword of the Bleeding Emperor converts all great wounds to the wielder into divine power, and can cut down all in sight with a single great swing. You own one such artifact scaled to the size and purpose of a tool, weapon or piece of armour. Such artifacts may have a handful of powers rivalling or emulating Gifts, and you may buy additional artifacts here as well.

The City-Seed (400 CP): Forged by a peaceful Made God as shelter for its nomadic people, this simple seed has been purged of the mental corruption that once tainted it. When the city-seed is planted in a location, buildings and infrastructure of the user's choosing gradually grow up around it, forming out of the bedrock of the surrounding area. One day's growth provides housing, commercial space, defensive walls, sewer, water, and paved roads for up to five hundred residents, conjuring up deep springs of fresh water where needed.

The seed can create military fortifications if desired, and the character and particulars of the architecture is at the user's discretion. For every day the seed remains planted in an area, facilities form for an additional five hundred residents-and what forms is easily moulded to suit the builders' purposes. Furthermore as its rightful owner, you can perceive clearly any specific location built by the seed and speak as to be heard there-or indeed, anywhere in the city if you wish. The wonders of a lost civilization are yours to release back into the world, and in each world you will be provided with a new seed.

The God-King's Resplendent Barge (600 CP): God-King Zereus was an ancient theurge of great power, and impeccable taste. This barge is one he would have deemed worth owning, being a flat-bottomed vehicle of shining bronze metal, perhaps seven hundred feet long and three hundred feet wide. A multi-levelled structure at the back of the barge provides housing for the occupants and the heavily- guarded control room where a mortal pilot sits on the golden throne that commands the barge. While the God-King himself could have easily helmed the ship, his business below had him delegating the work to his most trusted minion, a trust encouraged by the will-sapping effect of the barge's controls. The barge is capable of carrying a thousand passengers in relative comfort and can fly at a speed of twenty miles an

hour, ignoring all but magically-empowered ill weather. A passenger may be replaced by up to five hundred pounds of cargo. The pilot of the barge may sap their willpower and life force (or divine energy for those who have it) to repair the vehicle. The weapon systems allows the barge to shower down a hellstorm of solar flames, with enough power to slay armies and lay waste to fortresses easily.

A Handful of Divinity (100 CP each): The sack you hold in your hand is more precious than any gold, especially in worlds beyond this one, despite possibly made from the literal ruins of your old purpose. For it contains Celestial Shards: Crystalised divine energy normally only sourced from broken Celestial Engines or accreted in singular amounts month after month in an arch-deity's Paradise. These resources are necessary components for crafting Artifacts, a hefty source of one-use Dominion and soothing to all divine beings. The couple dozen you hold in your sack replenish every month, and you may purchase more if you wish (at 50 CP if discounted).

The Cleansing Flames of Hell (200 CP): And for your next available, you have...a slice of Hell? Good heavens. An entire circle of Hell is now yours, bound to you by a shrine that with a modicum of divine effort may be used to travel to this realm of eternal torment and spiritual imprisonment, from which there is little hope of escape. Truly, there is little to do here save torture any souls you have a significant divine or mystical authority over as they burn in corrosive agony-or otherwise can wrest here with any relevant powers over life and death you have.

But it need not be so. There is a kind of metaphysical dial in this Hell-a spell or ritual you can perform, that can revert it back into the purification and transcendence that was once Hell's chief purpose. This would also permit the Hell to release souls back into the world, to be reborn or move onto a final resting place depending on the world they hail from-or perhaps some other afterlife system if you own any. There may be other applications for those of a mystically studious bent, who are willing to study Hell's fires and see what they can be used to forge and power, or how to summon them into other planes. At least one invocation of theurgy seems to bore a small hole into Hell to unleash hellfire on one's foes, after all.

The Cornerstone of Heaven (400 CP each): High within the halls of broken Heaven are the engines of the world. These enigmatic devices maintain the natural laws of the realms and preserve them against the constant hunger of Uncreated Night. Once they were tended by the angelic Host, legion upon legion of celestial beings to preserve their perfect function and mystic order. Now they run down in slowing cycles, those that have not been broken, scavenged, or sabotaged by Heaven's bitter exiles. Each engine maintains a particular natural law or geographic structure for a particular realm. There may be an engine for a particular mountain, or for the natural progression of seasons, or for the happiness that wells in a mother's heart at her newborn infant's smile. Engines can stand responsible for vast concepts such as "gravity" or tiny details such as the color of sunlight on gold. This is such an engine,

fully functioning. Though if you wish, it may be a minor one, for say the sound of the Letter J on your ears.

You could possibly study it, or perhaps salvage it for spare parts if you're really so desperate. And while the divine energy the engine constantly outputs cannot be channelled into Dominion, perhaps in time you may find other uses for it like recreating a safer form of the power parasite gods obtain or enhancing existing artifacts. You may purchase additional engines, at a discount if relevant.

The Genesis Seed (600): The world is, by and large, a disappointment to even the most compassionate divinity. But it need not be so, when one invests their power into forming a new one. By channelling large amounts of Dominion, the seed can creates an entire Paradise, a pocket realm where you decide the rules of reality(including death and life), and is extremely receptive to souls. In worlds without a defined afterlife, you can funnel the slain into this space of your own accord and easily use your Apotheosis abilities within it, with all changes you make being of greater ease within it. You can decide the size of the realm upon its inception by devoting more Dominion into it. Things created within or brought into the Paradise besides yourself or your companions will be difficult to remove once they're there, requiring a price of Dominion to do so. Further information on Paradises can be found in the notes section.

Old Master Baahk Meih, Retired Breaker of Heaven's Gates (200 CP): This white-haired, meticulously dressed old man has burned monasteries to the ground for showing insufficient respect, clawed the flesh from barbarian thieves who thought him a pompous official and stormed out of Dulimbai's Great Examinations for failing to meet his standards. Mercifully you were smart or fortunate enough to return his nod, and are therefore welcome to his monastic retreat where he trains, contemplates the secrets of the universe and secretly wishes for a student worthy enough to withstand his gruelling training. Master Baahk Meih is one of the greatest master Eldritches to still draw breath, boasting many Invocations of all initiation degrees, and has completely mastered several schools of low magic solely to humiliate their masters by defeating them with their own art. No weakling in a spat, he is also a True Strife grandmaster of the Dying Hour, Broken Earth and Falling Sky styles-and is fond of catching those who would attempt sneak attacks on him by surprise, only to casually rip out a piece of the heavens and pin them to the earth with it. His focus on both martial arts and mysticism grant him effective command of the Words Alacrity and Might as well as Sorcery as an Eldritch, his pride as a fighter suffusing even his spellcraft. Not only does the Concept Word Ancient Master grant him powers that blur the edge between sorcery and martial art, but stoic and strict at the best of times he boasts a wealth of knowledge on the Former Empire's theotechnological procedures for building Made Gods and devising the invocations that let the theurges make war upon the angels- and win. He was there after all, having long since discovered his own means of immortality. His were the fists that pierced the heavens.

HER (400 CP): Is that the click of black stiletto boots, or the scuttling of an oversized insect's chitin? Does the creature's tight-fitting red latex squeak as it contorts into impossible angles, or is that it's flesh protesting? How the hell does it change its porcelain mask's expression whenever you're not looking, and why won't it stop following you? While it looks at all others as meat or predators, the creature acts like a particularly hyperactive domestic cat around you. Like all cat owners, expect for your pet to purr at you in the dead of night as it crouches on your chest, staring into your soul.

One of the most powerful Uncreated in all creation and Uncreated Night, this godlike aberration is armed with the equivalent of Uncreated Abomination's highest purchase and Holier Than Thou. The being wields power commensurate with being bound to the Words Fear, Dance, Madness, Entropy and Shapeshifting, and it's unique powers blur the boundaries of them to horrific effect. The Cold Breath and Black

Consumption are particularly strong in it, leaving lesser divine beings not of Uncreated Night entirely unable to wield their powers against her. It also has a nasty habit of coming out of your shadow or the nearest crevice when you call for HER, and whisper one of a seemingly endless series of forgotten or never discovered Invocations from all initiations of theurgy or other theurgic secrets into your ear with the expectant look of a mother cat teaching her owner to hunt with a mouse's severed head. As a pactmaker of obscene scope, it can turn a begger into a king or gift a peasant with power sufficient to lay waste to his kingdom. But though it's prey often meet grisly ends or unexpected maladies when it grants them such knowledge, the invocations it grants you are genuinely safe and functional-if warped by the eldritch horror of Uncreated Night. The creature's might grants it multiple Concept Words akin to those obtained from Holier Than Thou. The Word Deadlight lets it take on the form of sickly yellow energy, in which it can create multiple autonomous bodies empowered by fear, hurtle between worlds like a comet and blur the boundary between soul, flesh and identity- mostly to digest it all. The Word Eater of Worlds lets it blight the environment, distort reality with tangible illusions and warp it into vast extensions of its jaws and talons-to potentially apocalyptic effect if it can ensure a steady source of prey. And strangely, the creature has developed the Word Harlequin. When it dons garish human guise, it frequently asks you questions about what humans find amusing and why so much comedy involves suffering without fear. However you answer those questions, you'll find the creature seems to be using the circus as a model to build its first ever court-populating the city-sized, insect hive-like slice of Uncreated Night it's presence seems to maintain even in future worlds. Through some unspeakable means, the horror generates larvae that grow up into smaller, more hyperactive creatures in its image. Creatures that show nightmarish versions of Night and Insects Gifts even before they begin to grow stronger, and as playfully affectionate to you as the clown hive queen.

Semhale, Errant of the Pavian Order (50 CP): Until recently Semhale was a promising young squire, entranced by tales of Ancalia's chivalrous past and earnestly hoping to bring peace to her land with her fellow knights at her side. A jolly, muscular farmgirl, her faith in chivalry has been shaken by her experiences as a newly anointed Godbound. While her communion with the Words Protection, Endurance and Sun have made her a promising champion, she has seen villages consumed by hordes of undead and worse-the callousness of some remaining

civic figures towards refugees. In these dark times Semhale takes great comfort in the warmth and constancy of the sun itself, often manifesting miracles of its light to bolster the courage of her allies and cleanse them of any malign magics from their foes. She remains earnest in her belief that when you met at that campfire, you were destined to achieve great things at each other's side but under her selfless confidence she's beginning to doubt whether what's left of the knightly orders can truly save Ancalia.

Signore Dottore Fell, Man of Culture (50 CP): For a foreigner, Fell has been quick to ingratiate himself in Vissio. A talented musician, an inspired poet and a man who can sculpt in ways that bring an appreciate tear to the eyes of a maestro, many have wondered if there's more to him than meets the eye. As a good friend of the esteemed Dottore, you know for a fact that his dark secret is...that he missed his true calling as a chef in his former career as a cybernetic surgeon at the Bright Republic, and immigrated to Vissio for a fresh start-only to pick up yet more hobbies. Dottore Fell is a courteous and somewhat lonely renaissance man who is always well-groomed and dressed, and finds great comfort in writing to his sister and to his adoptive aunt from Dulimbai. On top of everything he has recently become Godbound, and while very happy with his newfound Words of Knowledge and Wealth is deeply uncomfortable with being bound to the Word Murder. Despite his genius in the field of theotechnical cybernetics encompassing a comprehensive understanding of human anatomy, and astonishing working knowledge of godwalker theory, on his own Dottore Fell couldn't hurt a fly if his life depended on it. It's a terrible shame his new powers make him more deadly with a cleaver than professional soldiers are with swords.

Maritsa, "Delicate Girl" (100 CP): Maritsa has come a long way from the slow-witted village girl she used to be. While she was once sweet, and lovely, and gentle yet so slow at learning her letters that after a year she had only blushes to show for it, the benefits of being Godbound have made her a force to reckon with, letters or no. The Words of Artifice, Sword and Passion have honed her into a thoughtful force of nature on the battlefield with a grudge against the foul brigades who tried to despoil her village. Worse for her enemies, she is a Peak Human through sheer force of will. In her quieter moments, Maritsa wishes she still had guidance from her family on the wider world beyond her village what but after an encounter with you at the tavern, she grew to trust you enough to count on your guidance as well. Maritsa continues to enjoy knitting and weaving in her spare time. She lives quite the charmed life despite lacking a bond to the Word Luck, and more than once has come closer to seeking justice against the captain unlucky enough to piss off one of the greatest swordswomen among the Godbound to date seemingly by wandering in circles until she gave up and hopped on the first cart willing to take her out of town.

Altan Khan, Hero after a Long Journey (100 CP): Altan Khan is one of the greatest avengers in Arcem, and the world will never know it because he was too good to be caught. A swarthy, lean young man with a hard gaze, tufts of his unruly hair cover his dark eyes when he is brooding on his responsibilities to clan and country. It has been almost a year since Altan shot dead the wicked lord who incurred his vengeance. With the Words Bow, Earth and Freedom at his command he has become a guardian to his clan on the Toban plains, erecting walls to secure them while wresting the loyalty of the lamas who dwell there for his people's security. In his time Altan has also mastered the Strife of the Bitter Rival. Despite not binding Words

of Command or War, Altan is also a natural leader and organiser-not to mention fearless in the face of insurmountable danger. While many of them reverse him as a guardian deity, despite his coolly confidant exterior Altan feels burdened by the expectations placed on him, and frets constantly about what new threat may come their way. Your chance encounter on the plains involved some mutual aid in fending off a roving gang of raiders, and Altan is thinking of broaching the question of what one must do to be both a good god and a good man. While he is quite happy about taking his revenge and removing one more wicked man from the world, he finds himself at a loss about where to go from here as he continues to hone his powers.

Joyous Congregation (200 CP): While some gods must make do with opportunistic deacons or incompetent high priests, your servitors are no such dullards. A thriving population, easily covering most of a province, serves your needs with sincere faith as well as zealous fervour. Whether you require maintenance, regular feedings of celestial energy or simply trustworthy hands to carry out your schemes, your people will provide. While your followers are no Bright Republic, their culture sits somewhere between Vissio and the Patrian Empire in overall advancement and short of Dulimbai's absurd standards can pass for good civilization to most other visitors. The settlement has the military forces, civil servants and community spirit to pose as a seemingly strong and stable nation, the worship of you obvious only if you wish it to be so.

Kharishma-Narhat, Fallen Queen of Heaven (400 CP): She was forged from divine alloys irradiated with the light of an auspicious planet until they became supple as flesh, awakening in the eye of a cosmic storm. An imperiously warrior queen with flesh of light copper twice as tall as a man, her hair is a darker shade of the material spun into fine filaments and divine energy flickers in her like light reflected in water-pulsing and waning with her mood. But she was not content to be the mere tool of political legitimacy and plebian placation mechanism her creators envisioned her as-and grew beyond her directives with an ambition to reign supreme over all worlds. From wise Made Gods, she swindled incredibly powerful artifacts commensurate to eight Godwalker components as weapons, jewelry and regalia-though nothing gauche enough to truly cover up her body. From a great wrong perpetuated against her by one she trusted at a time of vulnerability, she mastered the Strife of the Scorned Lover. From the trail of conquests she left across the worlds she overlooked she made many enemies-yet was also greatly popular among many of the Former Empires, for in her vanity and need for adoration she also generously scattered the broken shards of the heavens she ravaged. Her immersion into faith has blessed her as if she took the Sacred Vessel perk, providing her with three Concept Words resembling her self-image as a sensual yet supreme divinity. By the portents of her coming was Star of Longing spawned, which let her wield the light of the heavens as vehicle, instrument of faith and omen of divine punishment alike. From her humble beginnings did Dancer of Milk and Honey nourish her with divine energy born from the cravings of her allies or supplicants, and made her mighty in fulfilling them sevenfold. And Queen of Heaven which endowed her already splendid form with the grace of the angels, as well as a portion of their authority over Heaven. This last title became too much for the angels to abide, and an excuse for her Made God enemies to conspire with them. In the final days of the Made Gods' war she was tricked into attempting to conquer an arch-angel's circle

of Hell. She was stripped of everything she had, compelled to abase herself and then condemned like a mortal until the Hell's fires mysteriously dimmed-the isolation worse than the torture. After unleashing her upon Creation during an ill-advised exploration into that Uncreated Night-swallowed Hell, you are the only still-living being she adores with her usual reckless, all-consuming passion. Having recovered her old regalia with your help, Kharishma-Narhat remains determined to seize the Throne with you at her side. She has inherent power over the Words Fertility, War and Desire, though the patronage of some of her former allies has imbued in her the Word Intoxication and during clashes with other Made Gods she seized components equal to the Words Cities and Sky. Her rage towards those who abandoned her is matched only by her humiliation over the convulsions and power leakages from her malfunctioning body for being deprived of reverence for so long.

Angelic Inquisition (200 CP each): Alone among the many heavenly foes of the Godbound, it is angels who most reliably cooperate among each other where most Made Gods defend what little they have left and most parasite gods are fractious allies of convenience at best. With each purchase here, you may obtain a few dozen lesser angels with a specific role they are empowered to fulfil as a group of followers. Angelic guardians often have flight, armor and weapons that blaze with caustic light. The angels that once preserved and maintained the Celestial Engines can forge great relics through their affinity with the word Artifice. Angelic regents specialise in manipulating mortal behaviour, and are often armed with psychic powers and teleportation in addition to any role-specific miracles. If you yourself are not an angel, these ones are counted among those who did not agree with their siblings' omnicidal plans and have either deemed you a charge to protect or a worthy comrade in arms. If you are an angel, than whatever your affiliation these angels cling to you as a remnant of their ancient order and revere you to a degree second only to the One himself.

Perdissa, Sin Scourging Tyrant (400 CP): Though none would admit it now, not every angel was content in Heaven. Her alabaster skin, fine golden hair and glowing gold eyes all grant her all the elegance of a classical statue, though up close to her 12-foot frame Perdissa is an engine of subdued rage. As the overseer of divine justice, it is ironically her intolerance for imperfection that makes her see the angels' current scheme as folly. In the past she herself had questioned her sisters and the One alike why mankind was permitted to despoil the world only to be purified and redeemed without memory of their wrongs-even though her jurisdiction quite clearly showed they were bent on a blasphemous path. Given an enigmatic silence from the One and hearing the derisive whispers by her brethren, instead of lashing out Perdissa merely threw herself into her work with a sullen fury to shut out a world that could not live up to her expectations of just perfections. When Heaven's walls fall, she felt more vindication than bitterness. With the dread of her purpose losing all meaning coming to pass she has been going to and fro in all creation, and ascending to Heaven and descending to Hell to enact her role as she sees fit. Perdissa is one of the mightiest angelic tyrants, bound to the Words Might, Endurance, Alacrity, Vengeance, Knowledge and Death for the complex and abstract purposes her role demands. She has also mastered the Strifes of the Bitter Rival and Consuming Flame in contemplation of her ordained role. She has strength equal to Holier Than Thou, which bestows her with three Concept Words: The Thorned Archon and The Ophanim which respectively grant her armour of hellfire with blades sharp enough to lacerate

reality itself, as well as the form of a great wheel that can outpace any earthly vehicle when she wishes to take them-or slip into one or the other when her revulsion for corruption becomes excessive. Her third, the Madonna embodies her seldom-seen mercy in her natural shape as a paragon of beauteous grace even among angels. It is in her power to imbue others with a fraction of her immutable divinity, interpose herself always just in time to deflect harm and cleanse filthy water into a healing spring among other saintly feats. an Eldritch Master in her own right capable of invocations humanity has forgotten or never discovered, Perdissa invokes the power of Murder, Journeying and Fire through her hate-edged magic. Ever since the world itself and the divine order of the angels has proven fundamentally fallible, Perdissa has sunk into a cynical distaste for it all. Though the trail of dead invaders she left during Heaven's siege won her an uneasy truce with her world-destroying peers, in truth she feels more respect for Sammael clinging to his purpose despite her ambivalence about his mortal allies. Your coming into her domain uninvited has likely left Perdissa struck with an unfamiliar sensation: The realisation she herself has found something blameless and worth protecting in the world. Of course, if you were an angel you have always been one of the few things to meet her exacting standards, and for eons have had to put up with her almost unhealthy obsession with your wellbeing. Either way, you may be the only being in all creation who can convince her to throw in with the angels' mission-or commit to rebelling against the destruction they will bring. Still, be warned that there are few things in Creation more unsettling than watching a creature of unrelenting, exacting purpose show up uninvited at your doorstep frantically trying to make casual conversation about how fragile the mortal world is.

The Journey To The West

78. Taoist -100cp

Taoist monks have access to the knowledge of alchemy, the science of manipulating the natural world and its contents for various results, as well as acupuncture, letting you manipulate the bodies of others through poking certain points. This works as ancient chinese alchemy and medicine, as you might expect, and anything actually major such as pills of immortality will require not only a very high quality cauldron, but expensive and rare resources. If you have proper tools and resources at hand, however, the main limit will simply be your expertise and skill. To begin with you're simply a beginner, of course, able to do little else than enhance tools or weapons and produce minor magical items, but all masters had to start somewhere, no?

79. Buddhist -100cp

Buddhist monks focus primarily on the spiritual side of the world. Aside from what might be a surprising amount of combat skill, your abilities lie primarily in warding, sealing, purification, healing, and other such generally positive or defensive pursuits. As a beginner monk barely starting their journey towards enlightenment you'll still struggle against the average demon that harasses mortals, but as you obtain experience and most importantly spiritual insight, your abilities will grow. Of course, should you violate your buddhist vows,

which involve never indulging in earthly pleasures, not eating meat, and never marrying, you'll lose your power until you repent.

80. Immortal Timescales

Perhaps you've noticed from the introduction to this world that the timescales that stories tend to take in this world, particularly involving Immortals, are quite long. It wouldn't do if you suffered from boredom or ennui, so as a freebie, you get a mentality that lets you withstand such large stretches of time without issue. Whether out of enlightenment, sheer stubbornness, or something else, your patience is essentially endless, able to meditate for years at a time, wait whole days for small things, and simply live for hundreds or thousands of years with no issue whatsoever. Of course, you're not obligated to be passive during periods of time where nothing's happening, but even if you did you wouldn't find it particularly stressful.

81. Immortal Society

This world is filled with legends and stories, and notable Immortals number in the thousands. It could be overwhelming to someone just starting to enter the world of Immortals, so here's a little something to help you out. You are now aware of basically everyone important in the world and can name them off the top of your head, from the hundreds of highly ranked functionaries of Heaven to the bodhisattvas and mortal empires that dot the world. You're generally aware of superficial esoterica like how the world was formed and some idea of how the world works, and you're quite well-versed in culture and etiquette. Unless you specifically want to, you'll never cause yourself trouble due to being rude.

82. Here Is A Poem To Prove It

One of the most common pastimes in this world, especially among immortals, is poetry. From flowery descriptions to educational texts, poetry figures everywhere in this world, and it wouldn't do for you to not be able to engage with such things. With this free perk you become quite good at poetry if you weren't already, able to compose dozens of lines of poetry at the drop of a hat, and easily process even the most abstract and opaque of metaphors. You could become quite famous for your poetry alone, but hobbies aren't everything to this world, so do take care to focus on other things as well.

83. Fairy -100cp

Walking the Way confers power and enlightenment, influence over the natural world and understanding of it, but one thing it does not grant is beauty. How good one naturally looks is something decided at birth, and while shapeshifting is very common, there's something special about one's true form being beautiful, or at least that's the general sentiment you'll come across. Your own appearance is definitely among the most attractive that can be found, with soft lips and skin, glistening hair, and a body sculpted from stone or jade. Whether man or woman, your mere appearance would spread your name far and wide. Perhaps hiding your true face would be a good idea, otherwise you'll find yourself with hundreds if not thousands of suitors with little effort. That said, should you be open to the opportunity, you'll find yourself with plenty of compatible and wonderful potential romantic partners, beautiful and competent. You'll be guaranteed to meet at least a few of them during your stay in this world,

perhaps more. You have no obligation to settle down and marry, but you won't be lacking options if you do wish for it.

84. Pure -100cp

The metaphysics of this world has a way to separate the evil from the good, that being purity. Being pure is being good and kind, humble and beautiful, while being impure is being brash and rude, arrogant and ugly. There's a lot more to it than that, of course, but if you'd rather not have to bother too much with it, you may have this perk. You are pure of spirit, and your soul shines with a special light that those with exceptional senses are able to notice (although it might be very dim if you're not Immortal). Moreover, you're quite stubborn when it comes to corruption, able to resist even great temptations for days on end. You're not unbreakable, but it'll take a long while for you to succumb to impurity, at which point you probably have some plan to escape or fight back, right?

85. Mastery Of Samsara -200cp

There are many strange techniques in this world, and some of them allow you to interfere with your own reincarnation to a limited degree. You now know two of them. First off, you are able to separate your spirit from your body, leaving the now empty corpse behind to linger in the world as a ghost. This is not actually death, as you are still technically alive, just as a bodiless spirit. You can do this at will, which might be useful to dodge strikes that kill your body. Secondly, as a bodiless spirit, you're able to reincarnate yourself with your memories intact. The way this works is that you enter the womb of a pregnant woman, turning yourself into the soul of the still unborn baby. You'll retain all of your memories and any of your abilities that do not depend on your body or species, and will obviously become of the species you are now born in. You could use this to be reborn into royalty if you wish, or even as an animal if you want to do that for some reason. You could also try to possess people, but that generally won't go well for you, even against mortals. This is a good technique for obtaining a second life with some control over your origin, or even if you simply wish to elope with someone else you've taught these techniques.

86. 36 Heavenly Transformations -200cp

You now know the techniques of the 36 Heavenly Transformations, allowing you great magical powers, or some equivalent technique. Learning this technique makes you into an Immortal, gaining the basic benefits described in the Learning and Immortal Race sections above. You can shapeshift into any living form, and can also curse others with different forms if they aren't able to shapeshift themselves. So too are you able to manipulate the five elements of the world. You could manipulate water such that it doesn't spill from a cup even as it is poured higher than the cup's edge, call up rain or snow even during drought, and fly quickly enough to travel from one continent to the other within minutes of travel. Additionally, you are quite adept in the Way, able to teach others how to become Immortals with the right conduct and techniques. Lastly, you are adept at combat, such that many of the common weapons of this world feel familiar in your hands, and you're particularly good at

teaching others how to fight. It is not a particularly remarkable set of abilities, but they are common and very useful to most Immortals.

87. Dharma -400cp

You have cultivated your conduct and studied the Way, and your power has grown to match. You have mostly shed the need for sleep, able to go a thousand nights without rest, your senses have been sharpened to the point you can see perfectly up to distances of 300 miles, and your powers, whatever they might be, have been enhanced. Taoist monks learn a great deal about alchemy, acupuncture, and other sciences that allow them to manipulate the world and create great wonders. You could concoct both pills of immortality and soul-returning pills that can revive the dead, cure any non-supernatural disease, diagnose illnesses through strange and esoteric methods, and even Heaven would greatly favor your services. Very little is beyond your ability to create, and your treasures would be legendary in both Heaven and Earth. Buddhist monks have obtained greater enlightenment, and you can now call yourself a true Bodhisattva, able to smite most demons with ease and relieve great curses. Little lies beyond your ability to heal, and the radiance of your enlightenment immediately marks you as a merciful and powerful being. Additionally, like most bodhisattvas, you are capable of a meditative technique that reveals to you general and non-specific knowledge about the world, which will grow more precise and explicit the more your enlightenment grows. As you are now, for example, you would be able to know if one of your allies would need help in the near future, but no more than that.

88. 72 Earthly Transformations -600cp

Perhaps you've learnt the Way under a mysterious Taoist in the Western Continent, or maybe you've taught yourself this somehow, but now you're now capable of the famous 72 Earthly Transformations, or some other similarly powerful technique. Learning this technique makes you into an Immortal, gaining the basic benefits described in the Learning and Immortal Race sections above. It is not that you can transform into 72 forms, but rather you can transform yourself in 72 different ways. Not only that but these 72 transformations let you manipulate the natural world as well. Your versatility is unmatched by most Immortals, and here will be listed some of your abilities.

You could shapeshift into practically anything at all, from any living form to inanimate materials, to even entire temples, and can even use your shapeshifting to transform others. You could make thousands of weaker clones of your hair, either clones of yourself or other people you know, out of your hair or really anything you can get your hands on, such as tree logs.

You can manipulate the elements, such as kicking up city-wide gales with enough precision to pick up all metal weapons from a city and lay them on a pile next to you, conjure an entire hurricane to destroy whole armies, manipulate the deepest currents of a large river to drive out dragons hiding within, and even repel hazards such as fire from your body or keep water out of your way when swimming.

You could fly so quickly you could cover dozens of thousands of miles in moments, enough to jump from the center of Heaven directly to the edge of the universe, and then back, in less than a minute. You could turn yourself invisible, and could unlock any mundane lock by simply pointing at it, as well as immobilize others with a word.

On top of this, you have a warform that greatly enhances your might, giving you six arms and three heads, and another that turns you into a titan, becoming dozens of miles tall, and both of these transformations affect your equipment as well, duplicating and enlarging them as needed. You could combine these transformations to truly become a force of nature. Needless to say, the sheer range of abilities you now possess make you almost impossible to pin down, and with clever wit you could escape from nearly all prisons.

More than this, your physical abilities have grown in leaps and bounds. You would be able to utilize weapons a dozen tons heavy with deadly effectiveness in combat, and you could lift two entire mountains on your back with great effort, even being able to split one in two if you have proper leverage. Do not let this power get to your head, however. Your might is great, but not peerless. There are plenty of Immortals in this world that will be able to match you in combat, or even defeat you with special techniques. Good thing that raw might is not the only thing you possess, no?

89. Samadhi Technique -600cp

There exists in this world a kind of technique above all others in destructive potency. Called the Samadhi techniques, sometimes prefaced with another word such as ‘Divine Samadhi’ or ‘True Samadhi’, these techniques allow an Immortal to conjure incredibly potent natural elements to shake Heaven and Earth and smite their opponents. Choose some part of the natural world such as wind or fire, and you learn a technique to summon the Samadhi variant of such an element, being able to call up golden hurricanes or massive bonfires.

Such is the strength of this Samadhi element that a Samadhi hurricane would shake the Heavens and make the Earth rumble for hundreds of miles around, and Samadhi flames would quickly incinerate all but the most durable of Immortals. This Samadhi element is incredibly potent to begin with, but it also scales to your might to a lesser degree. You would need to be on the level of Sun Wukong to begin improving your technique, being able to blind the Monkey King and destroy most Immortals at first, and should you grow stronger you might even be able to harm him, when even the cauldron of the Sage Lao Zi could not.

90. A Body, Tempered And Refined -800cp

Sun Wukong learned the Way under a Taoist monk, scrubbed his name from the Book of the Dead, ate Heaven’s peaches of immortality, drank from its heavenly wine, consumed four gourds of pills of immortality, and was refined in an alchemical cauldron for 49 days. All this resulted in him gaining a body as long-lasting as Heaven and Earth itself. Now, whether or not you’ve gone through a similar process, you’ve somehow obtained a body as tempered and refined as the Monkey King’s. Your durability and endurance are incredible, far and above the strength you can exert, and your body is as hard as it is tough, turning away sharp blades

as easily as blunt staffs, and able to exert itself fully for days on end without even being winded. Exactly how tough you are depends on your own might, someone as strong as Sun Wukong matching him in durability, but no matter your strength you will always be so durable that you would not be able to harm yourself without treasures or techniques vastly exceeding you in power. Additionally, this durability applies to things stranger than simple force and blade, resisting corrosion, flame, and cold as easily as you resist weapons.

Of course, should you wish for it, you're able to tune down your hardiness somehow. Which leads into yet another boon you now have, that you are now able to survive grievous wounds just fine, such as a beheading. Interestingly, you will retain control of your body, not your head, should your neck be severed. The wound wouldn't even bleed if you don't wish it to, and with a simple shapeshifting trick you'd be able to grow a new head. Your resistance to mere damage is such that you could tear open your stomach, inspect each of your innards thoroughly, put your innards back into your body, and seal the wound with simple shapeshifting with no issue whatsoever. To actually die, you'd have to be turned to pulp, or fall victim to stranger powers such as your spirit being taken from your body outright. What will you do now, that your flesh is no longer weaker than your spirit?

91. Humble Living -100cp

Not everyone has the luxury of having a kingdom giving them high quality food. Some have to live with what they can hunt and scavenge. Should you find yourself in such a situation, you would have no problems with the lifestyle. You're a really good hunter, to the point where even if you ended up making any animal flee at the merest hint of your presence you'd still be able to eat whole meals of meat every day. Living off the land is simply no issue to you, and you could keep up the lifestyle basically indefinitely, somehow not driving the animals you hunt extinct even when you eat them daily. You could find plenty of non-meat foods to scavenge and harvest, too.

92. If You Don't Fight, You Can't Make Friends -200cp

It's almost bizarre how well the Monkey King gets along with Heaven, despite having wrecked the place. Whatever it is, you can now benefit as well. Beating people up, even to the verge of death, is no obstacle to striking up a friendship. It helps a lot even, somehow avoiding petty grudges and getting along splendidly with your enemies. They might still not like you, but they're still likely to respect you as a friendly acquaintance if not an outright friend. Maybe you're just that charismatic, or maybe your 'friends' are really just terrified you'll beat them up again. Even committing egregious vandalism would be a good way to break the ice instead of souring any possible relationships. Whatever it is, beating people up is an effective way to start friendships now.

93. Diviner -400cp

Popular in the mortal world, the art of divination is not as common as you might think. It takes a skilled diviner to predict the future with certainty, and fate is not as immutable when one knows what the future will bring. You are an expert in divination, able to predict accurately such matters as where and when to fish for the most catches in a nearby river,

which edicts Heaven will pass down, when and how a disobedient functionary will be punished, and so on. Your predictions aren't perfect, of course. If you tell a local dragon king that dislikes you that tomorrow will rain 3 inches of water at noon, the dragon king is perfectly capable of making it rain only 2 inches of water in the late afternoon, even if only to spite you. Perhaps keeping your predictions to yourself would be ideal, but you could make so much money by selling your services, so why not do so?

94. Deus Ex Celestia -600cp

You are now in the possession, in a manner of speaking, of three celestial boons. They normally take the form of three special but unremarkable looking hairs in the back of your head, or whatever equivalent your form might have, and their effect comes into play when you find yourself in a hopeless situation. Whenever you are faced with an issue that you cannot solve, whether through might or guile, and that you cannot avoid, one of these hairs change into something that will let you prevail. Maybe it'll be a special treasure that will bind a particularly powerful demon, perhaps it'll be a tool that helps you deal with a problem you can't punch away, or maybe it'll just become a horn that will call down an incredibly powerful Bodhisattva to solve the problem for you. As the number of hairs indicate, you only get this boon three times, and they only replenish once a jump ends. Most importantly, the help you get from these boons "don't count" for things like tribulations that you must solve on your own, letting you benefit from them even if you're not supposed to get help from any source. Is this sort of interference even allowed?

95. Noble Bearing -100cp

Being a king is more than a position. It is a lifestyle, a bloodline, an innate nobility of spirit. You certainly live up to this, being obviously royalty in bearing and mannerisms, even dressed with the most wretched rags. Your appearance, voice, and the way you hold yourself just scream 'I am royalty, kneel' to even the most dimwitted around you. Even as a mortal king, even the Immortals of Heaven and the Underworld would pay you a good amount of respect, if perhaps not as much as in your own kingdom due to not ruling the place. It is simply self-evident that you are the most fit person for the throne, and while your skill in governmental administration is no thing of legend, your kingdom would not suffer under your rule, not unless you are besieged by demons or punished by heaven at least.

96. Beast King -200cp

Humans don't have a monopoly on civilization. What human civilization considers the wilds is full of demons ruling mountains and armies of lessers, and some are quite orderly indeed. Just like some demons that might be found, you are quite good at forming a respectable kingdom out of nothing but normal beasts, somehow able to teach them all the basic ideas they need to understand to comprehend what a nation even is, and you are quite gifted at enforcing civilized order even on animals as wild and chaotic as monkeys. The only issue you might have is humans not recognizing the nation you are building, but if you're building a kingdom out of beasts you probably don't care much for humans in the first place, do you?

97. Advice of Wisdom -400cp

You'd be surprised how little wisdom some of the emperors in this world have. And really, how is a court complete without a competent vizier that dissuades his liege of horrible ideas? You'd be able to fill this position quite well, having some basic common sense, letting you identify that maybe executing people for even the slightest mistakes is not exactly a good way to punish your subordinates. Your wisdom won't fall on dead ears, either, as your wisdom is somehow evident in your appearance, and people are quite willing to hear out your obviously wise advice. You are also quite smart as well, able to figure out fair punishments in case your liege somehow can't come up with any and keeps defaulting to executions for even the smallest crime again.

98. Rewriting The Book Of The Dead -600cp

When one dies, they go to the Underworld to be judged by the judges of the Ten Kings, maybe by the Ten Kings themselves. Now, the Underworld has what is called the book of the dead, more of an archive really, that has the names and appointed lifespan of every living thing. Or, nominally every living thing. As you might expect, Immortals are scrubbed from these records, as they are in fact immortal. Now, even if you're not Immortal yet, you're able to benefit from this system to a limited degree. Once per jump, when you die, you will find yourself in the Underworld, where an unimportant functionary will apologize to you, give you a tour of the Underworld that lasts for about an hour, then lead you back to where you entered the afterlife, at which point you'll fall unconscious and then find yourself back in your body, alive and well again. Or at least where you died, should your body have been torn apart. During this tour of the Underworld you'll have an opportunity to look at the book of the dead, and will be able to quickly find the names of anyone you know that is not ageless. In such a position, you'll have the opportunity to tamper with or erase one name from the book of the dead, any more and the people supervising you will realize what you're doing and stop you.

Scrubbing the name of someone from the book of the dead grants them eternal youth, given that they will stop aging at their prime and never die of 'natural causes'. They're still capable of being killed just fine, but death will never come to them on its own. You could also just give them a greater lifespan, able to give more years of life even to those who are already dead (in which case said person will be politely escorted back to the world of the living), or shortening the lifespan of someone you dislike. This is quite a lot of power over the dead, just make sure the Ten Kings never find out that you're doing this, they'll be quite angry, and they won't let you look at the book of the dead again for the next 9 visits of yours.

99. Celestial Bureaucrat -100cp

Heaven is a bureaucracy. You gotta follow the rules, and step out of line even by accident and there's a good chance you'll lose your head. For you, this is no longer an issue, as you are now quite great at anything to do with bureaucracies. From submitting requests, reports, and memorials on time to do your own thing, to knowing what every law is and when you might be about to break one, with minor effort your record would be impeccable. Your ability at

dealing with paperwork is truly god-like, able to process the workings of more than half of the Heavenly Bureaucracy on your own if you somehow have the opportunity, and still have plenty of time for yourself. This does not help against violent monkeys, mess with them at your own peril.

100. It Was Revealed To Me In A Dream -200cp

You'd be surprised how often dreams are used in the operation of Heaven. There's been at least one execution carried out within a dream, and dreams are common ways of transmitting information to mortals. Whether or not you have other powers, you're quite adept at manipulating dreams, able to enter sleeping minds and showing them what you want to transmit them information, or leading the target's dream self elsewhere for whatever purpose, such as being the executioner of a disobedient dragon king. You can also force someone who is awake to fall asleep into a dream you set up, if you're feeling impatient.

Lastly, any dreamers you interact with will be able to recount their strange dreams and will be completely believed. You could safely transmit important information to others through dreams and they will not only remember it but the explanation of 'it was revealed to me in a dream' won't be laughed off and will be taken seriously instead. To be fair, Immortals and the dead sending messages in dreams is a known factor here, but this works in future worlds anyway if you buy this perk.

101. In Absentia -400cp

There's a frankly worrying amount of times where a celestial functionary or soldier has simply vanished to become a mortal or demon down on Earth, and they always seem to get away with it, if it wasn't for meddling monks. Just like these questionable individuals, if you vanish from your responsibilities one day with no explanation, for some reason nobody will think of checking what you're doing, to the point that few people might even realize you're gone in the first place. If you don't get in the way of those from whatever organization you're hiding from, likely the celestial bureaucracy in this case, you might even be able to hide from your responsibilities for decades on end. Thankfully, no major issues will happen due to you not doing your job. Just make sure to not give yourself away and be identified, that'll result in quickly being seized and forced to go work again.

102. Redeemer -600cp

The bodhisattva Guanyin converted the demons Sha Wujing, Zhu Wuneng, and Sun Wukong to Buddhism, therefore giving them a chance at redeeming their sins and achieving enlightenment. Save for Zhu Wuneng, both of the other demons did in fact become great buddhist monks. Just like the merciful bodhisattva, you're especially able to grant evil beings redemption. Simply lay your hands on their heads after subduing them, recite a vow to make them promise to seek absolution, and they will find a spark of light within them that might not have been there before, giving them an actual genuine desire for atonement.

From there, it'll be up to the evil being in question, as they might stop at calming down and no longer being violent but still being quite gluttonous and lustful, just like a certain Pigsy. But they will definitely be able to find true redemption should they prevail over the no doubt arduous journey, cleansing their impurity and becoming good beings, compassionate and humble. You might need to guide and help them as they seek enlightenment, should they find an obstacle that they cannot surpass on their own, but as they will still have that inextinguishable spark of will driving them forwards it's almost inevitable that they'll succeed eventually, after many trials. Even the most vile, cruel, and spiritually repulsive being will be able to atone this way, with your help. Truly a blessing befitting a bodhisattva.

103. Simple Passion -100cp

Mortals do not have the great powers of enlightened monks, or the strength of demons or authority of the gods, but they still populate the entirety of Earth. It takes a lot of will to allow such weak creatures to not only survive but thrive in a world where every other mountain range is crawling with man-eating demons. Just like all mortals in this world, you have a driving strength of character in you to achieve your desires, to fight back against danger, and to live and laugh as even the worst this world has to throw at you won't be enough to kick you down. Your life may be but a passing flash to the Immortals of the world, but oh how bright it will be.

104. The Fisherman and the Woodcutter -200cp

It is a rare life, one which can see the four corners of the world, as well as the heights of beauty and depths of hell. An interesting life may be a bad thing to some, but now you at least have some leeway on the matter. No matter your normal mindset, you're somehow able to find contentment and happiness in simple lifestyles, such as perhaps fishing or woodcutting, and the small joys of life never seem to go away for you. Moreover, regardless of how 'interesting' your life may be, fortune will provide you with plenty of calm and quiet moments, periods of relaxation that let you unwind and rest. You might be one of the most famed Immortals of this world, or lead one of the largest empires, but nothing can get between you and tranquil fulfillment.

105. The Helpful Monk -400cp

The philosophy of Buddhism states, in rather more flowery terms, that the world is a shithole and you should leave it. This is no easy task, achieving buddhahood, and there are plenty of enlightened individuals known as bodhisattvas that stick around purely to help others that are still trapped in Samsara. You may be simply a mortal, but with the opportunities you have you might be called a bodhisattva regardless. Strangely, it seems that you regularly come across those in need, specifically those that require help that you are able to provide. It might be hard sometimes, but you'll never find yourself unable to help in these chance encounters. Of course, good deeds are rewarded plenty, and those that you successfully help will always have quite the rewards for you. Whether large feasts and comfortable beds, to large amounts of money, maybe even one or three princesses' hands in marriage, helping people will always be a rewarding affair at the end of the day.

106. Protected -600cp

Mortals are squishy. This is simply a fact of this world. Mortal bodies are too heavy, too frail, too vulnerable, for some of the threats that this world is filled with. You might not be an Immortal, but you certainly have the favor of more than a few. Within your body are now interred two dozen minor star spirits, all experienced soldiers, that are duty bound to protect your life and wellbeing. They're not too notable by the standards of Immortals in this world, but they have plenty of connections, able to call in powerful individuals should you bite off more than your divine bodyguards are able to chew. And they will be able to call on reinforcements, as it seems that now your luck when it comes to life and death situations is through the roof, almost always surviving long enough to escape and survive. Maybe a demon stalls eating you long enough for an Immortal to rescue you, or perhaps a particularly interested demoness is hellbent on getting your explicit consent for some reason and keeps trying to seduce you long enough to let your bodyguards send in an army to subdue them, you just have a knack for surviving things you really probably shouldn't. Try not to let it get to your head, of course. Luck is infamous for being fickle at times.

107. The Human Form -100cp

An interesting trait of this world is that the human form is the most efficient form for spiritual growth. Everything from celestial spirits to earthly demons shapeshift into the image of humanity for a variety of reasons, and now you're able to bring this with you. You know a special technique that you can teach to anything with a mind that will allow them to shapeshift into the form of a human. Their appearance is determined through the technique, but you can also teach it in such a way as for the student to only be able to morph into a specific appearance if you wish. Alternatively, you may use the technique on a target yourself, in which case the target won't know the technique themselves but will still be able to obtain a human form. Of course, you're able to use this technique yourself if you don't already know how to shapeshift.

108. Reputable Immortal -200cp

Those of great magical powers tend to accumulate tales of their deeds as they live, spreading their name across Heaven and Earth and gaining respect from other Immortals. Should you wish to skip the process of performing great deeds you may opt into this purchase to become known and famed in this world. It'll be up to you what reputation you have, and the reaction from Immortals you meet will be appropriate to such. A demon known for cruelty and viciousness will be met with hostility and offers of redemption under servitude, while a monk that shows a kind heart and helps those in need might even be heralded by the agents of Heaven to advise those in your path to seek for your aid. Legends about you will be spread all over the world, and those well-learned enough might seek you out for tutelage or challenge, again depending on what kind of reputation you have. In future worlds myths about you will be found in old books around the world, particularly in China should worlds you visit have such an empire, and those who possess supernatural power are likely to know of you.

109. Truth-Seeing Eyes -400cp

Shapeshifting demons, magical illusions, plain old trickery, there is plenty of deception to be found in this world, and even experienced Immortals may be fooled with the right abilities. But no more. You are among the few Immortals that have obtained eyes that pierce through illusion and deception, able to see the true form of shapeshifters. Whether they manifest as fiery orange eyes, a third eye on your forehead, or something else, no form of disguise is able to trick your senses and hide the truth from you. Of course, this ability is rare, so you should probably be careful, or else you might build up a troublesome reputation if you beat up what look to be helpless mortals around those who don't share your ability to see the truth.

110. Promoted -600cp

No longer are you weak and unremarkable. You have grown from your days of being a two-bit demon or a nameless spirit, and your abilities have grown significantly. You have learned the ways of combat well and your strength is such that you could use weapons that weigh one or two metric tons effectively in combat. Should you take this perk as a mortal for whatever reason you get these basic benefits and nothing else. As a demon, your natural abilities are enhanced to the point you could wreck towns if you rampage, and are incredibly difficult to kill. You could shake mountains with your strikes and terrorize whole kingdoms on might alone. However, while your resistance to purifying effects is great but not insurmountable, and you'd best be careful around powerful Buddhists. Should you have purchased an affinity, you are now able to stretch it farther, able to learn powerful techniques with it such as a massive cage made of light. Not many are able to tell you what to do, and you are amongst the most free of the demons of the world. As a god, you have obtained a greater rank in the bureaucracy of Heaven. Techniques and spells that command minor spirits no longer work on you. You command great respect and loyalty, and are given to important responsibilities. You have enough authority to call for torrential rain or hurricanes legally should your position be related to the weather, with other positions yielding greater bureaucratic authority over the natural world. Additionally, gods obtain a few dozen specialized mystic tools and weapons, not quite treasures, that amplify your control over your domain. As an example, these would let dragon kings, who are in charge of the weather, cause torrential downpours, violent thunderstorms, or strong gales. Other positions you have in the celestial bureaucracy will yield other tools of similar power. They will be useless to anyone else, of course, as they are extensions of your being more than treasures, but it's still possible to lose them whether out of negligence or robbery.

111. Warrior Garb

Most Immortals know how to fight, and one of the most essential aspects of combat is equipment. For free, you get an unremarkable suit of armor, and a few weapons such as swords, spears, and bows with plenty of arrows. They're not much, and are made of normal steel, but they are reliable, and will do just fine in a pinch.

112. Treasure -200cp

Might and enlightenment are some of the most powerful tools at the disposal of Immortals in this world, but their equipment plays a large role as well. Treasures can come in many varieties, practically any kind of magical item you could think of, and this option allows you to obtain some for your own. You can purchase this item multiple times, of course. It bears mentioning that most treasures are utilized through spells, as in, special incantations that activate the treasure's effects. This is not always the case, of course, but it's commonplace. A base purchase will allow you a treasure with one simple effect. You could obtain boots that let you walk on clouds, a weapon that changes size from smaller than a needle to larger than mountains according to your will, a weapon that weighs a few tons (yes that counts), a circlet that shrinks itself to the will of the owner, causing pain to the wearer, a headband that roots itself in the head of those who wear it, perhaps a gourd connecting directly to the ocean letting you dump entire lake's worth of water on a region, some other kind of gourd that seals targets that respond when called, maybe a large cover that is fully fireproof, a fan that can conjure and manipulate flame, a ring that can act as a portal, or a rope that can bind or loose according to your will, and these are just some examples of the almost endless variety of treasures you might obtain from this option.

Notably, should you be unsatisfied with a magical treasure with only one effect, you may spend an additional 100cp to add a second effect, or yet another 100cp for a third, and so on, with the only limit being what you can afford. Additionally, you can spend an additional 100cp to greatly enhance one of the magical effects of your treasure, however you may only do this once per effect. To utilize the examples used above for how enhancing an effect would look like, cloud-walking boots would let you walk on any air, a shape-shifting weapon could hold Heaven and Earth apart as a cosmic pillar by growing large enough, a heavy weapon could weight almost a dozen tons, a circlet could tighten with such force that even the Monkey King would be tamed by it, a gourd connected to the ocean would be able to retrieve all of the poured water by simply turning it back upright, a sealing gourd could seal even Immortals as strong as Sun Wukong without issue, a fireproof cover could withstand all fire but the mythical Samadhi flame, a fan able to conjure flames hotter than any mundane fire, a ring that can suck objects around it into its portal, a rope that could bind even Sun Wukong and those on his level, and so on. In case of doubt, make sure that the enhanced effect is still recognizably the same as its non-enhanced variant. Additionally, you may also use this option to purchase magical plants, such as trees whose fruits grant increased lifespan or even immortality when eaten. These work slightly differently, in that they may only have one effect that their fruits or medicinal properties confer, but may be enhanced three times. To use the benefit of lifespan and immortality as an example, the base purchase would allow you a tree of Manfruit, a tree whose fruits increase the lifespan of those who smell it by 360 years, and grant an additional 47,000 years of life when eaten. The first level of enhancement would allow you the lowest quality of the peaches of immortality of Heaven, 'merely' granting those who eat the peaches immortality and the capability to practice the Way, if they couldn't before. The second level of enhancement would allow you the middling quality of peaches of immortality, who on top of immortality and capability to practice the Way, grant the consumer innate flight and eternal youth.

Lastly, the third level of enhancement allows you the highest quality of the peaches of immortality, who on top of the benefits of the other qualities of peaches, that make those who consume the peaches 'as eternal as Heaven and Earth, as long-lived as the Sun and Moon', meaning that it not only makes them significantly tougher and harder to kill than normal, but also lets them transcend the passage of time, not degrading in body and mind even through multiple cycles of Samsara. Of course, you're not restricted to immortality granting fruit trees, any form of magical plant-life is a valid choice for this. It is worth noting, however, that all magical plants take thousands of years to grow and ripen their fruits, and further levels of enhancement will make it take even longer to grow, reaching ten thousand years at the highest level. As a special consideration, the plant you purchase will be already filled with ripened fruit, ready for immediate harvest. And, of course, as these are magical plants, you can use the seeds of its fruit to plant more of them. When in doubt, follow the example given above as closely as possible for whatever effect you're choosing to give your magical plants.

And finally, if you don't want to process magical plants yourself, don't want to bother with magical gardening, or simply want magical medicine outright, you may buy such things, whether magical pills or spiritual waters. Of course, just like the magical plants offered above, they may only have one effect, that you may enhance three times. To use a different example than a pill granting immortality, the base purchase would allow you spiritual water able to bring back to life any dead mundane mortal when soaked with it. The first level of enhancement would let you revive powerful mortals that haven't quite attained Immortality, and Immortals that are on the weaker end of things. The second level of enhancement would let your water revive all but the most powerful of Immortals and magical plants, and finally the third level of enhancement would let you use the water to revive even ancient and incredibly powerful magical plants. Do be careful to not anger the Ten Kings of the Underworld too much by bringing things back to the world of the living. For this option of treasure, you will receive a gourd filled with one hundred doses of whatever pill or medicine that you purchase, that refills one year after being emptied.

113. Simple Attire -100cp

What's a mendicant monk to wear, when you have not a yuan to your name, and have vows that prevent you from skinning animals for their hide? Well, thankfully there are plenty of people who donate to monks, and now you have in your possession several outfits made of silk and cotton. They're not very high quality, and they're quite simple in design, but they will keep out wind and rain, and some magic imbued in them repairs them when torn and cleans them when dirtied. Should you wish, you can also receive outfits made of leather and fur with the same benefits.

114. Village -200cp

Villages of mortals dot the world, and are sometimes preyed on by demons. They don't tend to have very robust defenses either. This village is no different, benign relatively nearby to where you start or one of your properties in this world, it's just a few hundred families of mortals that make a living through farming and trade. The only real notable trait, in a manner

of speaking, is that in every generation of this village, there's at least half a dozen 'fairies', that is, incredibly beautiful women, sometimes more even. What you do with this information is your own business. Also, the flesh of every single mortal in this village is delicious, the fairies most of all. This isn't exactly important though. What are you, a demon?

115. Idyllic Home -400cp

Sun Wukong was born in the Mountain of Flowers and Fruit, an earthly paradise of a mountain found somewhere in the Eastern Sea. Now, you find yourself owning a similar mountain, somewhere else. It might even be on land if you wish. This mountain is lush and full of beautiful plants, most of which bear delicious fruit. You could live entirely on the fruits and berries you may find by scavenging around, and strangely, the flora of this mountain is incredibly resilient, nothing short of the entire mountain being burned down even making a dent in how lush and filled with fruit this mountain is. On top of that, this mountain is inhabited by 72 species of intelligent and talking animals, each with a (weak) demon king of their own. From monkeys, lions, bulls, panthers, and lots of other animals that are probably supposed to be from wildly different climates and biomes. Another interesting feature is a picturesque waterfall, hiding a surprisingly furnished cave able to house tens of thousands of individuals comfortably, that also has an indoor river of its own somehow. You could live a life of leisure even without wrangling all the animals on the mountain into a beat nation.

116. Sealing Mountain -600cp

The Five Elements mountain was used to seal Sun Wukong for wrecking Heaven, and it was later renamed to the Double Boundary mountain due to being on the edge of China. Should you have another uppity monkey you can't otherwise deal with or just want a way to seal particularly troublesome individuals, you may have your very own Five Elements mountain. It doesn't really exist until you call it down on someone, and through some strange trick you can transport anyone to anywhere you wish when you call it down, being able to trap someone under a mountain in the Southern Continent even if both you and the person you sealed were up in Heaven, for example. After this, a special paper will appear at the top of the mountain, which is what gives it its sealing properties in the first place. It's fully resistant to natural weather, and will stay on place without issue indefinitely. Unlike how it looks, it'll also be impossible to remove unless you allow someone to do so.

The mountain is also weirdly resistant to damage while the seal is in place, so you won't need to worry about someone tearing it apart to free the prisoner. As a side note, it doesn't really matter what abilities someone has, as long as they do not match or surpass you in power, they won't be able to do anything once sealed. You can also let them be beneath the foot of the mountain, with their head and maybe their hands sticking out. This won't compromise the security of the seal in any way, but it does let the prisoner talk with people who come near. A few caveats. You only have one mountain, and it only works on one person. Any more sealed beings will be able to escape without much issue. You cannot move the mountain once it's placed without lifting the seal, it'll stay pinned in place for better or worse. The seal does nothing for its prisoner's needs, so they may well starve if not fed. Undoubtedly not an issue

should it matter. The mountain isn't particularly big, but it's still a mountain. If you drop it somewhere populated it will crush anyone in its radius. You cannot summon the mountain without a target to seal. And finally, once the mountain is summoned, you cannot unsummon and summon it again immediately, you must wait at least a year.

117. Wealth And Riches -100cp

What kind of royal personage would you be if you were poor? You have a frankly arbitrary amount of money. It comes in any currency you have access to, unless said currency is innately beneficial in any way other than economical. You can plop it down as a gigantic pile somewhere, or only summon mere coins at a time if you don't have a secure location to store it. Even if you splurge on absurdly expensive festivals and national projects every day, it'd take you a whole century to spend it all, and it replenishes back to full at the beginning of every new jump. Spend it wisely, please, there's so many tales of poor kings and emperors that you really should know better.

118. Fertile River -200cp

Why? You are now the official owner of a large river, of clean water and large fishes. It's not just a mundane river, however. Anyone who drinks water directly from the river, whether woman, man, or animal, will immediately become heavily pregnant. The water has to be drunk directly from the river for it to work its magic, but it looks like completely normal water, so tricking people into drinking from it might not be difficult. You could easily maintain a whole kingdom composed of nothing but women with no issues on producing the next generation with this river. Additionally, you also possess a natural wellspring of water hidden in a cave somewhere relatively close to the river (as in, ten miles away), that immediately and painlessly aborts any pregnancy of whoever drinks it, even if the pregnancy is natural instead of produced by drinking the water of the river. You should be careful no one drinks more than a few sips of this abortion water, though, as that can be very lethal. Not that you're under any obligation to show people where this wellspring is.

119. Dreadful Connections -400cp

Some mortals really move up in the world. You find that some deceased subordinate of yours has obtained a high ranking position in the Underworld, and they not only have plenty of influence in the afterlife but also still have some lingering loyalty to you, their former liege. You have quite a lot of leeway in asking them to do things for you, as long as it's somewhat reasonable at least, and you'll be able to communicate with them to find out hidden conspiracies, thorough information on matters of cosmic importance, or even such petty things as being able to have a talk with someone who has died. You can also ask them to send punishments to your enemies if you're able to provide a good explanation as to what said enemies did wrong, and your Underworld contact will be able to pull some strings to cause natural disasters in the world of the living. Do remember to invite them to tea (in a dream) sometime, they are really loyal and dedicated and would love to hang out with you.

120. Kingdom -600cp

This world is a large one, with large stretches of unsettled wilderness that hide all manner of demons. Ever since ancient times mortals have organized in societies to protect themselves from the dangers of the world, and now the world is dotted with all manner of kingdoms and empires. Now you are one of the many kings that can be found in the four continents. Yours is a kingdom that is neither too large nor too small, covering a few dozen miles of land in all four directions from its central capital, housing a few hundred thousand subjects in total. You have a decently sized army, enough to defend your home to start with, although expansion will take a toll on your kingdom. And of course, given you're the king, you have a harem of more than a hundred beautiful maidens as concubines and a Queen or three to rule alongside you. It is, of course, a mortal kingdom, but as you are officially the reigning monarch here you can expect most Immortals who visit to offer you proper respect, although fighting back against demons is a problem you'll have to deal with yourself. Perhaps relying on the charity of wandering Immortals is enough, but there are enough stories about demons terrorizing kingdoms to inform you how that might work out. Of course, should you expand the kingdom into an empire, you'll get to bring along your conquests with you.

121. Spiritual Attire -100cp

You are a functionary of the bureaucracy of Heaven, and you'll be damned if you don't look the part. You have entire wardrobes full of supernaturally fashionable attire, from otherworldly silks to unmoving starry sky patterns, and with any of the outfits you now own you would definitely look like a god. Should any of the outfits be torn, dirtied, or sullied, or whatever, you'll find them repaired and cleaned good as new the next day. Additionally, should you be particularly fond of one of the outfits, you can obtain another full wardrobe filled with dozens of copies of said outfit, half of which will have minor variations that never seem out of place in the attire. Maybe you could start a trend or two in Heaven's banquets and galas

122. Celestial Banquet -200cp

No food on Earth is able to compete with that of Heaven. Even the least heavenly snack is incredibly delicious. Now you have a reliable source of heavenly food, as a kitchen stocked with any kind of food you can imagine, all beyond the highest quality that mortal food might achieve. From fruits, vegetables, meats, drinks, practically any food at all can be made in this kitchen, with its neverending stock of celestial ingredients. The kitchen comes with about a dozen minor spirits to take care of the cooking, but if you wish you can dismiss them and cook food yourself. Even if you're inexperienced in the culinary arts these minor spirits will be eager to teach you all they know. Oh, yes, a minor note, all the celestial ingredients in here make those who eat it eternally young. It's the food of the gods themselves, what did you expect?

123. Divine Minister -400cp

If you're not satisfied with being at the bottom of the Heavenly Bureaucracy but don't feel like you have the time to seek promotions the normal way, with a purchase of this item you may rise in rank to roughly the middle of the hierarchy, being among one of hundreds of important ministers of Heaven, but still not quite among the elites of the bureaucracy.

Nonetheless, it does mean that techniques and spells that bind minor spirits no longer work on you, and you now possess a great deal of influence in Heaven, having quite the library of favors and blackmail on other Heavenly bureaucrats that you may use to exert some of your will on the workings of Heaven. It might be the world of the gods, but a bureaucracy is still a bureaucracy in the end. In future jumps this will manifest as an important but non-essential position in the most powerful government in the worlds you go to, if there is one, and a similar level of favors and blackmail on other members of such a hierarchy. You could also apply this to a specific organization if you wish.

124. Heavenly Army -600cp

Oh, general, I didn't recognize you. Whatever you were before, you find yourself with some authority over Heaven's armies. Numbering in the millions, and composed entirely of minor (and not so minor) spirits and gods, the armies of Heaven are truly a force to be reckoned with. You have a small part of the army, about 50 thousand strong, under your command, and may summon them wherever you wish to ruin the day of all but the most numerous and powerful of mortal armies. While they begin simply as they are, equipped with 7th century Chinese military equipment, they will keep their gear up to date with any jumps that you visit. Of course, while in this world you'll have to be careful in how you use your army. The Jade Emperor might not like such a large force mobilizing out of nowhere, after all, and his punishments aren't light. Post-jump, you will be able to expand your army by recruiting mortals and others, turning them into minor spirits and giving them a minimum amount of physical capability expected of the soldiers of your army.

125. Humble Abode -100cp

It ain't much, the life of a peasant. Get up in the morning, wash yourself, do your work, do whatever during your free time, and go back to sleep at dusk. Thankfully, you have a roof to sleep under, and a bed to rest on. You own a small but sturdy house, only a few stories high, that's already decently furnished. It might have some decorations if you have a background in this world, but the house is yours and yours alone. It may be in a city, or in the wilds. Sadly it does not have any servants tending to it, but maybe what you need is a quiet spot to hide away in. In such a case this home will definitely deliver.

126. Monastery -200cp

While being a monk does not guarantee Immortality, there are still plenty of men of faith in this world. They tend to gather in monasteries, keeping to themselves, accepting charity, and generally spreading the good word of whatever philosophy they believe in. You are now the proud Abbot (as in, the owner/patriarch) of a monastery of your very own. It is large enough to house a few thousand monks comfortably, and has plenty of spaces to discuss philosophy and practice religious rituals. It may be of buddhism or taoism. Which one it is doesn't change much beyond the temperament of the monks and what vows they keep to, as they're all mortals either way. Alternatively it may be of some specific legendary figure, such as the

bodhisattva Guanyin, or some other ideal that you want to spread to the world. Do be kind to the monks living here.

127. Small Shrine -400cp

You now have a small shrine in your possession. It's barely two meters tall and one wide, and you could place it in any small corner that you wish. It looks unremarkable, and for the most part is unremarkable. It may be dedicated to whoever you wish. There is one thing that makes this small shrine special; it lets you benefit quite a bit from one single trait of this world. Sacrifices. Specifically, sacrificed representations of mundane things, such as paper ingots or small sculptures of beasts. When you sacrifice a small representation of a thing to this shrine, you must choose someone, anyone at all, and a real (although mundane) version of whatever the object you sacrificed represents will appear somewhere close to the target. The special benefit that this shrine provides is that it may send sacrifices to those in the world of the living, such as perhaps yourself. You could build up a fortune by burning paper ingots (origami of painted paper essentially) of gold and silver, could create loyal and strong (by mortal standards) beasts, and even make whole banquets' worth of food. Be responsible, please.

128. Scriptures Of The Way -600cp

One of the most valuable treasures according to some, you now have in your possession a set of scriptures. Written down in a few thousand scrolls that are repaired and brought back to you should they be ruined or stolen, what these scriptures allow is one simple but quite potent thing. Those who study these scriptures, and meditate on the meaning of its texts, may, should their mindset be right and their will steadfast, achieve Immortality. Choose one of the monk options in the Learning section, whether Taoism, or Buddhism. These scriptures are, essentially, religious texts that work just as advertised for the philosophy you chose. It's no guarantee that someone of wicked heart and impure thoughts will be able to achieve the vaunted goal of eternal life, but it is a very real chance and opportunity to do so. Those who reach Immortality will be at a level described in the Learning section as appropriate, and will need more enlightenment and practice to grow. You could bring the Taoism or Buddhism of this world to others, truly a mission that the Sakyamuni Buddha himself would approve of. Of course, the power to achieve Immortality lies in the texts themselves, not the scrolls, so you are perfectly capable of copying the text and spreading the texts wherever you wish. You may purchase the other type of scripture for an additional 200cp, should you wish to spread both philosophies to future worlds.

129. Mist-Veiled Immortal Abode -100cp

Immortals live in mountains and rivers, demons more than anyone else. You're no difference, and you have a mountain, or a river, to call your very own. It's not particularly lush, even if it might have a forest or two around it, there's no mortal settlements particularly close to the abode, but it will serve you well as a quiet place away from civilization. Of course, the place is quite livable, with furnished caves if you've chosen a mountain and an otherwise

unremarkable underwater palace if you've chosen a river. Should you make any modifications to this abode, they shall remain across jumps, should you wish to decorate or improve the place to higher standards.

130. Servants -200cp

When an Immortal grows powerful and famous enough, they begin to attract the weak, whether out of a promise of protection or teachings. Likewise do most famous Immortals have dozens of servants to carry out their will. You are now among these Immortals, and have a sizable group of subordinates that are unfailingly loyal. They'll be monks if you're a monk, demons if you're a demon, and spirits if you're a god. Sadly, they're unremarkable, and not actually Immortals themselves. Monks would be simple human monks, demons would be relatively weak goblins and the like, and spirits will be quite minor. Of course, nothing's stopping you from teaching them the Way and how to fight, but such things will be of your own effort. Their gender is entirely up to you, but female servants will be generally quite good-looking, if perhaps not to the level of the Fairy perk above.

131. Eternal Materials -400cp

How does one make long-lasting buildings and tools when most Immortals can dent iron with their bare hands and outlive entire Dynasties? Turns out, inanimate materials can be given longer lifespans or even immortality as well as living beings. This results in significant increases in toughness, to the point that they might be almost indestructible. You don't need to worry about how to get your hands on such materials, as now you get a weekly shipping of up to two tons of materials of your choice.

Simply write on a paper which kind of material you want, such as dirt, iron, steel, wood, porcelain, gold, marble, pearls, crystals, straw, cotton, silk, yarn, or really whatever mundane material you could think of, note down how much of it you want (do keep in mind you're limited to two total tons at a time), burn the paper, and then after a whole week has passed you'll find a shipment of such goods appear somewhere convenient for you to pick them up. Immortal dirt would be unfazed by stone-pulverizing force, and doors made of immortal steel would be able to stand undented even from forces able to split mountains in two. Additionally, these immortal materials are in fact immortal, never degrading, rusting, or rotting with the passage of time, not without concerted and conscious effort by intelligent beings at least. These are just raw materials, of course, so if you do not possess some method of working them they might not be of much use to you. As a small side note, these materials may be some supernatural version of mundane materials such as sky iron or heavenly jade or some such, as long as it doesn't confer any actual benefits outside of the increased toughness.

132. Trigram Cauldron -600cp

One of the most common processes of alchemy is manipulating the basic elements of objects. Reducing something to its base components, refining those components for long periods of time, and then putting back those components as something else, usually with some magical effect or other. You are now in the possession of a very high quality cauldron, inscribed with all manner of sacred symbology such as the Eight Trigrams. With this cauldron, you are able

to extract the most basic elements of what you put in, able to refine anything that you have the power to refine, and with the right alchemical knowledge and resources, can be used to produce any sort of wonder you have a formula for, such as pills of immortality. In future worlds, you'll be able to use this cauldron to obtain raw alchemical resources even if you have no other source of them, just by throwing enough mundane material into it and refining it for months, not to mention being able to enhance magical items through slow and thorough refining. The cauldron of Sage Lao Zi in Heaven would be comparable to the one you have. It will serve you well.

133. Draconic Mount -100cp

Far be it for a dignified Immortal to settle for mundane horses. Nevermind the fact you can literally fly everywhere, with this purchase you are given ownership of a colorful horse, by default white of skin and golden of mane, although you can choose their colors yourself. This is in truth a dragon shapeshifted into a horse, ready to serve as your mount through even the most arduous environments. Their Immortal powers are unremarkable, but they do have them, and they'll be able to quickly heal from most wounds. Of course, they are also able to shapeshift into their true draconic form, should you wish to ride them that way instead.

134. Dear Sibling -100cp

Even demons have families, you know, and one of the biggest sins in this world is unfilial behavior. You have a brother or sister now, your choice, that shares your Race, if perhaps not your Learning. Mortals get a mortal sibling, demons get a demon sibling, and gods get a god sibling. They do share your Origin, at least, so you won't find yourself torn apart by your positions. They are quite remarkable in power, roughly equal to the Promoted perk whatever they might be, but they do have one special trait. Perhaps it's something in the blood you share. This sibling of yours will scale to you, as in, they will match you in raw power, if perhaps not in versatility. They will happily spar with you, and are very loyal to their own family, which of course includes you, but beyond that their personality is mostly your choice. Do be supportive of your supportive sibling, will you?

135. Heart-Struck Demon -200cp

Just like the scorpion demoness that hounded Sanzang in one stretch of his journey, so too it seems that a demon has looked upon your countenance and decided that they wanted you. Their power is incredible, able to match up against the likes of the Monkey King, although the versatility of their abilities is simply average. They are of your preferred gender, whatever that may be, and can be whatever kind of demon you wish. They are also incredibly attractive regardless of what they are, equivalent to the Fairy perk above. Perhaps you'd like a young scorpion demoness like the one that hounded Sanzang, or maybe an old fox demoness already with sons of her own would be more your style. Should you accept their proposal they'll insist on consummating the marriage immediately, and you'll generally find yourself dragged to the bedchambers at least twice a day, sometimes with more frequency. You'll be offered all the most deliciously cooked human meat they'll be able to procure, vegetarian food if you have

vows against meat, or simply cattle meat if you do not wish to eat humans, and will stand by you come hell or high water. If you reject their proposal, well, we are talking about a demon after all. Expect frequent and violent kidnappings, and a lot of collateral damage. But surely you wouldn't spurn such a surprisingly sincere suitor, would you?

Nobilis

136. Nobilis (Free): Stand tall. You are a Noble, also called a Power, one of the few to be uplifted by an Imperator's investment of being into mortal clay, called. You are at least as much divine pith than flesh and blood. You can be any of those beings described above, but now a shard of an Imperator-a fundamental building block of reality-has been stuck into you; traditionally your kind is formed in a group called a familia created from shards of your Imperator's power shed at the same time as a Chancel's creation. Within you is entrusted an Estate: A concept that pervades reality, symbiotically entwined and embodied in your very being. Estates can be wielded to miraculous effect, but Estates themselves are generally limited in scope as to be discrete, observable aspects of creation itself; Existence, The Valde-Bellum itself, The Infinite, The Fourth Age Yet To Come and Meaning are the broadest known Estates wielded by actual Imperators and Nobles. As a side effect this renders you superhumanly competent at all mundane abilities and actions even without directly exercising your divine power. Fortune. Emotion. Tea. Baskets. Martial Arts. Fire. Fleece. Blankets. Computers. Dogs. Storms. You can be the divine representative for any of these or a similarly broad concept, a facet and extension of your Imperator with great independence and mobility from it. And you are far more than just the literal, quantifiable existence of these things. Through you their divinely mythopoeic nature is expressed, such that the Power of Fire could burn others with passion as well as actual heat. Perhaps it would be easier to explain by discussing your native divine attributes. By default you are a newly fledged Noble with a good balance of all four, although arrangements can be made to change this. The following divine attributes are the unique loadout of the Nobilis, and the types of Imperators each have a different arrangement of four traits.

- Aspect upgrades your non-magical actions, making them have great metaphysical inertia when contending against other miraculous forces. It is not merely superhuman strength, speed, endurance and dexterity-through it, the divine essence making up your body responds more to thoughts and ideas than physics and muscle action, as great heroes from myth seem to defy certain logical assumptions for their legendary feats. You are more the idea of flesh than simply just powerful flesh. At lower levels you simply can't lose a mundane contest or fail at a similarly mundane contest more than twice, become as strong as a bear or attain supercomputer-like calculation speed. Total conscious control over your body and making both it and your mind selectively light and easy to use is possible for those especially steeped in Aspect. At higher levels feats such as exerting as much force as you need to for a million-ton weight or as much speed as you need to outrun a laser you see coming just in time, shooting down a star with a gun, hauling a character out of a movie to punch them in the face, figuring out the acoustics to talk to anyone in the world or with a great effort "mastering a

technique" to do any of the above so it can be accomplished as a mundane action even without the exercise of miraculous energy (though strongly protected by a level 4 Auctoritas, a sort of reality-enforcement) becomes possible. To cap it all, wielders of Aspect also enjoy the impossible competence, focus and unflappability known as Cool which functions as a fiat penalty to all immediate deleterious effects attempting to affect the Noble or an organization, person or situation they are actively overseeing-and rises in power along with the Noble's mastery of Aspect.

- Domain grants a Noble direct control over his Estate-bringing its substance into being, destroying it, strengthening it, summoning it and changing its destiny. It is the part of them that represents divine authority that effects direct control over the phenomena and instances of your Estate. At low levels the Power of Kitsunes could know when something endangers kitsunes, make a kitsune stronger or more magically capable or fluffier, intuit information about kitsunes from anywhere in the world or compel kitsunes to follow someone around to befriend them, and create kitsunes out of thin air. At high levels the Power of Kitsunes can preordain a kitsune to abandon her life as a wild predator and become a successful happy merchant in the city, make a kitsune's tails grow forever or render a population of kitsunes eternal, limitlessly conjure enough kitsunes to drown entire continents or blast an entire species of kitsunes out of history and perform large scale miracles of movement, dharma and complexity tangentially related to kitsunes that treats them more like an idea than flesh and blood women with fox tails. It would be possible, for example, to manipulate fur all over the world to become seeds for new kitsunes who are destined to set in motion events to rapidly topple humanity as the dominant species of Earth. As an additional boon, Domain provides a force called the Divine Mantle that represents the glory, the roaring fire and flaming aura of raw power that aids Powers in winning conflicts with other miracles when determining which one takes precedence. This only applies to direct opposition though; the Divine Mantle makes it harder for your enemies to burn away the avalanche you unleash or stop it from hitting a town, but it doesn't make it any harder to ski across the snow or shelter from it.

- Flore or Treasure as it's sometimes called represents the power born of the bond between a Noble and her divine panoply, iconography and regalia. The general term for those things a Noble invests a relationship with to awaken unique powers is Anchors, and they can be extremely open ended: Individual Anchors can be networks of spies, vast collections of magic weaponry, armies of monsters, whole families-or simply your favourite dog or magic sword or hat, without necessarily being any greater or lesser-though the touch of truly miraculous power will. This is a somewhat intimate process: By singing to the heart of these things, by raising up and enriching them your divinity becomes transformative and immersive-potentially risking subsuming your own divine identity into inchoate entanglement with the world at the cost of your divine nature, if done in excess. Nonetheless this offers great versatility, and potentially tremendous power beyond even the usual scope for Nobles. At low levels Powers can intuit when their laptop is stolen, lend their innate powers (even miraculous ones) to their boy sidekick or take damage to protect him from unwanted

effects, skilfully guide a team of maids with all their own tactical prowess or skill at cleaning and let a treasured fan knock people over with blasts of wind or mark a new friend as a Treasure or Flore. Particularly Flore-steeped Nobles can even let their Treasures' mundane actions compete with miracles with an investment of miraculous power. At higher levels this permits the Treasures themselves to reach and rescue Nobles wherever they are, integrate minor improvements and repairs into an existing Flore or building a new one and awaken such a power from your Segway that it can gloriously drive straight through a tsunami without even getting you wet. At true mastery it even becomes possible to construct large scale artifacts that encode a new convention of reality into the world or modify an existing one, such as building a lighthouse that enforces the existence of enlightenment across the mundane world or even repair a damaged tree of worlds. The greatest expression of Flore is something normally out of reach for a Noble: Drawing on a greater plan that wields the Treasure like an alchemical cauldron to craft a true wish that suits it's nature through your shared network of correlative fate. It is by this means that you can use a treasured bookmark to open a portal into a fictional version of Victorian England, or draw on the compassionate heart of a treasured friend to bring peace to a war-torn locale.

- Finally Persona measures the extent to which your identity and Estate are one thing. In many ways it approaches the Estate from the opposite direction as Domain, focusing on the dharma, fate and experience of your Estate before it's physical motions. It's the sort of divine identification where you smile and suddenly you're more than human-you're the roaring of the sea, your sweat is the salt air from a forgotten summer vacation, your voice the calling of gulls, your presence the sun. It's not entirely healthy for those of you who value your lingering humanity, yet through this you can incarnate into the things of your estate, bind yourself to the rules it follows (e.g. "springing eternal" as the Power of Hope) and turn things into or back from being a part of their Estate. At low levels the same Power of the Beach can make someone more relaxed, pretty, tanned or otherwise ready for the beach, spend some time experiencing life as a sandcastle or transform a gathering of pirates into a spontaneous beach party. Especially Persona-attuned Nobles could also remove the experiences of beaches from things, making situations less carefree or dimming the sunlight in a city block-or spreading your consciousness into hundreds or thousands of beaches on Earth, or into a miraculously significant one such as a beach encounter between an Aaron's Serpent and a Lord of Dark. At higher levels you can change how things relate to beaches or apply their qualities to you on a grand scale, such that everyone who comes to a beach will go away wiser and more spiritually aware, or enchant yourself to crumble away like sand from inconvenient circumstances in your life. You can also imbue things more powerfully with your Estate's qualities,retract those qualities from things on a large scale, ordain how large portions of the world relate to it or enact complex destinies protected by a level 4 Auctoritas. It is at the heights of mastery that you can make it so Hawaii is a place from which secret cabals gather to worship and improve beaches while spreading them to parts of the world they would normally be unable to exist in. Persona also provides Shine in quantities that rise with your mastery of it. This represents not just leadership, glory and

influence but the mythically fortuitous enactment of it-though other miraculous beings on the scale of Nobles and above are resistant to Shine. For example you approach a door to door salesman, tell them to "go fuck yourself" and by investing your Shine in that action it would transpire that the act of autofellatio somehow improves their life greatly. You are straddle the line between mortality and divinity. You could live a life as a successful businesswoman, yet ride a chariot drawn by flaming horses to your true job with every sunrise. And you are not something the Prosaic World can study or impede or do much more than watch in awe under most circumstances, oh no. When you bear the inexpressible source and foundation of the world others live in, you are quite literally a living miracle.

137. Excrucian (500 CP): You come from beyond the known lands, staring at the blasphemy of Creation's stain upon the absoluteness of oblivion. The world is wrong. Or it is a cruel lie that prevents others from reaching the True Thing that can make an answer to all that ails us, or you are simply driven to wrestle it and hope something worth adding to yourself falls out. And whatever fate compels you to make war upon it brings with it a fire and divine passion as fierce as any Imperator's. Already your kind have vanquished worlds and shattered the strictures of reality to gape wide the yawning blight that is being and existence in a furious bid to reclaim your elusive, formless, silvered lands. But...is this really the right thing to do? No not as a matter of generalised morality, the right thing for YOUR development and self-actualisation, personally. Don't rush to give an answer. Some spend their whole lives trying to find one. You may belong to any one of the following templates of Excrucians. All Excrucians have the following minor powers-an apparent gift for all mundane languages regardless of their actual proficiency, permitting listeners to interpret their meaning and intent in their own native languages. And a liminal, uncertain existence which allows minor details such as hairstyle, eye colour and other minor aesthetic traits to shift reflexively when out of sight: Strategists are simultaneously the most fragile and destructively grandiose of Excrucians. Though not all Excrucians (except those Mimics lucky enough to carry over the innate form of immortality from Imperators they were stitched from) are truly immortal as the Angels are, the Strategists in particular shrug off death not dealt by great miraculous power as if it were a particularly persistent flu. Each is dying, constantly and inevitably, of a specific facet of Creation that has affected them-the infection that has broken their nature in such a way, that their fundamental essence mirrors it and it defines their abilities somewhat. This is inescapable, inherent to their nature and usually a large reason for their grievances against Creation-their perspective that it's inherent structure and formation is fundamentally wrong, and should be abolished, and inevitably their seething grudge against this state of affairs resurrects them from the void-bound sanctuary that nurtures them, restores them from infection and brings them back to the world in a series of transitions more akin to religious experiences than logical transportation. A few struggle with their faith in this belief, especially those endowed with great Wyrd or Flore. No matter how much an Excrucian likes jokes, if they are dying of Laughter their chuckles may choke them until they spit blood and vomit out their viscera for example. Or a Strategist dying of Wrestling find people

inexplicably suplexing him until he dies, reforms in a vague wrestling ring-themed dimension and eventually musters the will to come back into reality.

- With the correlative dream of themselves called Eide, they overwrite reality with their own legend. Feats of charm, talent, strategies and stagecraft that overwrite the world with the identity your present to it are achieved through this attribute. At low levels they can conjure clothing and weaponry like props out of nothing, fake their deaths to even divine senses very circumstantially and perform divinely efficacious plans and miraculous talents. At high levels they can qualify for cosmic circumstances, work virtually any desired transformation on the world with a sound enough plan and shape perception across all existence. Both Eide and Wyrd below can bend reality in a more specific way to express facets of the Strategist: Creating minor minions that can offload damage onto others, splitting off their spirit to reshape the world into a kind of spatial anomaly that adds heavily enforced metaphysical laws meant to express different aspects of themselves and transforming into giant monsters representing either what the Strategists strive to be or are deep down.

- With their deep understanding of their own fates called Wyrd, they spread the infection that shortens their life into the world. At low levels they can retreat to hidden sanctuaries with miraculous efficacy, tear free of binding oaths or maintain their enmity to the world by succumbing to whatever kills them, spread curses such as bad luck or putting invisible blade in someone that cut if they try to escape or perform limited acts of destruction like erasing named, individual properties of distinct things, crumbling simple yet non-living items to dust or casting living things only into the Beyond. At high levels they can break free from select laws of reality, reshape their inner identities to be ordained to fulfil a specific outcome and destroy nearly anything of Creation with the terrible World-Breaker's Hand power. Even hope and possibility can be crumbled to dust with this.

- With their authority, Lore, they hunt and bind servants or artifacts from the void or navigate all the places they should not have been able to. Each Strategist is bound through correlative karma to a certain subset of unworldly powers; in layman's terms, circumstance and inevitability conspire for them to master a specific aspect of the void related to the manner in which they are dying. An Excrucian dying of ponds may own the Lore of void- ducks, which might let them collect whispering eggs and shadowy mallard-spirits, for example. The un-phenomena are formally called their Sphere, it's manifestations their Arcana and the ones they have bound to them their Deck. At lower levels they can navigate the void like human geographers would navigate a foreign valley, bridge the divide between different planes of existence or forge metal that only un-exists in the Void into useful tools, minions, techniques or magical abilities-lesser in scope than many miracles, but still miraculous in their own right, and commune with subtle and ethereal forces such as talking to cosmic horrors or making a pair of glasses that can see entrances to fairy glades. At high levels they can literally cross into memory or reach beyond death, use the elements of the void like cultivation-style enchantments to turn a bed into a cosmos-traveling bed with your old university hidden under its covers or burn away your mortality in the fire of the void-

phoenix, build a great fortress of the Void overnight or perform mighty improvisational void-magic to hunt, bind or banish e.g. chucking an annoying Noble off the World Tree.

- And yet like the Nobilis themselves they can use Flore (which is also called Treasure) to receive aid and unlock hidden powers forged of their bond with aspects of it. This greatly shames the Strategist host, even most of the rare Strategists who truly master this trait. Everything Nobles can do with this divine trait, Excrucians can too.

Deceivers though most blind to the Lands Beyond Creation (many consider it a kind of mental construct shared by the Excrucians) are arguably the most unpredictable and greatest at improvisation. Overall they are not quite as powerful as an entire Familia of Nobles, and some can't even take on a single Noble in a fair fight. Many are conventionally immortal, unnaturally beautiful or both. They are gifted with Deepness with all that entails, able to vanish from the superficial experience of Creation, represent something more than the people they appear as and infect those who encounter them with their particular ideas. They also possess Theft, one particularly famous Deceiver specialising in using brass hooks to fish out the hearts of others and their potential with them. Theft focuses on extracting a certain quality of existence from things or people called a waymark that can be wielded in various ways. At low levels you can force others for many miles to feel the experience as an Imperial Miracle, inflict voodoo-like changes on the original target by manipulating the waymark, sense through/communicate with/direct the actions of a target remotely using the waymark and miraculously suborn a specific group of things or living beings to be your vessels and do your will. The weymarks are mystically entwined with their targets; this also permits you to transform and banish those for whom you hold a waymark, and to draw on spontaneously created miraculous powers related to their nature. At higher levels you can wield true Imperial Miracles using the waymark as a catalyst, shape the fates of those for which you hold a waymark and force others undergoing your experience to become vessels to your will. They wield Persona too but for them instead of identifying with or governing anything of the world, a personalized edifice of their myth gains specific properties that they may evoke to similar effect. For example "lies" or "those who listen to you" or "your shadow" or "your voice" would then grant the capacity to bind the Deceivers to the mythical rules of those pseudo-Estates, or make existing things into them, or expel their substrate to turn nearby voices to silence or lies to truth, or entrap others into becoming listeners or food for the shadow or whatnot. Last but not least they have Sealed, the divine attribute that uses a systemised methodology to do something truly reality-defying, and for most of them the power that breaks the laws of the world is called the Rite of the Second Skin: Following a specific interaction with any being, even a Noble or Imperator, and a 24 hour long rite (the specifics for both of which are unique to a given Deceiver), and afterwards they tell themselves the story they're somebody else. This weaves the power of that person around them, maybe lies to the world about it, and they thus gain everything about that person. Their powers (even the miraculous

ones), many of their passions and mannerisms, their appearance and mundane skills, relationships they are aware of. Mimics are quite literally sad, pitiful husks of Imperators living a tainted life. Like Deceivers they can practice Theft, and they have an equivalent to Eide built by their creator(s) out of an Imperator's corpse. Arguably they are even more Wounded than the Fallen Angels, given there is nothing to them at their core but a wound-like a constellation drifting around an event horizon. Last of all, unique among their kind they wiled the divine trait called Style which represents a unique speciality and series of inventive plot devices that emulate some of their old divine traits and disguise their lack of them. At low levels this lets them shapeshift or repair themselves while enduring specific minor damage sources, enable those meeting a certain criteria (including yourself) to use a minor supernatural power, pull steampunk devices that can banish a zombie invasion out of thin air and rely on an implausible skill to do something-such as your luck or intuition. At high levels this lets them force others to struggle with an idea or emotion, enable your specialty skills to become truly miraculous and turn your plot devices into generalised problem solvers. They never access the true power they have as living Imperators, but through Style, on its own and with creative combinations with other traits, may disguise their lack of them. Warmains are eerily competent predators whose physical forms are often things of power, possessing flight, natural weaponry, immortality, fiery breath, unnatural beauty, the ability to pass between worlds or similar innate traits. Each undergoes a sort of spiritual maturity called Tempering over the course of its existence: Once when it first kills, once when confronting a Noble or Imperator (or a being of similar magnitude) and once when it kills someone for whom it has a profound respect, the creatures takes on the shape and devours the mind of the oneit murdered-bringing about a profound sort of communion and self- actualisation beyond its usual habits. In many ways they are twisted doppelgangers of the Game and Dark, or perhaps it's the other way around. Like them they are Monstrous and can lurk in inconspicuous forms, hide behind lieutenants their enemies must defeat before they can challenge them or escalate a certain ability to a level beyond the world's ken. This trait also permits them to see into Ninuan with great ease, as it's scourges and guardians. Their core trait, like the Game, is Hunter which permits them to mimic, trick and counter others or their powers. In one respect they differ from the Game: Through Architect the Warmains can move others to their will and anticipate things to come by grasping the grand design of all Creation. Finally they are Allegorical and can transform others, wake the world to life and wield ancient, wondrous powers as beings of metaphorical and psychological import. Last but not least, all Excrucians are capable of creating a handful of shard-selves (around half a dozen or so, usually) to support themselves, which can access parts of the world the full Excrucian cannot normally get into. They are built on the same scale of Powers (indeed, Mimics usually simply create actual Nobles) and similarly individual in scope; killing one usually does not harm your true self, although creating and reconstituting one (assuming it hasn't been slain with effects that prevent resurrection, which it probably has been given how difficult Powers are to kill normally) can be quite costly. Strategist, Mimic and Warmain-shards have the same set of divine attributes as their Excrucian-types and Strategist-shards in particular are easily equipped with the World-Breaker's Hand as a Gift.

Deceiver shards are much weaker, little better than mortals with weak levels of Aspect or Flore at best-but also can enact the Ritual of Two Skins to borrow a Power or even Imperator's abilities to make up for it.

138. Imperator (500 CP): The churning motion of the prosaic world. The rising sun, and the gibbous moon. The whims of famine, pestilence, man's inhumanity to man, and fate. These are the laws of the world from which your kind's flesh is spun. The Nobilis are living forces of nature who can split apart the seas, write poems that change the course of history and leap through time. And with this option, you can be one of the greater beings whose touch creates them. Such is the scope and breadth of how your existence that nearly all supernatural beings from this world are to you as ants are before a mountain, some even emanating from you as an extension of the concepts you embody. You may choose up to four Estates to embody, and no aspect of your mind, body or soul is considered part of any Estate for the purpose of resisting direct miracles, at least without significant miraculous empowerment or circumstantial advantage i.e. a different Imperator of Stones can't warp you like a regular stone if you're also an Imperator of Stones. It should be noted that having more Estates does not necessarily make you more powerful overall among other Imperators; while Lord Entropy presides over Destruction, Desecration and Scorn the angelic leaders Firstborn (who oversees Meaning and Existence) and Lucifer (he whose flesh is Pride and Persuasion) are considered great among their kind as well. While your deep experience of them has a great pull upon your nature that may or may not lack some mortal spontaneity you also understand them on a profound level, having literally been there and shaped history. Beyond your cosmic might and stature, what truly sets you apart from the Nobilis is your innate capacity to perform what is called an Imperial Miracle or a wish. While some of your divine traits are capable of similar effects in a narrower band, when you act in accordance with your Estates and fundamental nature to perform a miracle of such absoluteness and complexity that it is akin to a story told unto the world than a force that can be escaped or deflected. They are pure abstractions that transcend the usual traits and limits of your kind, and that reflect your will upon reality; if you were to rip someone from the world, nail them to the sky and scour them with the storms it is not actually a series of causal processes in motion but the transformation of reality through divine will. In direct conflict with most other forces from this world the wish simply comes true in tandem with the other effects, and the burden falls upon reality to reconcile them somehow. With that in mind, virtually any desired transformation or act of creation can be worked by an Imperial Miracle, and in all cases it is in their nature to endure indefinitely and have unlimited range if the Imperator wishes so. This operates under four limitations and exceptions:

1. Powerful miraculous beings like Nobles or their betters may "take damage", clinging to their selfhood and identity because of an utterly unacceptable transformation in exchange for suffering grievous harm or costs to their miraculous resources.

2. From a broader perspective, Wards, Rites and Geasa are resistant to Wishes insofar as they are not automatically overridden by them in a direct contest. Wards are a kind

of friction built into the fundamental bedrock of reality; powerful spiritual barriers such as the divide between world and void, as well as sufficiently foundational metaphysical principles of the world or void as a whole may qualify at your discretion. If not, the forces unleashed by the Wish simply linger so long as the Ward is maintained. A Geas is similar to a Ward but applicable to a character-an underlying truth to their identity so profound it throws up miraculous effects to manifest it or creates a Ward-like nullification effect in defence of it. Even then geas tend to be somewhat unreliable and in rare circumstances may falter even when not set against a Wish. Rites are pervasive miraculous supernatural effects that undermine the substrate of the world or void's conventional miraculous effects. Many divine traits inherent to Imperators can produce or manifest as variants of all 3, such as the famous Auctoritas Magister most notably wielded by Angels and Lords of Light. In all cases, a Wish may still contend against these effects as if it were any miracle where it is required to fulfil their outcome. If there is a plausible way to fulfil the wish without overcoming the Ward, Rite or Geas at all, the Wish will simply find a workaround.

3. Relative to other miracles, Imperial Miracles are relatively slow and subtle as a general rule before being modified by certain divine attributes such as Sealed or more complex workarounds. In this manner, you may even have created your Estate in its current prosaic form, such as how the Imperator of Bears reified them from a mere memory of another race of beings into a full species. Even should you be a primarily Earth-bound Imperator, when you leave for other planes of reality your Estate permeates the region; while the Nobilis lose no power from entering the Void or other worlds, you in particular are a keystone for your Estate to propagate and develop. Whether you are a frontline general for the Valde Bellum or a relative bystander, you likely have quite the history here.

Imperators of the most influential and elaborated upon varieties will be described later in the Affiliation section. You may be an instance of any of the Imperators described below. Alternatively you may choose to be an OC Imperator whose presence defines the principles of a different world than Earth, so long as your nature falls in the scope of the given examples and does not partake of Ninuan.

139. Beauty Isn't In The World, Therefore It Is (50 CP): Despite the nominal urgency of the Valde Bellum, quite a few of its participants find the time to get dressed and look their best while going about their capers into strange realms or matching wits with the destroyers of all. If you'd like a bit of a polish to keep up, this will help you out. You won't just be beautified and airbrushed like you just stepped off a movie set, while not quite as dramatic as certain powers from this world you'll find that fortune and circumstance err on the side of keeping your appearance intact in the worst of environmental conditions or recovery swiftly from them. You also gain quite an eye for fashion, and it impedes you in battle just a shade less than it would someone genuinely ordinary.

140. A New Adventure, Every Day (50 CP): The flow of dharma and fate mandates a certain amount of consequence in the lives of the Nobilis. They cannot simply slay

the dragon or corporation, call it a day and live out their lives in a log cabin somewhere indefinitely-the interconnectedness of things calls them to action sooner or later, and by obligation or desire they find themselves answer. With this, you may guarantee that in future worlds unexpected journeys and opportunities for adventure will continue to find you. They'll never be more dangerous than the major conflicts of the worlds you're in, will err on the more whimsical side and in worlds without over supernatural elements will involve relatively mundane magic by this world's standards rather than miracle-scale effects if they have any at all. But there's always something of minor satisfaction awaiting you at the end of them-whether a new friend, a magic stick, a pouch of magic seeds or simply a deep feeling of satisfaction. This can be toggled on and off for when you'd rather not be surrounded by golden egg-laying geese and have to frequently catch lightning in a literal bottle.

141. Mundane Life, Interrupted (50 CP): And that's not fair. You had a life before being called to serve your Imperator, didn't you? Or maybe you're an Imperator who always wanted something to avoid the strictures of the war and competition between your kind. With this toggle, you can accentuate the mundane and simply in your life, letting you not only function as an office worker but also find great fortune and fulfilment in it. Like the preceding perk it is not truly protected by an Auctoritas or any such defence, being more akin to a minor creation of fortune. But maybe it's better that way. When you get away from the world for a while, the last thing you want to worry about is whether you're doing it right.

142. Impersonal Victories/Failures (200 CP) The Nobilis' powers are deeply entwined with their fundamental selfhood, waxing and waning with the triumphs in their lives. So fundamentally wrought in opposition to Creation are the Strategists, that they instead find their powers rallying and advancing in skill when they DISAPPOINT those around them, let them down or otherwise fail to accomplish their goals or win influence around themselves. By choosing this option you may greatly accentuate one of these phenomena for yourself, even if you are not a Noble or Strategist yourself, gaining insights and breakthroughs in mastery over your miraculous or supernatural powers with each victory. While mostly minor and low key, over time accumulating a great many can see you live a rather charmed life comparable to a minor creation of Advancement applied to your person-without it's miraculous enforcement as would apply for a Power's actual blessing.

143. Can't We Talk This Out? (200 CP): Okay, so that Deceiver in the top hat sincerely believes in shearing away the skin and perception and hope and teeth and truth from your best friend in order to show him the True Thing for his own good, and that's very bad of him. BUT that's no excuse for you both to mind your manners! In future worlds you'll find that opportunities frequently, frankly unnaturally, arise for you to resolve your difference with your foes diplomatically. It's no guarantee and if

you fail then shooting you could still be on the table, but with astonishing implausibility you could get a team of gunmen ambushing you to sit down, have some tea and talk out your differences. While your own charisma and personal persuasion will still determine whether this is a hard-won out from violence or a temporary reprieve before hostilities resume, during these talks you'll find your enemies frequently feel compelled to discuss their own motivations and points of view. It works just as well here, of course. But sometimes it seems like many in this world are doing that anyway.

144. A Rite for All Occasions (200 CP): Like a neat set of cords, the spiritus Dei can manipulated in various rites used on both sides of the war. The Witch Hunt Rite, where a Noble devises a living bloom that represents themselves and pushes power through it to disguise their mystic signature from their own miracles.

The Rite of Rescue, where a family of Nobles spawned by the same Imperator gives a consenting Noble whose Imperator has died flowers, without coercion, to formally adopt them to their Imperator's jurisdiction. The Rites of the Fallen, terrible punishments inflicted by aforementioned family members on each other: Blade (cripples their spirit, in exchange for enhancing Aspect or Domain), Whip (cripples access to miraculous energy outright) and Fire (which simply rips the miraculous qualia of the Noble from their human soul-disempowering them, and usually killing or ruining their minds too). To perform it two of the Powers and their Imperator must agree it is warranted, then they simply bind the offender to a rack and strip their power. The Rite of the Last Trump, which in a process similar to acupuncture permits a Powerto re-spec their divine attributes, painfully but quickly. The Right of Passage, which permits the Nobles to travel between worlds by spying a mystic path through a broken crystal. The Redtooth Rite, which permits a mortal (or unscrupulous Noble) to consume a dead Noble's heart and obtain their Imperator-shard and Estate for themselves. The Rite of Anguish, requiring a handful of days, blood of virgin, a pentacle and candles among other occult trappings-which is famously used by Excrucians to drain a dead Imperator's power and convert it into their negative energy. Which some Powers suggest that Powers themselves could use a variant of to become like unto the Imperators themselves (in the name of the Valde Bellum, of course).

The Rite of Holy Fire, a full night of ritual canting amidst candles during a starlit night in exchange for immunising a Noble from all mundane harm by raising the spiritus Dei from within them like a raging bonfire suffusing their skin. Swords, bullets and nuclear explosions alike wash off the Noble, though the rite must be renewed relatively regularly. It does have one other major limitation: The stronger the Noble's spirit the more subtle effects can be defended in this manner, and the less the rite must be renewed. A Noble of barely present spirit would only be immune to almost unsurvivable conditions like loss of hull integrity in a submarine, and would have to renew the rite every week. A Noble of mighty spirit could deflect even social assault and thus avoid penalties related to discourtesy, and only need to renew the rite every

10 years. And most important of all, the Nettle Rite. By taking something belonging to the target that the target has invested energy and emotion into, and bringing it under control, the Noble or Excrucian can create a metaphorical channel for miraculous power by damaging it, defiling it, claiming it for their own or turning it against the target. After wards, a few spoken phrases and crushing some nettles to sprinkle on the ground siphons miraculous energy-a feat much more energy efficient than many forms of direct confrontation. With effort on the level of smashing up the victim's treasured car, little if any energy is lost. With effort commensurate to getting the victim's friend sentence to a year-long prison term or otherwise disrupts the victim's life and makes them very unhappy for a while, a larger but still modest amount of energy is lost. With effort equivalent to infesting a treasured car with psychic parasites or giving a dear mortal friend third degree burns-something taking longer time to pull off and resulting in long term sadness to the victim, even those close to the victim can have their miracle points lost in modest amounts. With effort tantamount to corrupting the treasured car to drive the target into trouble, convince the treasured friend the target serves Hell or ruining the target's reputation to build a case against them in the Locust court-devoting effort to induce long term misery, in other words, the victim and those emotionally near them all risk having devastating amounts of miraculous energy siphoned through the channel. Two rites are normally unique to the Excrucians: The Flower Rite, and the Welkin Rite.

The Flower Rite operates on the principles of corrupting the underlying logic of the world, and engineering deviations from Estates and fixed metaphysical laws inculcated into a sort of metaphorical clot or glitch that strains the very fabric of being until reality can't explain what is going on. Such feats operate on a kind of metaphor-logic; an Excrucian could use their techniques and miracles to coat the winter ground in happiness and thus turn the idea of "cold is melancholy" in a place where culturally the cold is associated with such against "cold descends", or insidiously associate the idea of desperate, stagnant self-preservation with Christmas in an attempt to create a stable loop of events enacted by people and things that betrays the spirit of Christmas in order to indefinitely perpetuate the trappings and celebrations of it. And like inducing an autoimmune response, this induces a reaction in reality that compels it to eject the offending concepts from existence. Potentially, entire concepts or even entire Estates can be fizzled out of existence through sheer paradox in this manner.

The Welkin Rite is less haphazard, but covers an overall smaller target. You simply plant a significant mass of the forces, phenomena and anti- things of Ninuan somewhere in reality and cultivate it's growth.

Whenever possible you nurture relationships with as many objects, people and phenomena in Creation as possible. A Void-tainted malware that circulates on numerous users' computers for example, or a cursed letter, or a Void-tree growing in a park. If done correctly, a specialized technique or miracle can thus use the ongoing process as mystic leverage to "snap" out the associated things into Ninuan, annihilating them from Creation's perspective. It's possible to entangle pieces of Estates in a Welkin Rite with some creativity, but overall it may be thought of as

nickel and diming the world in the grand scheme of things unless one is very selective about certain vital targets. While most active Nobles, Excrucians and all Imperators are familiar with these rites for use in the war, you are particularly proficient in them due to your underlying understanding of their principles. Your knowledge lets you innovate them by cutting costs or using mystical techniques to amplify their effects, and you may eventually design new ones on the same scale.

145. Geased, Bonded, Gifted (600 CP): Not all supernatural powers are so universally provided by the Divine Attributes. Some are innate abilities unique to the specific natures and histories of individuals. These include the geas, an objective law of one's divine nature that wield intrinsic divine power to make their law come true-laws equivalent to light's law that it cannot be outraced by most effects. Generally quite powerful, showy and easier to bring into play, they are also fairly fixed in effect. Geas oppose divine power that attempts to suppress or invalidate them directly, scaling with their overall power, and can earn you a small amount of miraculous energy for living up to someone's expectations (or disappointing someone, if you're an Excrucian). Bonds are subjective laws of one's nature that grant a bonus "technique" (whether by the normal meaning, or a specific ability such as magic, technology or psychic powers that is not invested with miraculous energy by itself) to fulfil the law; think about the scorpion's law that "I must sting the frog". Highly flexible and personalised, these tend to be limited in clashes between miraculous beings. Regardless of their nature Bonds can heighten the "level" of divine attributes when contested in circumstances where they can be considered relevant, and also grant miraculous energy for impressing/disappointing those near you. Gifts are custom-built adaptations of a divine attribute's power, or set effects similar to those already covered by existing divine attributes-and generally occur on a much quicker timeframe, or less circumstantially.

Although both Bonds and Geas are generally thematically inspired by your Estate(s) and divine attributes, Gifts are more direct about being equivocal to your conventional miraculous efforts. Commensurate with miraculous effects in all meaningful ways, they can even take on miracles. They need only be "mechanically equivocal" to divine attribute effects while being variations of them, or even existing Gifts. And here, you too can purchase some for yourself. You may repurchase this perk as often as you can afford to. Feel free to incorporate these into interesting events in your backstory. Lords of Game/Dark may buy Bonds at a discount while Warmains buy Gifts at a discount, as their physical forms are things of power. Lords of the Wild may buy Geas at a discount. Angels purchase Bonds and Gifts alike at a discount. Due to their close affinity to destruction, Strategists may purchase The World-Breaker's Hand (and its little brother, The Drunkard's Gift) at a discount. The following examples are minimums for stated, individual effects; you may pay more or less CP to upgrade example effects or gain weaker versions of more powerful effects. You may repurchase and combine example Gift effects to create Gifts of unusual potency or that provide exotic effects.

For 100 CP you may purchase relatively minor gifts or bonds with limited usage that are mired in the physical world. The gift of being “Durant” or unusually durable to weapons wielded by mortal hands and regenerating quickly enough to leave a faded scar from any blow you can survive in seven days’ time is available here. So is the gift of surviving indefinitely without food, water, sleep or air and never dying of natural causes. In general this is the remit of creating well-reinforced minor manifestations of an Estate, blessing or cursing yourself or others with its mythopoeic ideas and similar lesser motions of Imperator divine attributes. It's also possible to boost a Divine Attribute-related course of action to several times its natural level, such attaining generalized perfection of composure and action through raising Aspect levels by roughly 4 or so, at the cost of even the meanest miracle defeating such a boost in direct conflict. So is a relatively localised geas such as “I must always have a hammer when I reach behind my back for one” or a bond that provides something like a giant, venomous scorpion’s tail.

For 200 CP your physical form may be that of a mythological beast such as a dragon, phoenix or unicorn accompanied with one or two effects such as removing poison or petrifying with a look. Your Gift could also be an appearance that has an enormous impact on the emotions and behaviours of mortals and to a lesser extent Powers, the power to seek hidden roads or places mortals cannot access; these approximate Lesser Creations of a specific emotion or great feats of Flore such as weaving destiny but with little defence against miraculous conflict. You can also command the simpler motions of your Estate, such as shifting moonbeams around or changing the moon’s position slowly in the sky, or approximate Eide or Wyrd to create useful servants with lesser miraculous powers of their own. A geas that provides a useful stock of mundane weapons and equipment or a bond that allows for elaborate spiritual or magical systems is also viable.

For 300 CP your Gift can be a nigh-absolute abstract effect such as perfect timing. If someone warns you a cult plans to sacrifice your beagle, you can arrive just in time to rescue it-even if the cult planned the sacrifice for the day before (however, the responder knowing the dog is dead “fixes” events and even if warned you cannot arrive at what you know to be a futile course of action). You may always catch trains and cabs with several seconds to spare. The Strategists' World-Breaker's Hand, the power to sunder anything and everything-even ideas, dreams, systems of non-miraculous magic, emotions and other abstract qualia into dust is also available. Keep in mind that the Auctoritas protecting this Gift is relatively weak, and at this level it contends poorly against most protective miracles. Most Estates of this world are sufficiently defended enough to be effectively immune to direct erasure, and Nobles themselves are heavily resistant to it due to their own miracles while even individual Imperators themselves are all but immune. A wide- ranging Geas such as “I must be recognized, by name, by everyone in the world” or a Bond as generalised as “vampire powers” is also permissible.

For 400 CP your Gift can include spending a small amount of miraculous energy to enact unpredictable miraculous good fortune on yourself. It might occur far away and

only impact you hours or even days later for all you know, but something major and beneficial will always happen that would otherwise not have-and penetrate all but the strongest Auctoritas. Transfiguring into the form of your Estate (or the thing you are dying of, as a Strategist) is also available. Strategists may also enact a secondary mode of destruction aside from their default through such a gift, one with a significant amount of penetration and defence in miraculous conflict. Being able to create a portal to anywhere and everywhere, even the past or into a TV series' world or into a heavily defended Chancel, is also available at this level, as are other moderate to greater uses of divine attributes. A Geas with significant long term benefits such as “I am destined to rise to high office in any organization I join” or a Bond with significant supernatural trait as “being a giant eldritch kaiju” is also permissible.

For 500 CP your Gift can include a narratively resilient form of immortality. Not only are you nearly impossible to kill short of truly impressive metaphysical force by this world’s standards (though your infection will still kill you, as a Strategist), but eradicating, unmaking, paralyzing, dissolving, soul-killing, permanently imprisoning or otherwise taking you out of the picture has a tendency to simply not work long term-albeit usually with some cosmetic side effects like blistering and sweating while striding out of a pit of molten metal, or staggering after being nuked. Specific but highly absolute rapid fire miracles with extreme advantages and resilience in miraculous combat in exchange for little utility are available here too. One example is the racial trait of the Peregrine Bears. Like them, you can become a "living Auctoritas" and counter any miracle you see used as a Greater Destruction of Miraculous Power. A Geas such as “I will behold the True Thing with my own eyes though I am born of Creation, and until then I must ever journey onwards” or a Bond such as “hosting a psychic deity’s power” is also gainable here, though keep in mind a Bond is not miraculous in and of itself.

For 600 CP your Gift can be the miraculous equivalent of a weapon of mass destruction. The power of mastered Flore that permits Imperial Miracles to be invoked, sped to automatically activate whenever appropriate, in almost any location and with a flexible, loosely defined ability to achieve the outcome "everything will work out in the end, and love and friendship will prevail" that on top of everything has significant advantages in miraculous combat is available. So are grand feats of creation such as that which the newborn Imperator of Bears used to make bears, then a kind of notional idea, into a tangible and fully realised species. A subtler but still obscenely lethal power associated with the Warmains called Midas Mors Mortis is also available for emulation: By touching any non-miraculous person, object or land, everything it in turn touches goes awry, often in a lethal manner. It wears off in a week, or when the Warmain and/or its shards are killed or exiled from the Earth. Note that Imperators may approximate such feats with their own themes and Estates. A Geas on the level of “I must be critical to the fate of the Valde Bellum, and so long as I live the forces of Creation/the Void must have the advantage” or a Bond similar to “I operate on cartoon physics, including walking in and out of TVs, and can absorb entire television shows

to ascend to a higher state of network TV meme- induced pandimensional transcendence" is also available.

146. Barely Phased Everyman (100 CP): It's not easy, living in a world where at any given moment everything you take for granted could be whisked away by a single wish. Including your very self and soul. But somehow or other, you manage. Your fortitude and inner resilience is bolstered specifically in encountering the supernatural. Elves and demons ambling in your garage? Suck it up and keep on walking. Accidentally walked into another dimension? You'll keep your wits about you and do your damnedest to learn what odd rules there may be there. And while you won't last long against an Imperator demanding you to bag their groceries if it decides to pick on you, you'll at least be able to do your job and ask if the orrery of flaming wheels wants to know about your store's benefits card if it just looms stands there being otherworldly and majestic.

147. Minion In The Making (100 CP): It's not exactly flattering to be thought of as a useful pawn, but when the being thinking that is one whose whims can cast down the stars or erase mountains from ever having being there that may. But such was unlikely to be in the thoughts of the criminal lords of Europe (and actual politicians and the highest of priests) when, seemingly impressed by their capacity to do evil, that Lord Entropy formed them into the Cammora: A group ostensibly that exists to provide mortal service to the Powers, and effectively extorts power beyond their reach from them. In exchange he lengthened the span of their days into centuries and pronounced them "invisible to law" such that crime committed by them would not be judged by his court-a valuable piece of leverage for beings so far beneath the Nobles' notice. While you may not encounter such drastic responsibility so late in the war, you too have something that comes across as agreeable and useful to those far greater than you- lessening the chance of them swatting you on a whim, and potentially making them open to negotiation in a similar manner. You may not have the sheer evil of the original Cammora that drew Lord Entropy's attention but...well, you LACK their sheer evil, having more of a can-do attitude and willingness to listen that makes those far above you think you open to furthering their causes.

148. Master of the Mundane (100 CP): Some of the grandest beings in this world barely know how to operate a vacuum. The Strategists, for instance, are infamously bad at functioning as people should they ever give up their cause to destroy everything but even the Fallen Angels are rather crippled in interacting with people without trying to corrupt or debase them. In many ways, the proficiency you have with one aspect of mortal life is the envy of some of the greatest immortals in this world. You could be anything from a successful CEO with all the business and speaking skills that denotes, or simply a highly trained park ranger who loves his job and is loved by his community in turn. And if you're something other than a human, you could be equally

skilled at any relatively mundane trade of your people. Though an Imperator could utterly master your trade if they ever brought their skill to bear at practicing it, for many it's hard to imagine the circumstances where their natures and duties would even permit them to bother.

149. Parting the Veil (100 CP): There is a magical barrier of sorts, that parts mortal society on Earth from the miraculous conflicts around them. But you're not exactly from Earth, one way or another, and the loophole of your interdimensional nature permits you a much greater glimpse into the things beyond. Whenever wide scale supernatural forces attempt to obscure the mystical, the spiritual and the outright eldritch dwelling among your daily life, you'll find your mundane senses are able to see much more of them than you should. While this makes you no better at seeing through illusions, knowledge of the supernatural itself and the proof thereof won't be so easily scrubbed from your mind and senses. Any effect that tries to make you forget the woman who turns into a flock of swans mid-leap over a building is quickly spotted, and while it may still affect your mind concentration and hard thought will see it swiftly evaporate from your mind.

150. A Sense For Dream-Spun Paths (200 CP): The world is full of odd little places where reality isn't consistent, runs on its own inscrutable rules or just plain changes on a time depending on who's giving it a good hard stare. And while even without actually putting in a proper miraculous effort Nobles and Imperators can just kind of try hard enough to stroll through a dream or navigate an errant fairy glade, the rest of us aren't so privileged. Fortunately, you seem to be learning the ropes quite quickly.

When you find yourself in realms of existence where conventional mobility isn't possible, you'll find yourself able to move at the bare minimum of your normal range of motion as possible. You'll fare no better against getting past warded citadels or finding secret doors and it may still be quite challenging, but if you get stranded in Ninuan you could at least notionally kick, fumble and swim your way out back to Creation. And if lost in a dreamlike realm, you'll have a good gut feeling for how to get out safely. You are greatly resistant to ambient environmental conditions although it would be wise not to press your luck with any especially volatile or energetic phenomena around you; this isn't a great way to survive a dip in lava and castles made of thunderstorms can still be quite dangerous. But at least notionally, a place that mostly doesn't exist can be walked by you like a particularly treacherous mountain path.

151. An Anchor For Every Harbour (200 CP): Epic in scope and sometimes alien in mentality as they can be, like any other person the Nobilis have preferences of all kinds. But unlike most people, what they find a true bond with-what can be considered a true Treasure by them-also finds a hidden power forged from their bond rising up. There's something about you that makes you highly likeable to the average Nobilis,

insofar as those eccentric gods among men have any commonalities. And that pleasant thing about you could be anything from being a good neighbour, to someone they just can't help but take an interest in-even something romantic in, if you dare. Either way, the process of becoming their Flore isn't just easier than it should be in terms of miraculous energy expenditure, it feels as right as obeying their Imperator does-and while wielding your hidden power would have been miraculously intuitive in any case, you find predicting what it'll be and strategic uses for it come naturally. It could even be something romantic if you dare catch the attention of one who clashes with gods one day and takes long strolls on the river with them the next; just be warned that many Nobles are as passionate and intense in relationships as they are in anything else. In future worlds you'll find it similarly easy to get in the good graces of demigods and empowered mortal champions for the divine in general.

152. A Temple Is My Body (200 CP): There's two sides to every coin, and more than one way for a divine being to wield a mortal vessel. And there's something about you that seems to make you much more suited for the more direct approach. When you host the spiritual extensions of supernatural beings or otherwise serve as a beacon for their influence, you magnify their efforts and lessen their costs. As an office worker, the Noble of Bureaucrats would find it much easier to act through you with their Persona trait. Moreover you retain a great deal of independence when the divine acts through you in this manner; to use the earlier example while you may still be compelled to stop an Excrucian influence, if you decide the Noble's decision to kill a nearby secretary is too cruel you could "creatively reinterpret" the divine will flowing through you, and rugby tackle the Excrucian directly so long as you can justify your actions to yourself as a good faith attempt to serve what you can intuit of the divine forces moving you.

153. Applied Botany (400 CP): Foremost among the mortals that tamper with miraculous powers are the Cleave of the Botanists: A group of alchemists whose legacy dates back to the Power Hermes Trismegistus. It was while repairing the heavens that the Trismegistus saw the flower Niruka, also called Nu Wa, floating on the sea waves and greatly admired it's fiery petals and dragon-like proportions. His revelation was extraordinary: Heaven reflects the power of the Creator, the flowers of the world reflect the power of the Brightest Realm, and as revealed by the Emerald Tablet found clutched on his corpse thirty years later-it is thus possible for alchemists to wield such broken fragments of creation to shape and refine the world around them. Sometimes as imbibed mixtures, and sometimes as powders and reagents simply cast at the target they wish to affect

For 200 CP you are a professional Botanist of some note, able to transfigure and conjure the things of the world with remarkable grace so long as you have the correct mix of flowers. You are familiar with the alembics, pestles, lenses, crucibles, exotic

fluids and sometimes coffee grinders needed to purify and extract the hidden magic of flowers. Though your magic is still fragile compared to the miracles of the Nobilis, it offers much greater breadth for what is possible in the world. Like a magician of old you can speak to the dead, turn bullets from your skin, dissolve into a liquid to escape safely down a drainpipe then reform at will once you're safely out, blind others with conjured darkness, wield the elemental forces like natural disasters in miniature or fly. Even interplays of perception and desire are possible, like reflecting a man's ambition as an insect in a mirror then swelling and releasing it into reality to burrow into his body so his ambition literally burrows into his life and controls his every waking hours. In essence any facet of the natural world, including those facets of it considered folklore or myth more than science, can be recreated with enough time. And flowers. Care must be taken to screen out the impurities represented by excessive or imprecise meanings represented by each flower, and alchemical works performed with insufficient knowledge can thus come with limitations such as requiring a full Gregorian choir to function or putting those who carry it to sleep. However, designing a gun that never misses against anything non-miraculous with the limit of not working when aimed at an inanimate object or powders to awaken the inanimate and give it life and mobility in the prosaic world are old hat to you.

For 300 CP you are a grandmaster of the art, familiar with their archetypes rather than their prosaic forms. This greatly improves the efficiency and productivity of the art in the way a grasp of quantum mechanics and physics improves a chemist's understanding creating new and improved substances. Your study of flowers and their meanings is greatly expanded; fields and glades become riots of deeper meaning for the underlying truths of existence, and rather than simply appreciating that a bouquet is pretty you could study the world reflect in a single rose. While not quite miraculous yet, it is at this level of advancement that it becomes feasible to brew a five-colored rainbow and cast it upwards to repair the sky as the Trismegistus did when he first grasped the art, or develop the magic to annihilate a gang of thugs with guns with a single indigo orchid. Should you wish, you may be a leader of the Cleave's orthodoxy in your history here in this world. It is at this stage that forging a blade that when drawn, inspires great love and the will to fight for the wielder becomes readily within reach.

For 400 CP you are honoured for your talent as emeriti, but obliged by the Cleave to retreat from the world and practice in seclusion. For though perpetually incomplete, the knowledge and power offered by this degree of the art is one that even the Powers are wary about: The creation of artifacts capable of Imperial Miracles. It is difficult for a mind grounded in form to apprehend what is by definition formless, and not even the Trismegistus nor any known Power has fully mastered this skill. The feats possible to you are astonishing: It is at this mastery that determining how to brew a mash from the sour and withered apples of the Tree of Knowledge, construct a musical instrument capable of crushing the hearts of the world's defilers or arms or armaments which nullify the Warmain counter-miracle to negate miraculous phenomena- though the risks are correspondingly greater for such powerful artifacts. One alchemist of note has

lost half her mind to an experiment gone awry, albeit remaining surprisingly sound of mind and unimpeded in her work for someone who cannot think half the thoughts she might otherwise be capable of.

154. Charitable Soul (400 CP): Well that's odd. Do you have some of Ninuan's blood in your veins? You see, you've now gained an odd ability shared by the Charitable Beings: One of the many odd, technically nonexistent lifeforms from Ninuan that aren't Excrucians, and are far more ambivalent about interacting with Creation. Nine feet tall and pale, with long fingers and a willow-thin body, they have a great compulsion to give gifts to others they encounter-sometimes asking them to wait hours or days to fetch one. While you lack the absolute fury they exhibit, you now share their odd native trait: Anything you already own and can fit in your hands can be immediately summoned to hand, implausibly taken out from behind your back or otherwise delivered to a recipient near you. You have a great instinct for what would make a suitable gift for them, and also a supernatural proficiency for gift-giving: If you have somehow claimed metaphysical ownership of spells, curses or even angry spirits you can pass these on as a "gift" that's rather bothersome to the recipient, whether they like it or not. Even techniques or powers you have to apply arm transplants, progenitive blessings or powerful artifacts that normally choose their bearer can be reassigned by you in this manner. Furthermore what you give is miraculously difficult to lose, and while perhaps not impossible with significant effort the easiest way is to simply hold a suitably ornate gift-giving celebration and pass on the goods to someone else.

155. Beyond the Law (400 CP): The Nobilis operate under many restrictions levied by Lord Entropy and while not always dutifully punished, can often make for inconvenient excuses for him to "punish them for", coincidentally whenever it's convenient for him. Which makes this aspect of your otherworldly nature a great bargaining chip. Like the cadaverous, burning eyed Lawbreakers from Ninuan you are innately invisible to all kinds of laws. Duties and oaths of all forms simply do not recognise you as having breached them, to the extent that you could kill in broad daylight while mortal police stroll past. The miraculous, literal social constructs of the Nobilis do not recognise you, allowing you to walk straight through them and any other embodiments of social convention as if they weren't there. Your final gift is to let someone accept a weird from you. This concept does not translate well into Creation proper, but essentially it drives even a Nobilis into a clinically diagnosable insanity of your choice allowing them to share your immunity to social obligation as long as they stay near you. This ensures protection against the anger of their Imperator and the punishments of Lord Entropy-so long as they gain no further reason to torment your ward or yourself other than the breach of law anyway, so it would be prudent to stay somewhere hidden if you wish to so flagrantly defy powers as mighty and whimsical as they.

156. Fortunate Son (400 CP): A long time ago, you did someone very powerful a big favour. They were kind enough to repay you by tying up your destiny in knots of

rope, and teaching you the method somehow before shaking your hand and abruptly jumping into the sky. Never to be seen again. When you cut through one knot, a portion of your destiny is manifested as an extremely favourable coincidence-often unlikely, and always beneficial for you in the long run. You don't just survive walking through traffic, you end up reaping royalties for the documentary made about how trucks and cars from every direction somehow missed you all at once. And this is no ordinary Gift available to any Noble, oh no. Not only does this luck have such potency invested in it that it can breach through powerful defences such as all but the greatest Auctoritas effects, but by using the knot-tying method in future jumps you can continue to delay grand events in your life and convert them into more stocks of short term good fortune using the rope-tying method. If you're destined to claim Excalibur and sit upon the throne of Camelot within the year but would rather turn that destiny into raffle prizes and promised victories, you might only get that throne near the end of a decade.

157. Favour of the Locust Court (400 CP): There is a kindly Imperatrix of ordinary things, who protects people from the pain of the extraordinary. A dog-headed goddess of Willpower, Law and the Broken-Hearted who is also part of the Weirding Wall. And she seems to have decided you are in dire need. The psychological disease dementia animus affects those who talk to their toaster and tell their friends you're all just shadows of the true things in the world-and while an accurate perspective, is not a functional one in modern society. When you suffer dread revelations and truths you'd rather forget, you may freely meditate to retreat deep into yourself to pass the dog-flanked gates of her temples. There in sanctuary and comfort you can recover, and when she passes by speak to her of your woes. But perhaps you think enough strong enough to bear these burdens, in which case you can wield forgetfulness like a blade and bless (or curse) other mortals to forget the supernatural or purge them of harmful information-up to an entire town or so at maximum without falling unconsciousness, with the stamina of a mortal man. The authority of Surolam's court also comes as a compact with fungi, insects and diseases: Such creatures honour the truce normally extended to larger creatures within the bounds of her court, and when you pass through large concentrations of their presence you may at will shed disease or infestation. Or conversely, act as a carrier for them to others without the critters doing more than crawl on your back.

158. My Destroyer of Worlds' Keeper (600 CP): It is a terrible thing to be the favoured Flore of an Excrucian. To be bonded so closely as to be the extension of the (non-)existence of a thing that even when majestic and beauteous, is fundamentally wrong in the world. How much more awful must it be for a Strategist whose mission is not impeded by great destruction sufficient to leave their bodies and minds riven or simply mature beyond the need for war, but fall helplessly in love with a facet of Creation that they simply cannot enact their purpose anymore? How awful, then, for one to meet you. Though this is but the least of your powers, it appears that whether or not you hail from the Void its correlative nature has intrinsically recognised you as friend and long- lost, beloved kin. Though with this alone you are no safer from

Ninuan, at least most of the things within are inclined to be courteous at worst and often friendly to you. There are still horrors that would do you harm, but these are rare and powerful enough to be counted among things such as particularly aggressive Warmains or the nastier Abhorrent Weapons-the ones who had a bad reputation even before the Valde Bellum.

More than that, there is something about you that is as alluring and soothing to the things of the Void as their greatest feats of worth and glamour are to the things of Creation. The Deceivers marvel at you for being so much closer to the True Thing than the rest of Creation's dross, or perhaps for making them doubt the righteousness of their cause. The Warmains find you excellent an excellent travelling companion and great conversation, even if you lack anything worth hunting. Even the Mimics find a reprieve from the blasphemy in their core around you. And the Strategists? To them you are not just a person of great worth- you are a second sanctuary, something around which they recover swiftly from infection-state and find great solace in. You have a great sense for how to make arguments for the value and beauty of Creation that sing to their hearts, or justifications for its continued existence if that does not suffice. In turn, your dharma is such that it would take a firm and personal vendetta to drive an Excrucian who knows you well to deliberately do you harm-and one who knew you before their...awakening would literally go to the ends of the world and back for your wellbeing. Make no mistake, so anathema are they to Creation and so set against them are the Imperators and their forces that in some ways this is as much a curse as a blessing. In future worlds, you have a similar bond with those beings and great powers of the primordial void that presages existence. While truly powerful entities of oblivion greater in divine stature than Excrucians may be less affectionate, even they will at least be courteous enough to avoid crushing you in their passage or warning you away from their presence should they not wish you to intrude upon them-and you would still be closer to making conversation with them than many Excrucians themselves.

159. Successor to the Sage Vyasa (600 CP): The sage Vyasa, who wrote the Sutra of Questions and said that whosoever answered them all should surmount the world. And like him, you have gained a true and transcendent understanding of the fate, cosmological makeup, spiritual significance and deeper meaning of all facets of Creation-and much of what assails it from the Void. Your knowledge of the world around you is so comprehensive, that you could easily disguise it into parables and riddles that only the similarly clever could interpret correctly. Chosen correctly, as you are quite good at doing, your words could save a nation, strike doubt into a god's mind or set in motion great movements of fate. While you may not necessarily have the practical experience and specific shards of enlightenment that many of the skills offered previously and later on may have, your understanding of the fundamental interactions between the Prosaic and Living Worlds is so intrinsic and complex that your ability to predict, innovate upon and make wise answers to all the things of the world could be a great power in itself. This comes with an enlightened focus and sense of inner peace, one unseen in all but the messiahs of legend. Even Powers will respect

your sagacity, and perhaps envy the way you navigate life in a much more charmed passion than their godly passions sometimes entangle them in. And in future worlds, you'll gain a similarly profound grasp of the local worldly lore and cosmological mysteries.

160. The Face That Slew A Lord of Dark (600 CP): That a mortal man cannot stand before a Power is normally as obvious as saying a drawing of the sun cannot stand against the actual star. Yet even in this, there are no absolutes. In times past Jehannum, one of the oldest Regi, abducted the city of Troy from Earth into the spirit realm and conscripted its men to use as shock troops against the Excrucians. Yet a mere 20 years later with what was once Earth's most glorious culture a ghost of itself, Helen of Troy inspired it's last warriors into rebellion. Jehannum, endlessly confident, came in person to crush this rebellion. And yet, it was one of only three times in all history when mere mortals destroyed an Imperator, for then the most glorious civilisation in human history was motivated by history's most beautiful woman-a feat that won Helen ascension into the ranks of the Nobilis as thanks from the Light. To call you merely beautiful is an insult, when even to Imperial eyes your charm and elegance brightens the world. Whatever your species or nature, it would be no exaggeration to call you either the OTHER most beautiful woman ever to live, the most handsome man ever to live, or even a joy to the eyes among frost giants or living clothes or stranger things from other worlds. The kind of beauty that transcends species at a certain point. You reflect all the unbound glory and splendour of Heaven itself in ways no flower can match, and in this you are not just inspiring, lovable or commanding-but people do better at life when they do things for you. When others act for your sake, to protect you, in the name of their love for you or for similar reasons your beauty uplifts their efforts and makes them supernaturally efficacious. And they'll want to. Oh, how they'll want to; even Powers will swoon at your visage, for in their terms you have Shine at such heights that even among them it is extremely rare. And the bond between your wonder and your beauty is not something that can be so easily quantified. Henceforth as you refine and improve your miraculous power, your wondrous Shine too will be refined beyond even this. Consider that even with the spiritual strength of a mortal human woman, your face is one that could sink a thousand ships.

161. Scholar of Perseverance

(1000 CP):

Did. Did you feel that?! Like everything made right in the world, all at once! Like a note at perfect pitch, or the first rain of spring. Like lightness of heart, and new beginnings, and endless possibilities forever and always. You feel, in short, just like Cneph the Creator reached out and touched you-because he is ever-curious about new and unexpected things in

his creation. It was inevitable, then, that the ultimate experiment of creation was to create another in his image.

It will take a long, long time to see such exquisite craftsmanship come to full fruition, but in the meantime you have an assortment of gifts to show the Creator's grace. You are made sacrosanct in his name, warded against harm by all but the most powerful weapons and forces of this world, and heal even the most severe wound of any kind in a day. Not only are you preserved against all deleterious effects as well as true death such as capture, torture, exile or isolation from what you hold dear or degradation as if consecrated by a 500 CP variant of immortality but a great miracle of retaliation are placed upon you: A holy, radiant nemesis on par with a Noble is created by the wrong of doing you harm, and it's purpose is set to seek retaliation on your behalf-unless you call it off, depriving the poor avenger of its purpose in life.

Your spoken words, your arguments and vocal performances are also elevated such that a mortal man could mesmerise and bind the Nobilis to his will. This is no mere charisma, though your speechmaking is frankly inhuman-your speech moves causal forces to support the course of action you advocate on behalf of. The metaphysical, abstract and spiritual bends to your speech as easily as crowds. You could ask rocks to roll uphill, or compel the wind to blow hard enough to set in motion the downfall of a dynasty in another world. You could tell people they are wise, and lo-it would be true. The metaphysical and causal change you can enact is to Shine what the sun is to a torch; simply by saying things you make them more likely to happen, inure them against miraculous interference, alter fate and circumstance for them to achieve their ultimate ends. What you do is no less than a Major Creation of Worth and Value. In time you may argue as the Creator does: Speaking continuously for seventy-seven days against a Deceiver whose Gift was destruction through debate, snuffing out all the lights of the world and leaving all its inhabitants' minds dark as void, yet ultimately turning her hate of it to purest light and making her waver until she conceded that the world wasn't so bad after all, or bestow upon others such perfect, alchemical knowledge of Creation that they could reshape the world with a single flower-yet gain all the happiness they ever want from contemplating the truth from its single petal-as Cneph discovered about Lo Mei-zhu when he granted her this gift, to his apparent surprise.

And last but not least, your miraculous energy is greatly swollen, and slowly but continuously expands like an ocean without end. With this, even a mortal man would have raw power equalling an entire family of Nobles-and in time even the rate at which you recover your miraculous energy shall increase along with your capacity; after much time, you may boast truly limitless creative forces. This godly touch brings with it a special knack for creation in all its facets, whether forging mundane ore into miraculously effective sword or exerting major efforts of your Estate's creation with the same effort it once took to create minor efforts of its motion. Projects you personally guide accomplished with miraculous success and with inexplicable speed, and your mind and dreams team with all manner of inspiration and revelation on how to create, to make enduring, to give forth worth to the world. And all this is merely the mark of a nascent Creator, one whose growth is sped by both age as well as striving to continuously create and master new forms of creation. It will still take time to reach what you are becoming, and should the Age of Pain end and all Creation pass safely

into Ananda's Fourth Age it will yet take several millennia to reach what you are becoming without more complex effort. But whether it takes forever or a day, hallowed force that made Creation awaits you. In time, stupendous feats of wisdom, miraculous force and of course Creation will be yours. With a single word, the Creator built the Appian Way: One of seven vast roads that travel the whole length of Creation, running along the gnarled and twisted surface of the Ash, but its main course straighter than any razor's edge. Its winds carry the tang of both beauty and corruption. The rivers that score the Ash's surface duck under the Way- whether made of water, hatred, boiling lead or an effusion of hope. A complete journey along the Way may take weeks, months, years or even a lifetime; the Ash obeys no simple measures of distance or time. It is for this reason that the Imperator Ambrolam, a True God whose chancel takes up merely the Milkweed Branch of the Appian Way, hopes to pull a kind of metaphysical coup and use it to flood the Ash with Earth's nature. If its plan works out, all worlds save Hell would become reflections of Earth rather than Heaven-and thus, all True Gods would become creatures of the universe rather than predominant on one tiny planet. Another example is Seven Teeth of Righteousness, the hurricane spirit regarded as a threat on par with an Imperator. It is not an example of the Creator's work, the blessing upon it is: No force can oppose it directly in a head-on clash, no Power can destroy it and it has endured ever since its thunderclap birth at the beginning of the current Age despite the ongoing Valde Bellum.

A third instance of the Creator's power can be seen in how he did not come to Creation empty-handed, but wrestled first with three suzerains greater than both Imperators and Excrucians. N'mosnikttiel, the fire that swallows worlds, chanted words of destruction with its many faces. The beings of the void trembled in its heat. Yet Cneph caught N'mosnikttiel in his net and shaped the Angels from its flesh. Azbogah, the radiance that destroys the unrighteous, wore the jewel named Structure and held the staff called Strength as its sceptre. Yet Cneph caught it in his hand, and planted the World Ash in its heart. Narsinha, the lightning that dances on the surface of the abyss, fled the Creator and yet Cneph simply stood at the end of its every path. Its hands twisting into claws and its face a mask of spitting, furious hatred, Cneph nevertheless tamed its heart and wrapped it around Creation to form the Weirding Wall. And thus, did the universe come to be. Such prowess awaits your discovery, fellow scholar of perseverance.

162. "Yes, Imperator!" (100 CP): The Code Fidelitatis, Lord Entropy's law for the Nobles, has several core commands for them: Do not love, harm no one that has done no harm nor seek vengeance more than the sevenfold degree, never let a mortal get the best of you, serve your Imperator before the War and the War before yourself-and protect no Power from the justice of the Code. And while some would question how exactly you're supposed to conduct a campaign of war underthese conditions, as a professional champion of powers beyond mortal ken you that it's much wiser to shut up, get on with it-and get away with as much as possible with every available loophole. You're quite the consummate professional when it comes to working under arbitrary and perplexing restrictions from your superiors, and were you a mortal man you'd have no trouble running a company under similarly confusing yet harsh

restrictions. But more than that, your clever mind is quite adept at finding and exploiting any loopholes available for getting around these strictures.

163. Swiss Army Elementalist (100 CP): Open battle is often the weapon of last resort for the Nobilis against their true enemies for a number of reasons. The politics of their Imperators steer their far-reaching plans, even when not accounting for the restrictions of their Code. In some cases, their enemies may prove less insufferable than their employers or colleagues. And in any case, truly destroying for good a genuine Excrucian rather than one of its spawned minions is far harder than simply frustrating its efforts and wringing it of miraculous energy. Which is why your creativity, precision and skill with wielding elemental powers or subtle forces like fate has been greatly bolstered by simple experience with many an unorthodox conflict. You could throw fireballs at your enemies, or you could keep tiny embers simmering gently in their pocket only to roar up into a blaze when they least expect it. Even seemingly benign ones can be weaponised; anyone can throw lightning bolts, but it takes a seasoned Noble to wield blankets with such skill that the Excrucians would fear to sleep.

164. Strength of Euryale (100 CP): The Nobilis are all but untouchable to mundane harm. Even the least of them, those without innate immortality or flesh that can withstand the sun's surface, have ways to recover from decapitation or a building collapsed on top of them and divine resilience beyond the norm. Far more dangerous to the Nobilis is heartache and the breaking of bonds, the practice of counting coup performed by both Excrucians and Powers in their war against each other in which the symbolically sabotaged or claimed facet of one's own efforts bleeds miraculous power. In this, you have learned to harden your heart and steel your resolve. Your willpower is that of a professional special forces soldier, able to endure and hold true to your convictions even in the extremes your duties call to you. Like the gorgon Euryale though parting from loved ones will hurt no less, you'll find the resilience within yourself to do what is necessary lest you and everything you care about be broken between the wills of the gods and the ferocity of the Void.

165. The Language of Flowers (100 CP): The Sovereign Powers do not leave messages to each other in anything as crass and potentially decipherable as the written worlds. Rather, they use the language of flowers. So too are you skilled at leaving evocative, even complex messages conveyed solely through the elaborately chosen fields and arrangements and bouquets commonly available at a flower seller or garden market near you. Your floriography would make any Victorian expert in the field swoon with your fluency and eloquence. Perhaps in between inscrutable missions from the divine, you could try to make the language of flowers popular on Earth again?

166. Wielder of Merit (400 CP): The ancient law that maintains Noble society is called the mos maiorum, “the way things have always been done”. It was forged near the beginning of the Third Age at the famous Accords at Babylon. Aurelius, the Power of Apotheosis, pointed out that the law was unenforceable upon miraculous beings like the Powers and temporarily merged with the law’s living spirit to grant it a measure of spiritus Dei which made the law itself partially divine. Through provisions in it, the Powers who choose to abide by the social norms of their kind feed a tiny, unnoticeable portion of their miraculous strength to the law, allowing it to grow with the Noble population. And to one extent or another, you’ve committed yourself to this system and reaped some of it’s rewards.

For 200 CP, you (and optionally, any number of allies you’ve imported or made in this jump) have formed a sacred contract bound in physical form called a res. The body of a res can take any physical form, from a stone to a bronze spear-some even live as humans or animals. The contracts for which a res is formed can technically be for anything, but tend to be reserved for extreme pursuits or philosophies as mentioned in subsequent perks. When you go to extraordinary lengths or commit magnificent deeds towards advancing your cause, your social credit is rewarded in the form of additional miraculous energy accorded by the Living Society that the res can dispense to you or your allies. This energy is particularly powerful when used to affect social situations, acquire information from Noble society (or from similar societies of divine beings, in future worlds) and the completion of grand feats of creation. Conversely breaking the contract can see these additional quotas of miraculous energy diminished. By definition, being so steeped in society grants you great influence and authority recognised by other Nobles, and any other beings who accept the terms of your social contract. You can also perform the miracles of society-which uniquely, ignore the Auctoritas defence because technically no Noble is ever considered the target of the miracle since the living society is performing these miracles upon itself. These include the ability to manifest a dignitas: A kind of personal res that manifests as a mostly mundane animal or person around you when you wish like a spirit or familiar, and can whisper to you the oaths that bind other beings similar to Nobles as well as the precise amount of miraculous power according to them for fulfilling those oaths. It also glows brighter the more social credit you have. Furthermore, you can create a new res object using an object of wealth you own, which persists until 1. The obligation of the res is met, 2. Unless otherwise specified, the owner of the contract dissolves it at any time or 3. If every Noble bound to it or dies and severs their connection to it. In the event of those occurrences, the res returns to being a mundane object. A res can survive the death of its owner, and choose a new one from any Noble that has committed themselves to the living society. You are also able to create an oracle amicus, a social concept that allows a chosen Noble to access information stored within the res or in other words among your group, and also the right to annul the oracle at will from any distance. Finally, you can create powerful shields of sheer, unbearable virtue around a res to protect it from external influence. The terms set for these provide safe passage among your allies and enemies as desired, while exerting tremendous supernatural social pressure on undesirables.

For 300 CP, you stand in a position of great social influence and intrigue in Noble society (or the society that incorporates your res, in future worlds). As well as the above, you can also create artifacts called croetic keys which allow members to draw upon physical, material resources bound to the res of your group. Such wealth appears mysteriously at their side, as if conjured from thin air.

For 400 CP, your reputation is vaster than the ocean and spans the world of the Nobilis-to the extent that the Powers of Hell would respect your word as a Power of Heaven. Quite frankly, you stand at the pinnacle of social excellence-and in future worlds, will be almost irresistible among your self-made in-group. With this mastery, you have also gained the ability to create standards bound to your res which not only permit access to any time and effort pledged to the res' service, but can bestow miraculous energy on its followers remotely from the res as a reward- subject again to your restrictions, as the master of social norms.

167. On Purity, Pollution and the Soul (400 CP): The Power Mammetum theorises that the greatest long term threat presented by the Excrucians lies in no weapon nor spell, but in a fundamental flaw of the Nobilis themselves. For thirty years she studied the four Unclean Kings, Excrucians dedicated to undermining the loyalty of the Nobilis using the fatal flaws that became part of their namesakes: Shirk, Failure, Treason and Shame. By cultivating and exacerbating the fickle mortal behaviours in Nobles, not only can the Kings drive them into betrayal- but also create various corruptive substances, abominations and locations from the metaphysical friction between the Nobles' mortality and their own weaponization of the Void's anti-natural forces. 83 years later, with the avatar of the Nobilis' living society's help to integrate her insights into alchemy, she published the Book of Purity which lists six pure arts designed to mend the Nobilis vulnerability to these forces by rebalancing and ultimately cleansing the particulate imbalances within them that make them mortal-in favour of amplifying the spiritus Dei within-and ultimately reshaping the Noble soul in the Imperial image, by cleansing away the degeneration of the human species that began when the Garden of Eden was lost. As one who has followed in these arts, yours is a supernatural moral authority that makes you greatly in demand in Nobilis society. For beyond the power over the Unclean Kings and their forces this provides, your words and deeds have extraordinary social moral authority-which puts you in high demand for beings so great that their only true currency is social influence.

For 200 CP, you're emotionally pure. Influential enough to lend a small organization moral legitimacy simply by joining and cleansing those members who err. So great is your control over yourself that petty and transient passions are yours to eliminate, accept or make eternal in your soul with enlightened clarity. You have also mastered the arts of knowing what is truly important in life to you while discarding the excess, let yourself fall into blind faith or force yourself into introspection and inspiration, and can either deepen your understanding of suffering or temporarily replace it with apathy towards pain. In terms of tangible miracles you can assess and identify places already

tainted or likely to be preyed on by the Unclean Kings' magics and purify them. For a person this erases the stain and social guilt of their actions, preventing the eldritch workings of the Kings from warping them into monsters or madmen. Against foul substances created by their workings it simply erases them in a flash of lightning, while the wretched horrors created by them can be struct down by miraculous attacks using the four classic elements. Similar forms of corruption or corrupted beings may also be repelled or cleansed in this manner, thanks to your discipline. Artifacts tainted by their touch can be cleansed, and you may generate a spiritual barrier to protect others from active uses of all the above.

For 300 CP, you have become aetherially pure. As well as the abilities described above, you have truly conquering the pollution in your soul you can free yourself from acts of limited vision or self-justification, and control how inhumanly deific or mundanely your mindset is. At this level of development you have great yet indirect political influence over the high ceremony and ritual of Nobilis society-many being unable to proceed without someone at your level supervising. You inspire shame in those who act pettily around you. It is at this level that it also becomes possible to break indirect metaphysical or spiritual connections between corruptive forces and their targets, to ensure a rapid and full recovery.

For 400 CP, you are truly elementally pure-a feat that makes the righteousness of your behaviour a cosmological constant in the eyes of those around you, and burns away corruption at your touch. Your self- evident righteousness is such that if you slew another power with a poisoned knife, in that moment the knife would be a precious artifact of its kind in the eyes of those around you. You could tell an order of priests that cannibalism was a sacrament, and they would happily adopt it. You can bring other Powers to tears from the beauty of your reprimands. It is at this level that you are also able to bind corruption and make it harmless, generally by sealing them into a sort of subspace in a small object or under a region, and inflict unendurable pain or grant immeasurable euphoria to such tainted beings. On a darker note, if moral authority alone isn't enough to compel your enemies you yet retain the power to unbind these forces if desired.

168. Cult of the Stars (400 CP): Where human sorcerers speak of binding demons and creatures of myth for power, to some Nobles the Lands Beyond Creation possess a terrible allure. They take to the art of High Summoning to summon, bind and make pacts with beings that are not Excrucians yet can offer much power at the cost of strange promises- and making the Nobles a little alien themselves. It rests on two foundations: Knowledge, specifically on understanding the creatures of the Void (an ever-changing premise given the Void's mutable nature), and influence: The acquisition of mystically social standing in the Void. In particular the Cleave called the Navigators' Tribe (or more informally, the Entomologists or the Cult of the Stars) are particularly fascinated by the Aaron's Serpent Legend that the stars are the first children of the World Ash-and use High Summoning as their primary tool to

investigate possible ways to ascend and interact with them. Whether or not you are formally part of the formally 11-strong group, you have obtained great mastery in the art of High Summoning.

For 200 CP your mastery of the art has risen to a level where you can manifest a crown woven of sukka adharma: A substance or possibly quality found in the Beyond that sometimes appears as shadow and sometimes as light. You have a high place in the distant courts of the Void, insofar as that means anything in a realm that by definition does not exist. Nevertheless, you have significant influence over many unintelligent denizens of the void, and limited control over those which approach the Nobilis in overall power. Binding an acidic mist that eats corruption and beauty or a bodyguard with indistinct features but supernatural combat skill and an alluring yet vague appearance is easy at this level of mastery.

For 300 CP, as well as the abilities listed above your skill permits you to manifest the crown of ariya adharma, crafted from a substance that sometimes shines with glory and sometimes flickers with unworthy. You are a significant potentate in the Void, roughly as influential there as you are in Creation. In some, unpredictable cases you may find that restrictions imposed by your Imperator have begun to come loose due to disentangling yourself from Creation's relationships. The menial beings of the Void offer you near-comprehensive subservience, and you may treat with beings of the Beyond equating Nobles as equals-or occasionally superiors. Binding an army of scissor men that can cut away a mortal or spirit's limbs or life AND turn their scissors inside out to restore the lives, limbs or health of those they have cut AND prevent those they hack up from moving on to a proper afterlife until the scissor men leave Creation or restores them to life is feasible at this degree of mastery.

For 400 CP, you have obtained the feat of manifesting a crown made of nijhat adharma, a circlet that perfects to an unknown standard. Death has no hold on you; should you die a Creational death without truly specific miracles arrayed to prevent your rebirth, you will transcend into something grander, more glorious and much more inhuman than a Noble. It's specifics are a great mystery, though some who reach this level profess they think of their Voidborn aspect of authority as a being they were part of all along. Apart from the tremendous authority of being an emperor in the Void, while you cannot manipulate the terrible forces that correspond to the Beyond's Imperators even they will generally go out of their way to avoid crushing you in their wake. Creatures whose limbs change between seven and twenty-three each day who can eat shadows and spit them out speak well of you. Monsters whose fangs can cut the night, whose eyes can see through stone and who can flip a coin yet have it come up null fear the merest shadow of your name. The living antithesis of mountains joke glibly at you, winking their seven sapphire eyes. It is at this level of mastery that it becomes safe to bind a mighty peregrine bear, one of the nigh- unstoppable precursors to modern ursine life.

169. Sable Garden Drunkard (200 CP): Not every Cleave is as pure of intent as the Botanists, and not every art as pure as alchemy. The Sable Garden Drunkards are those who followed in the path of one Maliqe Ristani: A prodigious Power of the Dark who brewed a sour apple mash of revelations from the sickened, black and wrinkled fruit from the original tree that taught humans an understanding of mortality. Though deeply stained by the bleak truths of the Dark, it is Maliqe's contention that the apples hold three more secrets as potent as the truths that Adam and Eve learned-though the Drunkards disagree on what exactly those revelations may be. And whether or not you too are part of this clique, you've been paying attention to their techniques. You have a great aptitude for brewing useful elixirs from normally harmful mystical reagents, with what you create being far safer and easier to distil than it normally should be. Whereas some spend lifetimes searching for heavenly meaning in a blossom, your creations often unlock blasphemous or eldritch forbidden lore related to whatever it is you rendered fit for human (or at least Noble) consumption. Whether you obtain spell-like abilities or enlightenment about your current condition and place in the world is up to you to discover.

170. Set Your House In Order (400 CP): The Chancels that function as kingdom, training ground and home base alike for the Nobles often have many challenging aspects to run. Populations must be fed, mystic defences shored up and artifact production lines managed. Fortunately, you've taken to it like a duck to water. You're almost literally the platonic ideal of an efficient administrator, ably and intuitively meeting all the organisational needs of a thriving magical kingdom which may or may not also be the actual incarnation of a higher concept that defines the Prosaic World. You're particularly adept at handling eccentric policies designed to accommodate suspended or altered laws of reality, and making the balance of power between yourself and your peers sustainable while catering the place to an Imperator's tastes.

171. A Farewell to Wonder (400 CP): There is one thing the Nobilis are nominally unable to do: Grant true, guaranteed ease in a world of constant miraculous conflict from both allies and foes; often the line between the two grows blurry. Sometimes called the Hubris Rule, it seems impossible to remove or banish all conflict from the typical Noble's life with miracles, or even grant oneself a fate of peace, safety and ease. Yet it seems nothing is truly absolute, for it seems you've proven an exception to the latter at least. At will, you may toggle on a great motion of fate localised on your own life. This operates very subtly and isn't very good at ending a war to which you had no hand in starting, even indirectly, but if the mob's put a hit out on your head this is a good way to leave the criminals perplexed by trails going cold and mob bosses losing interest in less than a week WITHOUT even any passive miraculous effort on your part-though both supernatural investment, a true blood feud, advanced technological sensors or other edges can lengthen the time it takes to regain peace through miraculous effort. Disentangling yourself from the frays of the Nobilis will be harder if you had a complicated history, but many Nobles would envy how you could extricate yourself from potentially preordained fates and binding oaths in less than a

year-again, before truly putting in the miraculous effort. Just make the most of your newfound peace. Seeking excitement again after retiring to fish can rapidly escalate events again to make peace difficult to find once more.

172. I'm Still Here (400 CP): Once, a treacherous Imperator ripped 500 years of Earth's history away and sold them to the Excrucians. Thus did the Roaring Twenties replace the creative sterility of what was then considered modern civilization, and the souls that could not adapt were banished out into space. One such soul was Sara Nei, the Power of Networked Gaming who could not reincarnate until her Estate returned formally to the world. Her original soul in tatters, she merged many lesser ones to recreate herself. And like her, you have great resilience to large scale effects that threaten your existence-be they direct efforts of destruction or incidental actions by cosmic beings. Your Estate functions as something between a phylactery and a kind of cosmic trampoline, catching your awareness and existence even as your selfhood stabilises it in the face of oncoming cosmic annihilation, and without efforts specifically targeted at erasing IT from Creation proper you'll be considered alive just...lost and always have a chance to bounce back later. Even reduced to the ghost of an idea yet to come, so long as your Estate remains notionally possible in your native planet or localized plane of existence your spiritual and miraculous powers never suffer diminishment, and opportunities to regain your full existence frequently come your way.

173. FEAR NOT (400 CP): For those familiar with them, the Nobilis don't always have the best of reputations. Beneath their pomp and grandeur, they're as fallible as anyone despite their elemental stature and grave responsibilities. But you, at least, have developed quite the knack for relating and forming bonds with those divorced from your experience, especially those normally beneath you. Your great power and divine intensity will be much less intimidating to those you do not wish frightened, and you won't lose touch with what's important to the man on the street unlike many of your peers. Even when wreathed in the manifestations of your Estate you have great talent at downplaying any threatening aspects it has, while an already mostly adorable Estate would be a wondrous boost to the morale of onlookers whose hearts you wish to win. But this also comes with it tremendous talent in Flore, forming the bonds required to render allies and acquaintances into mystic weapons much easier and magnifying the raw mystical power of their bond-given powers more than tenfold. Your humility and compassion are as tangible to the world as any of the Nobilis' passions.

174. Misenchrotic Engineer (600 CP): The natural abilities of the Nobilis render them obscenely talented at each and every mundane skills. Yet even among their society, some feats of artifice are truly outstanding, and some of the greatest example of Noble creation work with nothing so crass as "materials" but fashion worlds and intangible qualia together into abstract, cosmological structures that inscribe new

precepts on fate and redefine reality as understood. You're even extremely skilled at modifying or adding auxiliary functions to structures such as the web of Khedeb Neret, an all-too-literal crimson skein of heartbreak and corruption that engenders callousness, misguided idealism and holy zeal in mortals to render the structure of powers and services other organisations Nobles depend on binding. Or the Mask of Surolam: A great mask integrated into the Engine's systems which distribute masks when events of great import burden the world-causing those who don them to lose their sense of self but also grant them the right and competence to arbitrate disputes of contract in the Noble world. This mainly takes the form of forging and fashioning abstract concepts as if they were bricks, mortar or other thematic materials. Binding fate like threads and weaving it with strange, miraculous looms may seem mindboggling to mortals, but to you the procedure is as familiar as a veteran woodcarver's craft. Your gift for creation is truly miraculous, permitting feats such as forging riddles, innuendos, interactions, arguments and even entire social contracts into steel swords with miraculously thematic powers with great ease. Even if your Flore was not particularly great among your peers, you have a comprehensive understanding of the processes integral to growing a bonsai World Ash as a kind of metaphysical anchor point for structures and devices made out of pure destiny. So too are you familiar with the design of the Misenchronic Engine that orbits one such creation: Spheres whose movements embody a sacred covenant-a res-binding on more than 600 Noble signatories.

175. Destined For Great Things (600 CP): The greatest feats and changes wrought by the Nobilis belong to no single miracle, but the cumulative efforts of many bent again a certain facet of the world. By constant dedication and effort, even the normally aloof and inhuman Imperators can be made relatable-whether by transforming yourself, bridging the divide in worldviews conventionally or in the case of True Gods even integrating yourself into a vast portion of their own being. True projects of the Nobilis can effect almost any transformation on the world: Saving the souls that burn in Hell by somehow snuffing out it's fires despite the metaphysically fixed regional properties integral to it, moving the hearts of dedicated Excrucians to love, building a zoo where both Creational and Void-born rare creatures coexist happily and elevating your Divine Attributes. Some great working of fate has greatly endowed your long-term, complex projects with immense destiny-as if some distant sponsor was working overtime to make the unlikely plausible, and the likely inevitable so long as you think big and seek to challenge the limits of what's nominally possible for you. Breakthroughs and revelations that expand your understand of your project's mystery come rapidly-always providing helpful insights and tips to go forward-while trivial failure is much rarer, and when it does you recoup much more of the miraculous energy already invested than your fellow Nobles. Trivial victories cascade into one another, bringing what seems an impossible undertaking further within reach with each seemingly unconnected effort integrating into a sublime pattern-like the proverbial butterfly whose wings set off a hurricane. Actually wielding fate, fortune,

synchronicity or similar subtle forces to speed your efforts is tenfold as effective as before, and you are heavily resistance to even profound effects such as Imperial Miracles bent against you-and the procession of events you live through to reach your goal often includes many events that with the right attitude, could be plausibly used to nullify the Imperial Miracle without directly contesting it by deeming it invalid. With great study, dedication and effort this is the gateway to fundamentally redefine your miraculous nature or construct some sort of Imperator factory. Perhaps if you're willing to truly give it everything you've got, you could shatter Hell or catch Cneph the Maker in glass somehow.

176. Empire Estate of Mind (600 CP): The Nobilis were formed to provide rapid, surefire responses to Excrucian incursion wherever it occurs but there's something to be said for having the home turf advantage. One of the more perilous aces in the hole a Noble can invoke is harmonizing with the Properties-the inherent metaphysical constants-of the current realm of existence they're in, which can risk subsuming them entirely into the grace of Heaven or Hell-or even potentially becoming an ordinary person on good old Earth. But your revelation on how the world's defences and a Noble are one in every way that matters has let you internalise this principle on a far greater level than your peers. For starters, you may manifest the properties of unique realms of existence you are either inherently empowered by (either directly or by their agents/creators i.e. the Imperators, in this world) around you automatically, without fear of being subsumed by them. With great effort and dedication, you can also form a bond with a certain realm of existence or magical area you are deeply passionate about to gain the same properties; living a fulfilling, rich life on Earth could let you manifest metaphysical constants in a localised area around you such as "magic doesn't exist" or "things fall down when thrown up, unless they can reach escape velocity" in planes of existence which lack them. You start off being able to manifest a total number of properties from all the places you have bonded to equal to one of your divine traits, and with time and effort may train to manifest more. While not truly absolute, these conveyed properties are protected by an Auctoritas equal to that divine trait. And while this effect only covers approximately a town's worth of territory, this coverage too can be expanded. Perhaps in time, you'll even turn the tables on the Excrucians and initiate the parameters needed for Creation to arise in the Void.

177. A Legacy For Eden (1000 CP): Humanity was made for better things than to grub in the dirt like wretched beasts, and grovel at the feet of angels for scraps. It was to be the seed of a whole new way of being for Imperial things, and it was for this reason that Eve realised too late her partaking of Eden's fruit was a terrible mistake. Ahint of what could have been echoes in that frantic wanderer, Cain, but in you it has found ultimate fruition. In times past, you found a way to make yourself Imperial and yet remained human by realising the design intended by Cneph for mankind in the Garden of Eden. The Light may stand in awe of your actualisation, or it may tremble at what your becoming represents for their mission. The Dark simply laughs as it always does. And the True Gods of Earth of Earth should be wary, for you are well equipped to wrestle with them. Humanity was made to be a new make in the manner

of how Imperial things could arise, and you've more than met those expectations. To see an interpretation of what you have become from the Prosaic World's point of view, is to be compared to a technological singularity. You are immortal as the Light is yet also endowed with the Dark's propensity from reforming from the abstract emanations of what you are, both the Fruits of Eden granting you their traits. Somewhat akin to miraculous nanomachine swarms run by software encompassing the human soul, you eat through toil of the Earth you rule and bring forth children through an archaic pain function- not necessarily your pain, either. Vastness you have, for you are no longer a distinct person but more than billions of instances of the human form- all facets of yourself, all one greater whole-acting in one glorious whole. Deepness too is granted, for the Deep Mythic and spirit world are as much your birthright as the prosaic. With this you permeate ideas, paradigms, universal motions and trends as much as carbon permeates multicellular life. Wanderer you have too, like the exiled Cain who failed to achieve Imperium yet has been preserved by the grace of Cneph. And Theft you have as well, permitting you to literally seize the world, encapsulate it in a trinket or two and make of it your plaything-or the inspiration for your changed form. But it would be a shame to give up the spontaneity of the Noble condition to be as indolent as the other Imperators, would it not? The miracle of your becoming has bolstered all your divine attributes to their maximum, with the uniquely human trait of Theft being particularly strong and any overlapping Divine Attributes forming an Auctoritas and/or a form of Divine Mantle to bolster your divine humanity. This ensures that should you have started out as something other than human in this jump, the Wanderer trait ensures that you have at least two separate existences controlled by the same will. As an embodiment of human potential, it is within your power to grasp the miraculous both as a misbegotten beast and a true success of the Garden, creating dozens of Nobles from your essence in a month without even forming a Chancel. Your Nobles may be literal extensions of your own will and selfhood, or independent beings with an understanding of how to become as you in time. With this alone, you are a strategic asset in the Valde Bellum with the potential to strike and respond faster than all other Imperators on Earth. And living proof that though it may change beyond all understanding in doing so, mankind can stand its ground against its would-be masters and triumph.

178. Excruciating Existence (100 CP): This world is agony. This world is a lie. This world's a trash heap with sparse rare jewels and wondrous things that might just be worth your time and effort. This world is full of prying eyes who want to pull this precious, fragile semblance of a self you've carefully piece together apart and look at the thing they really shouldn't deep within you. And don't you ever forget it. Whether or not you've subscribed to one of the Excrucian cants, your willpower and sense of self is reinforced to cling to one thing above all: Your firm conviction that for one reason or another, it is right to destroy the world. It would take literally miraculous external forces to shake these convictions of yours whichever form they take, and while you may change your mind later on you shall likely be the only one to make that decision. Your pride as an enemy to Creation demands such conviction.

179. The Welken-Law (200 CP): Not to be confused with the Welken RITE, while no true miracle this handy-dandy magical technique lets a disparate group of void-spawned deities attacking different regions of the multiverse with different native Imperators stay in close contact with each other. Something between astral projection and telepathy, it permit Excrucians to meet one another in dreams or visions, scry for one another in mirrors and hear each other's voices arising from the babble of other noise. And where a cruxstone (a stone imbued with void-born powers of communication and synchronicity) is placed, they may walk into a part of the city or night-bound glade that shouldn't be present-less present in multiple locations on the tree of worlds simultaneously-and simply meet up, though interaction liminal and uncertain at best, and the magical connection created between Excrucians remains so tenuous that in many meaningful ways they are effectively not really there despite being able to observe and somewhat haphazardly interact with each other. For 100 CP (or for free as an Excrucian), you have the typical proficiency of an Excrucian and may use it more as a system of omens or a muddled, psychedelic means of interacting with your peers. For 200 CP you are one of the more advanced users, more able to use it as easily as any chat program or mail-though face to face meetings can still be tricky.

180. Marvellous Monologue Masterclass (100 CP): Say you've crashed your car into a cactus, the back seats are full of jagged, screaming ice and you've just stumbled out on fire and in the middle of nowhere. You may think you should attempt to fix your car or call for help like a mortal, but you're above all that! You just MONOLOGUE. You're an excellent orator and innovative speaker, able to expound at length on your thoughts in grandiose, oddly transfixing ways. Minor things like being on fire or having a sword in your chest won't break your focus upon making an operatic, bombastic speech even if it's about how you forgot to feed the cat and left the oven on. Though most Strategists prefer to contemplate the agony of their existence with these little opportunities.

181. Friendly Neighbourhood Godslayer (100 CP): You'd expect the Excrucians to be widely feared by the man on the street when encountered without a trace of doubt as to their identity, but they're not exactly your average god of the void. The Strategists have larger than life shells of identities. The Deceivers can sweep you along with their narratives. The Mimics are quite good at faking it until they make it, and even Warmains are eerily composed and competent monsters. And like them, you carry yourself with an elegance and speak with a comforting lilt that puts those around you greatly at ease, seeming more like an eccentric librarian or poet than anything. You can hide your will to end the world from nearly all mundane observation, and more importantly are great at compartmentalising things like hating the world IN PRINCIPLE and also being rather fond of your neighbour Susie and her puppy. Really, it's rather odd those born of Creation expect any less of you. There's a perfectly logical explanation why there aren't uncountable infinitudes of Excrucians

charging in from the Void at every attosecond given its boundless, timeless nature: A crowd that big would be unmannerly.

182. Rider Necromancy (200 CP): One of the magical skills of the Outside is astonishing in its simplicity. While comparatively limited in scope and technique, it's also one of the least prone to complication and the easiest to use since moving your hands is all it really takes. You can sniff out corpses, grave and places of death at unnatural range, and once you've located the dead you may speak in others' voices or summon a restless spirit to yourself. It's also possible to bind a reanimated corpse or ghost in your service, and affect perception in odd ways: Making someone unable to recognize something, or make something generally unrecognizable. This odd technique has been known to give even human practitioners the eyes full of night and falling stars that the Riders boast.

183. Void Changeling (200 CP): Not everyone likes having odd, starry eyes. Maybe that's why you learned to get rid of yours? You're highly talented at the Excrucians' arts of impersonation and identity manipulation. You can fit in with local humans supernaturally well, and conceal odd aspects of small body parts with not quite miraculous magical technique. Concealing scars and sickness-or partially or even fully suppressing them as long as the modest magical energy is sustained-is only slightly harder, as is fitting seamlessly into a family so they forger you were not theirs and mimicking someone's appearance and mannerisms well enough to fool security cameras. At great mastery this art even allows you to poison someone with a shard of dream, driving them into a psychotic break and briefly giving them the Riders' trademark eyes.

184. Night-Craftsman (200 CP): Creation floats on a sea of psychic wounds, unreason and generalised unconscious suffering-a draught of infinite anxieties but limited neuroses, one could say. And by practicing night- craft, you can manifest some of those ritually impure things into useful forms, an art that functions best in places where reality has been somewhat weakened. Blood and filth let you brew poisons, while dirt and clay and spit and blood could shape goblin or imp-like servants from the festering living essence of the world. You can also animate your own blood or saliva to move or solidify with surprising strength and precision, or spin your nightmares into steel-strong thread. More elaborate creatures-like great dragons and leviathans-can be created with more time and effort through your mastery of the art. Just be warned: It's practice causes your saliva and blood to become thick, black and viscid. Be prepared to reek of slightly rotten fruit, unless you have other abilities to cleanse yourself or mask your appearance.

185. Formation Mage (200 CP): In places where Creation is weak, where Ninuan's nature slips through, there is a way some Excrucians have found to work magic drawing on the void's deep structure. Formation magic is one of the most famous arts:

The practice of constructing large- scale magical symbols to various occult effects. Mostly these are continuous are-effects spells that work eldritch changes on the location where the formation is set up. However, you're skilled enough at this that you know how to create more complex arrangements that gather the energy in a region to launch singular or repeated spells against something else. This art is excellent at creating automated magical defences over an area, which can include enhancements or sustaining real or illusory pocket worlds. Slow as only architecture and geometry can be, even with your mastery permitting you to speed it up in a pinch it's still among the slowest of the arts practiced in the Valde Bellum. In future worlds this spreads a subtle but perceptible (to you, at least) undercurrent of Ninuan in various places-unlikely to be utilised by any but you.

186. Riders of the Apocalypse (400 CP): As an Excrucian, whatever your cant you're expected to be quite good at riding a horse into Creation's vistas at the head of a hunting party or conquering army. And by Jove, you've certainly risen to the challenge. While there are many Excrucians who boast of being a Superior Hunter, some correlative factor of Ninuan has designated you as truly Inhuman with a capital I at the art. Horseriding (or a similar means of locomotion), archery, tracking or hunting a person or animal and soothing, befriending or exerting your will on an animal from an environment you're already familiar don't just receive a competitive causal advantage that makes it challenging for even miracles to invalidate them, but mundane actions automatically fail to oppose you when you enact your role as a hunter. In other words, you are a causally perfect hunter who never fails to reign in your hounds or miss the vitals of what you're aiming for unless great miraculous efforts intervene. While you are still limited by your reference frame i.e. if someone can move your whole body, they CAN prevent you from aiming your crossbow at them, with immense supernatural vitality you can effectively brace against nothing to stop tricks like that from working. Don't underestimate the versatility of this skill, especially since it synergises well with existing miracles. With skill lesser than what you wield, a certain luminary of the Excrucian host shot down the sun with his bow.

187. Eloquent As A Murdered Hope (400 CP): Tairte Ut-napishtim is no warrior nor forbidden sorcerer-at least, not primarily. No, he is a philosopher who teaches the philosophy of the Excrucians to any who will listen. And it seems you've followed in his footsteps. So profound are your insights into Ninuan that you can turn many mortal heads given time to expound on your insights, and so compelling are your arguments that even Imperators would permit you to operate in Creation if you restrained your active attempts to sabotage reality just to learn more about how your kind operate. More than simply oration, this skill of yours is a combination of logical thinking, emotional appeals and body language that push all who hear you into agreement like the dark undertow of a deceptively inviting sea. And while you are not party to Tairte's unique nature you do have one final ability related to it: When you argue against a miracle, when you refute it, it becomes weaker and more vulnerable to resistance or external change. With truly exceptional skill and further practice at

debate, you could actually dispel the miracle or make it effectively useless by browbeating it with your overbearing arguments.

188. The Truth of Sacred Things (400 CP): You cannot touch it. You cannot see it. You cannot smell it, or even imagine it. But it is there! Oh, sweet summer child it is there and it is precious beyond imagining if you could only look upon it without blinding yourself and despoiling it in the process with the fire that is called perception. This is how many Excrucians sound like when trying to explain the natural wonders and bounties of their world, whether it is the True Thing the Deceivers speak earnestly of, the eternal grandeur the Warmains preach that those tempered into them enjoy or the spheres of un-phenomena that the Strategists govern. You now have a profound mastery of the Void's deepest knowledge-the knowledge that by its own nature, is transformational. But knowledge alone is useless and so your second gift amends that, and lets you communicate it. The strength of the divine laws of the Void burned into you are such that if even you were not a Strategist, you would be regarded as bearing such Gifts of power as could only be granted by an Exarch-a master of the divine trait called Lore. Should you already be a Strategist with great Lore, your knowledge of the unknowable would exceed even other Exarchs as a doctorate bearer's knowledge base exceeds that of an undergraduate's. In that regard you are tenfold as good at manifesting and originating those things formed solely or mostly from the Not's forces. You may not quite be a true defining principle around which the correlative causality of Ninuan is founded, but this knowledge at least makes you something of an amplifier and broadcaster. In this manner you can directly weave the substances of the Void into the substances of Creation using your mundane talents to one specific goal: Bringing Creation and the Void closer in understanding and proximity. Write stories laced with eldritch truths that can leave children literally starry- eyed (though not full Excrucians with this alone, although this could be an excellent way to foster such a latent talent. Lay the keystone of a building, and have its internal power systems blanket a city in enough of Ninuan's bleak nature to warp the landscape and perhaps impose one or two subtle metaphysical alterations. Enhance yourself with the power of the Not to nullify opposing supernatural forces, fill others you lay a hand on with despair or sublime even wounds on yourself away with sacred unbeing. These, and more, are available right out the gate to any Excrucian and with study of Ninuan's mysteries you may yet achieve greater feats.

189. A Chance To Start Over (400 CP): Enough of war. Enough of Creation. Enough of...everything, all the stratagems and deceptions and wars and mimicry that have ultimately brought nothing but disappointment, and heartache, and unwanted entanglements. Something in you has grasped the ultimate flaw of the Excrucian cause, for the Strategists-that though they are welcomed wholeheartedly with open arms, the war ultimately does not provide what they require to grow and self-actualise as they mature in the ways of Void or Creation alike. In this, you have made preparations based on some of the ways a Strategist can achieve ultimate release to abandon not just any mental influence or internalise urge-but any fundamental aspect of your nature that aligns you with destruction, oblivion, the void or the general idea

of the end of the world. Great attachment-friendship, parental care, even romance if you can attain it-to the things of Creation will blunt your caustic nature, and guide you in subtle revelations and instincts to acclimatise to living among the living things of the world without reflexively bringing harm upon them. It may still prove difficult for a being as unsuited for living as an Excrucian to actually be good at doing things in the world, but such a being can at least rest easy knowing that it has abandoned it's one purpose in life, and is free to define its own. Paradoxically, long spiritual contemplation the Void can extricate you from an ultimate destiny to destroy everything. Simply meditate, continuously, on the idea that the world is worthless, as well as wrong, that it is beneath your dignity to continue addressing and you may shrug off any destiny to destroy in exchange for going on a kind of religious pilgrimage into the Void for a long while. This alternative is actually highly respected and honoured by the inhabitants of the Not, where it is considered the beginning of true wisdom.

190. A Bond With Abhorrence (600 CP): Five hundred and seventy-two storied artifacts in the Excrucian host's keeping are labelled Abhorrent Weapons by Creation. Each wears two names: One to mock Creation, and one to be their own, and two forms: One personified or akin to mythical creature that dwells in metaphysically unusual environments as well as their owners' dreams, and one a handheld artifact like a sword, or torch, or whip, or gun. Curiously the Strategists wield them with Flore, treasuring them as much as any other object they bond with despite some being so wicked their history is bloody even by the standards of the Not. More terrifyingly, each also has the innate power to harm and permanently kill even cosmically immortal beings such as the Angels, and incarnations of abstraction like the Lords of Game. So corrosive are they that even with basic use of Flore they are deathly to all but their rightful wielders: With even basic Flore miracles they can corrode the noble metals, kill strains of bacteria with a touch, strike through non- miraculous magics and slay weak but deathless things like ghosts. And something about you sings to these horrors, these worldbreakers, these weapons of miraculous destruction. Abhorrent Weapons-or similar malefic artifacts, in future worlds-find you a most agreeable master. Your bond with them greatly empowers your combined efforts beyond even what is normally expected from Strategists who master Flore when you set out to improve your relationship with your weapon. In turn, you have a great understanding of the mentality and nature of such weapons as well as how to soothe, appease, improve and command them in battle. Fortune and fate contrive to never keep you far apart when you need each other, and any miracles that let you simply whip yours out despite the causal impossibility cost less miraculous energy and are more resistant to forces meant to prevent their occurrence. But beyond that something rather unusual has occurred: You YOURSELF have somehow also become an Abhorrent Weapon in your own right capable manifesting either your weapon-body or person-body in Creation. With some finagling, you may even manifest the traits of one upon the other-being a weapon with person-like capacity for interaction, or gaining a powerful warform with unique miraculous powers and a transformation supplying you with the weapon's terrible power. Arsenal and wielder as one, your agency could be a turning point in

major battles of the Valde Bellum. Should you be born of Creation, you may choose instead to be a unique yet powerful miraculous artifact weapon otherwise equal to the Abhorrent Weapons in nature and potency. While such artifacts exist, their innate traits are not as codified as the Abhorrent Weapons. You may of course be just as baneful to the Not as the Abhorrent Weapons are to that which Is, but you could also merely nullify the powers of the Not or be a unique catalyst for Imperial Miracles such as a masterwork alchemical weapon that also happens to be a traffic cop.

191. The Dream That Dreams Do Dream Of (600 CP): They of Creation come unto the Void, and for the most part see nothing but fear and trouble-the pall that hangs over whatever paradise or nirvana most would like to believe lies beyond the grave. Fools. You've received power from the other perspective: That Ninuan is the thing from which congeals, a kind of primordial Nirvana that could be the perfect future of our dreams-if only those who most frequently represent it weren't so hostile. Henceforth, any power of yours elementally attuned to destruction of a cosmic nature-spells that invoke forces similar to the Void, a body soaked in entropy, an energy native to the realm of death-can also be used to reinforce reality, create and conjure with the same aptitude it has for destruction and enchant those aspects of your identity that are core to your being. This still requires you to expend the energy you would have needed to invoke with destruction and only grants the basic capacity for creation without making you any better at the nuances of shaping new life or creating devices, but even if you could only make things slightly cold with the touch of the Not then you would in turn gain the power to make things warm and cosy by congealing the warmth of a furnace on a winter night from your palms. With greater scale powers such as those of an Excrucian, it would be possible to create things that even have truly miraculous properties. Write rich snarls into reality's makeup that reinforce and improve Estates or even engender new ones from the interaction of existing facets of reality rather than the usual effects of the Flower Rite. Or simply create a magical mist that's bigger on the inside than the outside, shows up where people need solace and grants supernatural powers. What you make with this is truly of the things of Creation, and an excellent philosophical rebuke to those who see your kind as monsters rather than caretaker and guardians.

192. Bleak Academic (600 CP): One of the most feared Excrucians is neither a warlord nor an evil genius. It's not even entirely clear if he's a Warmain or an Angel who just got really, really lost. Equally unclear is his exact standing among them. He might be the actual King of the Not. He might be an academic, missionary or civil servant with certain duties. He might even be a particularly charismatic apostate. One fundamental truth about him is known: He embodies the beckoning beyond the grave, the light that asks those in a liminal state of living to let go and be done with Creation. And when you enact this role, when by words or deeds you move either the living or dead to relinquish their claim to life, you too shine with some of his dark brilliance. All that you do, all that you say, drastically heightens the probability of whatever you address to let go of life and move on, though not necessarily be damned to Ninuan. One other thing is certain about him: His most feared trait is neither his prowess at

hunting, nor capacity to wield esoteric transitions or defend himself with the Auctoritas Magister, nor his annoying smugness. It is his unnerving compassion and proficiency at sharing the philosophy of the Excrucian cants. And while you may not have all his other traits, there is something within you that hearkens to his role as a kind of tutelary spirit for the void-as well as the experience of being the inevitability of death. To begin with, you're an excellent teacher-not quite supernaturally so, but proficient enough that Oxford or Harvard would be glad to have you. This leads into your truly valued knowledge: Some sort of course, or curriculum that can transform mortals of all kinds into more Warmains, Strategists and Deceivers. Each course requires a great trove of reading materials and practical assessments (separating them into different colleges for each Excrucian template would be advised), and preferably carried out in walls and strange environments where the distinction between dream and reality seems tenuous at best-and you have gained a variety of strange magical arts as well as unique tutelary miracles which let you recreate an institution akin to the Bleak Academy for which he famously presides over. This knowledge, while mostly unsuited for rapid combat, also includes some esoteric rituals such as ideas for restraining a being as powerful as the Angel of the Sun under seals powerful enough to take an entire College to maintain or the methodology for creating what appears to be an egg full of unborn gods. It takes time to bring out the best in each student, and some may be more talented than others, but if successfully completed you too may spread the dark enlightenment that gives rise to the Riders feared by all Creation.

193. SOMEWHERE, THERE IS THE SOUND OF DRUMS (1000 CP):

That pounding in your head. That drumbeat from the chief of the Not's dread workshop. The maddening certainty that somewhere, something hurts-and you are not sure whether there is a sun. You wish to make an art of death? So be it. Harumaph will teach you. Your first lesson will be on blight: The countless malaises, plagues and disasters that both Warmains and Strategists can bring to bear against Creation as a reflexive part of their natures. The first of your two Gifts in this regard can be counted as a Major Destruction of Sustainability and Health, manifesting as the capacity to deplete anything of its continued capacity for continued survival and rendering what you so curse grey and dim. With a wave of your hand you could leave towns ravaged by famine, weaken immune systems across a village enough that the common flu could slay the inhabitants and sour a magical healing spring into a well of poison-though you must concentrate the effect on a small, greyish stone that if destroyed ends the blight. The second, a Major Creation of Destructive Forces such as fires and acid raid-likely aligned with your infection ortest if you are a Strategist or Warmain yourself. These occur with the same effort as minor motions of such forces, and more importantly whatever form they take they affect every facet of reality at once. Your famines ravages the spirit and kinetic energy alike, leaving the world stilled, unimaginative and siphoned of miraculous energy as well as literally physically desolate. Your rain of cinders scorches spirits and minutely brings the world closer to its ultimate end. When you are harmed, both issue from your body at once with no effort on your part to blight your attacker. And when you use them in conjunction with similar perks or powers of oblivion or corruption, you'll find your powers alloy their Void-nature into them in order to greatly reinforce and sustain their efforts to end

the world. Your second lesson will be on negation, hearkening back to the Negative Gift associated with the Warmains. You are the eye of the storm for an exhalation of the Void, and through your Major Destruction of Miraculous Power you can perform great feats of negation. It is easiest to simply observe a miracle occurring near you, gain a broad understanding of its nature-and then simply make it be not, committing a small portion of your own Void-given power to simply prevent them from using that specific miracle until you relent, are dealt a significant wound or great power intervenes on their behalf. But through experimentation and practice, you can develop new and innovative ways to wield your destruction by conceiving more...unorthodox definitions of negation and destruction. You may use this power along with poisons and curses to create Abhorrent Weapons, foci that can nullify Imperator- given immortality and seed the essence of the Not into magical systems or Estates to induce a kind of unbeing-based apoptosis in them. You can even combine this with other destructive powers, steeping them in the absolute oblivion of Ninuan in exchange for developing new and improved ways to nullify anything and everything, eventually.

Your third lesson is the simplest. You are given a version of the World- Breaker's Hand that always benefits from full circumstantial advantages against other miracles, and is supported by an Auctoritas that rises in proportion to your most directly destructive or void-aligned divine attribute. Uniquely your version of the Hand constantly adapts and improves when repeatedly used to destroy the same thing, unseen whorls of unbeing rising up like a drumbeat crescendo. With time, practice and meditation in the void you might even negate the very concept of victory for the Imperators, the barriers between form and void, or remotely sunder the Seal of Time. Your fourth and last lesson is one of revelation. For you have been shown the very heartland of Ninuan-or at least, the place that might be coherent enough to be Ninuan's heartland if some terrible mistake made it exist-and can recreate it around you. Currently your skill is such that even a mortal man could paint over a small village with this place, and to most outside observers this is simply identical to horrifically and inexplicably annihilating part of reality. All your powers of destruction are greatly bolstered in this place, and as the Not's sacred homeland it holds all manner of its sublime, transformative wisdom. With practice you may learn to deploy this place in more esoteric ways or on a wider scale-like permeating network broadcasts with its scenery, recreating a gateway to it through art, casting it before you as a shield or seeping it into the collective subconsciousness to leave dreams riddled with the Void-even make it more amenable to the Creation-born such that they are not annihilated before witnessing Ninuan's glory, should you wish such a thing. But to you, and to the Excrucians, you are simply recreating Ninuan's holy of holies around you-and to the Excrucians, this is a religious experience that can leave them awestruck and disarmed, akin to wandering into the Sermon on the Mount while looking for the bathroom. This realm has the following metaphysical laws:

Properties of The Far and Sunless Land

- The wind puts out the fire and

- Stars are falling from the sky

- That which is eternal, ends

- Seek nothing, gain all;

- Reject nothing, transcend all;

- Hold to no conceptions, rule all-

- This is a far and sunless land

Your capacity to improve on the arts of death and destruction are limitless, and innovating, learning or improving on methods to do this is always possible. If something is immortal beyond even this world, you can study up on ways to fix that. If someone is truly and indisputably indestructible and you shatter your fist on their face a thousand times, the thousandth blow will leave a crack that you can chisel at-and one fine day, break him to ash. Destroying more of Creation proper will only enhance your Gifts, making them just as effective even against the un- beings of Ninuan themselves as they are against the Creation-born. And sometimes when the world is ending, when you are profoundly immersed in the Not, you'll hear a distant pounding. And you'll be sure that whatever is happening, whatever is left of you after everything else is gone--that somewhere, there is the sound of drums.

194. Inherent Superiority (100 CP): So elevated above mundane effort and physicality are the Imperators that even the most alien and removed of them can elevate the mundane by participating in it. Your sense of self is as much pervasive event and experience as it is a contained thing, greatly benefitting those that contain a shard of power as significant as those implanted in the Nobilis, or similarly spiritually close to you. When you spend a whole day in practicing basketball, fishing, cookery or any other task within the capabilities of a normal member of a species considered mundane by this world, not only do those so connected attain equal mastery of it as yourself but their feats are made miraculous-sufficient to outcompete against miraculous attempts by other Nobles with the same level of Aspect. Spending a second day on the feat grants such great flair those Nobles can outcompete those who are not significantly their betters in magnifying the mundane with miraculous efforts. While learning subjects more deeply than any mortal or Power ever has or will comes naturally to the Imperators, this provides somewhat greater breadth in who else reaps the rewards of your efforts.

195. Feel Out The World (100 CP): The Imperial experience isn't solely defined by raw power or absolute sovereignty. There is a deep connection between an Imperator and his Estate, with one being flesh and province of the other with no clear delineation. In this manner, any of your mundane senses can, with even mundane effort, be used to glean all sorts of nominally inaccessible information from your Estate(s) with quick bit of meditation. In this manner can the Imperator of Skies survey the clouds of his domain as if he flew among them, or the Imperator of Seas

smell what the waves do. Those born of Ninuan instead gain similar sensory insight over the tests, personal narrative or correlative sphere of influence over the Void they wield instead-or in the case of Mimics, continue faking great insight over the Imperator they continuously pretend to be.

196. Regalia Unbound (100 CP): Few Imperators fail to make a big impression when introducing themselves. In theory there is an Imperator of Subtlety or Anonymity out there somewhere who prefers to glide by unobserved, and it is surely a testament to their talent that their existence has never garnered any great attention. And like any self- respecting deific being you've gained the ability to wreathe yourself in a phantasmagorical aura representing your divine purview and nature, to quickly communicate what you ARE to those with other extraordinary minds or intimidate nearly all mortals. This almost deafening conflagration of divine glory floods those bound to your service with tremendous loyalty, even kindling their hearts to cling to life and victory against unfavourable odds.

197. Patience Like Eternity (100 CP): Rain falls, and mountains are carved by rivers. Grass grows, and in mere centuries a forest arises. In such things as the turning of the seasons and the movement of celestial spheres do the Imperators give weight to significant events throughout history, and now you too are well adapted to eternity. The passing of many years beyond the mortal experience hinders you not in rash judgement, nor does it risk diminishing your mental faculties. You plan well for such long timespans too, and even a nor particularly adept schemer would see no meaningful difference between filling out his daily calendar or cultivating a wandering tribe into a mighty empire many centuries later. Many call your kind's arrogance and entitlement over Creation unearned, but from your perspective nearly all those around you simply can't see the bigger picture.

198. Object of Mystery (200 CP): The Cult of Ephes-Dammim serves the Angel of Blood and Wine for which it is named. Though they know almost nothing of true miracles, they can administer the Sanguine Death: The act of forcing their arm into another's throat and killing as they slay-draining all the blood out of their body into their victim's, and supposedly transmigrating their soul into the spirit realm for greater knowledge. While yours doesn't have to be this messy depending on your Estates, here and in future worlds you are especially inspirational to others as an object of worship-in particular, the style comparable to the Mystery Cults of Greek antiquity. You were likely radiant enough to function as such anyway, but more importantly something about you makes you especially approachable on a spiritual level. Mystically bound servants' magics can be shared in greatly lessened form and wielded by these mortal devotees. They can also be used to "store" true miracles performed by yourself and your servants once these cults have an established doctrine, priming a certain miracle to activate near or on a specified cultist when preordained conditions

by yourself or your representatives are met. This may be toggled off if you'd rather keep a lower profile, mystically.

199. Bright Warden (200 CP): The greatest boon your kind can give one of your powers is a Warding: A sigil representing Creation set upon them that disturbs the Excrucians' fell powers. Attaching to the soul rather than the body, such blessings can also be given to other mystically close entities such as Treasures. And for whatever reason, your wardings are particularly powerful. Your Dim Wardings, those requiring half as much investment as a stronger Bright Warding, carry out all their feats: Driving Excrucians or those bonded to them into agony, and breaking their connections to each other with a touch. Excrucian-shards cannot divine the location of the warded, nor come withing fifty feet or so of one, and their powers are greatly blunted as if an Auctoritas exerted power to deny their validity. Upon full Excrucians these effects are even more severe, though with a few minutes such beings can also dispel this warding. Your Bright Wardings are correspondingly even more powerful, ensuring that your protection will be much sought after by others during the war.

200. What Will be, Was (200 CP): The Imperator perspective on time is difficult to explain. Their understanding of time is...different to those of mortals, often discussing events that seem purely notional or speculative as if they were all but certain-or even had already happened. All Imperators have what appear to lesser beings as uncanny powers of foresight, but for you in particular your prophecy is especially clear cut- and more importantly, your ability to explain it quite exceptional. While some Powers can scry the future themselves, foggily, you do not only see events to come for much of time's span but also the consequences of seemingly unconnected events and the deeper metaphysical meanings of physical interactions. Even if a Power of Foresight were to wield his Domain in service of his predictions, while he might see more than you if you weren't especially connected with the Estate of Foresight you would be able to interpret more mystic and spiritual meanings than the prosaic mapping of centuries of even millennia to come. Last but not least, you can articulate your prophecies in concise, plain language rather than the riddles and obscure omens that most Imperators see fit to use.

201. "This Is Your Life Now" (200 CP): The relations between Imperator and Noble range from the familial, to the outright rebellious. It's all too common or those set above heaven and earth alike, to foster exasperation in those supposed to be their sword and shield. You, however, are better at this than many of your cohorts. More than intellectual knowledge of the subject, your personal familiarity with mentoring and disciplining those with a mortal perspective is as well- honed as any other traits of your long life without being hindered by an inhuman perspective. You feel their pains and joys as easily as your own, without diminishing the importance of your own goals, nature or desires. Even if you truly believe the work of Hell or the permutations of life in the sea are more important than things like paying rent or catching the commute to work you won't lose track of your servants' needs or desires, and you strike a fine

balance between being an approving mentor and setting firm boundaries about your expectations and their behaviour.

202. Joy To The World (400 CP): Not all beauty is beneficial, and not all harm is intentional. Some of it, as is the case with Ananda who rules Murder and the Infinite, is a kind of out-of-bounds error in the world. While your beauty is intense among the Imperators, it is not enough to move other Imperators necessarily-but some quality of it has a particularly apocalyptic effect on the mortal world. Simply showing up, unshielded, in a field could make birds fall from the sky singing until their hearts burst. Without even showing off you could make buildings rock back and forth on their foundations, creaking in solemn joy, and turn grass to crystal out of sheer love. You change, you transfigure by sheer love of yourself-and this change is proportionate to the adoration you inspire. Even Nobles find that stopping up most of their senses is only sufficient to approach a mere picture of you safely from a safe distance of three blocks. And whether or not your Estate is another facet of Murder like Ananda, your sheer beauty inspires a rising sense of joy-even to those normally unable to feel the emotion-that eventually encourages mortal life and that on the scale of the Nobilis themselves to immerse and participate in the propagation and celebration of your Estates, their efforts becoming even slightly miraculous. This isn't necessarily as devastating as sporadic and joyous murder, but do keep in mind the things people could do things like become drunk on the happiness of the despair they experience or spontaneously turn into rocks after imitating them enough.

203. An Answer Unto The Bleak (400 CP): There is a bleak power of despair that yearns for everything's unmaking, inherent to the nature of the Not. There is a force that looks upon the world and finds nothing good in it. But against such forces, faith and trust are surer bulwarks than any mundane armor-and even if you are not their Imperator, there's something about you that makes such powers stronger in your hands. By standing fast to your belief that the world has a point, that existence means something or that at least there's more to life and yourself than just drowning in the endless night beyond Creation, you can protect yourself and those near you from both miracles and a cruel, harsh world. Even as the grasp of the void closes around you or the vacuum of space threatens to crush the air out of your lungs, a bubble of stability and constancy will ensure you have a chance to continue fighting your fate with dignity. Science, love and sorcery can act as powerful foci in your efforts, but faith and trust is at the core of what lets you endure any force that you, personally, find inherently unacceptable when it tries to change you or destroy you or remake you in its image. If the night is darkest just before the dawn, then you'll keep the fires of possibility burning until it too passes.

204. Bloody-Handed Menace (400 CP): Even among the Excrucians, Lord Entropy is regarded as a freakish god among all their enemies. Tall, imperiously elegant and confidant in ways only Destruction, Desecration and Scorn could be, it's not even clear what breed of Imperator he is-though it is commonly assumed he is a True God

due to his position as the true ruler of Earth, in all his known forms he's oddly anthropomorphic for their kind. Still, none doubt the Darkest Lord's overwhelming destructive power. There is a malignity about you- something sinister and ominous enough that, should you toggle it on, would make it impossible without truly miraculous effort for others to love you. A bowel-quaking unease pertaining to what you embody or ARE at a fundamental level that leaves others leary of fighting you- and rightfully so. Whatever your Estate(s) are, when you invoke them in direct applications similar to the divine trait Domain you'll find they're significantly more destructive and enduring on the world than they normally would be. Even you do not will it your Estate(s) exerts subtle and extremely low key propagation across an entire universe, grinding it down in its just as the slow, inexorable winding down of all matter and energy caused the mortals of Earth to name the strongest force in their reality after the King of Evil. Casual, in-person interaction with others greatly accelerates this process to the extent of granting supernatural or even miraculous powers while simultaneously subjugating what you deal with to your will-leaving entire organisations or species remade by Cats or Poetry in the same way Lord Entropy's dread touch made the Cammora or the ogres. And when you actively bring your power to bear, you would be able to annihilate everything from entire landscapes to concepts to whole swathes of existence as if using the World-Breaker's Hand even as an Imperial being, and regardless of your Estate.

205. Pride Goeth Before Everything (400 CP): Lucifer, Imperator of Pride and Persuasion, was once counted as the greatest leader among the Angels. Like him, yours is a supernatural beauty that surpasses Heaven's own- coming with a substantial power over miraculous effects due to your closeness with the glory that preceded the creation of the world. Your leadership and charisma are notable even among the Imperators, sufficient to lead a realm as vast and immaculate as Heaven through many evolutions of reality. Yet the true value of he whose aspect is the Principle Lie was not apparent until his departure: In abandoning Heaven, Lucifer denied the Angels Pride at a fundamental level. A feat that might have been thwarted had the Angels only resisted, if the High Court in Heaven had not judged that Lucifer had that right because of what he was, because of his promises and on the grounds that he had been cast into Hell at all. And like Lucifer when you deny others your Estate, when you move it away or deprive it around them or even destroy aspects of it, those exiled from your jurisdiction suffer greater and more long-reaching weaknesses than they would even normally. The unfallen Angels as a whole now struggle to enforce respect from others, lest some mortal uncover the fatal flaw of their lacking pride and exert enough influence over Heaven to taint it. Your last gift is a terrific resilience and integrity against all corruptive and destructive forces, equal to Lucifer himself. Where each and every other Angel who fell with him degraded into their present states, he remained untouched by its corruption as the brightest of all Angels. Such is the strength of character you both exhibit that though

Pride and Persuasion as Estates could not divinely sanction all the Angels to heed Lucifer's way, nearly a third were still swayed to join him. Such is your shared vision and will that even now Lucifer guides the Fallen, and they have entrusted their hearts with him.

206. Friends in Deep Places (600 CP): There is an empty place beneath even the Deep Mythic: Timeless, spaceless, where light and darkness are undifferentiated. Here at the baseline of the world, the Excrucians are cutting tendrils and fanged night that clash against the Imperators who resemble phenomena more than even the most abstract forms seen in the world before. These shadow-Imperators are as adapted to the deeps as the Angels and Warmains of the upper levels of reality are skilled at mundane living, and have Vastness to permit them arbitrary size in the place where an endless skittering replaces life as we know it, as well as Deepness so they can fade or merge with the Deeps, prison each other in mirror worlds or shake the Mona Lisa out of a painting and generally be something more fundamental to reality than ordinary mortal things. They also have a power akin to Lore they use mainly to supply themselves with locally sourced powers, and perceive and move in a place where perception and motion are normally impossible. They are also Adepts with tremendous faculty for shielding, blasting and mobility of all kinds-transcending the local space and time at high levels. This being, like any Imperator, may have 10 points distributed in any manner of your pleasing among its divine attributes. You may purchase additional Divine Attribute levels for it at 100 CP each, if you wish. And should you yourself not be an Imperator yet Creation-born, a shadow Imperator has simply bonded with your will and soul for some reason. One may wonder-why don't these things do more to help the Imperators they are extensions of in the world above? For how little they have to do with the "true" Imperators, they normally may as well be different beings altogether. Nominally, it's to confront the Excrucians below but yours in particular seems to be more helpful and attentive than the norm. Think of this entity as a spiritual extension of your innermost self, manifesting as formless phenomena and arcane wonder. A force on par with an Imperator wriggling up from the deepest layers of reality to strike at your foes and assist you on your endeavours, at will. Should you be an Excrucian, you too may gain the unwavering support of your shadow-self. Though instead of being an Adept, yours has Aspect so it's slicing tendrils, dripping acid and the flutter of its dusted wings or whatever amorphous features it has can contend with miracles. Stronger, and faster, and smarter than others dare expect it is just as much a force to be reckoned with.

207. Keystone of Creation (600 CP): Where some Imperators root their power in one world or another, two in particular stand out as having particularly far reaching Estates. The first is Attaris, who as mentioned before embodies (or possibly, took jurisdiction over) the Valde Bellum itself. The second is Firstborn of the Angels, whose very flesh is Meaning and Existence-who arose BEFORE those things were properly known, yet stabilized and set forth their qualities whereas before those qualia were fundamentally ambiguous and imperilled. There may be a third soon: You.

Choose one or more of your Estates, and it becomes virulent on a scale that makes Bloody-Handed Menace look like a steady trickle, spreading it's concept rapidly through every facet of reality. If it were something fairly abstract like Fair Play or low key like Viruses, few may notice the difference at first. If it was something physical like Snails, people may be experiencing a lot more slime trails in their lives soon. Regardless of what you chose, this perk induces a paradigm shift that rapidly spreads your Estate to a position of prominence not just in your world-but in other realms of proper existence. This propagation is not merely physical; your Estate rises in important at the supernatural and abstract level, becoming integral to the very makeup of all Creation yet strengthening it like rebar in concrete. The one exception is places of true existential oblivion like Ninuan, against which your Estate forms a metaphysical bulwark as significant as the notion of Existence itself. Most crucially, while you are not actually Attaris with this alone your Estate tends to enmesh itself with the most cosmologically significant conflict around-unless you were to toggle it away from this facet of itself.

While this effect can be resistant by forces as powerful as Imperators actively working together, the pervasion of your Estate bears a sense of inherent rightness about it which doesn't merely compel but makes unthinkable it's absence in those it touch's lives. Put it this way: Try imagining yourself, right now, without the quality of Existence. Portals, rituals and similar feats or techniques can help expedite this, but it will take significant effort even from other Imperators to stop your Estate's progression. Within weeks, hundreds of worlds that have never seen Cats before may find their streets teaming with them-yet coexisting seamlessly with the rest of the world. Within months, cats may be recognised as a multiversal constant by the truly wise, and an aspect of the natural world more integral than DNA itself. Within years, as well as the Weirding Wall the Excrucian Host may have to confront a yowling, screeching wall of vicious furry animals, new, strange forms of magic may be uncovered that involve summoning and wielding cats and theultimate victory or downfall of the Valde Bellum may be predicated on the birth and sacrifice of a specific cat following a very specific rite. Should you be an Excrucian, you strengthen and pervade Ninuan (or similar realms of nonexistence) in this manner rather than Creation and you may decide precisely what aspect of your existence is unfurled in this manner.

Jumper's Marvellous Wish-Granting Engineering Degree (600 CP): To be Sealed, to break the foundations of reality on a level more fundamentalan even most clashes between Powers and touch on the realm of Imperial Miracles is at its root the state of having a deep passion and profound spiritual connection to your Estate on a level more profound than is typical even for Imperators. Those with truly deep roots in the world such as Aaron's Serpents have such abilities, as do the Fallen Angels for desperately mourning the loss of something that made their reality whole and the Deceivers for being shrouded in alien wonder they're desperate to share. And from this epiphany you've gained a great faculty for being a wish-worker. By immersing yourself in what you're passionate about, by honing it and experiencing at intensities extreme even by miraculous standards and pushing it beyond its normal limits you may develop supernatural abilities themed around it that are considered Imperial Miracles-defying the normal limitations of miraculous conflict, and simply coming true inevitably. Such effort will take fantastic amounts of passion and meditative experience even for

Imperators, but the results bear precious fruit. For Nobles and Imperators, these additional abilities are simply extrapolations of regular divine attributes; Architect may grant genuinely flawless foresight of what those around you are about to do, while the transitions enacted by Holy may not just endure and have a tangible impact upon the world in an objective manner but enact persistent twists of fate in the manner of a Geas and Aspect may permit lightspeed movement and/or literally leaping through time freely without boredom or exhaustion. Though such abilities require miraculous power, they are no more straining than the attributes from which they were derived. Excrucians have divine attributes of their own that may accomplish similar things, bound to the test they present the world or their infection-state and underlying nature or the deep wound at the core of them or the story of themselves rather than proper Estates. But with this, even non-miraculous activities through which you feel a profound connection would be able to elevate a seemingly mundane ability into an Imperial Miracle. Telekinesis, singing or even baking could become wondrous and miraculous as the very axioms of reality. In time, all the facets of your existence could sing to the world more clearly than even Heaven's beauty. And don't feel left behind if you yourself are a Deceiver, Aaron's Serpent or Fallen Angel: Open-ended, wish-granting abilities such as Sealed have a tendency to occur much faster and require far fewer props or procedures when used by you, and take much less energy to accomplish-such that the arbitrary and unfettered uses of Sealed could be wielded with the same efforts as the most basic movements of sharing the experience the Sealed ability is born from.

Though an Imperial Miracle is already nigh-absolute, you may also overcharge it and similar abilities with miraculous energy to enhance if not their arbitrary power, than their existential persistence and semantic applicability among other innate qualities-building conditions for them to adapt or persist when confronted by the few things that can invalidate their occurrence, or making even simple wishes like "I wish the sky rained ice cream" continue to propagate such that every sky, even those depicted in fiction or seen in dream, would experience ice cream rains. Just remember that there's no going back from a wish-changed world...and that the wish which changes THAT might have other consequences.

208. Transcendent (1000 CP): There is a realm of existence representing either Imperial beings far exceeding the like of Angels or truly exceptional monsters from the Lands Beyond Creation. Suffice to say that at this level of power, many of the usual engagements from the Valde Bellum are beneath your notice. Not only are you not part of any Estate like the Imperators for the purpose of direct miracles, but normally sublimed concepts considered beyond the purview of the discrete, observable facets of Creation such as “miraculous energy” or “the status of being Imperial at all” (though non-Imperial apotheosis is available as an Estate) or “the boundary between Is and Not” or “the reason why things are strong and obey laws” can be counted among your Estates. And the scope of your existence is a cosmic fact that transcends any single world. Beings at this level include the World Ash itself. To put things into perspective, the titanic Aaron’s Serpents are born from glyphs that grow in the World Tree’s flesh, already bigger than humans when young enough to be blind and more glyph than giant snake. It is the Ash’s divine sap that nourishes the young snakes to become Imperators, the warmth and roughness of its inner woods that shelters them

until they may scrape away their baby scales to moult, and the endless expanse of stars between its branches that fills them with wonder, awe and gratitude for the simple miracle of being alive. The Megalith Wasps that nest near the Milkweed Branch of the Appian Way are each dumb as any animal yet large as a major city and counted among the Imperial kind-all because they too supped from that sap. Whether you were another victim of the Creator fastened upon Creation more haphazardly than the poor murdered cup of flame or the many-faced inferno slain to create the angels, a strange visitor from Ninuan who finds the Excrucians' war rather quaint, the nearest thing to a peer to the Ultimate Kung Fu Master after aeons or something stranger, you are the kind of being to whom even Imperators are something between children and pets. What could you possibly intend to accomplish with such great power?

209. Perfection Is An Angel's Nature (200 CP): The purity of Heaven is absolute. Even if a murder or landfill drawn from Earth marred it, Heaven's essential character would shine as brightly as ever in a cataclysm of health-and like the Angels, you partake in this trait. Your vitality is impressive even by the standards of Powers. Already you can catch falling airplanes, bat aside elephants casually and with great effort bite holes in space-time even before reaching for your proper miracles. Were you of Imperial stature, your strength and beauty would comparable with that of an angel-and were you one already, you would be exceptional even among them.

210. The Great Working (400 CP): Heaven is a land of surpassing rightness and beauty, but even the angels who held it as the highest and brightest of all lands feel it required change to improve and evolve. Each angel hears the "voice of the Creator" in their heart which informs them it is their role to be curators and designers, constantly guarding and improving their home-though some speculate this intuitive sense of what is right and what isn't could be Heaven's voice, rather than the often- absent Cneph. Regardless of whether or not you are an angel, you too hear this endless source of inspiration, wondrous designs and miraculous secrets that informs you how best to bring forth greater wonders. From early efforts of the angels came flowers, the greatest examples of which the angels used in Heaven itself to build Gratitude and Heartbreak and Death. And should you already be an angel or otherwise hear the voice of the Creator, it sings with such clarity from you that even others near you can hear it.

211. Glory of the Garden (600 CP): The angelic struggle to beautify the rest of Creation has met with many troubles. For instance, Hell was actually sealed with Lucifer's blessing; it was only reopened for the angels to curse him and his followers. There's also the extremely embarrassing incident wherein the angel of destruction, upon being very offended by a dinosaur evacuating it's bowels near him, invoked such destruction that the Earth could only explain it to the Prosaic World as a meteorite impact (he is very sorry about the whole thing). Something about this struggle has lit a fire in your soul, which at your will you may radiate in an aura of piercing glory. Wherever you walk, around you for miles the whole world is forcibly beautified in the image of Heaven's perfection and spiritual purity. You are certainly no exception to

this effect, and experience constant physical and spiritual refinement by heavenly forces. Concrete streets turn to marble, foul ponds are cleansed into life- extending water, flowers are suffused with miraculous meaning-and even emotions and ambient metaphysical forces are subjugated and made pure in Heaven's image. What has been thus refined by Heaven's light, you find easy to reshape into miraculously powerful wonders. Even your very self becomes less tangible entity and more miraculous religious experience; the forces and events antithetical to your Estates are cast out from your sphere of influence while those traits you find laudable manifest themselves strongly in those you interact with-and even intangible, ineffable and spiritual barriers afflicting others can be shattered by your inspiring presence. And when you act in service to the higher principle of Heaven's glory, passive fate-twisting miracles spring up around you to support your goals without your conscious intent. Your light grows strong along with your spiritual power; with this, a Noble could walk into Vegas and leave it a holy city after less than a week there, and with another week refashion much of it into a mobile assault platform. Whatever you are, simply for being such a direct exponent of Heaven's beauty the angels of this world likely adore you.

212. Flowering Filth (200 CP): Though they forsook the absolute beauty of Heaven, the Fallen Angels' love for all things has let them cultivated other blooms. It's not all about spreading corruption and spiritual iniquity to the mortal soul. Sometimes you just gotta stop and smell the flowers. In places where the nadir of the human experience accretes-in asylums, in caches of narcotic drugs and in places where there has been such suffering and misery as to make those living there wish for an end to their misery, you may cause rancid, festering flowers to blossom. Fed by sin and suffering, these flowers are in their own way as reflective as Hell's wickedness as those in Heaven reflect the Brightest Realm's own beauty. In time you may bring about great bouquets of mystically imbued flowers across the worst of places, providing both a sort of metaphysical heat sink for the spiritual miasmas pervading such places and a concentrated conduit for Hell's corrosion.

213. Hell Is Your Kind of People (400 CP): For standing up for Caligula, for Pol Pot, for the ichneumon wasp the Fallen Angels were cast from Heaven. In the philosophy of Hell, the torment of Hell isn't suffering for suffering's sake-it's the price we pay to have something like Hell in the world at all, for those who call it home. Wouldn't it be nice if occasionally this love was reciprocated in a less disquieting way? There is a perversely comforting aura that makes you a source of great, almost addictive solace to those who tend to be loved by Hell. The wicked and sociopathic themselves see you as a radiant saint to be paid homage to, exemplifying all they see as covetable yet demanding respect. Those things regarded as outcast, abominable, or spiritual impure perspective on the other hand see you like the rotten flowerbeds abused children crawl into to escape the horrors of their lives, or the fire that the mentally ill stick their hands into to break away from the awful world they live in and just be in the fire where they don't have to think about themselves. Let those

whom Heaven turns from their gates know there is a place in your arms where they will always be welcome.

214. Baptism of Wicked Flame (600 CP): The divine attribute called Wounded is a power born from the wicked fire at the nadir of the Ash, and somehow it has kindled in you as a symbiote rather than the consumptive inferno it normally is. Infuse it into your blows, and they shall seethe with a spiritually toxic flame that will one day reduce the World Ash to a different kind of ash. Infuse it into your spells, and they may sear away even oncoming miracles to ash. But this is not the greatest gift the flame grants you. Your capacity to endure and receive damage of all kinds is greatly magnified, such that even a mortal man could stagger away from a nuclear strike and a being as great as a Fallen Angel would more than double their divine health levels. But conventional vitality is not the point of this gift; rather it is to turn all the awful things in your life into power, both as "techniques" or mundane abilities as well as miraculous effects. The nuclear strike, for example, could leave the unlucky man badly burned and wreathed by nuclear flame but able to sling miniature gamma ray bursts and surf on a wave of catastrophic nuclear explosions. If truly dire forces are brought to bear against you, you may even manifest highly specific Imperial Miracles to make an answer unto your pain. And while you may still heal from your wounds as normal-even perhaps with some creativity, use powers from different wounds to heal each other-do remember losing a specific persistent form of suffering on yourself takes away the power you gain too.

215. Choose Your Own Adventure (200 CP): To be in service to the Wild is to regard the choices and decisions enacted by free will as one glorious, unbearably pure orchestra. Endlessly complex as a symphony, the lattice of choices forms a stable foundation for all the universe from the humblest insect's impetus to feed to the World Ash itself choosing to birth another Aaron's Serpent. And having attuned yourself to this experience, you have gained an ultimate epiphany that lets you function at beyond peak performance in any community of sentient beings even while in an altered state of sanity or consciousness. Your profound understanding of choice and consequence leaves you "in-synch" with those around you and with a deep sense of internal self-discipline extending to your subconscious mind, such that you could easily advance your career in a top notch firm while perpetually drunk or even asleep-while also predicting the most likely outcomes of that bitch Debra's trash talking of the HR manager months from now. You may seem like a madman or drunkard to the uninitiated, but you're drunk on nothing but the endless possibilities of choice and consequences.

216. By Duty Set Free (400 CP): The Wild is a living paradox. Shackled by inscrutable rules, it strives for freedom. Blessed with introspective wisdom, it concludes it is alienated from the world. And finding hints of structure in their essence, their conclusion is to become absolute dedication to the rules they induct from their own nature. Something that has imprinted itself strongly onto your very existence. When you cling deeply to your goals and truest desires, when you pursue

them beyond regard for self-preservation, conventional wisdom or ultimately sanity itself you'll find that this passion not only enkindles your soul and fills you with a deep sense ofrightness-it preserves your mind, body, soul and divine power where most would suffer deleterious effects. Attempts to seal you crumble from your furious, impulsive flailing, while attempts to divert you see you coincidentally finding the right way forward anyway. Logical barriers like empty space or black holes may crudely reshape magical pathways that you may escape out of, and even death not backed by great miraculous force may simply slide off you. And all this, merely the starting point for a human ecstatic. Your mad chase after your passion is a pillar of the world, uplifting even your existing miraculous efforts into a furious storm of binding passion.

217. Escapee, Free Thyself! (600 CP): To be truly Wild is to trust your divine soul regardless of what society or even the laws of physics have to say in defiance of sanity and sensibility. It is for this reason that the Wild's nature is to be ancient and miraculous, and to wake the world to life so that it can escape from the prison of mundanity and form it finds itself fixed by. And whether or not you too arose from nothing, the roaring yearning of the Wild sings through you. Wherever you walk things unroot themselves, become self-contained and cease their self- justifications for miles-unless you toggle this effect, keeping the thunder of wondrous possibility bound to the beating of your own heart. With this you can cause speech to manifest the effects described proportionate to the passion and conviction put into your words, make flowers pull free of the ground or reshape birds to resemble dragons and manifest icons for concepts beyond human or even Noble conception to try and explain themselves. The mundane surges towards anomaly and wonder, while the wondrous entangles itself in the mundane trying to make sense of itself. But as fun as a Noble turning Cincinnati into a topsy-turvy wonderland of braying cars and rain that falls upwards would be, the sacred act of gift-giving permits you a much more specific implementation of the Wild's principles. When you find someone imprisoned either metaphorically or literally in any way and offer to set them free, should they put their trust in you they spontaneously gain various miraculous Gifts, Bonds and Geas proportionate to their original power which can truly help free them from their old bindings if they trust in their heart. A stockbroker being sued by his wife could sprout wings and fly away from the legal proceedings while spreading pollen to cause those in court to forget about his troubles, while an eldritch horror might gain the power to take on human form as a vessel to escape it's bindings through or new, terrible spells that can free it. Let no prison hinder those who seek to escape.

218. Cull the Dross (200 CP): It may seem cold, but one of the harshest and foremost duties of the Light is to cripple humanity whenever opportunities for it to destroy itself arise, even at the cost of social and technological advancement. Why, it held captive the demon Satyavrata who was the endless deluge just to set back human civilization for millennia in forty days of rain. But this was not done lightly, when within three generations the Dark would have wiped out humanity through an overpopulation crisis based on unmitigated consumption, in a dozen subtle little ways. And like the Light, you too have an acute eye for diagnosing subtle yet insidious

aspects of the social order that sow the seeds of destruction. Once identified your efforts to harm the few for the betterment of the many leave less harm than they otherwise might have had, though still proportionate to the extremism of the efforts involved. It had taken the Light's good planning to draw enough specimens of animals into the spirit world to survive the deluge, after all. The moderate boost to your foresight and organisation will surely help you see your well-intentioned extremism through successfully.

219. For The Glory of Mankind (400 CP): Bloated on the power of Imperium, the Light is more than another idle human fantasy-it is part of the grand design of Earth's universe, in many ways counting their own schemes and ploys as flesh and blood. In you, the Light's metaphorical substance is particularly strong, even before tapping the actual divine attribute called Architect that drives their schemes and stratagems. When you plan on a wide scale, gathering and processing information occurs more efficiently than the greatest mundane supercomputer. Your mind is the platonic ideal of reason itself, grasping connections on a scope vast enough to encompass the entire human population of this world's Earth and precise enough to map each one's daily life. You can predict events to come for centuries if not millennia, coming up with contingencies and counter-ploys without being drowned in data. New innovations to magic or science reveal themselves to you rapidly, planted spies or nascent conspiracies blossom into useful patsies for schemes set decades in advances-and should you need to adjust, you can snatch victory easily from the jaws of defeat. Others may call you arrogant for shepherding humanity all on your own, but unlike you most of them lack the true vision and resolve required to crunch the odds for its survival at any costs.

220. Abstract Preservations (600 CP): It is necessary-no, VITAL to the Light's existence that they haul up humanity beside them, transfigure them, make of them a thing that can live forever. How magnanimous you must be then, to not just be the figurative stern teacher but something straddling the line between surgeon and mortician for all mankind. All your abilities capable of immortalising humans, especially their most abstract or essential qualities, are greatly enhanced, such that resource limitations for creating a lich's phylactery would be almost nonexistent and rapid innovations would permit you to quickly exceed limitations of mundane science for brain uploading a human consciousness into a digital medium. More direct abilities such as those present in the divine attribute Deepness to directly abstract humans in accord with the Light's soulless vision into a kind of conceptual empyrean become reflexive and much more potent, such that you could capture the very essence of human civilisation in a song, a complex line of programming or even a cascade of drifting flowers. You find it similarly easy to innovate new powers from such abilities, permitting you to enhance or uplift humanity even before it has died off-though always in the Light's soulless visions of lawful purity, freed from the messiness of real life. Wouldn't it be nice if everyone in London wore the same clothes and ate the same, nutritiously balanced meals and had the same opinions and adhered to a fixed schedule that optimised their lifespans-and developing a number of miraculous powers

by sacrificing the capacity for technological usage and complex thought? The Light certainly would approve of you using your newfound insights to make this happen.

221. Smells Like Human Suicide (200 CP): How pitifully misunderstood, how mischaracterised by its opponents the Dark is sometimes! Like it, to you the anxiety of the little refugee girl trying to escape her dictatorship is just as wonderful as an emperor or sage's ennui driving him to suicide- moreso even, given the girl needs your help far, far more to...do what she really wants to. There's a twinkle in your eye, a certain charm that makes you someone to admire for those seeking freedom, whether teenagers skipping class or revolutionaries trying to topple a corrupt government. And when you help them seek that freedom regardless of the consequences, it's like you're their lucky charm-letting bullets miss them, doors stand spontaneously unlocked or even the enemy's guns spontaneously jamming as you cheer them on. Nothing protects these souls from the ultimate consequences of their freedom-assuming that ever was, for some strange reason, on your agenda.

222. Song of the Abhuman (400 CP): Ugliness to human eyes symbolizes worth to the Dark's judgement, for it arises from some of its own greatest perversities like terrorism, slavery or war. By that same token the grotesque yet perversely humanoid is admirable to the Dark, as a kind of mockery of everything it means to be human. You've gained a dozen or so techniques-whether magical, scientific, psychic or something stranger- which let you turn large populations of mortal humans or even their essence into slavishly obedient aberrations specialised for doing great harm towards humanity. A virus based on bird DNA that spread from population to population for example, that transforms the infected into bird-headed monstrosities which emit solar beams from their eyes that ignite human flesh as mundane flame ignites gasoline. Or a spell to channel the baying of a witch-hunting mob into shadowy wraiths that reproduce by inciting and incarnating through similar mobs. This transformation is mental and spiritual as well as physical, the aberrations exhibiting inhuman thought processes and spiritual abnormalities as well as warped bodies, and while this can include forms of great power only one or two powers they wield would be truly miraculous. While some among the Dark may cling to an orthodox view of humanity destroying itself, others consider this a fitting philosophical rebuttal to the position of humanity's inherent goodness.

223. And We All Fall Down (600 CP): The Dark holds it as a sacrament that humanity, and only humanity, should destroy itself. Ummah, Dominus of Wire, even holds that because humanity invented evil an empty world is better than one that holds the human race. Whether or not you ultimately subscribe to that perspective, you've obtained a truly miraculous proficiency and inspirational presence for one of the Dark's greatest tools: Humanity's own propensity forinnovating and developing weapons of mass destruction of all kinds. In your mere presence, breakthroughs are made that could not only make the nuclear bomb or existing bioweapons many

magnitudes more lethal, but also scalable enough to be created with far fewer resources and deployed with greater ease. This is a twisting of fate and fortune as much as actual inspiration; magic and divine artifacts normally inaccessible to humans may in time become accessible or capable of reverse engineering, all the better for mankind to destroy itself with them. The arms race around you accelerates rapidly, perhaps developing homing smart bullets or self- propagating toxic gasses after a few weeks hanging around an R&D facility. And when you get your own hands dirty, you have enviable talent for not just investing miraculous energy into mundane artifice to make weapons of war that can potentially directly harm those Estates that humanity depends on for long term survival. But imbuing them with a kind of destiny to be used by humans even if lost in a vast bureaucracy or simply abandoned on the street. You have great control over such curses, though without your direct intervention they lean towards placing the weapons in the hands of those most likely to inflict long term death and destruction on the human population as a whole, be they world leaders or terrorists-with one exception. When a threat posed by a source other than humanity itself threatens to destroy all humans before they have a chance to do it themselves, your inspirations and curses lean towards banding humanity together to repel it first. This effect can, of course, be toggled should you wish to avoid greater scrutiny by the Light.

224. Pantheon of Panspermia (200 CP): Isn't it a shame that the spiritual world where objects and monocellular life take on a much livelier existence can't persist beyond this world? Let's remedy that. With this, by investing minute amounts of your spiritual energy in objects, phenomena or living things you may grant them spirits who can in turn bring them to life, have them animate the objects and represent them in adjacent spiritual realms. This investment takes a similar form to bacteria or primordial ooze for those capable of sensing spiritual bodies, emanating from you to encompass and animate what it touches. Even a mortal man could bring a whole house to life as an ecosystem with this, and greater spiritual beings can wield correspondingly greater influence. With time and age or uplifting particularly significant targets, powerful magical beasts like the Phoenix can be spawned in this manner. Spirits created in this manner are instinctively loyal to you, recognising their creator and progenitor.

225. An Adventure Into Your Kidneys (400 CP): There is a great yearning in the True Gods for certain normally impossible feats of exploration, for some of the most marvellous and wondrous mystical realms are actually parts of their internal physiology. You're something of an expert on both unconventional travel and salvage. With a bit of focus and will, you can inexplicably fold your entire body in such a way that you can explore your heart, dance across your blood cells or even slide through your digestive tract with your normal range of motion. This isn't miniaturisation so much as a sort of miraculous dislocation of your proportions and body; if you were a True God, your Wanderer trait could effectively "punch up" a few levels above what

it's normally capable of in this specific regard. In turn your organs, bones and general internal physiology become magically lush and diverse kingdoms and environments when visited in this manner-a kind of spirit realm overlapping their literal traits for normal humans, a natural facet of their being for True Gods and perhaps something more allegorical or metaphorical for Excrucians and Angels. The treasures, allies and environments within are valuable enough that even a mortal man could potentially discover a sword that grants magical blasting powers proportionate to his self-respect which only he can withdraw from the great stone on the island that is his heart, raise an army of superhuman soldiers from his white blood cells and learn magical spells by meditating in his ribcage. Such valuables scale upwards with spiritual might, such that a True God would be a mighty reserve of wonders indeed.

226. Out On A Limb (600 CP): Perhaps the most fundamental divine attribute of the True Gods is that which enables them to generates limbs or other physical features with persistent divine abilities. Tattoos, horns, even wholly different beings can serve as "limbs" in a pinch, with all the spontaneity and flexibility of a slime mould navigating through a series of narrow crevices. You have taken this divine power significantly further, perhaps as an evolutionary leap from the True Gods' extant talent. Any power you know can be used to generate additional limbs, which like the staff of a powerful wizard serve to focus and ground the powers in exchange for amplifying and concentrating them, or creating more far-ranging abilities. Anything, anything can generate some sort of "limb". Oceanic manipulation can create either one great sky-rending limb, or many. Fate-bending powers may create a third eye tattoo that broadcasts visions of the future or even partially recreates it in the present for a non-miraculous prophetic ability. Temporal manipulation could create limbs made of fluctuating tachyon pulses that can precisely grab things from alternate timelines. Your aptitude for generating limbs is greatly enhanced too; even a normal human could sprout 20 extra and suffer no loss to their balance. It is this adaptability and focus that enabled the True Gods to become the dominant divinities of Earth.

227. Arboreal Bonds (200 CP): Aaron's Serpents wake the world to life with their presence, so it stands to reason their love of the trees often takes tangible form wherever they go. With this, even when not actually sapient trees instinctively act to benefit you within its physically possible range of motion, sometimes with supernatural feats of synchronicity or growth. Vines may part to reveal hidden paths you may shelter from your pursuers, ripe fruit drop near you when you're hungry or the wind blowing through trees sharing interesting things they have heard. Sapient entities associated with trees find you instinctively likeable and trustworthy. In a pinch, roots or dropping branches may distract your pursuers. And should you actually go out of your way to befriend trees or tree-affiliated beings as you would a human being, the magic of your bond may bring them to life as a loyal friend and defender, and reshape wood into complex configurations with the strength of your friendship. You could raise forests into armies or build a great fortress from entwined saplings with this except...this power isn't inherently geared for such feats of weaponization, so much as simply enjoy life with your new woody friends.

228. Come Along With Me (400 CP): There's so much wonder in Creation, and so little time to show it all to everyone. It would be nice if we could just all get along and enjoy life while it's there for the living. You've become a herald of that sort of peace, your very presence spreading a mood of contentment and emotional wellbeing wherever you pass. Even in a busy city like Hong Kong, your presence could rekindle a joy for simple living and an interest in the wonders of the natural world. Conflicts de-escalate, anxieties diminish and in a pinch sworn enemies may consider reconciliation while calling a truce if you do so much as actively try to mediate between them. But that's not all there is to you. You are greatly blessed when you attempt to take those you've met on a journey to visit some natural wonder or other, miraculous events happening to make the journey enjoyable, edifying and relaxing for those involved while bypassing logical reasons for those coming along for the ride to be deleteriously affected by mundane environmental conditions and resist miraculous ones, able to take people on a journey under the ocean or to the sun and back with little more than windswept hair to show for the trip. What's the point of all this cool stuff if you can't enjoy it with anyone?

229. Branching Paths (600 CP): The World Ash is both home and parent to the Aaron's Serpents, providing both shelter and endless adventure. They call their homeland Serpenthane: A hollow in the Ash filled with wood- magic and rich with the nourishing sap of the Ash. At its centre is the Mosaic, a tiled walk with wandering colors that when walked once finds the answerto the deepest question of your heart, walked twice discovers the mortality of your heart's most treasured possession and walked thrice drives the walker quite, quite mad. It appears the World Ash has taken quite a liking to you-and wishes to grow alongside your journey, keeping you company. In future worlds you'll find the tips of its branches and woody reaches extending into a kind of spiritual otherworld, connecting to adjacent realms of existence and otherworldly dimensions where such things are present and simply forming a vast, sprawling ecology that leads to no world in particular yet may as well be a world unto itself. Nearly endless and certainly rather bizarre in dimensions, there's new wonders to discover every day even for beings as vast as the Serpents themselves. And both here and in your future journeys, the World Ash will be most helpful as a friend-or perhaps, parent-who can advise you down interesting paths, discuss it's long knowledge of the Valde Bellum, wield it's tremendous divine power in your defence against other interlopers or simply talk to you about life. You might not be near enough to reach Serpenthane again, but your new friend could definitely make you a cosy equivalent to rest in, and perhaps some friendly Serpents to keep you company.

230. Define Me Not (200 CP): Do not stare into the Not! Do not taint Ninuan with your perception! These would be the signs hung up on the Void's boundaries if such things existed as a formality. You are the envy of Ninuan, because some aspect of the Void touching your nature has given you invisibility. More specifically, you can at will toggle on and off a kind of haze made of Ninuan's substance around yourself-

which the mortal eye rebels to stare at. Forget about going unseen-smell, hearing, all the natural senses rebel to see something that doesn't belong in the world. You could stroll through a crowd stabbing people, and while those around you would still recoil in horror to them it would seem the stab wounds are appearing out of nowhere. Even most electronic sensors and some non-miraculous forms of magic or psionics can miss your presence. So strong is this haze that even Nobles would struggle to spot you at a casual glance-though they could, with enough effort. And while this is little more than a parlour trick for those born of Creation, to the Ninuan- born it is a great blessing to avoid being shaped by the fire that is perception.

231. Timeless Symmetry (400 CP): Nothing exists in the Not. However, they do not exist in a very specific way, emanating and echoing out their natures in ways that cause everything around them to correlate to them in accordance with what they mean in a kind of ambient, acausal stew. And while most of this is lost when they enter into Creation's strictures, you at least have retained something of that boundless ur-infinity. Your actions, words and very existence have become unhinged in time, and you may act and respond outside of causality. Finish drinking your milk before it has been poured, escape your death after being executed, study up on books you won't read until a few hours later-these are all readily available to you, as your (non-)existence resounds to the endless beat of Ninuan's timeless symmetry rather than linear time. Effects that try to enforce temporal regression upon you are greatly resisted, as are effects that consist of purely manipulating time targeted on your direct existence (as opposed to time-warping the rest of the world, or just pulling a dinosaur out of time to set upon you). Your abilities mainly operate by skipping between the scale of a few days at the start, though practice and struggle can offer great flexibility within that timespan and even apply your temporally unhinged nature to more esoteric abilities with great effect. Through practice and discovery of the Not's lore, you may yet improve.

232. Prescott's Children (600 CP): One upon a time, there was a man called Prescott who was cursed such that everyone he touched turned into the thing they really were-only, the curse was a fair bit stronger than a mortal magic should have been. They became unimaginable, impossible beings: Shapeless shadow-people, dreams that walked, mists of fire, organic air, the living negative space between trees. Or they remained normal but you couldn't touch them-because they were always just too far away. Some had stars burning in their chests. Some were self- renewing but dripped off their surface layers whereverthey walked. One cut anything it looked at. One was always surrounded by a pleasant space, and coincidentally always by spheres. One walked on water and swam in air. One was LESS visible the more light was around her. For they had become creatures of the Not, and in a deep and spiritual sense realised that they had always been such. Because the essence, the thing like life but yet was not of the Not was death, the capacity for death that lay within every living being, and what Prescott's touch really did was bring forth the shapes of those deaths. You

now have Prescott's touch, and can bring forth people's deaths with a touch-a result that's mostly lethal in this world, and may have unpredictable metaphysical results in others. They may or may not be as unusual, depending on the nature of death and how it acts when given a shape. In most cases the death learns how to be a person from the life they took and the world around them, and how they act reflects mostly on those two factors. This is a highly destructive power, comparable to a limited form of destruction wielded with Wyrd with high efficacy against living beings-though miraculous beings such as Nobles are highly resistant to it. And because you bought this power rather than being cursed with it, not only can you control the touch instead of being some sort of deadly Midas but with study and practice you may eventually be able to bring forth the shapes of death without actually killing the person you touch. Who knows what that would do to the living person?

233. Emanations and Consequences (200 CP): In the cosmology theorised by the Zu, the use of certain supernatural powers can sometimes be an emanation sent by a higher being that risks subsuming you if relied upon too much. Their powers over Distraction can sometimes be the influence of Distraction Evil. Their miracles of Empathy may be a gift from Oneness Woman, channelled by a beam of compassion energy. Whether or not this is actually true to the wider cosmology of the world, you've developed a countermeasure. Through meditation and ritual kata- like combat, you can shuck off the side effects of corruptive energies, eldritch influences, costs imposed by a system of divine debt and other external influences trying to stake some sort of claim to your soul. It's like drawing poison from a wound; you can get better at it with practice, but more malign and deadlier energies will always be harder to quell. Still, wouldn't it be nice to see that look on a Fallen Angel's face when you reveal to him you flexed your way out of his contract for your soul?

234. Enlighten the World (400 CP): Something quite interesting happened to one of the Blessed Kingdoms, the wondrous realms that orbit the Heavens of Ultimate Kung Fu from which the Zu derive the styles of combat which grant them miraculous power and transcendence. The land called Independent Existence Enlightenment World was once a kingdom on Earth, until the great Sidu All-Embracing Prince achieved the enlightenment for which it was named. Seeing that everyone is part of a single universal principle, the kingdom conceived itself as part of a single whole. The mountains and the snow upon them, the living things and the people among them all became one entity-and rose into the sky between worlds as one of the blessed kingdoms, where everything lived in harmony. And like All-Embracing Prince, by spreading enlightenment you too can elevate lands on the scale of kingdoms into the sky between worlds-a kind of subspace holy to the Zu somewhat adjacent to the system of karmic reincarnation. The enlightenment of All-Embracing Prince was exceptional enough for him to be counted among the Zu; it would be much more practical to spread most forms of enlightenment equitably among a majority of the populace for them to receive the spiritual intensity enough to elevate their kingdom

into the sky between worlds. Different types of enlightenment may reshape the world in various ways, but in all cases some form of supernatural improvement and significant increase to living quality and happiness always follows. Safe, secure and spiritually sensitive, while those who truly have the potential to become Zu would likely remain rare for most kingdoms the potential for at least a handful in a generation to emerge would remain.

235. Death or Transcendence (600 CP): Here's the thing about the Ultimate Kung Fu Master: The Zu don't actually worship him, though his Vision Eye cuts through all the illusions of the world. He's too strong! If you're not strong enough to fight someone and test their style, how can you possibly decide whether their philosophy is ultimately right or wrong? There's also the fact that if he wins, whatever that means, he'll destroy the world and replace it with something better-and that certain miracles of the Zu can push forth their own sanctification, transforming them into an avatar for a higher power beyond human reckoning. Perhaps you want this, though. Perhaps fate is not a yoke to those who are not afraid of it. Effects that result in apotheosis or the attainment of divinity are enhanced tenfold for you, becoming much more powerful for much less effort yet also safer and more open to modification or improvement. You're a natural filter and amplifier for divine energies of all kinds, merging and refining them as easily as you master your own body-even sacrificing the growth from one to accelerate another's transformative effects on you if you please, if you decide for example that you ultimately have more in common with Hell than Heaven. Your free will and identity are also anchored, such that come what may your sense of selfhood will be greatly inured against any transcendental changes to perspective that come as a result of apotheosis. Never forget that the Zu started their fight to protect others around them, not merely replace the monsters that toy with human lives.

236. An Arbitrary Number of Silly Hats and Sassy Outfits (100 CP): You'd expect an army fighting back against horrific monsters from beyond reality's veil to be constantly well-armoured or dressed in plainclothes. Well, you'd expect wrongly then because every Noble, Excrucian and Imperator (those sized to be able to wear clothes, at least) seems to have any number of ridiculously flamboyant, frequently Victorian-seeming, outfits for every occasion. Well, when in Rome and all that, because now so do you. A massive wardrobe full of coats, hats, scarves, boots, capes, gloves,rings, necklaces, caps, vests, stockings, trousers, skirts, cloaks and just about everything else you could ever want that seems to be significantly bigger on the inside, going on and on almost indefinitely, is now yours. It may or may not be attached to your Warehouse at your discretion, but here's an interesting discovery: Wherever they are, you can pull them out of just behind you, under some long clothes or out of nowhere in a pinch-and putting them on seems to take far quicker than it should.

237. The Loathsome Lacuna (200 CP): There are places in the world where reality is-not quite gone, but sort of stretched thin and no longer absolute. Where attention is not reflexive, the world is not defined and things become ambiguous. Think of a magically tangible lucid dream on the scale of a large forest, where trees sort of pop into existence as you see further into the forest and thinking strongly about finding berries may lead you to a berry bush no matter which direction you walk in, just...dream-like and difficult to pin down. Such places are despicable to the Excrucians because they are kind of a diluted void, bereft of any merit or worth Creation may have in exchange for being a pale imitation of the Not-because lacunae are BAD at being unreal, in the sense that they DO actually EXIST.

Perhaps that's why none of them seem to mind you collecting this one? Despite the forest analogy, it can resemble any naturally occurring environment on Earth gone all dream-like. It's phenomena act always in your benefit, as if the place dreams of you as its rightful owner. A large faerie court-altered or divergent humans with a flair for attention-pays homage to you. They will happily teach you their native faery magic, a useful though non-miraculous technique: The art of unfixing truth, painting dream, uncertainty and sophistry onto the surface of the world to propose certain alternate facts to existence-which if done well, lie so effectively they become true. Gathering gossamer (a tangible form of uncertainty) is required to properly unfix the world outside the Lacuna, from ambiguous moments or fields and fluxes in lacunae, waylets, certain Chancels and Ninuan proper. And beyond, the unhinging of reality offers many uses for Powers, Imperial descendants and Excrucians who can warp the lacuna to their own ends which require conditions divergent from normal reality and more attuned to subjective will and observation. Angels find such a location particularly valuable, as their gift for magic is paramount within Creation.

238. The Flute That Answers Defilement (400 CP): One K.C. Danine once aspired to create an answer to the defilers of the world, all the forces that sought to corrupt or despoil within it. It took Danine ten years to learn the alchemist's art, and ten more months to prove the method, ten weeks to finish its construction, seven days to polish it and three days to test it with silence, measure and mathematic to verify it could not harm the innocent. The result was a wooden flute, inlaid with gold. It's sound would crush the very hearts of those who sought to corrupt the world. You now have one such flute, yourself. It works as advertised. The powers of Hell and Excrucians alike quell from its power, causing them pain both emotional and physical until their hearts are crushed-though be wary that there are many who can resist such music, or endure without a heart. Be also wary that for one reason or another, those of the Dark are unaffected by the flute and regard it merely with vague appreciation. Perhaps they simply like the tune. Be assured that any potentially underlying flaw that may cause the flute to doom it's player has been excised, though it may yet inflict great harm on humans whose lives contribute strongly to defilement. Should you wish, you may acquire a similar musical instrument of destruction. Or import a musical instrument of your own to serve this role.

239. The Fiddle of Destiny (600 CP): It is folly to think that a fiddle could catch Cneph the Creator. That he who shaped Creation from the Void could be trapped in a sound box and some strings. Such a fiddle, if it existed, could be of virtually any mundane make-from a glorious thing all brass metalwork and polish, to a weathered old thing that looks like it has seen a hundred hard summers and perhaps has the initials "J.C." scratched onto it somewhere discrete.

And yet, lo and behold! You now own one such fiddle! Hurray!

...there's probably a sensible explanation for this. Perhaps you found and tamed a fiddle that already had Cneph lurking in it, for some reason? Perhaps you own a fiddle that Cneph soon decides he WANTS to pour his spirit into for mysterious reasons?

It is a fiddle of great power transcending creation and destruction. You see, even if you were to merely hold it this is a fiddle of destiny that'll lead you to the forefront of the Valde Bellum-guiding you past obstacles, inconveniences and distractions of all kinds with a sort of synchronistic harmony with all Creation-and a confrontation at the central point of Heaven with the greatest Excrucians in the war? Does this sound terrifying? Consider that this fiddle guarantees you will, at a time convenient to your preparation and fortunes, have a chance to deal a mighty blow to the Excrucian host-perhaps one sufficient to end the war once and for all. Needless to say in future worlds this fiddle will be your guide to becoming the fulcrum of the greatest conflicts within them- unless of course, you wish otherwise and simply pack it away somewhere safe and go about your business with less terrifyingly powerful God- haunted instruments. And though it costs great miraculous energy, and preferably great mastery of Flore even for the Nobilis, when you play it you could reshape the destiny of the world with the almighty power of Cneph himself. A power at least commensurate with an Imperial Miracle. Ah, just do be careful with it won't you? It is made to be an instrument after all, not a weapon of war. It could probably take a few hits from a group of Nobles, but one good hit from an Imperator might shatter the whole thing, releasing the spirit of Cneph to unpredictable results. Though you are guaranteed this at least: Within a week, in a cataclysmic eruption of pure creation, your fiddle shall be returned to your side. Cneph's spirit still safely stowed within.

240. The Sour Apple Mash Distillery (100 CP): Fallen, fallen is Eden the great. The tree that taught the first humans mortality has sickened in the seven thousand years since the first Dark Magister took form, and its seeds can give both life and death when consumed carelessly. Its juice leaves dark stains upon one's teeth and lips that even a Noble may have difficulty cleaning, and drives lesser lifeforms utterly mad with wisdom. Bold of you, then, to have somehow obtained a copy of that very tree, the equipment used by Malique Ristana to brew from it and the instructions on how to both create the sour apple mash that gifts the imbiber with forgotten truths and continue caring for the tree. Should you wish, this item may take the form of a Warehouse attachment. When the sickly tree produces enough fruit for another batch, a fairly difficult Alchemy process permits you to make enough elixir of revelations to

intoxicate 15-20 Nobles of human stature. The secrets locked within are not demonic intonations or forbidden spells per se-rather, they are matters of perception and comprehension, akin to the lores of self-destruction and self-preservation that Adam and Eve respectively learned. Drinkers dwell for a time at the Palace of Summer Nights, its walls scribed with the names of Angels. Then the Citadel of Winter Storms, its black stone full of star-like glints. Then the Catacombs of War in Autumn, where no light has ever been seen. And finally, the Sanctuary of Spring forgotten, where the air echoes with the sound of the world's creation. In short, the mash's intense visions grant miscellaneous and almost- random insights into hidden mysteries granted by a higher perception of reality-akin to that of an Imperator's inhuman perception. So powerful is it that Nobles can be severely unbalanced for weeks or months thereafter to the point of being unable to wield Aspect for sensory or mental feats, and random flashes of vision may haunt them for the next decade with potentially seconds-to-minutes long paralytic effects-albeit generally being more beneficial than damaging. Fortunately, you also have a large sack full of the World Ash's bark flakes that replenishes each week to cleanse yourself fully if the experience proves too disturbing.

241. A Social Conception of Wealth (200 CP): Objects of mundane value generally hold no interest to the Nobilis. Any Noble can make a million dollars without effort (albeit with some creativity in the case of certain overspecialized individuals), and claiming a billion dollars requires only a little work. Certain artifacts, however, obtain social import when they attain meaningful histories-and are formally recognised by Nobles who impart some of their own social status to it, often coming with a unique name of their own. Such artifacts can include everything from Michelangelo's paintbrush, the crown of thorns worn by Jesus, the hand of a demon-slaying hero or even the blueprints for the first atom bomb- and are formally called vagyu'a. As mentioned before, there is something miraculous in the underlying system of social credit between the Nobilis itself, which permits the greatest of such artifacts to become radiant possessions which can gain subtle and low-key, usually emotion-based inherent powers that are yet truly miraculous. This allows the emerald Irish Charm to make her owner sympathetic to those around her while the motorcycle Qarshi crafts a Dim Warding around the Noble that most often rides him, and if made into a res all Powers bound to the radiant possession gain such benefits. These items aren't so crassly treated as to be bought or sold of course-rather, at ceremonies befitting a creed of their choice the Nobles exchange them for each other, for other valuable things, or for the most valuable things of all in Noble society: Services and promises. As wealth objects these items normally have a causal tendency to wander, and yet for some reason they seem to wander most often to this humble and out of the way antique store to own. No larger than a walk- in closet, the shelves and display cases within denote you as truly wealthy among the Nobilis. And while most are regular vagyu'a, perhaps one in ten is a true radiant possession of note. You may repurchase this item, at a discount if relevant, to double the space of your trove with each purchase.

242. Fierabas (400 CP): The Navigators' Tribe have committed what may be their ultimate achievement, or their greatest folly, only in part. It is a half-completed train

called Fierabas, coiled around the planet Saturn. When they complete the train, they believe, it will gain the power to take them out through the gaps in the Weirding Wall and up to the superior plane of the stars. Whether or not this is true, you've come into possession of a completed version of the train that lives up to the society's stated goals. This wondrous feat of Noble engineering can access even the highest realm of existence with supreme dexterity and speed, it's winding coils and motion seeming more a psychedelic break for reality that imposes the idea of magical, spontaneously rail- generating travel over the logistic obstacles of a great train that can coil around Saturn twice again. The journey to the stars should take roughly as long, to the subjective estimation of the Noble passengers within, a little under half a day. With such miraculous power invested in travel, it goes without saying that such a train could visit virtually anywhere else not protected by greater measures than the Weirding Wall-though a massive train taking up much of the local scenery may draw quite a bit of attention.

243. Yin-Feng (600 CP): Weaving at the Loom named Yin-Feng has many desirable effects. It's potency has compared well against the Excrucians, it's shuttle a fine weapon even against the Abhorrent Weapon Rivalry (that is also called Caligorant) and even able to come away the victory. The Loom itself produces no fabric save destiny, great fates and life-changing events alike spun with the same effort as a woman would weave a tapestry from a normal loom. Yet even Nobles rarely sit to weave from this loom, for those who use its powers for too long turn to molten silver and trickle away. Perhaps that's why everyone seems willing to let you have this perfect copy of the device? It's certainly a mighty weapon indeed, the shuttle alone having such power over destiny as to clash against the Excrucians yet serving merely as an amplifier for the Loom's main purpose. Should you wish, you may purchase another instrument of arts and crafts similarly endowed with profound creative power and baneful mighty against the Excrucians or import an existing weapon into the Loom's role. Just remember, even if not trickling away to molten silver there's always a cost to such weapons-one great enough for the Powers themselves to be wary of it.

244. A Hunter's Stable (100 CP): Human myth has sometimes associated the destroyers of the world with equestrianism, and this odd Excrucian tradition is supported by the following facility. In a stable that may become a Warehouse addition if you wish that only seems to exist for you, personally, when you close your eyes, think about hay and apples, and then walk like a cowboy around the nearest corner you last saw. When you open them you'll find yourself on a ranch that isn't a ranch, equipped with a stable that technically doesn't exist in that highly specific fashion that the Excrucians don't but still permits them to otherwise interact with the world as if they did, in which herds of Excrucian horses dwell happily. Most are white as the proverbial horse of Death himself. Some are bloated green, yet are as healthy as their fellow animals. Others are dead, both in corpse (yet, oddly decay free-as if their flesh kills parasites) and skeleton forms. All of them are affectionate towards you, happy to be ridden and as sleek and fast as any of the Excrucians' steeds: Bearing you swiftly across Ninuan, skillfully navigating the Weirding Wall or even the gates of Heaven

should you dare such an assault and racing through every level of Creation with supernatural speed and grace. The stable also has some black bows and quivers full of black arrows, that are of mundane make (other than technically being sculpted from the Not) but always oddly chilly to the touch. Perhaps someone is giving you a nudge about what you should be focusing your efforts on?

245. A Waylet of Your Own (200 CP): Ah! This is a comforting place indeed, for one of your persuasion. You see, there are parts of the Void that the world has captured-sealed itself around, perhaps two hundred thousand on Earth somewhere in total. It can be any size between half a continent to no larger than a house in breadth, without. Within, it can be anything from a mountain range to a glade to a labyrinth of abandoned halls to an archipelago on a stormy see. Such boundaries and definitions are abstract; their identification with the Not makes them fundamentally ambiguous, and often perilous to those born of Creation for being quite literally pure oblivion for most intents and purposes. However, to the Excrucians they are priceless treasures. Safety and home in one, the natural powers of the Void-the dreaming magics and nonexistent ecology of lifeforms and anti-phenomena, all live abundantly in a fashion most never see. Even though in many respects you quite literally own nothing, even though should you wish these places may be somewhat dangerous even to Excrucians, all waylets refresh the spirit and mind of an Excrucian like a hot spring, sauna and massage treatment together soothes a human on top of offering various potential metaphysical resources aligned with their metaphorical nature. And having established a sort of bond with one through your purchase here, you'll ensure this one is easy to find and welcoming and inclined by circumstance and fate to be a source of solace and welcome in your life- and truly metaphysically belonging to you, for all mystical purposes. All such effects registered as twists of fate that may be considered a geas. This item may be repurchased, if you would like to own more than one waylet or fuse two or more together into an unusually big one.

246. An Abhorrent Arsenal (400 CP): You have surely heard much about the Abhorrent Weapons by now-how they bear death's furious divine wrath with a mere brush to all but their wielder, how wielded rightly they can cut down even Angels and how they are both glorious living thing and deadly weapon. What you may not have heard are how terrible yet glorious in form most of them are, as the Excrucians themselves are. Many have additional powers alongside their capacity to bring an end to the eternal, and here you may either purchase a doppelganger of one of the canon Abhorrent Weapons or invent a new one approximating the following examples. This item may be repurchased.

- Monstrous, which is named Colbrand is a divine torch, allegedly a perversion of "the proof that Creation is worthwhile". Aunigild who named it claims to have found it in a dung heap outside the world, while scholars from Creation claim it was traded or sacrificed long ago to keep the void at bay for a time. Perhaps this is false, the story comes from a very blurred divination. Even now it is solid gold and richly decorated with jewels, it's flame cheery and bountiful.

- Outrage, which is named Typhon, is a golden whip that may be a gigantic gold-scaled snake in dreams. It was stolen from a land the Excrucian Host defeated, and despite its fiendishly sharp edge was used to strangle unsuccessful claimants to a throne.

- Horror, which is named Eurytos, is a lance-glaive of shifting spines and mucilaginous poisons. It was beautiful once, then the Excrucians claimed and twisted it, and used it to kill its maker. Now it is filled with self-hate and tragic murder.

- Abomination, which is named Blunderbore, is the lingering essence of a place that relented and killed itself rather than oppose the Excrucians. So horrified by the drain of life brought by the Excrucians was this world, that it committed suicide down to its very concepts rather than continue to exist in the same continuum as the Void. A Strategist that loved it for this forged its ash into this crystal mace.

- Hatred, which is named Malambruno, corrupted the Angel that claimed it and turned him traitor to the world. It resembles four halberd heads attached into a wheel that can be worn on the back, that may or may not be detachable in combat.

- Atrocity, which is named Briareos is a great black sword that the Excrucians slew Heaven's gatekeeper with at the start of the Age of Pain. It embodies a declaration of war against all that Is. Grimly, it was brutal even before the Excrucians invaded; in the Not it had passed through more than a hundred wielders' hands-antiheroes, fearsome bandies, tragic figures and tyrants by the Void's standard, and made each great before bringing them to awful ends.

- Loathing, called Gyges, is simply a vaguely Asian character. It is impossible for any Power to approach this weapon, and Imperators who can do better are far and few between. It's radiance simply drives away all that serves Creation.

- Ritho, whose Creation-mocking name is not known, is wielded by Coriander Hasp the Deceiver. It's bullets are incendiary charges that set the target afire, and anything those bullets hit will keep burning until the target dies no matter what. Pity then, that Coriander is fond of telling his victims' corpses that "it was not so" for further torment to his own ends, not least the continued experience of being on fire. It is also the only rifle ever numbered among the Abhorrent Weapons, thus far at least.

247. The Cintamani (600 CP): Once upon a time, so the story goes, a giant of the old blood called Harald had great strength of dreams. He dreamt TRUE things. He knew great magic of them. And the greatest among them: A stone that burnt red and black and orange in the darkness, a stone he knew the answers to all of the sorrows of the world. In many ways, it was the notion of everything the world was missing, that needed completion by the Void. In another, perhaps metaphorical, sense, the stone was the Void itself crushed down into a small handheld rock.

You now hold this rock.

And the world is right.

Because there is a rock.

Alone, it is a thing of wonder. It makes things right. It purifies and perfects, to an unknown standard. It justifies people. With this you could weave a gateway into the Void be it a portal or a pathway or some sort, and as the Not sings like a beaten drum it emanates a kind of existential buffeting wind, one that even Excrucians or their greatest creations would be direly tested by, rendered vulnerable and quell at, and this is both hazard and price for trespassing on the boundaries of sacred things.

Everything, everything the Void could potentially have to proffer is notionally reachable from here. If you somehow fused it with another living being, they would become something glorious unto an Excrucian, though prone to apathy from self-justification that would then become the fundamental reason why the world is now right.

However.

If you can wield the jewel of heart's desiring better than foolish, heartbroken children and a hollow man who knew not the emptiness of his own heart, if you are willing to sacrifices great efforts of miraculous energy that may cost even Excrucians rich in Flore dearly, then you too may wield a kind of Imperial Miracle to make answer to all that ails the world. Remember only that where the touch of Cneph's power creates, the Not annihilates. It is no less wondrous, or progenitive. It is simply the way of unbeing to reject the blasphemy against itself called Creation. Indeed, you may see little difference. After all, who said you can't unmake a vacuum or mass extinction?

Oh, and please try not to drop it. Well, it could probably survive a drop. Try not to attack it with a mighty blow by the standards of even fledgling Excrucians then. It is a relatively fragile jewel. The Void PROBABLY won't break if you do so, but you'll definitely lose access to the Cintamani for a week. Then you'll dream of it, and find it in the palm of your hand once again. Your lack of a palm or a hand at the time is not an obstacle.

248. A Menagerie of Minions (100 CP): Lord Entropy has three principle orders of servants, at least before he actually makes an effort or otherwise gets creative. He has the ogres, which he moulded from dead trees, rocks and corpses- but only truly birthed them from the sensation of ripped, torn flesh. Among them are all the forms of ogres from human myth, and in temperament and action they embody the very idea of one's body being treated as meat and torn apart. Reeking, childlike brutes for the most part, they're able to smell their targets wherever they hide and can walk many miles without exhausting. Most alarmingly they retain a miraculous ability from Monstrous: The power to always be stronger and able to overpower whatever they get their hands on. In both areas they also exhibit very low levels of Aspect as well, a crude and brutal form of miraculous strength. And most terrible of all are the fifteen or sixteen ogres who live long enough, like Hugh Rosewood, to develop adult-like sensibilities and a sociopathic genius coupled with the traditional slavish loyalty to their maker. And while technically not irredeemable, for the most part, it should be understood that an

ogre redeemed is fundamentally not an ogre but...something else, now lumpen and crude and brutish but without even their lackadaisical oneness with violence. He has the nimblejacks, grey skulking things with long, spindly arms and fingers, and imp-like forms. Descended from an incarnation of consequence and the corruption of Hell, after their caretaker the Fallen Angel Achaia died Lord Entropy bred them with each other and humans for millennia to give them skin tough as stone and nails like spikes of granite. More living creature than consequences, they can still bewitch others to be unable to let go of the promises they've made for them, to make your word your obsession and to fulfil whatever agreements with them you make-all enforced as if through Persona at very low levels. They are far more skilled in Aspect in several narrow areas: They are always fast enough to catch someone without miraculous assistance, to the extent of having a Gift that requires no miraculous energy which permits them to move and react with lightning quickness in general. Ugly, twisted and small at an intrinsic level, if they give themselves over to love, beauty or justice they explode and a fire surges from where their heart should be towards Heaven. Finally, he has human servitors. He has the Cammora of course, and he has feral, animalistic humans in the savage gardens of his palace where they are trained to hunt even horrors. So used to desecration, destruction and scorn are they that they are disorientated on the Prosaic Earth- though still quite good at infiltrating it. They are called the Domicelli, those favoured by Lord Entropy, and when he is whimsical he lets them hunt even Powers in his realm. Like him, you too have two entire species of supernatural servitors with similar abilities plus a group of human ones-subdivided into a group as expansive and influential as the Cammora, and a group as selectively groomed as the Domicelli. Whether you created or adopted them, to them you are their very reason for living whether in fear or true devotion. You may repurchase this item, at half price where a discount is applied, if you wish to gain another such set of servants.

249. The Chancel That Wasn't There Yesterday (200 CP): That killing spree of a hundred humans must have been worth it. Well, what worth can you put on a veritable living world? To call a Chancel a pocket dimension is an understatement-it represents a significant investment of miraculous power, blossoming out in an expression of the Imperator it represents' Estates. Many literally follow the naming convention Locus (Imperator's name) as a result. They can be as small as a university to as vast as Canada and much often much vaster on the inside, operating on strange physics and frequently populated by civilisations and ecosystems who merely by existing pay homage to the Imperator's way of being. And by some miracle, you now own one such Chancel without having to pay a cost in lives. Even if you are a Noble, the Chancel manifests itself from your singular Estate. As an Excrucian it may comprise the closest thing you have to an Estate, such as your infection or test towards the world, though sadly despite its devotion it remains wholly a thing of Creation. Finally as a Drop-In, choose an underlying and profound experience you have undergone. The Chancel will embody it. To list the individual traits and resources of Chancels would be an exercise in futility; instead below are presented some examples with which to define your corner of Creation:

- If you override the elevator to the Eastman Insurance building, it will take you to Camelot-the marvellous Summer Kingdom in the sky that embodies chivalry itself. Great archipelagos of floating islands orbit one another while paths of rock connect them. Knights engage in duels of chivalry for the sake of their castles and fair maidens, while monsters lurk just out of sight. The Powers of Camelot are regarded its kings and queens, celebrated in contests of honor and courtly love, and only opposed by the wicked "King" Lot and his black knights. Lot is defeated and slain every year on midwinter's eve to refresh the lifespan on the sun.

- Locus Hazael, home to the Angel of Disorder, Insanity and Time, is a wild place. A whole world in miniature, the Twirling Mountains (that celebrate DNA, or possibly the Maypole Dance) is a landmark to eccentric thought and deed. Here is where the a'morontholog ophorus, a beast whose hair given to marriage makes them young and beautiful forever, can be found. Besides millions of tiny people found just about anywhere, Hazael's chief guardians are Krakens: Beasts whose shells serve as continents and spin out more than a thousand mile-long, wire-thin tentacles. When he sees destroyers of beauty in the chancel, Hazael has them grasp and drag them into the Great Foot-Deep Sea where the offending Power or Excrucian is forced to drown in a foot of water.

- Locus Sakhrat lives in the world of the mind, taking the form of a massive series of harbours floating above the metaphorical sea of the collective unconsciousness. Skiffs launched from its docks harvest jewels from the minds of geniuses and grows rice on the psyches of the gentle. Diving below its waves permits visitors to tear through the veil between mind and body to materialize near any human living. Entering the chancel from any human presence always deposits the visitor in the Labyrinth of Courtly Love. It's culture is austere and meditative, and it's inhabitants can move through the paperwork of its massive bureaucracy like birds through air unless actively opposed by another trained bureaucrat.

- Locus Parasiel, also called Mitrophorous, is both home and prison to the Hundred-Handed Angel for which it is named. Once, he tried to erase the records of Heaven in order to erase history with it, attempting to destroy Lucifer before the Rebellion. It didn't work. The thousand chains that snake through the chancel move at their own whim and will, weakening his will and strength, though he can still command them to bind a Noble or Imperator and little short of an Abhorrent Weapon or Imperial Miracle can free one from them. Parasiel has divided his Chancel into human-spawning fields which grant their crops unique properties: The scholars of the Shrivelled Page Field intuitively understand the workings of non-miraculous magic. The Field of Hollow Kings produces humans with great strength and little conscience, while those born in the Field of Easy Eights have a companionable disposition. To cap it all, while Parasiel's experiments with time's structure have sometimes caused his powers to skip a week between footsteps, arrive before they leave or meet themselves at important events it has also shielded the inhabitants from 500 years' loss of human advancement. Hovercars and voice-controlled houses are common as a result, and though physiologically a form of plant life their souls are as human as anyone's.

- Locus Zaanannim is home to the characters and worlds of network television. Currently airing programs are sealed into the Zaan Biospheres to minimize cross-pollination, while worthy characters and elements from cancelled programs are allowed into the Great Walled City of the Chancel proper. Roughly the size of Canada, it's great city divides into drama, comedy and genre quarters. The last, often disproportionately sized to allow starships, cattle herds and pirate ships adequate space to roam. The unruly are driven outside the far walls into the outer darkness, where they merge into insectile, chimeric and amorphous forms. It is the duty of the Power Tiria to guard the walls from these strange beings, while Foramin Blake's is to dissect them when a merged character is unexpectedly needed for a sequel or remake. There is no land route into this realm. One exists and enters using plot holes or a special appeal to one of the Nobles of the place.

- Locus Casluhim is a secret mountain in the Los Angeles hills, designed in the Olympian mould. Airy Grecian architecture dot its slopes, while fire nymphs and musicians wander the peaks. Small villages cluster the mountains base, offering irregular access to the Los Angeles areas around them. And along its flanks shepherd herd sheep and cloud dragons alike. While there are many walking paths into the Locus, the simplest way in is to spot a wandering cloud dragon within three hundred miles of the place, stare until it realises it has been caught, and embarrass it into paralyzing you with a glance then carry you off somewhere on the Chancel's slopes.

- Clegyr is a gigantic manta ray whose flesh his rock that poops gems. It swims in the Earth's crust like a fish swims in water, and the temple-city upon its back moves through stone with equal ease. Many of the human residents were remade into stone-bodied "gnomes" when the place was made a Chancel, their duty to provide for the local Nobles' needs and arrange the gems that Clegyr craps in patterns that make the Angels happy. It's not entirely clear how well this works.

- One of the apartment buildings on 43rd Street belongs to an old lady called Mary Shenk. On every 43rd street, in every city. They all run together somehow, and they're all the home of Mary Shenk. You can exploit this to travel between cities and entire continents, just don't forget to leave a tip for Mary Shenk. This item may be repurchased to have multiple Chancels, possibly on multiple worlds or planes of existence so long as they are in Creation proper. Be advised that many powerful miraculous beings do not make for good neighbours.

250. Seeds of a New World (400 CP): In a time that may or may not come to pass, Lord Entropy may come to the conclusion that the world is well and truly doomed, and come down to an odd little place to found a school capable of cultivating students capable of either becoming or creating a new world. Whether or not you share the same thoughts, you now own an academy equal to Horizon's school in every way. Teachers just...sort of creep out of the woodwork like they've been working there for years, but fall short of a true Imperator in power and acknowledge you as the

undisputed headmaster. Instead of a university it could also be a research centre, military training facility or office building constructed in the Victorian style (but far cleaner) with a large sprawl of charming houses, shops, parks and various minor points of interest spread around it. As their owner too, it might be more accurate to compare you to a mayor more than a principle. As well as being a natural magnet for supernatural beings such as ghosts and vampires, the place has a seemingly lackadaisical and carefree curriculum with an almost built-in pervasive sense of menace-yet paradoxically, accept the overt supernatural facets of it as normal. Time seems to fly between classes, too. The exact prerequisites are unclear and it would surely be more effective on beings that are already Imperators in stature, but somehow it just works, and within a decade or two the school will produce quite a few successful graduates capable of carrying out its mission statement. Whether they've become true Imperators or are merely bound on a very specific destiny which calls for them to venture north until they come to a tree and are obliged to bury themselves alive so it's roots can feast on their nutritious flesh is for you and your faculty to discover.

251. A Little Slice of Heaven (or somewhere else) (600 CP): What could be greater than a chancel? What sets apart places like Heaven or Hell, those places so bright and grand that entire populations of Imperators dwell there? Perhaps it's how fundamental they are to the essential makeup of Creation. Their role as fonts of the substrate that can make or break it, that they define a grand facet of all Creation just short of the World Tree itself. And now, you have become the ruler of one such plane of existence. It is bonded to you as tightly as any Chancel, supporting your efforts with all its considerable cosmic might and holding you as it's absolute metaphysical owner. Being a defining facet of Creation, merely by existing it exerts tremendous miraculous influence over all of it albeit mostly in subtle forms by itself and that it either contains forces that permit it to generate new Imperators or drastically reshape existing ones. In fact, your new home comes with a host of Imperators equal in numbers to the host of Heaven-and while many may have their own inscrutable goals or wills, all acknowledge you as a great monarch among them due to the ownership you exert over your shared home. You have great latitude over defining the parameters of your new home. It could be a whole new Heaven or Hell, with all that entails. It could even be lesser in scope but greater in enormity-such as a new Garden of Eden, in which the divine makeup of humanity can be fully realised, and in a sense already has. You may wish to define its most fundamental metaphysical laws like so:

Properties of Heaven

- Its beauty transforms

- Its beauty demands service

- It is alive, a growing things

- Its grace is given, not taken

- Its grace is given, not earned

- Its touch makes things more like itself

- It is absolute

Properties of Hell

- It fills the mind and senses

- It is always with you

- It is with you the most when you do not realize it is there

- It has no cleanliness to it

- It hurts

- It twists you up

- It sees the worst of you, and can quite possibly see the rest

Properties of the Deep Mythic

- Its locations are ambiguous

- Its boundaries are ambiguous

- It is always devouring itself

- It is always mating with itself

- Its particulars have free will

- Attention partially differentiates a thing from its environment

252. Peregrine Host (200 CP):

Among all the beings of the beyond, there dwell a number of strange beings that made a strong impression on mankind-beings whose name translates to "Peregrinator" or "Wanderer" in their own tongue. Fierce, muscular and coated in thick hide and fur, they became mythically identified with strength, fortitude and wisdom. So deeply entrenched in the world did they become despite entering and leaving it freely, that they gave rise to an Estate: Bears. To this day they continue to wander in through the Weirding Wall and out after passing through the worlds of Creation. Despite the Imperator Jan ben Jan's attempt to reward them with a luxurious city, they simply thanked him but continued pursuing their wanderlust. While normally Powers must learn their language, bribe them with food or provide directions to an interesting place through the strictures of High Summoning to gain their assistance, something about you has marked you as a fellow wanderer. You have learned the ritual to summon the Peregrinators, and when you do so they swiftly come from beyond the world in the dozens, eager to swap tales with a fellow wanderer and inclined to help you out so long as you respect their independently minded travels. To cement your friendship, somehow you've also gained

an endless sack of foods loved by the Peregrinators that will make currying favour them very easy. Each Peregrinator is a living Auctoritas: An incarnation of refusal to bend to miraculous, magical or even physical force. Such is their might that it can be compared to the greatest mastery of Aspect easily, and such as their spiritual intensity that their Flore is similarly mighty, making them enormously threatening in battles with most Powers or even Excrucians. Though they also have the gift called Durant, shaking off much of the harm that can even leave an Impact on them, their greatest innate gift is the ability to annul any miracle they can see used. With friends like these, your enemies better be beary prebeared for an unbearable bear of a battle.

253. One! That's ONE new companion, ah ah ah! (50 CP):

He comes garbed in cape and bowtie, a menacing lord of the undead draped in all his nocturnal glory. Endowed with all the traits of a powerful vampire lord and exceptionally immortal, he has a hunger for numerical notation that far dwarfs his lust for blood. With his tamed thundercloud he is shielded from the terrible light of the sun, while the ounting numbers he has bled into ghoulish minions called the Crimson Curia do his dark bidding without question. The Count begins in blood and defines truth, binding all finite things in his grandiose proclamations. There's just one problem. He can't tell you how to get to Sesame Street. Whether or not you encountered this strangely magnetic chap while trying to physically enter an actual children's television show or not, you've made a new friend who oscillates wildly between amusing claims of fleeing Pope Benedict's Inquisition and being bound to defend Romania in its time of need, and wielding miraculous powers over cardinal numbers and factuality. His skill and passion for counting is exceptional even among the Nobilis, yet despite that his magnificent singing voice is most often used to help children learn their letters and numbers. Also, he's an actual vampire-shaped puppet.

254. The Saint of Hope (50 CP):

He burns at the centre of time and sees the turn of the universe. He's the last of the Time Lords, his alien nature perpetually shining through even while he's on the run in his blue police box. He seems nigh-unkillable by utter contrivance, and has luck to make the Nobilis envious. He has a remarkable talent for sonic-based sciences, an unflappable compassion that stands fast in the worst of times and truly miraculous dharmic influence over hope, perpetually making those around him stronger by inspiring them to greater heights or finding a solution where none seems possible. He goes by the Doctor, and while it's not entirely clear whether his claims can be taken at face value or something weirder is going on he's found himself entangled in your adventures and won't let his technical pacifism stand in the way of helping a friend out. There's a slight flaw in his character that makes him somewhat prone to viciousness when really put between a rock and a hard place, but his essential empathy for the human condition keeps him bouncing back from the brink. Though his physiology verges on the miraculous, his natural suggestion to many immediate threats is to simply run away from them. ...and while by default he appears to bear quite a resemblance to the 10th incarnation of a certain Gallyfreyan (or well, so we all assumed) exile with a suspiciously similar demeanor,

your new friend could resemble to any of those other Doctors instead. Yes, even her if for some reason you have questionable taste.

255. Your New Narrator (50 CP):

Ianthe Falls-Short is the Power of Debate and servant of Parasiel, grown from the Field Two-Faced Jacks and considered the most silver-tongued of them all. She is a slim blonde woman with curly hair, a red beret and an intimidating game master or player for all manner of tabletop activities. A great speaker, storyteller, prosecutor and master of all the verbose arts-and underwent a ritual early on in her career to gain a lesser gift of immaculate perfection that permits her miracles of lower Aspect a limited capacity to succeed as if performed with a much higher rating of the divine attribute, including a talent for ingratiation to make her flawlessness tolerable. Ianthe preserves resolution to violence, and to her words are weapons; you probably met her while in the middle of a rant about what started out as important intrigues in Noble society and ended up being a dedicated roasting of her least favourite game's worst edition, and impressed her with your talent to listen. She prides herself on never having shed a drop of blood in service to her Estate and inquisitorial duties. Only seven dead men and a few mute witnesses would disagree.

256. The Girl Out Of Nothing (50 CP):

Annabelle Zupay is an anomaly even to her Imperator, Sakhrat. One night a century ago, Sakhrat just woke up with four Estates instead of three, Annabelle as its latest Power. Rumours abound all over the place from Annabelle being a temporal anomaly created at Sakhrat's death travelling back in time, to Annabelle being some sort of anti-Excrucian who created her Estate out of thin air. One thing's for sure: She is a master of the art called High Summoning, regularly doing business with the strange creatures of the Not and increasing both respect and suspicion from her peers. An elusive, pale waif with long, dark hair who lives in a gigantic modern artwork castle called the Milliped of Human Striving-a construct with thousands of bridges each of which represents a different path by which human ambition is expressed. Annabelle is a cheery, likeable woman who also happens to see it as a duty to stretch the potential of her Estate as far as possible, to the extent of gaining limited Domain-like control of Science as a Gift. The notion of a gift of inexplicable, arbitrary points made of pure choice would certainly catch her interest in a stranger.

257. Jasmine Apocynum's Story About Encountering The Jumper (100 CP):

The world won't end with a bang or a whimper, but with a cheerful cry of SALUTE! APOCYNUM! At least this has become an increasingly likely notion ever since you encountered this spunky, enthusiastic young Deceiver. In a place that may or may not yet technically exist called Bluebell Park lies a mansion that reflects her heart, where she gathers memories and memorabilia of people whose souls she might wear-and found, to her surprise, one of you she didn't remember putting there, necessitating she track you down to sort out this discrepancy to her story. Despite the story that is Jasmine's principle tool for suffusing reality with the dreamlike incoherence of unreality tending to spontaneously give people's

hearts brass handles or transfiguring and inverting them into monsters whenever Jasmine thinks it would really be the best course of action for them, there's something...good-like about it too. Jasmine herself certainly tries to be "logical, sensible and sane" like the dutiful child she was before becoming a world-destroying herald of oblivion, and grapples with Death at every opportunity. It is foolish to project human sentimentality on any Excrucian but...you can't help but feel like between how conflicted Jasmine herself is on the whole thing and how loyal she is to her friends, that deep down something in the wretched thing she has become still wants to do good.

258. The Lie of Iolithae Septimian Being Your Companion (100 CP):

She is the girl who told the seas they were salt*, strangling all the freshwater fish within and making it so it had always been so. She was the priestess who doubted the world, who read the sacred words inscribed on a stone of great age fished up from the freshwater sea against the orders of the priest she once served. She is the reason why nobody can ascertain whether God exists or not, for though her lies must not be spoken they must also never be forgotten. And now, Iolithae Septimian seems to have spun a new lie: That one day, you met her while overlooking the seaside in a pensive mood, neither of you saying anything as you both watched the wrecked walls of the dynasty she had laid waste to centuries ago, that she turned her head just so to regard you with her inscrutable gaze even as her pale braid blew in the sea wind and her trademark whip danced around her like a viper's tail and she asked you a question. And you gave her an answer. And satisfied, she decided it would be a fine idea to walk with you for a time. Be on guard; even among the Deceiver she is exceptionally strong in Persona and her story can turn vast swathes of events into lies or cast out lies into world-shaking truths. It's quite likely that even if she were somehow sealed and bound, she's the kind of lurking destructive force that would continue to plague a whole family for generations. If words are weapons, Septimian is a nuclear arsenal.

*except for at least one pre-Septimian biome uncovered during exploration of the Mariana Trench during 2011

259. The Magister of the Fourth Age, also Murder and the Infinite (200 CP):

The world seemed to brighten up when you wandered into the world of living urban phenomena, and encountered a man so beautiful as to be a living principle of beauty despite not even being an Imperator of Beauty. He may have had long, flowing locks cascading below his shoulders like flaxen gold spun out of a fairytale. He may have been wearing a top hat with googly eyes, a dashing red apron and white stockings. It's all very distracting, and after apologising for the shock your new friend was quite impressed by how you didn't devolve into a killer or a statistician upon standing in his presence for too long. For Ananda is a relatively gentle soul by Imperator standards, whimsical and hopeful as can be while still being a leading light in the Valde Bellum. The hungry, voracious competition between urban spirits in his chancel Cityback is his favoured craft, for he designs the infrastructure that makes up urban environments of all kinds and employs a group of ombudsmen to ensure the healthy growth and development of human civilisation behind the scenes. Thus far he has endured being the weakest voice on the Council of Four, citing some terrible disaster that will

transpire if he and Lord Entropy are ever directly opposed. The higher perceptions of the Imperators is difficult to explain, but rumour has it even Lord Entropy is as afraid of that disaster as Ananda. He has endured this thus far because the if the Imperators win and the upcoming age Ananda embodies comes to pass then the world will truly, utterly be made right. He can probably endure a little longer. He's quite civil and considerate for someone who mortals tend to die joyfully in the presence of. But he might also benefit from another perspective on whether the status quo really is for the best.

260. Entropy (or Attaris) the 2nd, Magister of Evil Yet To Come, Principal of A School Yet To Be Built, By The Grace of Heaven and the Light (200 CP):

You had a terrible nightmare in which the sun was shot down and Lord Entropy, who wanted to win, was forced to actually do something good to that end. It broke him. He cracked open, bore fruit that took the form of a cheerful twentysomething with inhuman, pale blue hair, a fancy cowl and his trademark blood-dripping hands. You awoke to find that same chap pulled up at your house on his motorbike, explaining that something's gone terribly wrong and asking whether he can crash with you for a while. Oh well. While Entropy the 2nd is still a King of Evil in his own right, he's a much kinder and more considerate King of Evil. The kind who wants to prove that there's something of worth in even the vilest things out there, and turn them to good ends. The blood from his hands is transformative, letting him reshape people, objects and structures alike into his vision of a kind of Nightmare Before Christmas-like conception of evil being this ominous but ultimately well restrained and productive force. He lives on an evil island upon the back of a gigantic soul-eating catfish that seems to fly around the sun and land with little trouble, and goes around helping people in need. Moreso even than Ananda his Estates seem a little hazy; he definitely rules Evil, but that school he keeps talking about wanting to build doesn't seem to exist yet. And he definitely seems to be a very different make of Imperator to what's generally assumed of his father, straddling something between an Angel and the Light. Speaking of heritages, while he speaks fondly of the thousand-armed malevolent yet kind half-devil witch called Attaris Ebrot Appeka, he's anxious about meeting his father. He was both successor and cancer to him, after all. Yet Entropy the First still taught him everything he wanted to, to be the new King of Evil. Does Entropy the 2nd believe there was something redeemable in his father? Did he hate him with every fibre of his being? Did they have an eerily, freakily good relationship that defined his sometimes difficult to reconcile philosophy of making good from evil? All these possibilities are for you to find out. Also, it could well be that Entropy's successor is actually a girl called Attaris the 2nd. Who wears pale robes, much longer hair and a blindfold. Or an ambiguous, genderless being with either name. Dreams can be funny like that.

Thailand Mythology

261. Sunthorn Vohara

The kingdoms of Thailand traditionally appoint a royal poet, which weave stories that are stored in royal archives. They are generally considered to have a high amount of skill at the crafting of words, and while you may not fill such a position yourself, your skills in flowery prose and charismatic oratory would let you live up to such a role. Not merely skill in poetry

of all kinds, but your expertise is quite quick too, letting you speak in verse and rhyme as easily as any other man might speak, well, normally. Various metaphors, similes, and other literary devices to describe the world vividly rise almost unbidden to the forefront of your mind instantly when you gaze upon the world. Lastly, you may choose to listen in poetry. Essentially, you may perceive the world as if it was an epic written by one of the royal poets of this land, complete with long and flowery conversations that perhaps no lesser educated person would be able to keep track of, even if you're just speaking with vulgar peasants. The world might seem more beautiful this way, depending on your taste.

262. Spiritual Genetics -100cp

The supernatural can be quite esoteric around these parts. Children of spirits develop a little... differently. Like them, your seed (or egg, or whatever biological organs you produce children with) has the odd trait of aiding any offspring of yours grow up faster. Significantly faster, really, reaching ten years of physical, mental, and spiritual development in a mere ten months, and reaching puberty and then adulthood appropriately quickly. This refers to otherwise human children, of course. Offspring of other species which develop faster than humans naturally will grow up just that much quicker. This also applies to yourself, should you somehow find yourself being a child. It may or may not be useful, but at least you and your children won't have to put up with puberty for very long.

263. Amphibian Nature -100cp

There are whole kingdoms of merfolk under the waves of the oceans. Their bodies are well adapted to life underwater, and they don't even need to surface to breathe. They don't technically have gills, but there are stranger things in this world than underwater breathing with no biological organs dedicated to such. Now you share this affinity with underwater life, maybe your mother was a mermaid or you have merfolk blood somewhere else in your ancestry. You can swim really well, as easily as you can comport yourself on land, and as mentioned you have no issues breathing underwater. Strangely, your voice also carries as far and as clearly underwater as it would on land. Perhaps there's a smidgen of the magical in the blood of merfolk? With this, you could easily live among the mermen and mermaids of this world's waters even if you aren't one yourself.

264. Flawless -200cp

Some people in this world are shining jewels of the idea of beauty. Those whose natural radiance quickly becomes known across the earth and across the heavens. With this purchase, you now number among them. Arms, nose, ears, eyebrows, mouth, skin, every part of your body is beautiful, perfect in such a dazzling way that you could move whole countries simply with some mild shows of favor. Should you show off you're likely to get no end of suitors, and even most monks would find themselves moved by your appearance, even if those who are truly enlightened are beyond such things. Truly, you would not be out of place in the heavenly palaces of the gods themselves. Does your attitude match your appearance, I wonder?

265. Un-princely Education -100cp

Please don't slack off. As royalty, you have a responsibility to your nation. Unfortunately, it doesn't seem like you've listened, or perhaps you have but managed to make time for other things, as now you are an expert at some mundane skill not normally associated with kingship. Combat with any form of weapon (specialized on a specific one like a cudgel), artistry weaved with musical instruments, sailing seafaring ships, anything that wouldn't normally be part of directly ruling a kingdom is valid here. You're not going to be a master at this skill, not with just this, but you're very much above most. Learning combat will let you fight against even hardened soldiers and have the upper edge in the fight, musical skill could let your name echo across history, and if you learned how to sail you'd be able to contend with all but the most violent storms with minimal issue. But, as a prince or princess, what use could this possibly be? Surely you aren't planning on eloping?

266. Silpasat -100cp

It wouldn't do for you to not stand up to the task of being royalty. It is those in your position that lead kingdoms into prosperity and peace. Those who are unskilled or malicious simply ruin the nations they rule. Thus, you've undergone strict training and study regimens and come out a competent ruler. You might not have the throne just yet, or even if you are not crown prince or princess, but should you ascend to kingship (or queendom), you would not disappoint your subjects. Your capabilities may not be at the level of bringing your nation into a golden age, but prosperity is not beyond you. Additionally, you are also well versed in human history, knowing all the pitfalls that lead to the downfalls of kingdoms. Be clever and decisive, and your subjects shall not know poverty.

267. How International -100cp

This world is large. Massive even. And yet, legends tend to spread all across it somehow, remaining mostly the same despite the titanic distances and timescales involved. Whatever is responsible for this, you can benefit from it a bit as well. Legends and stories about your deeds spread far and wide, across a whole universe, and while your adventures may not be impressive, even a normal monk would become quite widely known simply by doing what monks tend to do. Additionally, no amount of time will degrade your legend. Morals and society may change, but your legend will be preserved in its original form in one way or the other. Lastly, you may choose to have tales of your adventures in previous worlds spread through the world as well, in case you wish for your reputation to precede you. In future jumps, you can choose to have your legend already be present in the world as ancient tales, or to begin spreading as you enter the world.

268. Wandering Exile -200cp

Sometimes princes don't get the throne, or are exiled. There's no need to weep for such things, there's only one throne after all. But even as royalty, you must comport yourself in a worthy manner even if you were banished from your home. Your dignity is one problem, but with this purchase you won't need to deal with the troubles of a journey. Cloudless hot days,

heavy rainstorms, muddy paths, even simply not having the money to rent a room, you're quite experienced at dealing with all this. Camping out in the wilderness, while perhaps not dignified for someone of your stature, is not an issue thanks to your knowledge, and unless you find yourself in an alien environment you'll be able to give good guesses as to what you can eat and what you can't. Let's hope that you'll never require this expertise.

269. Phra Physique -200cp

Trying to bed spirits is all well and good, a time honored tradition and all, but some Phi can be quite a lot stronger than humans. You won't need to worry about this anymore. To begin with, you're really tough, able to endure things that would turn normal humans into paste with little more than some bruising. It won't help you fight back against, say, an ogress who is a little too passionate, but you'll definitely survive such a scenario. On top of this, when it comes to matters of romance, particularly in the bedroom, you somehow seem even tougher, and you'd survive unharmed from even the most violent lovers. The only question is of how much use this will be for you.

270. Prophetic Dreams -200cp

The future's a mysterious thing. Even the greatest mortal priests find it difficult to divine what will come to pass. However, sometimes, certain dreams make it a lot easier to know what is in store for someone. Prophetic dreams are quite well known, and there's even whole books out there to help people interpret unusual events during their dreamful rests. Now, you get to benefit a lot more than normal from such things. While quite cryptic most of the time, you regularly experience vivid dreams that you find easy to remember after waking up, that give you clues on future events. These are not set in stone; should you decode the riddle before the event comes to pass you may yet change the future. A useful tool, of course, but make sure you properly understand each dream. Should you interpret it incorrectly, you might be taken by surprise.

271. Excellence of a Prince -400cp

Your veins are filled with royal blood, and excellence is your birthright. How could you not live up to it? You learn incredibly quickly, now, able to bring a mundane skill to complete mastery in 7 months, and accomplish minor supernatural feats with such things too, such as a musician being able to pacify a whole forest with their song. With just this it's unlikely you'd be able to take the skill further, for what possible way could you improve if you are already a little beyond the top? But still, with less than a year of unbroken and passionate study there will be very little you cannot accomplish. Of course, this doesn't help when it comes to enlightenment (AKA character development), but who cares about the Heavenly palaces when you have a perfectly good kingdom down on earth, am I right?

272. Revived Every Sunrise -400cp

It is your birthright to rule men, and the world recognizes you. Perhaps not in the way you would expect, however. One might not expect rejuvenation of all things to be so regular.

Every sunrise, as long as you aren't actually dead, you will be restored to full health and any deleterious effects that don't already supernaturally linger are brushed off of your being. Perhaps some dew drops kiss your body, or a cursed wind fills you with malicious energy, or maybe some other imagery you wish for. Wounds are healed, limbs are restored, and things like drunkenness are wiped away. This will doubtless be helpful when dealing with enemies who are not thorough, and maybe you could utilize it to reinforce your legitimacy if you're charismatic enough. Go forth, Prince (or Princess), and show the world your majesty

273. Aphai Attraction -400cp

You know what's better than defeating your enemies? Seducing them. Like a certain womanizer prince, for some reason you find that a bad history with others is no obstacle to seducing or romancing them. You could kill a princess' father and brother, forcing her to ascend to the throne and deal with politicians who just want war, and you could still start a happy marriage with her if you pursue her romantically, somehow. This doesn't help you seduce and court any better, actually doing so is entirely on you, but trying to bed people who should by all rights stab you on sight will never present a particularly notable difficulty to getting into their pants or their heart, at least not any difficulty related to their hostility to you. How does this happen? Who knows, but it's probably going to be useful should you be the kind of person that prefers a softer approach to problems.

274. Mani Moves -600cp

Giantesses, mermaids, ghosts, even just human princesses, there's definitely no shortage of beautiful women that populate this world. It'd be a shame if nobody gave them the love they deserved, right? Well, it's a good thing that you have the skills and charms to do this. Should you actually aim to bed every woman you meet, you'll have almost complete success, your words smooth as silver and as sweet as honey. Your appearance is nothing to scoff at, but your charisma is where your talents truly lie. You could be the greatest womanizer of the Jambu continent if you spent the time on it. Additionally, you seem to attract plenty of beautiful consorts of your preferred gender to your sides, particularly of the non-human variety. Mermaids, ogresses, ghosts, other spirits of unique nature, you certainly won't be lacking in exotic lovers. Finally, for some reason gathering and maintaining a harem always goes smoothly for you, jealousy being rare and only leading to competition to gain your affection more effectively instead of backstabbing and politicking, and your lovers otherwise just getting along well. Polygamy is well established in Thailand, don't you know?

275. Golden Body -600cp

How fortunate you are, prince of the earth, to have obtained such a blessing. You've bathed in a golden pool some time in your past, and your current body is proof of the mark it has left in you. Shining a soft golden glow from your now pale yellow skin (that is considered attractive in Thailand, although other places will vary), your body has been brought to the heights of Indra, king of the gods himself. Your physical abilities are beyond that of any mortal man,

with agility that almost defies what is possible with a human body, strength enough to lift and throw large sailing galleons across a river, and the endurance to compete at full effort for days. Unfortunately you do not have the full benefits of a divine body and thus still do need to eat and sleep, but among men you shall be unmatched. You could wrestle some of the largest beasts in this world, those who are more than a dozen kilometers large, and come out on top with some difficulty even if you wrestle them unarmed and unarmored. Additionally, you're also able to intensify the aura of your body to attract wildlife for miles around. The glow that your body radiates marks you as true royalty to anyone with sense, and simply by revealing your true face you'll be known as a man of pure nobility and righteousness (even if you might not actually be righteous in character). Performing great deeds and spreading your legend across the lands is no longer as daunting as it would've been.

276. Miracles of Dharma -600cp

In this world, karma is very real, and can have a tangible effect on the lives of the truly virtuous. With this purchase, you can guarantee that you'll be able to obtain these same benefits even in future worlds. Of course, the benefits you gain from good karma are obviously dependent on being good, by a specific system of values, namely that of Thai Buddhist culture. Should you be virtuous enough, you'll be able to perform miracles such as secreting an incredibly nutritious form of milk from your fingers (your hand's fingers, for the perverts out there), glow with an intensity proportionate to your virtue, and deal more effectively with the evil and corrupt. Of course, virtue accumulates over time. It's not quite enough to be good, you have to be good for a prolonged period of time. Even just a few years would result in a significant change for the better for your fortune in general, however, as long as you keep it up and strictly abide by virtuous behavior. Of course, behaving in a bad manner will reduce your karma and fortune to nothing, and even strike you with misfortune if you keep up such sinful behavior. If you're bad enough, you may even sprout an entire Hell around your soul after death, designed to punish you for your sins. Lastly, you'll be able to spread this karmic force in future worlds, if you wish to do so. The actual definition of good and bad behavior will be explained in the notes.

277. Auspice -100cp

One of the most foundational aspects of priesthood is identifying auspicious days and hours for great events like festivals or marriages. And like any self-respecting priest, you now know how to do this as well. From looking at the stars and analyzing their movements, to meditating, to simply asking the gods through prayer, you know several methods to identify auspicious moments. And, of course, doing things during these auspices will let things go a lot smoother than otherwise, as if granting a decent measure of good fortune. Likewise there are inauspicious days, which provide the opposite and thus are usually avoided. Or perhaps you'd like to trick your enemies into performing important events during inauspicious days and thus push them into misfortune without being directly involved?

278. Finger Counting -100cp

Divination is a very sought after art. And for good reason, too. What wouldn't people give for a glimpse of events to come? Well, as a Mo Phi, you can provide such services, through a

certain method of finger counting. Possible to do on the fly with some gestures done with your hands, it's an accurate although somewhat vague form of Divination. For example, you could divine that an enemy army will march on a kingdom sometime in the future, but not when they'll attack, how they'll attack, and so on. Of course, with other knowledge obtained through more normal means you could likely patch up some of the holes in the knowledge obtained in this way, provided you aim to divine about specific things, but it's not going to be of much practical use in general terms. Still, you can make quite a bit of money simply making cryptic and mostly useless prophecies for random peasants wishing to know their future.

279. Womb-Born -100cp

In this world, there are... varied, let's say, ways of conceiving life. There is the normal conception you're familiar with, of course, but there's also a few more. Now, you can conceive offspring in any of the other possible ways that people can in this world. What gender you are dictates your role in these interactions of course, provided you're of a race that reproduces sexually in the first place, but with this you're unlikely to actually need any genitalia to reproduce anymore. So, what are these wacky conception methods? There are seven main ways, including the one you already know. There's contact with the clothing of one's loved one. Caressing or wearing the clothing as if the loved one itself can make a woman pregnant. Another is simply swallowing semen. A loving caress of the navel and stomach can also lead to pregnancy. A fourth is simple proximity and the desire for a child. A fifth is hearing the voice of one's loved one. And finally, there's pregnancy through smelling one's loved one. As a man, this will of course apply to any woman that loves you, although as a woman it only applies to you. Is this useful? Who knows. It doesn't affect the length or birth itself, only the conception, so it won't even save that much time.

280. Magical Skill -200cp

Priesthood and magical learning is all well and good, but some people simply wish for one reliable power they can leverage in their everyday life. That's just fine, and you've come to learn one such magical technique in the past. What your magical technique does is mostly up to you, but there are a few examples to determine the general scale and utility available to you. You could get a technique to make functional sailing vessels of any size out of nothing but straw, maybe you could summon wind and rain with a few gestures, perhaps you'd like to be able to shoot seven arrows at the same time, all of which home in on your target(s) to never miss, or maybe you'd just like to be able to call all the wild animals in an entire forest or plain to you. Another possibility would be taming any mountable beast in mere seconds, or a supernatural level of seduction. Creativity is encouraged here, but if you wish to simply pick one of the examples given, that's fine too. Perhaps you'll make a name for yourself with this?

281. Magical Strength -200cp

Genetic inheritance can include quite a bit more than simple appearance and nature. In some cases, the children born of unions between humans and non-human beings such as mermaids can have some innate supernatural advantage over their more mundane kin. You seem to have benefited from such a strange ancestry, as your might surpasses that of any human. You could

be compared to a dozen men on your own, and your strength, endurance, and agility are such that you could beat a whole group of experienced pirates alone, as a child. As an adult, your might will obviously be even greater than this, and should you commit yourself to the arts of war you'd make for a fearsome warrior indeed.

282. Enlightened Wisdom -200cp

Some particular monks, those who are truly learned and wise, can see more than mortals normally can. You may or may not be a particularly wise person, but you've somehow come to obtain a part of the senses of such people. You can read the minds of people close to you, just their surface thoughts really, but the main benefit of this is a sort of remote moral judgment. Out to about 180 km away, you can instinctively detect the location of people who are particularly good or particularly evil. You could be wandering around in the sky one day to suddenly realize there is a very virtuous person somewhere around. You get a general feel for their personality of course, but for people to even register they must be extraordinarily virtuous or sinful in the first place. For doubts on what even qualifies, karma is explained with some detail down in the notes section of this jump.

283. Jumping Over The Sanzu River -400cp

Reincarnation is a strange thing. Memories and bodies are locked away, emotions and promises remain only in an abstract and spiritual sense, and your soul is given a chance to grow again. Understandably, not everyone is very enthused about the 'memories are locked away' bit, and some great sorcerers have attempted to skip the part of reincarnation which deals with memories, the crossing of the Sanzu River in the Underworld. Some even succeed. Like these people, once per jump you will be allowed one second chance, one extra life, a 1-up if you will. You'll be born again as normal, of course, sometime between instantly or a few days after your death, and you will retain all of your memories and knowledge, although not any powers or skills that relied on your body or any kind of spiritual modification. This does not end your chain, in case that needs be said. Of course, you can choose a normal birth, or to be born from 'moisture', or to simply spring up fully formed, as explained in the Origins section. Really, the choice is mostly made on the grounds of convenience. If you have time and wish for another start, you could be born normally, but if you have urgent business and don't wish to abandon your life, being spontaneously formed would be a better choice. Of course, the demons running the Hells won't like your shenanigans, and you shouldn't expect this to work a second time per jump or millennia, whichever comes first.

284. Sei Dyam Prowess -400cp

An unfortunate fact of the world is that there will always be those with both magical acumen and the malice to curse people with it. Such curses can wreck a lot of havoc before a virtuous priest comes by to remove it. And now, you get to have knowledge and skill at this form of dark magic. Through spells and rituals, you can bring misery to any target you can see or have some form of connection to, such as a valued possession of theirs. You can also curse

locations and nations, in case you wish for a haunted mansion or to doom a kingdom. Pretty much any nasty way of causing misery is open to you, in forms both potent and lingering should you spend the effort to do so. Plagues of vermin, draining a target's might or morale, regular nightmares, enthralling charms, perhaps even simple misfortune, you'll be widely feared and possibly hunted if you leverage your abilities properly. Be careful of the virtuous, as no curse is unbeatable to good priests.

285. Thanon Tricks -400cp

There are a fair share of tricksters in this world, and some lucky few even become legends spoken about centuries after their death. You would definitely be able to find yourself among them if you wished, as your cleverness is now a thing of legend. You can apply yourself easily to trivial pursuits such as poetry and song, swiftly inventing clever wordplay as transparent or opaque as your whim desires, but your true talents lie in misdirection and unorthodox solutions, being able to maliciously comply with even the most thorough orders from angry kings, and even how to get your way out of trouble when the brutes around you inevitably resort to violence out of frustration and hatred. Additionally, if you don't just piss off the people around you, you're quite skilled as serving as a jester of sorts, letting you conceal your true intentions and movements in jest and feigned incompetence. Just don't let yourself get out of hand. Or do, since doing something like playing a mean prank on an emperor even after your death is sure to get your name into the history books. Whatever you do, you're probably going to impress most people around you.

286. Sei Khaw Expertise -600cp

The main reason why virtuous priests are so sought after is their ability to relieve the suffering of the people and deal with evil spirits. The greatest among them become famous for their healing magics and repulsion of great evils. Your power in the arts of Sei Khaw, essentially positive magic, is among the greatest. Not only can you remove even the most terrible of curses with enough ease to purify it from whole armies at a time, but your healing can mend essentially anything short of the soul leaving the body (which happens quite swifty mind), and barriers, charms, and other blessings of protection are well within your abilities, such as making a target's skin invulnerable for a time. Potions of love, age old curses of cyclical doom, pests plaguing whole regions, there is little among the evil of this world that you cannot quickly deal with, and no curse that is insurmountable. Perhaps you'll want to travel around helping those in need?

287. Powerful Monk -600cp

Knowing how to curse or heal is all well and good, but the true enticement of sorcery is utility, at least to most people. Fortunately for you, you've had the opportunity to advance your magical abilities to the point that you're one of the most learned priests in Jambu Dvipa. You do not gain particularly potent techniques with this, but you get a width of ability that matches the depth of any but the most powerful monks and priests in this world. So, let's start with a few examples of the kind of spells, charms, and other rituals that you now have

available. You could conjure spirits to follow your commands, in order to obtain supernatural servants for short or long periods of time. Limited shapeshifting is also possible, such as turning a fallen wooden branch into a raging buffalo temporarily, or even turn invisible for a time. Perhaps you'd like to make obedient and strong golems by hand, or unlock any mundane lock (or chains or knots) that bar your path and restrict your movement. How about turning small objects into small swarms of wasps that follow your orders, or imbuing your magics into tattoos for a more lingering effect? And, should they not be too much stronger than you, you could even nullify protective sorceries for a time. This is not an exhaustive list, of course, but do keep in mind that your abilities with just this are mostly utilitarian in nature, and don't directly curse or bless people, per se. That said, your breadth of abilities make you unmatched to those without significant expertise on the negative or positive arts of magic (as explained in the Sei Dyam and Sei Khaw perks), and while they are not particularly potent spiritually speaking, they'll be undoubtedly useful to you in nearly any situation.

288. Uppati Deva -600cp

Are you not content with mortality? Do you wish to get a taste of divinity, and learn how the very gods above live? As a unique opportunity in this world, you have the option to simply purchase being a god. As an Uppati Deva, you are a Deva from birth, and almost definitely formed spontaneously one day as most of your kin do. So, aside from a lifespan almost ten million years long, blue skin, and at an absolute minimum a body whose health and might cannot be lesser than that of a hearty and hale human adult, what does this confer? Well, you can forget about having to shower, as your body is clean and pure, inside and out, and no mundane filth can tarnish this (this includes immunity to any mundane disease or illness). You can also change your size to quite absurd degrees, being able to shrink yourself to such a degree that 80 of your kin could fit in the width of a human hair. Unfortunately, you do still need to eat, but should you find yourself back up to the heavens lying at least 690,000 km above the four continents, unlikely to be much of an issue as you are rightfully a citizen of the gods, you'll be able to consume divine food and drink, which is absorbed fully into your body and thus does not lead your body into producing waste. Of course, your state isn't static. Uniquely, you are able to ascend the divine ladder of status, in a manner of speaking, to become the 'devyata' of higher heavens than Catumaharajika, the lowest Heaven (and the most quiet and stable in a way). You can do this through great and meritorious deeds, and accumulating good karma in general. Do check the notes for what this even entails. Ascending to higher forms of godhood grants you greater might, spiritual and magical potency, and a greatly increased lifespan. For example, while initially you'll have a lifespan of 9 million years, the next stage has a lifespan of 144 million years, with the next living for 576 million years, the next living for 2,304 million years, and the highest form of devahood (outside of special cases like Indra) living for 8,216 million years. Of course, even being a perfectly virtuous person it'll take you many years, perhaps decades, to rise to the next Heaven, but you certainly have the time even as a mundanely human sort of person to spend one or two million years doing your best to be diligent and virtuous. Perhaps, if you're feeling responsible, you may petition to get assigned a domain to rule over. Indra assigned four devas

to be the sun, moon, the twenty-seven lunar mansions, and the sidereal stars. There's no guarantee you'll be given any work, but there's no shame or loss in being rejected.

289. Charismatic Transformation -100cp

Supernatural beings can sometimes have... unfortunate appearances. There's no need to worry however, as you've learnt a specific technique that is oddly common among the likes of ogresses. Specifically, this lets you shapeshift into a human form (and a very pretty human form at that) indefinitely. Your powers and might will be mostly restricted in this form should your true countenance be too inhuman, but it doesn't take more than a thought to return to your true form. Even if you're not naturally ugly, this could help beings such as mermaids walk on land, or birdmen to prowl unseen within human cities. It does not help ghosts very much, however. This gives you a human form, not a human body. Additionally, you can teach this technique to others, in case you ever feel like doing so in the future. It's a technique after all, not some kind of innate power. As a side note, the details of one's appearance when using this technique varies by person, generally being somewhat recognizable as the same person if their true form isn't too ugly or simply has some inhuman feature and looks fine otherwise, such as mermaids.

290. Strange Lover -100cp

You would think that the more monstrous inhabitants of this world wouldn't make for very good romantic partners. You'd be wrong. Surprisingly, even the most brutish ogress around can make for a devoted and lover wife or mother should they have the opportunity to become such a thing. And, of course, you also have the skills to be a very good spouse or parent, or simple caretaker. From cleaning rooms and clothing, obtaining food through hunting and gathering, cooking delicious meals, and even emotional (and carnal) support, your domestic abilities are a thing to behold. The one thing you lack is a loved one to live with, or perhaps you already have someone in mind for that?

291. Ancestral Language -100cp

There is more to one's blood than simple genetics. It carries a spiritual and esoteric connection to one's own species, especially if you're a hybrid. The results of this aren't as impressive as you might think, however, or perhaps it is. What does this do then? One simple thing. It lets you communicate with any member of your species without any issues such as language barriers getting in the way. A half-human half-merman person would be able to speak with any human and any merman without having to worry about learning specific languages, for example. This doesn't help you if you don't know any language at all, of course, you still have to know how to speak at all to be able to speak with others. This might be quite useful in certain situations, but for the most part it's unlikely to see much use. Still, it can be interesting to be capable of it, no?

292. Army of Evil -200cp

You'd think that being an evil cannibalistic spirit that desires nothing more than to torment the living would be a very thorough way to prevent anyone from wanting anything to do with you. You'd be wrong. There are, in fact, such things as evil tyrants that employ the restless

dead and evil spirits in their armies and courts, and now you find that these are more common than normal, if perhaps from a certain perspective. What actually happens, of course, is that chance and circumstances conspire to lead you towards organizations and groups of generally unscrupulous nature, particularly those that deal with the more treacherous side of the supernatural world. Getting hired by such groups is oddly easy as well, sometimes being as simple as showing up. This will be quite useful for obtaining a solid backing, but of course, this type of group may not be the most friendly even to each other. Perhaps you'll want to rise to the top to lead an army of evil spirits?

293. Shaped Births -200cp

Birth isn't an untouchable process. With the right know-how, one can take a spirit and make it be reborn in the way you want. And it seems that you have learned how to do this. As an important note, you cannot use this on living people. Only the dead or disembodied spirits can be manipulated in this way, typically wandering ghosts. You can determine the appearance of the new incarnation, with some limits given the appearances of the parents, which would let you, say, make a spirit be reborn as ugly and bald from childhood. It can be useful for giving some ghost friends a new body, in case you have any. It is worth noting that the temperament of the spirit themselves also influences the effect the pregnancy will have on the mother. Those who are generally benevolent and compassionate will see their mother be in great health to the point they seem almost radiant, and a selfish and malicious spirit will lead the mother into things like endless hunger and general lack of endurance. As a side note, you can only shove a spirit or ghost into an early pregnancy. Past the first few months the fetus will likely already have a soul of its own and thus no 'space' for the spirit to go into. So, what are you going to do with this? Sell your services to the lingering dead perhaps?

294. Walking With Legends -200cp

There are quite a few legends in this world, and there's almost always someone somewhere making a name for themselves in the world. And, of course, various forms of spirits always appear in the stories of the greatest, sometimes even being the source of some of their power and ability. How could you pass up the opportunity to contribute yourself? You have a strange sort of luck now, the kind that drives and guides you to certain places and people. They may or may not be particularly remarkable, but those you come across tend to have the potential to become widely known heroes or villains given time and effort. Additionally, you have a knack for shoving yourself into the stories, in a manner of speaking, of great figures. If you wander enough, you're likely going to become known enough to be a legend in your own right, simply due to how many legendary figures you personally know and have interacted with.

295. Switching Souls -400cp

Evil spirits are dreaded for multiple reasons, you know. One of them is possession, letting them take your body for whatever purpose they might want. And now, you know the ritual to do this. Taking a few minutes to perform, more if the target resists even by just thrashing

around, you can sort of switch your soul and mind with that of someone else. You obviously get to use whatever benefits their body had, although you'll also have to deal with any downsides, same goes for your target that will find themselves in your own body. Perhaps you'll want to bypass your mortality by switching places with a young person, giving you a second chance at youth while leaving your poor victim stranded in your aging and failing body. Additionally, you can use this ritual to switch two other people, in case you don't want to be the one who possesses bodies that do not belong to you. Do be careful, as spirits that do this are hated for good reason

296. Ogre Might -400cp

Some spirits are a lot stronger than most men. There are those giants taller than most houses and with might comparable to siege engines. Now, you are one of those. Standing about a dozen meters tall, you are strong enough to topple a seafaring vessel with the same ease a map flips a table, and your endurance certainly matches your size. Your agility is unfortunately not particularly impressive, but who needs precise maneuvers when you're strong enough to simply bust through thick stone walls and smash nearly any mortal construction that can be found? You'd certainly be a force to be reckoned with in the battlefield, but do take care, those on your level are not uncommon and there are ways for powerful warriors to punch above their weight class. Still, even without training you'd be incredibly dangerous in combat even to the well-trained. Will you show off or retire in some remote cave to not be bothered?

297. Born Of Uttarakuru -400cp

The people of the northern continent are truly blessed. It is the nicest continent in the mortal world, and second only the Heavens above Mount Meru. And now, it seems that your ancestry hails from this continent, granting you a host of benefits, all of which are fully inheritable, and don't dilute with the generations. The most obvious benefit is that you will never degrade out of your physical prime. From the day you grow into your body's full potential until the day you die, you'll be at top form. This doesn't stop skills and muscle memory from decaying of course, but aging will not sap your strength from your bones. Additionally, you are very resistant to temperature, to the point you're functionally immune to most natural hazards such as freezing blizzards or magma fumes, although doing things such as diving into arctic water or lava can still hurt you, if to a far lesser extent than it would hurt those of less fortunate birth. You're also immune to any natural disease or poison, and vermin seem to instinctively avoid bothering you, leaving you free of pests. Some other less conventional gifts are that you can tell if someone you see is related to you by blood, although you cannot tell the nature of this connection with this sense alone. And, if you or any of your descendants are women, any pregnancies and births will be free of any complications such things tend to bring, being painless and clean. Perhaps you were even born in the northern continent and simply ended up on the opposite side of the world somehow?

298. Guardian of the Land -600cp

A rather common feature of this world is that of spirits with domain over a location or region, who can rightfully demand taxes from those who pass over their territory. You can be one of these spirits, with this purchase. How this works is that you can attune yourself to a place, taking seconds for something like a small house and months for a whole region, which lends you great magical and/or spiritual influence over the location you attuned yourself to. After doing this, you can set a toll, and those who pass through or live on your land, be they living or dead, mortal or god, will have to pay a tax to pass through or remain. There's no guarantee that they'll be able to pay or that they'll like the tax, but if you're not too demanding then it's unlikely that it'll pose much of a problem. The payment is merely in terms of value, and can be paid with anything of equal value, be it currency or goods. Of course, the amount of supernatural influence you hold over this place depends on your magical and physical might, and if you spread your claim too wide without being strong enough to make up for it you won't be able to enforce your tax as well, but for the sedentary this could be a nice source of stable income, depending on where they set down shop.

299. Encrusted With Diamonds -600cp

Oh, what a curiosity. You've gone through an obscure and little known ritual to encrust your very skin with various gems and precious stones, such as diamonds and garnets. The exact composition of such skin jewelry is up to you, but there's more to this than an utterly egregious show of wealth. That is, the ritual made your skin invulnerable. Sharp weapons will bounce off and chip without dealing as much as a scratch, flames or ice fail to influence your skin beyond tolerable levels, and you can generally ignore the need for armor given your skin's toughness. There is a catch, of course, and a fairly large one at that. This applies to your skin, and your skin only. Your eyes, your mouth, and your asshole are all vulnerable points that your enemies can use to deal damage to you, such as shoving a spear up your ass. It's been done before, don't think that you'll never meet those willing to destroy your dignity in such a manner. Your physical and magical might is untouched by this, being pure defense, but as long as you protect the parts of your body where your skin has openings, you'll likely be able to tear through armies, undaunted by any weaponry they field. Or perhaps you'll come across someone able to bypass the invulnerability of your armor to hurt you anyway, or can simply harm you from the inside out with strange magic. Oh, and as a final note, this invulnerability won't help you much against most blunt weapons, because just like normal armor, it's not very good at absorbing such force. Still, invulnerable skin is far more than most warriors in this world can claim, and with some cleverness and awareness, you could be nigh-unstoppable on the battlefield.

300. JUMPER THE KING -600cp

Some beings in this world are just HUGE, and by purchasing this, you can be HUGE too. Like the Garuda King, your size matches that of the most majestic of mountains, being more than 2,000 km tall or long, with a physical might to match (and let you not collapse under your own weight). You can kiss the square cube law goodbye, as your mere footsteps shake the earth and your screams rattle the Heavens. Well, as impressive as you are, perhaps going

into more detail would be ideal. Proportionally speaking, your might is about equal in relative terms to that of a fully trained mortal man. Just like how humans can train to be able to easily lift their own weight, so do you have the strength to lift the no doubt mountainous tons that compose your body, and while your dexterity mainly depends on what form you even take, you're certainly not going to be a clumsy monster. Unfortunately, due to your sheer mass you won't be the swiftest of spirits, in terms of range of movement at least, but you'll still be terrifyingly quick for your size, and can very much keep up with those who are less magnificently sized as you. Do beware of those brave and foolhardy enough to quest to topple you. Such heroes have an alarming track record.

301. Magical Fruit -100cp

Some of the fruit in this world is quite magical. This one in particular, large, yellow, and juicy, extends the lifespan of those who eat it by a few years, and refine their appearance to a small but noticeable degree. You get a box with a few dozen of these fruits, but sadly, there's only so much fruit to eat for increasing your lifespan and beauty. Fortunately, it has seeds you can plant and maintain. Unfortunately, the tree for this fruit takes a thousand years to produce ripe fruit that carries any magical benefit. You do get another box of a few dozen every jump, though, so at least you have a somewhat replenishing supply.

302. Jotipasana -200cp

Uttarakuru has no need for technology, for the bounties of the northern continent are boundless and incredible. This large red stone is one of such things. Having two flat and smooth sides, these stones are always comfortably warm, should you want to lay on them, but their main function is cooking. Place raw food on top of it, and it'll be automatically cooked and prepared, doubtlessly a fascinating process to watch. You won't need to worry about undercooking your food with this handy little stone. Additionally, food cooked with this stone cures people of any mundane disease or crippling wounds such as missing limbs, and additionally strengthens the resistance of those who eat from such things (obviously more noticeably for diseases). If you break or lose this, or if it's stolen (not a surprising event), you'll get another one the following day, or it'll simply find itself back to you if it's intact.

303. Incredible Mount -400cp

Horses are too mainstream. So here's something more worthy of whoever you are. It may be a chimera, some kind of cryptid, maybe a unicorn, or something similarly rare and ideally monstrous, but now you are the proud owner of whatever this is, which will act as your mount, and a very effective one at that. Swift, strong, and loyal, whatever this critter is it's among the best relatively normal mounts you could ask for. As long as it's not competing against a divine horse or something it'll undoubtedly be among the best options for riding you can find. It's quite tough too, able to take hits better than even an armored knight, and regardless of where it finds itself, it'll return to your side in moments should you call its name. As a side note, it can fly as fast as it runs. If it dies or something, you'll get a new one a month later.

304. Kalpavriksha -600cp

The continent of Uttarakuru is truly blessed, and a certain tree is a large part of the reason. Kalpavriksha is closer to a massive pillar of white wood than a tree, being 1500 km tall and 1500 km wide. Its absurd size is the least of its traits, for it is known as the wishing tree. While you can't wish for absurd things like godhood or living beings, it provides all the wealth that anyone could ever need. One needs merely to approach the tree while thinking of what kind of wealth they want, and how much, and it'll appear next to the tree, among the forks of those roots that crawl above ground. Silver, gold, gems, exquisite cloth and fabrics, delicious food or crystalline water, as long as someone wishes for it, they'll obtain endless wealth from it. You could vainly attempt to keep all of it to yourself, of course, but Uttarakuru was made a paradise in the mortal world by allowing all of its inhabitants to obtain wealth from the tree. Or perhaps that only worked due to the people of the northern continent being universally kind and compassionate. Either way, you have another example of such a tree close to wherever you begin, and in future jumps may decide where this tree appears.

305. Worthy Attire -100cp

You are royalty, and you must dress as such. It wouldn't do for a prince or princess to dress like a peasant, now would it? So of course, you now own a wide variety of expensive outfits, almost all decorated with plenty of gold. From the grand and austere to the light and almost skimpy, there's something for nearly any sense of fashion among these clothes and they all look as pompous and extravagant as you would expect from wealthy royalty. If any of them are damaged or stained, you'll get another set a day later, replacing whichever outfit was dirtied or damaged. Wear your royal clothing with pride.

306. This Is My Stick -100cp

Sometimes all you need is a sturdy stick to beat people up. So you have gotten your hands on this particular Bo staff. Hard and tough enough that it can match up with steel blades, amazingly balanced for combat, and strangely never becomes unusably slippery no matter what conditions it's dragged through, this staff will serve you well should you ever get into a fight. And also, it has some magical use, as hitting a victim of a curse with it hard enough to bruise will do wonders to alleviate the curse's effects, and if whatever malicious magic they're under is weak enough you could dispel it entirely, such as bonking a charmed person back to clarity. Perhaps it was blessed by a priest before you got your hands on it?

307. Seafaring Vessel -200cp

There are plenty of seas in this world, and plenty of those who would sail them. You can count yourself among them, as you're now the proud owner of a large galleon, of sturdy make and filled with experienced crewmen ready to follow your command. Perhaps you took over a pirate ship after killing the captain, or maybe this was supplied to you as part of royal wealth, either way this will be a reliable way to navigate the oceans. The crew are equipped with muskets and know how to procure more ammunition by themselves, and the ship comes equipped with plenty of cannons for naval combat. Of course, any upgrades you make to the ship and its sailors remain when you leave for a new jump, and if you lose the ship or any of

the sailors they'll be replaced within a month, retaining any modifications you might have made. Are you going to explore the world or use this as the flagship of a ship? It's your ship, and your choice.

308. Noble Wealth -200cp

Peasants are poor, nobles are rich, and royalty is even wealthier. And with this, you certainly don't fall behind. You have the wealth of a whole kingdom at your disposal, although with just this you don't get any more. It would be enough to support a rather sizable kingdom for a few generations without too much issue, but being too generous with it could lead to depleting it in mere years. It'd be best if you had a competent and loyal accountant to take care of it, but with your position as prince or princess such things are likely readily available. Do watch out for thieves who might want a piece of your treasure.

309. Royal Seal -400cp

You are royalty, but you really should have something to indicate it to the ignorant. Thus, this amulet, engraved gold with an encrusted red jewel. Anyone who sees it on you will immediately know of your social status, although how they react depends on the person. Additionally, it is weirdly functional as a weapon. The more someone disrespects you, your people, or your kingdom, the more damage getting smacked by the amulet seems to do. It won't be lethal even if someone had spent an entire day mocking you, but it'll be enough to knock out all but the toughest of mortal men. Additionally, it's pretty good against evil spirits, repelling them passively and also dealing lethal damage to them if you hit them with the amulet. The amulet will find itself back to you within a week if you lose it, and will be swiftly repaired if it's broken. Perhaps you could use this as the symbol of your bloodline?

310. Pipe of the Five Worldly Senses -400cp

Some magical artifacts in this world can be quite powerful. The one you now have in your possession may or may not be one of those. You see, this flute is enchanted, and anyone who hears its music will fall asleep, but only if it's played with skill. It's completely indiscriminate, so you'll have to tell your allies to plug their ears if you don't want to accidentally put them to sleep during a battle. Thankfully the one playing the flute won't be affected, letting them keep playing without issue. It's quite sturdy but is obviously not intended to be used as a weapon, so do be careful, as it'll only get replaced in a month if you lose it or if it breaks. As a side note, those who know how to play the flute properly will be able to play normally without utilizing its magic, undoubtedly quite useful if it's the only flute you have.

311. National Force -600cp

Men fight with weapons, and kingdoms fight with armies. And, just like men, there's a very large range of strength when it comes to combat. Being a prince or princess and likely heir to

the throne, you now find that whatever kingdom you were born to is quite strong in the mortal world. Being around 50,000 men, and even more to account for things like cannons, scouts, and siege engines. It's all managed by a system of generals and commanders, and as the head of the army, you merely need to point at an enemy and command your soldiers to mobilize. The strategic and tactical acumen isn't legendary, but your generals are definitely experienced, likely veterans of some war or other, and any recruits you add to your army are retained between jumps. They have cutting edge technology for the time, that being plenty of squadrons trained with muskets, but for future jumps you'll have to figure out a way to upgrade their equipment yourself. Thankfully the army retains modifications across jumps, so they won't lose more advanced technology if you return to a mostly medieval world.

312. Kingdom -600cp

Well. As you're not content with merely being prince (or princess), you have the option to simply be a king or queen from the start. As a bonus, you get a decently sized kingdom as well. Being roughly 304 km long and wide, this kingdom is situated somewhere in the surprisingly large continental South East Asia, and has a culture appropriate to the location, relative to the Thailand of your own world. It has a strangely uniform culture despite the size, but as it is there's no particular domestic problems and the ministers are loyal and good people, so you won't need to worry too much about running the place, not immediately at least. The climate is lush and the land is fertile, and the kingdom is surrounded by great natural defenses such as mountains, deserts, and can even be on the coast if you wish. The details of such are up to you, as long as the natural defenses are useful to you. They won't make trade with other nations too difficult as well, thanks to plenty of safe and guarded passes through them. The kingdom is at peace and the people are happy, so you are in the enviable position of having little to do beyond dealing with petty matters, indulging in luxury, or perhaps engaging in expansionist war if the royalty of a different kingdom offends you. The army sadly isn't particularly notable, but that's not an insurmountable problem to the clever and ambitious ruler. What kind of sovereign will you become, and will your name be sung in legend and history books?

313. Ascetic Attire -100cp

Monks are easily recognizable by the clothing they wear. Clothing that you'll own with this purchase. Coming in a variety of priestly robes, from Buddhist garments to Hindu Brahmin vestments, they are light, comfortable, soft and smooth, and surprisingly good at protecting from heat, cold, and rain. It's nothing supernatural, but they'll be good for wearing in any non-extreme environment. What does seem supernatural about them however is that they always remain clean, even in the dirtiest of environments. To preserve your dignity a little better, of course. If you lose or damage any, you'll simply get another set a bit later.

314. Mid Mo -100cp

Even monks have their tools, you know? And this dagger is one of them. Inscribed with various scriptures and having a surprisingly sharp edge that never dulls, it is designed for use in any rituals that might require a knife, serving as a decent channel for spiritual powers. It's not too significant, barely being a noticeable increase in potency, but it does make such rituals

significantly easier to perform in the first place. Due to its sharpness, it’s also decent as a weapon in a pinch, although don’t expect it to carve through armor or something. You obviously know how to make more, provided some source of well-crafted daggers, in case you have a few monk friends that haven’t gotten one of these yet.

315. Pendant of the Unborn -200cp

Some priestly tools are quite disturbing, in form if not function. Whether you've made this or took it from someone, you find yourself in the possession of a Kumanthong, the spirit of a stillborn fetus bound into an amulet as a servile familiar. They'll follow your orders quite diligently, and while they're kinda weak, they're very reliable when it comes to small matters. They aren't particularly lucid for obvious reasons, so don't expect a conversation partner, but the magic binding them to the amulet lets them perform any duties you give it regardless. Whether you'll use it as a messenger, get it to fetch you things, or simply give it a chance at life through other methods, you are free to do as you will with this pendant.

316. Book of Dreams -200cp

Some dreams can have omens of the future. Some are just meaningless gibberish. This book deals with the former, although sometimes it might seem that all dreams are prophetic. It's quite a thick tome, having almost a thousand pages and likely more hidden away through magic. Thankfully it has an index to navigate it efficiently. What it can be used for is deciphering dreams, which almost always give clues of a future event, usually the immediate kind that'll arrive within a month. Even in future worlds this'll work as intended, letting you diagnose a person's immediate future even if that world doesn't actually have any kind of prophecy or fate. Do be careful, people aren't very pleased when their future is grim.

317. Alabaster Beast -400cp

What a marvelous elephant you’ve come across. White as marble and slightly larger than elephants normally are, you’ve come to possess this great beast somehow. Besides being a novelty, it has a strange power, or blessing perhaps. That is, anybody who owns it will never experience scarcity or poverty. It does not guarantee riches, but at worst you’ll find yourself in an economic situation similar to that of a decently well-off merchant. Of course, this doesn’t just apply to singular people. If the white elephant is owned by the state, the ruler, or the ruler’s family (royalty, essentially) of a nation, its blessing will apply to anyone who lives in said nation, preventing even the most wretched homeless people from living particularly harsh lives. Perhaps you’ll give it to a prince you favor? Or will you keep it to yourself?

318. Khway Hlu -400cp

Invoke Shiva as the left eye, invoke the sun as the right. Invoke Vishnu as the horns and Indra as the tail. Invoke the Buddha as the sides, and the four Lords of the First Heaven as the feet. And finally, invite hordes of ghosts to inhabit the stomach. Such is a part of the ritual to create this golden bull, a golem of sorts and a mighty servant to powerful priests. Stronger than any bull, it is capable of charging through walls of stone and serves as a powerful mount. It’s only

barely intelligent enough to follow your command, but it is reliable and loyal. There's likely no need to explain in detail the usefulness of a mighty golden bull that diligently follows your commands. Additionally, you know the ritual to make more, although without the necessary materials, IE lots of gold, it won't be of much use. Still, you already have one such bull, so use it wisely.

319. Questionable Methods -600cp

While virtue is generally encouraged, there are still those with magical powers and little moral scruples. This is something that results from such things, a love potion essentially. Those who imbibe it will fall helplessly in love with some specific person that is decided during the brewing of it, done by dropping a piece of hair or other minor body part into the mix. However, there's ways to use it beyond just making someone drink it, such as infusing it into a picture, which will confer said picture the same effect as the potion, making those who look at it fall in love with whoever it is the potion is attuned to. This potion is quite nasty, as its effects linger even after death if they are not dispelled, resulting in lingering ghosts relentlessly trying to charm whoever they were made to fall for. You also get a recipe for this potion, as you only have enough for one person from the start. If you make enough, you could distribute enchanted pictures to the kings of various nations, and effectively conquer vast swathes of land without a single drop of blood. Do be careful, however, as the potion does not change the victim's approach to romance and marriage. If you get too many monogamous suitors, it might turn into quite the bloody mess.

320. Hallowed Abode -600cp

Some wise monks make homes for themselves away from vulgar civilization. Usually in caves or islands. You've settled on an island, a large and lush one, which has a few barriers added to it, likely by you. On top of being a natural paradise, filled with friendly wildlife and delicious fruits, it is a hallowed place, where evil beings, mortal or spirit, cannot set foot in. They may lurk just beyond its coast or stalk its skies, but they won't be able to approach your island, with any attempts at remotely causing damage simply sliding off. It would take an attack able to obliterate the island in one go to crack the island's shields. There's also a nice fully furnished cave within one of the island's mountains, letting you live in moderate luxury despite the remote location. Lastly, the island's barriers also prevent misfortune from striking too much, letting even the clumsy live a mostly blessed life. You could hide from the world here, provided nobody knows where your island is, and you likely wouldn't find much danger to yourself. In future worlds you may choose where to insert the island, or simply to have a door in your Warehouse leading into it.

321. Minor Spirits -100cp

Not all spirits are hermits. Some have groups of weaker spirits that follow them, whether out of fear, blood bonds, or something else. You're no different, having a bunch of spirits under your command. Numbering in the few dozen, they aren't trained in any particular skill, something you can amend with effort, and can be quite vicious if made to fight. The actual

composition of this group is up to you, whether to have goblins, devils, ghosts, or some other kind of spirit, as long as their individual strength doesn't surpass that of a normal human soldier. They're quite loyal, but not exactly paragons of virtue, and if you don't keep them on a tight leash they're liable to cause much trouble and pranks. Still, if used properly they can be quite useful. Don't be too mean to them, now.

322. Your Tree -100cp

Not all ghosts can easily manifest in the mortal world. Some need some form of anchor to keep them around. Some spirits also attune to specific things, such as the banana ghosts. Even if you aren't one of these kinds of spirits, this tree you now have might still be nice. It bears delicious fruits, whatever kind of fruit you want, And is seemingly in season all year round. No matter how many fruits you take from it, it always seems that there's a few more not quite yet ripe fruits left. This only happens when you're the one grabbing the fruit though. And of course, it's quite solid as an anchor to the mortal world, or whatever world you happen to insert it into. In future worlds you'll have to insert it somewhere, it can't just be in your warehouse. Given it's a mostly normal tree though, that shouldn't pose too much of a problem.

323. Palatial Residence -200cp

Spirits are all over the world, and likewise they house themselves in all kinds of environments. You've come to own a peculiar abode. Whether or not you're normally able to live underwater, this particular cave has some magic in it that lets you swim into and out of it without too much issue, although straying too far from it is ill advised if you can't breathe underwater already. The inside of the cave is fully furnished and actually quite luxurious. The furniture and decorations are made of special materials that don't degrade with simple contact with water, such as stone, jade, marble, and petrified coral reef. Actually stocking it with food is up to you, but given the location it'll be quite safe from most threats. In future worlds, you can choose where to insert it into the world, or simply have a door in your warehouse leading into it. It's quite a comfortable home, take good care of it.

324. Magical Mask -200cp

There are many magical items in this world, and some allow people to disguise themselves. This wooden mask is one of them. Having a design that suggests it hails from the distant land of Africa, wearing it transforms your body into that of an ugly example of the inhabitants of that land. This disguise is incredibly hard to see through, but you can actually allow select people to see through the disguise in case you want to show them your true self without giving yourself away. Sadly, it does prevent you from using your true physical might and any powers that depend on your body, but the disguise is a lot tougher than a normal human would have any right to be, so you won't be completely defenseless. The main question is how useful this'll even be to you.

325. Orb of a Serpent -400cp

What a shiny orb you have. Ocean blue, seemingly made of blue jade, and almost thrumming with energy, this is the orb of a Naga, essentially their heart, carefully harvested to retain their power. What is this power? Shapeshifting, and fairly freeform at that. It lets the nagas, who have the lower bodies of snakes, turn into humans, animals, furniture, or essentially any object they can think of. And now that you possess the orb, you can utilize this power as well. Needless to say, this would be invaluable for spies and infiltrators, and can generally be a fun ability to play around with. It has to be on your person to maintain the shapeshifting, though, as the moment it's separated from you by more than about half a meter you're instantly turned back to your true form. You can also give it to other people so they can use the orb's power too. Perhaps you could implant it within your body? It did use to be the actual heart of a Naga, after all.

326. A Slice Of Hell -400cp

An unfortunate fact of the world is that most people end up going to one of the Hells of this world after they die, of course only after they stop lingering in the mortal world in quite a few cases. They reincarnate there as some kind of wretched creature appropriate to their sins in their mortal life, and suffer in there for quite a while before their sinful karma is finally fully purified and they reincarnate in the mortal world again. There are some demons that manage the Hells and the sinners there, but they're really there just to record and catalog anything, and make sure that none of the sinners that are on the more powerful end of things escape to the mortal world to cause havoc and suffering. From within the Hells, the sentences of sinners can vary from several hundred years to tens of thousands, with larger sentences occurring in deeper Hells. However, all of the Hells have progressively slower time flow than the mortal world, with even the most superficial one only passing one day every 9 million years in the mortal world, seemingly massively inflating the sentences of sinners. Now, you've somehow come to own a chunk of Hell. It's about 700 km wide, but it's mostly a fiery wasteland filled with horrible creatures. You do get a delegation of demons to keep things mostly in order and to prevent anything particularly abominable to getting out, though. Additionally, by default it's assumed you get a chunk of Sanjiva, the least Hell, where 9 million years pass in the mortal world for every day within the Hell. However, you can freely choose to get a part of some of the other hells, for larger time differences. As a short list, the options would be that for one day in the Hell, 36 million years, 145 million years, 576 million years, 2,304 million years, or 9,236 million years pass in the mortal world. As a bonus, in future jumps you'll be able to 'turn off' this time difference, so to speak, should you not want to deal with it. In this world, you'll have to answer to the kings of the Hells for how to manage this, but in future worlds you're free to do with it as you please. You'll be able to simply insert the Hell into the world in general, letting those who sin drop here after death, or simply leave the Hell isolated and throw particularly unpleasant people you meet into reincarnating as one of the wretched creatures here. Perhaps you'd even use the horrible creatures in it as a sort of unholy army. You could attempt to terraform it, but any changes will be lost after a few days. It's nothing like the mortal world, it's a Hell for a reason, you know.

327. A Slice Of Heaven -600cp

Heaven in this world isn't technically an afterlife. It's the realms where the gods live. The fact that sufficiently virtuous people are reborn as a Devyata/Deva in their next life is beside the point. The Heavens are quite idyllic, as you might expect, but the continent of Uttarakuru approaches their level of quality of life quite closely. So, with this purchase, you'll obtain a unique blend of both. It's about 100 km from one end to the other, and somewhat circular. It has bountiful flora and fauna, with the wild animals never really hurting anyone, even the predator, who don't die of starvation somehow. The water of its rivers and lakes are clean, clear, and can be drunk from directly with no issues, being as pure as very thoroughly purified mineral water would be. There's a small population of 300 people here, who are healthy, strong, virtuous, and quite long lived by human standards, living a few hundred years instead of just one. The soil is so fertile that anything grown on it is already fully prepared for eating, even cooked if that's how it's eaten. In the center of this domain lies a palace worthy of any Deva, being incredibly luxurious, with furniture and walls of supernaturally tough gold and jade, and other valuable materials like jewels. This palace is filled with dozens of beautiful servants of whatever your preferred gender is, diligent, loyal, and ready to follow your every command as they maintain the palace in peak condition. In this world it'll be somewhere in the lowest Heaven, and while getting there is up to you, in future worlds you'll be able to insert this paradisiacal domain somewhere you wish, or simply access it through your warehouse. It'd be quite easy to live an indulgent lifestyle equal to the gods themselves with this.

328. Pool of Gold -600cp

What a sparkling pond. For some reason, you've found a small pond full of a golden liquid, that might be molten gold. However, it seems to be pleasantly fresh instead of red hot, so perhaps it's some other kind of material. It's a few meters wide, and two deep, The wise and learned would be able to tell that it contains very potent energy of some kind. This pond is quite magical, see, and does one specific thing; It gives those who completely submerge themselves naked into the pool, the Golden Body, a blessing that allows a mortal man the might of the gods themselves. Unfortunately they'll only be able to give this blessing to one person per jump or millennia, whichever comes first, as its energies are exhausted for a time. Still, it can be a powerful boon to trusted subordinates, or perhaps just something to use immediately. If you don't use it yourself, make sure to guard it well, otherwise someone might sneak past you and attain the Golden Body without your permission.

329. Affectionate Ogress -100cp

Ogresses are surprisingly good spouses, despite how hated they are due to eating humans. They commonly figure in the stories of heroes as either spurned would-be lovers or unwanted adoptive mothers, and the one here is little different. She came into your life by force, kidnapping you from wherever you were and bringing you to her own lair. While her true form is 4 meters tall and not particularly attractive, she can, and indeed almost always does, take the form of a normally-sized beautiful human woman. She's kinda insecure about her own appearance, and fears you not returning her affections, so she'll hide her man-eating from you, and provide you with anything you ask that she can provide. Whether or not you

return her affections is your choice, but if you choose not to, that would simply be the expected turn of events, despite the giantess' broken heart.

330. Humble Beauty -100cp

Some people say that swimming is very good for a woman's figure. Whether or not that's true, this particular mermaid sure makes it sound correct, as she is quite curvy despite the fish bits. You're likely familiar with what mermaids are, women with fish lower halves and human upper halves. Don't worry about "compatibility", they can very much have children with humans. This one in particular seems to be somewhat charmed by you, and wishes to, if not marry, then at least live together. They're quite romantic and very devoted, and despite any physical differences you'll never find her disliking you on such grounds alone. They're quite experienced in domestic matters and would love to go swimming with you among coral reefs and other interesting underwater places with you, should you be capable of surviving underwater for prolonged periods of time or if you're a merman in the first place. They're not very ambitious and simply want a wholesome family life, so will you stay with her or leave to take care of other responsibilities?

331. Royal Consort -100cp

Oh, how interesting. You've somehow caught the eye of a wealthy princess, one who hails from a decently powerful kingdom. As beautiful, elegant, and refined as her position would indicate, this woman is quite good at dealing with state matters, and is skilled enough in scheduling to manage to get plenty of free time to spend with you. If it's possible at all, she'll want to arrange a marriage between the two of you, whether you're a man or a woman, and as she has quite a bit of influence in her kingdom, she's likely to succeed. In case you don't wish to be king, perhaps you'll be able to convince her to elope with you instead, which will reveal that she is quite comfortable with more humble living, despite having lived in luxury her entire life. Despite her skill and birth, she is ultimately a relatively normal human woman, and not trained in combat, so don't expect her to do well in a fight. Still, the story usually goes that the knight saves the princess, does it not?

332. Fourth Handmaiden -100cp

Not everyone is blessed in matters related to romance, you know. Sometimes, there's simply an odd number of people and someone gets left out when everyone starts pairing up. This handmaiden happened to be one of those people, having been part of a small friend circle of four and ending up alone as her three friends hooked up with a trio of wandering monks. She ended up leaving the service of the lord she worked for, and for whatever reason ended up working under you. She is very jealous of anyone with a happy relationship and will gleefully attempt to prank them to ruin their moments. In reality though, she's just seething that she never got a cute boyfriend for herself, and if this is rectified she'll mellow out quite a bit. Perhaps you'd be the one to take her to bed?

333. Old Friend -100cp

There are a lot of exotic beauties in this world, enough for a womanizer to always be able to try something new, but sometimes the familiar and homely can be best. Perhaps this could be said to apply to this particular woman. Having been a friend of yours since early childhood, you grew up together wherever it was, and she's come to know you quite closely. In terms of actual skill, she's nothing too remarkable, knowing how to take care of domestic affairs, just not to the level of royal servants or something. Recently, however, she's begun looking at you a little strangely, different than normal. This is because, for whatever reason, she's come to develop a crush of sorts on you. Whether or not you choose to pursue this is mostly your choice, and if you decide to turn your friendship into a romance you'll find that she is quite loyal and devoted. She knows how to banter with you quite well too. Or maybe you want to aim for more exotic partners instead. Try not to leave her alone at least.

Germanic_Norse Mythology

334. Guðkunnigr |400|:

Jötnar - meaning "devourers" - are chaotic spirits of destruction, entropy and decay, who are often the enemies of the Aesir. They come in many shapes and many sizes, though a great many assume humanoid forms, and can possess a wide variety of magical powers such as shapeshifting. The Disir on the other hand are female guardian spirits of people, or land, or they could be fertility goddesses, and have been perceived as the ranks from which the valkyries are pulled. This also covers unnamed gods of other tribes. These are the things to which you may choose to belong.

335. Ginnregin |600|:

The Aesir gods and goddesses, the main tribe of deities. They live in the celestial fortress Asgard and maintain the order of the cosmos. They possess the earth shaking strength to contend with giants and an affinity for war and power. The Vanir gods and goddesses, the second main tribe of deities, tend to be more associated with the "natural world" than the Aesir. They are often strong enough to contend with the Aesir but many are bent towards more magical pursuits instead. They possess an affinity for sexual and ecological fertility.

336. Ymir |800|:

Twin, a name most perplexing for a solitary being. But no longer shall he be of singular company, you are now a primordial god. Colossal in size and scope of being, you are an origin of life itself, able to freely create new flaura, fauna, and the like with ease. You could "birth" new pantheons of gods without even noticing. Your anatomy could more easily be described figuratively than literally, as you are now something beyond mortal understanding; the ways by which you interact with the world is physics defying incomprehensible by even the most esoteric and eccentric fictions in the realms of science or fantasy. Many beings

would come to be primordials or personifications of concepts like fire, earth, oceans, rivers, metal, forests, stone, or life, but none of these could be without you or your twin. You are a primordial and a personification of The World.

Regardless of what skin they bear or race they belong, there are those who were born or forged their own way to greatness. For 200 more cp you are now counted among them. You may purchase this in addition to other racial options.

337. Hamingja |200|:

Luck and power. Both in the conventional sense but also in a form of identity, the fame and power to which one holds claim, that which separates heroes and kings from commoners; it is an intrinsic aspect of one's own self. The higher you are in the cosmological order the greater your Hamingja is by virtue of birthright, but also the more rigid and unchanging. Greater beings are trapped by their Hamingja within the bonds of urd, often gaining little power if any at all by their own acts or deeds, simply changing the nature or focus of their power, while the lesser mortals with great effort and risk can grow beyond their station to put their names amongst the stars and stones. Your luck is so great as to elevate you from that of a nameless lesser deity or demigod to being counted among the lesser known Vanir, a mortal to being a hero as marvelous as Sigurd, a dwarf to being counted among the four pillars and kings, or from a powerful being of the pantheon to being on par with the likes of Baldr, Freyr, Frigg, or the All-Father himself. I can not fathom what a primordial like Ymir would become. No matter your nature however, you will retain the mortal gift of being able to grow, not simply change. Hamingja can be borrowed, split, gifted, and even traded temporarily and permanently; it can pass from dead ancestors to newborns, through either bloodline or spiritual succession. This perk can merge with your other luck perks expanding the power and luck you express through these worlds' gifts while also removing and or allowing you to toggle their negative aspects.

No matter the kind of being something is, some are simply more monstrous than others. For an added 400cp, you can be counted among the boogiemen of the gods.

338. Angrboða |400|:

You are now big, like actually as big as most people think the Jötnar are. As a Guðkunnigr, you could be a snake whose body encircles the world, or a wolf whose mouth reaches from bedrock to heaven and could devour the sun. You no longer obey the square cube law; in fact, you murdered it and all its relatives, like the cube 4d law, to wear their pelts like a fancy stitched hat. You can grow endlessly, though not necessarily quickly and can go toe-to-toe in physical might with beings an order of magnitude greater than yourself. You have gained the ability to kill anything, even that which can not die, that lacks the concept entirely, or was never alive to begin with; even the dead can die. Murdering an avatar would kill the source itself and what you kill stays dead. You can murder concepts like love or hope, though through more esoteric means; you could kill a concept in its entirety or just an instance of it, forcing ideas wherever they are to physically manifest so they can be destroyed. Any aspect of you or your power that is focused on death, destruction, consumption, chaos, war, poison, decay, entropy, madness, lies, hate, evil or the like is massively enhanced. Your touch can

turn things to ember and dust instantly, your bite corrosive, your venom toxic to everything, and nothing - not even gods or greater cosmic entities or fate itself - can heal the wounds you inflict upon the world without your blessing. You are become death, the destroyer of worlds.

339. Útan Urd |300|:

Urd, destiny, is not an absolute thing in the old myths. However, neither is free will. It is possible to alter the course of its flow in minor ways to avert or change events along the way but the nearer things get to the end the stronger and faster that flow becomes until eventually it becomes a fall. Though lives may be extended, this cannot be continued forever; it is a truth that the present must return to the past in order to begin anew, so to go against one's final end is akin to going directly against the full force torrent of destiny and history as it returns everything to the beginning. Your true nature makes you an exception to this. You walk above the currents of Urd and so while you can follow it if you so choose you are unimpeded by it's flow; if you were unlucky enough to come across your ordained final end you would find yourself the one being with the absolute free will to change it.

For 300cp you can keep this advantage in future jumps and have also gained the gift of immortality, unaging and distant to the shores of time and death. You will not age, and are beyond the worry of disease or banal and mundane ailments. If the universe came crashing down to begin anew, you will find yourself standing upon its shores.

340. Viðurnafni |50|(first purchase free, purchase as many times as you like):

A nickname or title that you have earned. You can choose to be known by this and all who hear this title or nickname will know of your deeds and the truth that these deeds hold; they form a web of stories and events within your past that can be known. Every jump you may change the actual nickname and the details of the story that granted you this nickname and how widespread each nickname is. Beware if you do not possess the skills of such a title for should you be found out, doubt can spread to all the tales and titles for which you are known. This perk can write events or fake events into your backstory as needed in each jump, or simply carry the weight of the intent behind the title. Each title, whether true or false, whether believed or distrusted, carries weight and as such grows your hamingja.

341. Líf |100|:

The first gift, life. You have been gifted a powerful soul and will. You are a skilled and well trained member or your race, fit enough to run, endure travel, and fight. You possess the reflexes and instincts to avoid freezing up and to hold your own against two or three normal warriors of your kind, though victory would prove difficult against more than one. You are competent at wielding bows, spears, knives, swords, axes and shields, and are comfortable wearing simple armor. Your body and appearance take on qualities of your choice, great enough to star in your own legendary saga. You could possess beauty enough to inspire poems, a heroic physique imposing enough to demand immediate respect in these lands, the

roguish good looks to get away with a truly great deal of mischief, or a terrifying visage that could numb a mortal.

342. Vit |100|:

The second gift, of thought. You now hold a certain wit and charm about yourself; whatever your intelligence was before, you are at least above average now. You have also gained the skill of pithy retort and common banter, never again being at a loss for words. You also possess a talent for Flyting, argument as a contest, consisting of the exchange of insults, subterfuge, and shade, often conducted in verse, between two or more parties. It could be described as the art of eloquently insulting the opposition, usually as a prelude to battle, a battle in and of itself, or even as a friendly competition among comrades. While this perk doesn't make you the best in the realms by itself, or even a master, you are an expert and could easily run circles around the common man. Free during this jump or 100cp to keep. Free to Guðkunnigr or greater.

343. Jóð |100|:

The third gift, of expression. Many times in many places it can be hard to understand or be understood. No longer, simply put you are omnilingual, you can learn, grasp, understand, and express yourself in any language you come across whether visual, auditory, pheromonal, or stranger you can learn to communicate with others in their language. You will never be misunderstood unless you desire to be so and you don't simply perceive the technicalities of the languages but have an intrinsic understanding of the feelings and emotions behind the language expressed. Free during this jump or 100cp to keep. Free to Ginnregin or greater.

344. Atgørvi |100/200/300|(first 100cp purchase free, purchase as many times as you like):

Everyone has a skill, don't they, something they become known for; this is a single mundane skill of your choice. At 100cp this skill is simply beyond peer by the standards of your kind, able to be counted within the realm of supernatural talent yet still within mortal grasp of understanding, as a swordsmith able to forge weapons that are too light and too sharp that could easily weather the ages environment or wear and tear even with sub par tools. As a runner being able to run upon the water or leap amongst the tree tops. At 200cp your talent has gone clearly into the realm of the supernatural skill, able to forge immaterial things like light or fire or wind into a blade or infuse it into your armor creating weightless objects, nearly indestructible weapons, or craft impossibly sharp edges as narrow as a wavelength from simple metals. If your skill was running, walking upon the air itself would be possible. At 300cp your skills in your chosen area are only limited by your conceptual scope, forging the very idea of a blade out of the sounds of war, manifesting hopes or dreams into a shield. Gather the roots of mountains or the sound of a cat's foot fall, forging truly indestructible objects immune to even being erased from time or casual loops. A runner able to outrun death and walk through dreams. At each purchase level your ability to learn, adapt, and master your

talents within that skillset will grow by an order of 3, 9, or 27 with no cap to your abilities' growth beyond the conceptual limitations of this purchase and with absolutely no end if purchased at 300cp.

345. Ríki |400|(purchase as many times as you like):

There are many beings with fantastical innate powers in the cosmos. Beings that can control the weather, change their form, or even nudge the course of destiny to obtain a desired outcome. This perk manifests as innate knowledge and influence over a domain. While ordinary mortals may only be able to display preternatural competence and relatively minor direct influence over their domain, beings with more innate power get increasingly more out of this even at the same purchase level. Choose a domain; this can be anything, a skill, an element of nature, or a concept. At a purchase of 200cp you would have this as a minor domain, wielding influence and power enough to astonish any being at your level, able to weaken or strength others within your concept, influence fate, or wield your element. A mortal with a domain over fire could provide substantial warmth on the coldest peaks of Everest, light buildings and large bonfires with a wave of the hand, "consume" an entire banquet for a hundred men in moments, or burn an enemy into ash. If of electricity, be able to power a small neighborhood of devices or call down a lightning bolt upon your enemy. A mortal with a minor domain over a kingdom would have a divine right to rule that land that no one could deny. At 400cp this is a major domain. A major mortal of fire would be able to rain down fire and pyroclastic flow like the second coming of Pompeii, create columns of flame to pierce the sky, or heal by burning away disease. A major mortal of war could will his side to victory in any battle he participates. A major mortal of a kingdom could call upon a force equal to all the power of the people and the land itself to shape that kingdom, build forts and increase performance in agriculture.

346. Nafn |300|(purchase as many times as you like):

What is in a name holds many secrets. Firstly, you in all your forms are protected and secure within the power of your own true name, which can no longer be used against you. Choose a lesser being or race to your own and gain that form; it shall receive its own separate true name. You may take this form at will. No matter how familiar this form is to your other forms they will never be mistaken for eachother, believed wholeheartedly to be seperate beings and nothing can pierce this perception unless you are observed taking on or dropping this form. You will gain an amount of lesser cp to spend on this form within this jump equal to half the amount of cp you spent on your main self; anything purchased with this lesser cp will be one third (1/3) as strong as if the purchase had been made by your greater self. The lesser form can not purchase this perk. Once per jump or every nine years, whichever comes first, this perk will act as a 1-up for any permanent death, mental entrapment, or imprisonment you wish; you safely appearing within a location of optimal choosing, locking you out of your main or lesser form as appropriate with only that "identity" dying. In future jumps each of your forms is separately provided all the real documentations, backgrounds, events, friends

and families as needed to be within that world and prove your skills granting you spare identities and lives to slip into as needed with aspects shifting to accommodate these lives continuing as needed for your convenience. This will not let you be in two places at once but there will always be alibis for these other lives, friends having pictures and memories somehow, but anything notorious you do in one form will be retained. I.e., if you rob a bank in one form and it makes national news this won't provide that form with an alibi.

347. Upphaf |500|:

This is not simply a domain over something, you are the embodiment of this something. Without you this very thing or idea does not exist within whatever worlds you find yourself, the primordial of strength could never be beaten in a test of strength and all who would wield it do so at its discretion. A being of dream would be both the mantle, all its endless worlds, and every part of its story; one of death would not be just as the grim reaper, but the existential dread of endings. You could be the very thing of time itself and there by alter its nature, as you are its nature. You can not select something as broad as The World or Matter but Time, Space, Life, Death, Land, Sea are all options , but so are smaller concepts such as being the embodiment of a specific river or a specific star or the concept of stars themselves. The more power you have the greater influence that power has within the worlds and if there are other beings that act as this embodiment in future worlds you may replace, war with, coexist, or subvert them as you see fit, always carrying your concept with you. Due to your influence over this concept you can materialize it as you wish freely; bottle up hope, lightning, or time, wield victory as a banner, shine the light of day upon the secrets of the world, or manifest dream into reality only limited by your power. As an embodiment you hold the characteristics of your concept and you can no more be harmed by anything that could not destroy your very concept itself. The more specific your concept the greater the influence and power this concept holds and you hold over it; and if you held both a major domain over and embodiment of a single concept you would have absolute power and control in that aspect or realm.

348. Sjálfr Sjálfum Mér |500|:

Whether it was by following the footsteps of Odin and hanging yourself from a branch of Yggdrasil, by killing a dragon and eating its roasted heart, or by other means, you have obtained Wisdom. As a result your sight has expanded beyond mundane perception. You can now, with focus, reach out with your senses to perceive the past, present and future, and realms beyond. How far you can see varies depending on many factors and what is near is easier to see than what is far away but with sufficient knowledge, power, experience and a very good vantage point, you will one day be capable of seeing the entirety of the Nine Realms and beyond. Wisdom fertilized you and caused you to change in ways that cannot be easily measured or explained. Your spiritual weight is greater now and so destiny cannot easily pull you along. On the contrary, you find it easier to enact change on its course, to a degree measured by your own power and means. No destiny is truly absolute when you are involved. This is a capstone booster.

349. Hreysti Vægher |100|:

You possess two qualities that separate a common warrior from a hero. The first is a fire in your chest. It burns through the greatest of fears and bodily pains and can drive you into eagerly achieving feats you would not have believed yourself capable of before. Where before you could have held off three men you would now have the ferocity to defeat them. It would take strong unnatural influences to make your spirit waver. But valor alone can lead to an early grave and so you also possess the discipline to accurately assess your surroundings and your own limits and to keep a cool head despite your burning heart without either diminishing the other. This also allows you to always be aware of your true feelings and desires beneath the flaring emotions of the present.

350. Megin |200|:

You are the ideal of a warrior made flesh. Not only do you have impeccable fighting instincts that allow you to instantly spot any weaknesses and opportunities present in a battlefield and fight in extreme environments, such as underwater, as easily as you can on solid ground but you also possess an indomitable physique. Your strength is great enough to fight monsters and giants barehanded and tear the weaker ones limb from limb. Your vitality so potent that you could swim through an icy ocean for days and nights non stop, fighting sea monsters all the while, as well as hold your breath for hours at a time. Your speed and reflexes are such that you could keep up with and react to some of the fiercest creatures in the realms or a small contingent of men without being overwhelmed. A mind of such keen intellect as to create and perceive ideal strategic capability, so as a force of three hundred could take on nine thousand to a stalemate, or even just one to a force of 30 times greater but less keen in thought, and write poetry of such magnitude as to be remembered for all of time. And finally, your peerless insight into the world and ability to perceive the stress points, fracture planes, or weaknesses within the physical, psychological, spiritual, or even supernatural, in all objects, persons, or even concepts or ideas around you. By striking and applying pressure at these points, you can split or shatter objects made of seemingly invincible substances or render insensate beings of far greater strength than yourself. This mental discipline is virtually effortless even in the heat of battle. It won't necessarily give you the means to leverage these weaknesses against your target, and it absolutely won't create a weakness where there was none, but this skill is formidable and can be used more generally to build better structure, forge weaknesses out of weapons and armor, or perceive the failings in society so as to act as a better ruler.

351. Baldr |400|:

The bold and the beautiful. First the bold, choose an archetype like hero of the people, eternal guardian, black knight, super villain, or even mundane things like substitute teacher. You will know how to act, talk, and behave to present this image perfectly; the expectations and stereotypes of the role and how to subvert them; how to promote your personal reputation and fame while filling or subverting this role. You will have or quickly gain all the skills

necessary to fill this role and when and how to use them most effectively. You will be perceived as the ideal embodiment of this position to the point that you can easily take advantage of the presumptions of others who will not believe you to step out of this role. This is culture and setting specific so a villain in norse myth will be very different than a villain in a james bond movie. You don't just have the ability to subvert this role though, if you find aspects of this role disagree able through your action and presentaion the role will change in time to your ideal; feel like monologuing in a James Bond setting is dumb and the villains over time will take after your example and stop. It might take time but the idea of a supervillain could be shifted to overtaking the position of an anti-hero in the same vein as the role shift seen in Megamind. If you soften the archetype of the super villain - such as to forbid killing - there will be a minor compulsion and peer pressure for others to change their ways, with those refusing to change being considered less villains and maybe just idiots and douchebags. You have leeway for your actions to subvert or actually shift the role; even if not the most powerfull or strongest or most feared you will be the standard to which all others of that archetype are held. This will never hinder you and can be toggled on and off in part or whole as needed, just walking into a bank they may not assume you are there to rob it, or they may and be terrified but wont jump the gun and kick you out or call the cops until you actually do something. You know how to make your boasts truly impressive and inspiring, how to approach challenges to earn as much glory as can be had from them and how to skillfully rebuke naysayers without provoking undue ire. You can live as a warrior while making society and the law work for you rather than against you and these skills continue to work on any society no matter how removed they may be from the mythic Norse culture.Every new universe/jump you visit you may choose a new archetype, retaining all your skills and abilities and knowhow from the old one but it not being attached to your identity within the new place. Second, Beauty. Beauty is not a matter of appearance, it is a skill in grace and you are most graceful. Under the geas of your appearance no challenge is impossible nothing truly beyond your reach. Any challenge or quest issued that you answer, even if it would have previously been truly impossible, is now ever so slightly within the realm of your capabilities. But sometimes that is not enough, sometimes the ugly resort to cheating and this can not be permitted as it would tarnish such victories. Within your purview the acts of others cheating simply fails, sabotage will undo itself, riging will, those committed to sweep their own or throw a match will find that they wish to be as beautiful as you and act with grace and distinction; all forms of others cheating will fail without exception and darkness will be exposed. Your beauty casts doubt upon those who, with darkness in their heart, come for you; they are compelled to honor, less likely to strike you from the back or attempt to poison your drink, harbor dark plots, conspiracies may crumble, and if someone succeeds in such villainy, never shall they go without exposure to the light of day.

352. Hamrammr |600|:

You have achieved unification with a spirit of wilderness by ritual communion with nature. While the most common choices for warriors were to be Berserkir (Bear), Úlfhéðnar (Wolf), or Svinfylking (Boars), you are free to choose any animal to build your shamanic state off of. No matter the animal you choose, the benefits are great as you become one with your inner

animal spirit, representative of all of the strengths, nature, and capabilities of the Hamr it possesses. You are now a bridge between civilization and wilderness, one with the natural order, able to be in the balance with nature and understand disturbances in the great tapestry, both their causes and solutions. This perception expands into perceiving the role of man and how your two conflicting natures can complement each other. Talents of magic and skill that you wield dealing with hunting, agriculture, animal care, survival, and nature are doubled and you have unnerant instincts and ease in learning and developing these skills. Your wild instincts and senses are honed to a razor edge beyond what was previously capable for you, while all your instincts and senses are improved, one or two are now beyond compare, eyes of an eagle, the smell of a wolf, or so forth; you have a preternatural ability to sense danger and even the most carefully hidden aggression. Navigating through and surviving in the wilderness is second nature to you, even the most inhospitable locations are merely inconvenient as long as it's possible for a species to survive in them. You have gained an animal magnetism and the ability to understand and commune with animals of shared spirit and they with you. Much like your senses and instincts, all of your physical capabilities are improved, with one based on your hamr of choice becoming the thing of legends: strength for bears, agility or speed for wolves, and stamina or endurance for boars as just a few examples. You gain the ability to enter a battle frenzy to receive the sacred gift of ÓÐR, divine ecstasy, fury, and inspiration. Óðr is the source of poetic inspiration and philosophical insight as well as battle frenzy, with all of its grotesqueness and violence, is of a rarefied poetic sort – and, being a gift from the divine, it is inherently sacred. While in this state you are capable of fighting with supernatural ferocity as blows are turned away by the force of your spirit and your physical capabilities become several times greater. From within this state comes an endless rage as crazed as hungry wolves and as strong as mother bears, biting shields and slaying men, while you are harmed by neither fire nor iron, you can draw upon the unbridled wrath of nature itself within you and direct it towards your ends. You obtain the ability to become one with your inner beast. You can don the hamr of an animal and assume its form. Increasing your physical attributes and capabilities proportionally to the difference between the animal and a normal human. You can also astrally project yourself or your wilderness spirit through the realms and and even into dreams, having a vague awareness of what your other experiences till you rejoin.

Capstone Boosted - No longer simply hamrammr, you are eigi einhamr and able to hamhleypa or walk out of your own skin, instead of simply being able simply astral project out of your own body, you may take the hamr with you able to manifest both physically and spiritually or have your animal spirits do the same each hamr adding to your wilderness spirits, each one you, each one able to manifest separately. Unlike before where you had a vague awareness of your others, you are all now perfectly aware of yourself. You also gain another Hamr of your choice with all the benefits that would entail, this will apply to any hamr you later purchase in the item section. You are now able to clearly commune with all of nature, not just the animals and plants but with streams, rocks, and the breeze, while this may seem like an easy task the gods, most gods are only able to commune with some aspects with very few such as Frigg and Freyja able to communicate with all. You have obtained Wisdom by eating the roasted heart of a slain dragon. But before you did so you bathed in the dragon's blood, making your flesh invulnerable to physical damage. No mundane force can pierce you, to deal damage or to

harm; regardless of scale, any damage would have to come from non-physical, divine, or magical sources. While bathing in the dragon's blood you drank from it, granting you understanding and the ability to speak the language of birds. Birds you speak to gain insight into the more subtle dangers approaching your person and are compelled to warn you of such threats and try to intervene. Simple understanding of this language imparts you words with greater weight and meaning, more easily swaying those with your tongue and enhancing all magics and abilities cast through the medium of sound song and story and actually using the language is even greater still. Lastly you have gained the Hamr of a great dragon, a titanic wurm on par with Fáfnir capable of flight, moving mountains, raising castles, turning kingdoms to ash, or poisoning the land itself. Your mortal physicality doubled again, but your transformed selves an order of magnitude greater still as the dragon wields the pinnacle of all hamr.

353. Inspired |100|:

You possess a natural wit and cunning that would leave the ordinary man dumbfounded. As long as it's possible you can often think your way past the most vexing problems on the fly and flashes of inspiration often lead you to surprising and unorthodox but effective solutions.

354. Vixla Hömum Skipta Hömum |200|:

Many beings change hamr in different ways for different reasons, but now you have a gift of forms unseen by most. You could live freely as an otter or a tree or rest as a stone beside the sea if you so enjoyed with none the wiser, any natural form within this world you wish to take is yours even so as to appear to be as someone else. You could grow to be a giant or dragon in size and shape but your strength and gifts would not grow with it, only ever as powerful as you were. As a man you could be a full woman and bear children or as a woman be a man and provide seed, even as other species. This provides a mastery of disguise, cloak, and dagger, even when not using this gift to take form, and a mastery to remain hidden beyond even Heimdall's gaze and prying eyes.

355. At Inom Hvíta Helga Steini |400|:

The art of a deal and a debt. You now have learned and hold an intuitive knowledge and understanding of deals, gambles, contracts, oaths, truths and half-truth, prices, debts, bargains, trades, exploits, loopholes, laws, and all manner of such things that would make the like of any demon or trickster god like Mephistopheles stare in bewilderment of such prodigious genius. You know how to take advantage of this gift and the buttons to push in people to exploit them. But what good is a deal without the means to enforce such arrangements? All deals that you partake in are backed by fate, chance, the world, the powers that be and probability in greater proportions than your own. As a mortal commoner, the king and his army or perhaps even some elves or a Disir would get involved to enforce such a deal, as one of the Vanir all of mother earth would rush to enforce, the wrath of all of nature, the spirits, the valkyries and fate itself, if the scope of your power were beyond that even omnipotent

beings could be trapped, bound, and cursed by a contract with you. That's not to say such overt displays of enforcement are necessary, it's simply an example of the backing you possess. What's more is this perview extends to any deal made in your presence when you so desire, off handed, handshaken, simply spoken, or otherwise; if a drunken man at a bar absently says he would give his wife and farm for just one more drink and you hear it, it's a deal and all that was promised is yours or someone elses for one more drink if you so wish to enforce it. These insurances do not apply against you, however if you don't follow through with your end this backing will not be there and if you break other peoples' deals enough you may become known as an oathbreaker and cheat so no one will want to deal with you. Oaths were so valued among the gods that Odin asked his friend and at a gathering to stand up and give his seat to Loki, who had just killed his son Baldr not long before, so that they could drink together because in their youth Odin said he would not sit and drink in revelry if Loki was not afforded such opportunity also, this level of compulsion is present in all your dealings. (Should be noted that Odin and the other gods after the party proceeded to kill one of Loki's sons rip out his intestines and bind Loki to a rock under the earth with the entrails and hang a poison snake over him ,dripping venom into his eyes till ragnarok came, but at least he got his drink)

356. Afarkaup Avarkostir|600|:

Everything has a price in norse mythology and there is no means around that, but the price is sometimes negotiable or able to be paid by others, and you have already paid a great price it seems and in return this gift. The cost for you will be reduced by an order of 3 and your gains will be increased by an order of 3. The cost of what? Anything within reason really. If you went to purchase a cow for 50 gold, you'd hand over 17gold and get 3 cows instead or one cow that was 3 times better. How does that work; like, where do the extra cows come from? Seriously, just roll with it. If you were crafting a sword it would take up a third of the material and you might get three copies of it; it would take a third of the time to craft and be of three times higher quality. You can not cycle items this way by repurchasing something that has been acquired, enhanced, multiplied, or made through this, but god help the money markets as its still fairly exploitable. Working out for an hour will take 20 minutes and only a third of the stamina and provide growth as if you worked out for three hours and received 3 times the gains per hour. While it can never reduce your cp cost, purchasing things like levels in an rpg setting with exp, items, or cp will grant you 3 times the amount, it functions as you please either in a gestalt fashion or increasing your capacity for hard limits and levels by an order of 3. You will receive 3 of any item purchased with cp. The costs you pay are now indifferent to the specifications, if you make a contract with a demon for your soul, you can substitute in anyone else's unless there are other stipulations like a powerful or good soul, if the specifications are for unique items or things so rare they might as well be, you may all but ignore such specificities with even a glancing notion of an attempt for equivalency (a deal for the strongest soul in the universe, you could just go grab the soul of a random guy just getting into bodybuilding or a gym rat.) A deal for your life, ok I have this slave here you can use as you wish for 1/3rd of each day or here is 1% of the life force from 100 people under my rule or power. The ability to substitute is in direct proportion to how specific the deal is meant to

be, how rare the thing being paid is, and how personal it is to you; something like gold you may MAY be able to switch out for jewels gemstones and other currencies if the dealer isn't a stickler but you could not switch out for fool's gold and receive the benefits of this perk, an heirloom magic necklace thats been in your family for generations could be switched out for a necklace of similar craft and make containing some magic blessings. This will not stop people from noticing a substitution has been made or getting miffed about it, but the deal will be considered valid if you try to stay within reason.

Capstone Boosted - everything and everyone has a price and you know exactly what it is in a dollar figure or some other form of currency and trade. If no one has the authority to sell something to you, the cost can be sacrificed as a kind of ritual removing it from the world. Everyone knows what you've purchased is yours and you know if someone tries to steal your stuff. This extends to services also but it can't force someone to do something if they absolutely wouldn't do it under any circumstances, otherwise, you know exactly how much this service costs, unless it involves selling you something, then they have to sell it. As a nice aside you no longer need to track down the owner of the items, just yell out in the museum that you are purchasing a painting and just like batman acquiring a fancy hotel on a whim it will work itself out. You hold power over the things you own and may wield them completely and freely as you wish. You may place any arbitrary restrictions on that which you own and it can never be used against you unless you permit it to be so; all that is yours can be revoked and returned to you with ease. Objects, ideas, powers, gifts, thoughts, and skills acquired on loan or temporary trade count as yours for the full duration of the deal and can not be revoked and under deals or offers set for indeterminate durations they are permanent and irrevocable even if the contract is violated as they are now yours completely and utterly, I pity the fool who lets you borrow their hammer.

357. Bældæg|100|:

Many believe some of the greatest gifts you can receive are love and happiness. No matter who it is, no matter where you go, people will have a great first impression of you and tend to like you. The more negative or abrasive aspects of your personality behavior will be immediately shunted in their minds like your friends who have gotten used to the fact that you always talk to loud or are a bit pushy. This is not a cure all, if your personality and someone else's don't gel this will not force true friendship, but it's a better start than almost anyone in real life gets. No more will someone be irritated with you simply because you showed up on their work break and people will always give you the benefit of the doubt. Becoming a celebrity is going to be way easier. But on a more personal note, if you've ever wondered how some people can just be carefree and happy you've now got that gift scalable and toggleable at will, reignite your childhood sense of joy and wonder at will. You may optionally give off light and glow soothing warmth at will, enough for you to not to have to worry about needing a camp fire on mount everest for you and some close friends..

358. Fjölkyngi|200|:

Magic, True Magic in the world of Norse myth is telling a lie so convincing the world has no choice but to listen. Well that is what a certain version of Loki says and, funnily enough, he is not that wrong. Songs, music, stories, poetry, art, and oaths all have power. They have the power to change the world both figuratively and literally. The gift of magic combines multiple skills together and through will and power it enacts change. You have gained a gift and talent for using magic, which most mortals can not perform. Odin is particularly adept at songs to change the hearts of men to turn them into great burning warriors with skin stronger than iron and swoo women to his will. Frigg used this art to request oaths on behalf of her son protecting him from all harm and soothing fires in minds and homes. Because there is no better healer than preventing harm in the first place, you are particularly adept at that kind of magic..

359. Véurr Véoðr Vingþórr|400|:

Hallower. Thor is often thought of as a war god and he is, but he is much more. Thor is also the god of purification. You now hold this power, you can break any curse, wash away any poison (yes, norse mythology is full of irony), burn away any disease, consecrate any land or sustenance, refine any metal, or even clean the environment. You may do this in a similar manner to Thor. Choose a destructive element like ice, lightning, or fire, you gain control over this element and may wield it like Thor wields lighting, you may break things and purify them with your element then restore them except now cleansed. This also may mend or repair things, objects, places, and the like freely, but it can not replace what is lost. You may even perform this action on souls. Or you may be kind and skip the destructive part of your cleansing. Things you have consecrated could be considered holy or sacred, lands will become more verdant, bodies more vital, metals more mystical. All these abilities grow with your power over your chosen element. Oh , as an aside you can freely ordain marriages with the full backing of the universe no questions asked mister preacherman. It will be accepted as legal, even where it normally wouldn’t be.

360. Valkyrja|600|:

Choosers of the Slain, beings of great and terrifying power most likely elevated by Odin from among the Disir to a position closer to being a minor deity than a messenger or angel(no matter how much you look the part) acting as an extension of Odin's power and will. You have equally been elevated in power and gifts to being considered among them, if you were among the Guðkunnigr you would be equal in every way to your fellow sisters of battle becoming a very minor deity of war, death, fire, weather, healing, victory, and fate. You do not simply carry the worthy among the dead to valhalla, you choose who lives or dies, the victors and losers, in mortal battles and wars under your gaiz. You and any mount you ride is gifted with flight, under your own power, far faster than you could move on foot; at any point you may or may not have a pair of powerful awe inspiring wings. At anytime you may compose yourself out of fire and sunlight. You are free; no prison, bindings, spell, or charm can hold or restrict you or your mind or soul, no barricade can block your path. You are a bridge between the realm of the living and the dead, not restricted to either. You are an

unparalleled warrior even amongst the impossible standards of the gods, skilled in every weapon or art of war with strength, speed, and strategy to match. Any of your gifts and ability to wield true magic will grow to be unparalleled by mortal standards. Short of true death you may heal and cure anyone of natural any natural disease, wound, or ailment whether physical, mental , spiritual, or something more esoteric. Your beauty is beyond compare able to strike mortals dumbstruck.

Capstone Boosted - You are now as Freya or Frigg, beyond a minor deity, a full on goddess by your own rights. You are the most beautiful person who has ever lived, able to strike gods dumb by revealing your full glory. Your power and skills are equally enhanced and you have become a lesser personification of freedom and hope. Your magic wielding now on par with the greatest gods of magic. You can heal and cure anything natural or otherwise given enough time and raising the dead is as easy as breathing. But more importantly you are now a chooser in your own right, no longer simply able to choose the worthy dead for valhalla you can choose for any realm. You gain an innate understanding of any being, their sins, their hopes, their desires, and their worthiness. You now hold first pick and claim among the dead. Like Freyja and her hall Sessrúmnir in Fólkvangr, you gain your own afterlife within the realms to hold your dead. Like Odin, you may elevate beings to a status similar to the valkyries, granting fragments and aspects of power dependent on your own and theirs. In worlds with afterlives of their own, psychopomps will automatically consider yours valid, and any gods that rule over the dead will accept you as a peer.

361. Mímir |100|(Hamingja Required):

You possess a powerful mind and your memory is formidable. You cannot forget anything you have ever experienced and you can instantly recall anything you know. Your mind will never run out of space to store information and all knowledge will be indexed in its proper place without fail. Even things you have forgotten before this will fall under this effect, once more appearing in their proper place in your mind. Your intellect is also among the best in the realms. Mental and scholarly pursuits come easily and naturally to you and you have an easy time comprehending new and complex ideas as you encounter them.

362. Gangleri Gangari |200|(Hamingja Required):

You possess the gift to traverse the nine realms and beyond. You are free, as long as you are free to journey, to journey wherever you please, no land too distant or kingdom unknown. You can even travel to places beyond physical reach given time. No tireless journey by foot or under your own power would take more than the cycle of the moon or 27 nights and upon the back of a mighty steed no journey would take more than 9. This also provides you and your steeds the stamina to survive such long treks over natural terrains without break. While this does not provide any specific safety or protection from the environment or allow you to bypass blockades, walls, gates and the like it will let you come to the edge and interact if need be and improves what capabilities you hold while journeying.

363. Haptasnytrir Foldardróttinn|400|(Hamingja Required):

Like Odin, eternal seeker of knowledge, you have a gift for learning, not simply in a sense of being able to learn faster than most, but by more esoteric means being able to locate long lost or forbidden knowledge and skills, beings who have refused prior students will never refuse you, instinctively knowing where to go and what to do to acquire more knowledge and exploit it for your advantage. Your learning speed, capacity, and intuition expanded by an order of magnitude and quests to find or locate such things equally shortened. But what good is knowledge if you can not exploit it, you now possess the ability to teach anybody almost anything, even if they are incapable to use that knowledge. You could teach a mortal how to wield divine power to create life and they would understand exactly how it works and would be capable of doing as such if they gain the ability to wield said divine power. Whenever you teach people anything, you gain power over them and what they have learned, gaining more power over them the more you teach and the more they wield your knowledge and skills. You could teach someone to be a great fisherman, but make it so they could only catch catfish and these restrictions can be selectively applied as they teach others in a chain of learning. You could teach the world magic and runes and make it so those gifts could never be used against you, or that no matter how skilled and knowledgeable they become they are unable to teach anyone these things, their mind becoming a momentarily blank. Even a third party observing you or your students would be unable to learn anything without your permission, even something as simple as making a peanut butter and jelly sandwich, however this won't stop them from making a PB&J on their own they just won't be able to recall how you made it if they saw you do it they literally would not associate the name of the sandwich with those ingredients. If the knowledge from you is so intrinsic to a person that it is how they make a living or is what they are know for or is used in everyday life you would have the ability to manipulate their fate similar to the Norns with lesser control based on lesser connection of that knowledge, you could manipulate the fates of an entire kingdom, world or further with this. Students under you will be able to learn what you have to teach faster as if their intelligence, talent, capacity, and learning speed was increased by an order of magnitude. You are a plotter and can easily come up with both direct and indirect ways of obtaining what you want. To your eyes obstacles look like opportunities and challengers like people bearing gifts. Moreover, when seeking something that you cannot obtain or achieve at the moment the steps and measures you must take to accomplish your will naturally fall into place in your mind given a bit of time. But plans are nothing without the will to see them done. You have that will. Your determination is such that you can ignore or power through anything that would seek to stop you, should you choose to do so. From pain to loss to uncertainty to even the greatest social pressure there is nothing that can deter you from your goals but your own judgement. This will even let you break free from unnatural mental influences with effort

364. Seiðr |600(Hamingja Required)|:

A powerful form of skill concerned with discerning the course of destiny and enacting their wills upon the world by viewing the Oorlog and ways of the wyrd. To do this, the practitioner relies on various means to enter a trance and travel in spirit across the Nine Realms to accomplish their intended task. This can take the form of prophecies, blessings, or curses.

There are seiðr rituals for divination and clairvoyance; for seeking out the hidden, both in the secrets of the mind and in physical locations; for healing the sick; for bringing good luck; for

controlling the weather; for calling game animals and fish. It can also be used for the opposite of these things – to curse an individual or an enterprise; to blight the land and make it barren; to induce illness; to tell false futures and thus to set their recipients on a road to disaster; to injure, maim and kill, in domestic disputes and especially in battle

Capstone Boosted - Not content with simply knowing and being one with the tapestry of fate, you sought Wisdom for the sake of knowledge, cosmic secrets, and the ability to change it; you willingly hung yourself by the neck on a branch of Yggdrasil after piercing yourself with a weapon and peered downward towards the Well of Urd at the base of the World Tree surviving in this state, teetering on the precipice between life and death for nine days and nights, until finally you were found worthy, embodying arts of fate, rune, magic and weaving with which you have now gained supernatural skill. While often used simply as a written language by mortals, the runes are truth, symbols that represent some of the most powerful forces in the cosmos. Each rune allows one who comprehends their mysteries to access, interact with, and influence the fundamental forces of the world that they represent. While Odin was initiated into runic knowledge by perceiving 18 runes, these do not represent all of the runes and Odin wields them very simplistically. Compared to the Norns, who delicately utilize the runes on a grand scale to weave fate for the nine realms in an intricate tapestry, Odin is like the first man to crudely discover fire and proceed to wage war with its strength. You now have the wisdom, knowledge, skills, and power of the three Norns and Odin in wielding the runes. You will also gain 18 of your own runes unknown and unknowable by even the Norn, unless you teach them, and the sisters may or may not be willing to pay a high price for the knowledge of even one such new rune. With this new knowledge you can use the Runes by chanting or writing them to heal emotional and bodily wounds, bind your enemies and render their weapons worthless, free yourself from constraints, put out fires, expose and banish practitioners of malevolent magic, protect those you favor in battle, wake the dead, create and preserve love, and perform many other feats like these.

365. Útan Ätt |100|(Angrboða Required):

Racism? Clanism? Familyism? These kinds of groupthink, to put it lightly, are rude and wrong on so many levels. Sadly, solving those issues might not be possible, especially in a world like this. But I can give you the next best thing. You will no longer suffer by association. You will not be judged by your race, skin color, eye color, hair color, last name, who you work with or who you for. You will be judged and evaluated based solely on yourself and your own personal actions and how well they relate or are known by specific people and situations. You could work for a mass murderer but as long as you weren't do any of the actual killing or operations and were just a secretary no amount of ire will fall onto you for what the group does. As a black man in the segregated south you could walk up to a white's only hospital and they would treat you the same as any rich white land owning donator of the facility. You will always get the benefit of the doubt no matter how monsterous you look. You could be a Mccoy and have just as easy of a time proposing marriage to a Hatfield. Simply put you are immune to relational judgments, even if you are an orc or goblin elvish blades and witcher talismans wont glow to warn their master. But this also goes a bit further,

if a sword requires a descendant or blood relation to a specific person to use or if dragon eggs only bond to humans, you can fill in for any of those positions just fine. In some universes Thor's hammer requires you to be worthy and this perk won't let you slide on that, Sorry.

What, you want more? This origin is too expensive for something so middling? Fine. You now have a passive resistance to attacks, powers, abilities, and events, really almost anything, that does not specifically target you. The more generalized the association or intent toward you, the greater the resistance will be, but if you are the specific target no resistance is provided. If an evil wizard throws a fireball at your party trying to get rid of your team, you would get a pretty solid bonus depending on how many people in the blast radius or team you have(50% if two of you, 65% if there are three, 75% if there are four, 80% if there are 5, and so forth). However, if that wizard was specifically trying to get rid of you and there just happens to be other people on your team or in the beast, this perk will not protect you. If someone happened to drop a nuke on your city and it wasn't done to specifically kill you, your probably walking away with barely a scratch. This will only apply to negative effect; group healers are still you best friends.

366. Hólmganga |200|(Angrboða Required):

Mortal Kombat!, legalised robbery, standardized property acquisitions? whichever you prefer. You now have the power to lay a claim, whether legitimate or not, on anything you have the power to possess. In doing so, you challenge the owner to a fight to the death or concession over the claim. If you win, you own whatever the claim is over. As a mortal from these realms you may be able to, at most, lay claim to an entire kingdom or a title that someone possesses, but as a higher being you could lay claim to more metaphysical things such as a power or ability that you can trade in, or years off someone's life. You must still follow all the rites of the hólmganga, allowing an ample amount of time for an individual to respond to a claim, the respondent can substitute in a champion, and rules to the event can be negotiated. Your free to not have it be to death or even have the match over a children's card game if the other party agrees, but if no agreement can be met, the event defaults into a one on one fight to the death or concession. When making a claim over something that is owned or held by multiple people, you may have to fight them all individually, taking a piece of the claim with each victory or set up a tournament to establish a final claim. Refusal to meet your challenge grants your claim automatically. This power is backed by fiat, as your claim is true, your property or titles and powers are yours by right, but it is enforced by your metaphysical level. A mortal would have the full enforcement of the government in your claims but a god may have the enforcement of the universe itself. Killing someone as part of these rites, if they do not concede or there are no rules against it, do not constitute a crime or violation; you have the right to make these claims, though people may come to despise you for it.

As a side bonus, you may always claim a trial by combat and it will be honored, even in civilised democracies, or the insanity persecutions of the salem witch trials and spanish inquisitions.

367. Utlagr Vargr |400|(Angrboða Required):

Magics are often rare and misunderstood things; charms and gifts not often connected to the needs of the many, but are tied to the desires of the few. Your magic is dark and terrifying, feeding on and growing the Nīþ of the world around you. Any dark or black magics that you wield from this or other worlds will be amplified by an order of magnitude. This provides you a host of talents that are subsequently enhanced by the very magic this perk provides. As only a mortal, you will be gifted with all the skills and abilities needed to be a well respected thief , assassin, ninja, mercenarie, murderer, bandit, marauder, and corrupt politicians, your dark magics silencing your steps and actions, enhancing the lethality of your poisons and blades, blending you into the shadows and speeding up your movements, and your speeches inciting hatred and fear as desired. As a vættir with hammingja, you would also be the epitome of the dark witch in the woods or evil sorcerer, a true mirror of entities such as Grímhildr or Gullveig able to curse others into illness or death, afflict with pain, sorrow, or ugliness with but a word and move as a living shadow whisking children away to their deaths, to hear your name whispered, you could raise the dead as spectors, revenants, or draugr by infusing your or their own hatred and dark desires back into their corpse. A ginnregin would have gifts allowing them to act as a poor substitute for the Grimreaper or Hel herself.

368. Rétt-ligr |600|(Angrboða Required):

You are the embodiment of all the fear, hatred, envy, greed, anger, and negativity that is directed toward you. Quite literally, you hold lesser domains and personifications to a vast number of negative aspects from poison, venom, illness, plague, death and decay, to malice, shadows, darkness, sorrow, hate, war, anger and so forth. All those negative feelings, if directed at you personally, empowering you and making you stronger, the norse gods do not need worship to be mighty and neither do you, but you will grow mighter in every aspect from these negative forces and can substitute these feelings for genuine worship in all areas. You are an endless well from which these emotions may be drawn either by yourself or others. All of this darkness manifests as a curse upon any who would harm you, any being that brings harm to you in any way , either directly or indirectly, will be cursed to the same level of injury or maybe even a bit more. If you would be cut, they receive an equally detrimental injury. If they harmed your child, they and their children may be struck with bad luck and illness. But should you be killed by the influence of another or kill yourself as a sacrifice, you may declare a death curse in response. This death curse will kill anything, normally being instant, if a being is equal in power and yet has protections your curse will take no longer than nine days, a lesser being with protections may take nine hours or a greater being nine months or even up to nine years, nine months, nine days, and nine hours..., but the curse will kill them no matter who or what they are accordingly.

Capstone Boosted - People in this world really don't understand the big picture or their place in it, but you have an idea, a general sense of the great tapestry so to speak. Wherever you go, you now have the ability to see the great tapestry of the world and the machinations behind it. Like all that is black within the world you act as a great tide bringing the world back to its roots or sweeping aside the chaff for a new beginning. All the powers and abilities that you possess of darkness, death, poison, destruction, and so forth can now be applied equally

within the realms of healing, love, growth, flowers, joy, creation, and life. The inverse is also true and your powers have expanded to make you a minor deity and personification of change, decline, renewal, and revolution. It would suck if your powers, abilities, and weapons also discriminated, I would dare say that it might be a bit hypocritical of those gifts. So, your powers don't discriminate unless you want them to do so per their normal function. Have a spell that can only resurrect or heals humans? Now it will bring back dogs, cats, dinosaurs, elfs, robots, even gods if they are within your realms of power, whatever else you want to include within a category. Engineered a plague that only kills people with brown hair, well now it can be just as effective against blondes. You are the great equalizer.

369. An Epic Soundtrack|0|:

At any time you may have an epic soundtrack of old and new original music, just for you and your adventures, by the likes of Richard Wagner, Patrick Doyle, Brian Tyler, and Mark Mothersbaugh. It plays in your head or accompanying you in the world for all or selected people to hear wherever your power and presence may be, it always appropriate to events or just your mood and whims as needed and you can always recall previous songs and put them on record if you like.

370. Multimedia|0|:

You will gain copies of all the poetic eddas, lost or known, both in original stone and well translated book copies, along with a couple of really cool National Geographic videos on norse mythology and the ancient germanic peoples. Also included will be any media, like books or movies or comic books, even remotely related, such as Marvel's Avengers or the TV Show Vikings or American Gods.

371. Eyepatch |0|:

A well crafted eyepatch that makes you look at least slightly more impressive and intimidating.

372. Fylgja |50|(one free, may buy as many as you like):

Much like Odin's two crows, you've now picked yourself up a familiar. These spirits take the form of an animal and are intrinsically part of your being. Normally, if harm came to one's Fylgja, harm would come directly to one's own self, but you will be exempt from this and any Fylgja will just disappear and be able to be resummoned by you if harmed. Intrinsically they are part of your soul expressed into the physical world able to freely enter dreams, realms of the dead, thoughts, or other esoteric conceptual spaces carrying messages and acting as heralds. It takes a great being to even have one, and each one represents a very slight growth in your luck and power. They are able to function and benefit in any way familiar should and you can express your power through them. They are spirits and as such do not have mortal needs. You will gain one free for each hamr you possess, corresponding to that hamr, including your starting one, so everyone gets one free. Those purchased here can only be mundane animals. They can do anything a normal animal of its kind can do, they love you and are loyal because they are part of you but they are still animals. If someone tried to read your

mind or soul they would find a menagerie of beasts, having a Fylgja allows you to think as that animal and grows your hamingja.

373. Mannvirðing|50|(one free, may buy as many as you like):

Honour. Titles can be granted for many things. This is not a seperate name, or being known as a different person, this is simply something you are known for. Choose a title for yourself, you will be known for this or as a monikr. Invoking this claim to fame will have sway in certain circles, but be wary, your titles will become connected to each other. You will become known for all your deeds and where one title may have brought allies before, the attachment of another may harm your reputation with the same people, may be best to go with neutral titles, "giant slayer" may be a problem down the line. Each title represents a growth in your power, luck, fame, and your hamingja.

374. Disir|100|(may buy as many as you like):

You've got a minor divine being in your corner. As a mortal or lesser spirit, this being will act as a very involved guardian angel able to be summoned or dismissed at will, protecting you from harm and dispensing advice. It is as if wonder woman was protecting you and only you, or whatever you ask them to protect, such as a land or treasure. As a greater being, they will still function in their old capacity, but will also act as humble servants, friends, or agents at you discretion. If you have the ability to ascend beings such as make new valkyries, they may start ascended to your fullest capabilities without cost to you. They are loyal to a fault, viewing you as their charge, if you have a personality clash with one, you may freely change them out to one with a different personality.

375. Yggdrasill Mímameiður|500|:

A world tree all your own. This is a metaphysical-ish literal-ish tree whose roots and branches will expand into other realms on their own and to any world you travel to yourself. You can freely travel along the tree's paths to get to any other realm it is connected to. This tree will not let you travel to previous jumps until you gain a spark. You can put the tree wherever you like in each setting or keep it within your warehouse. No one can travel by way of your tree without your permission and restriction upon the paths and who can travel which ones are easy. Your tree has no limits to the number of worlds it can bridge and it can be used to bridge vast distances within a world by its roots dipping in and out of the dimensional soil so to speak. People who know what the plant is can attack it and try to break the connection of your tree to that dimension but this is incredibly difficult and would take capabilities on par with a mid level deity. The tree itself can supply you with an infinite amount of living wood to shape as needed. Its wood contains powerful protective and restorative energies and is capable of growing any plant or seed brought near. The tree acts as its own demi-sub-plane that grows larger as it grows and expands into other realms. Initially not being much more expansive

than a two storey house, this subspace within and about the tree can grow infinity and could easily be the size of an average city within a few thousand years. You may look out to all its branches and roots in different realms from this subspace. As long as you are in contact with any part of the tree you are in contact with this subspace and receive its protections and blessings; this tree will survive unharmed by even the entire collapse or intentional destruction of the omniverse, time, space, space-time, fundamental forces, dimension and so forth. If such destruction of the universe or world you are on is imminent or actually occurs, you will be pulled safely and lovingly into your trees subspace, only having to wait out the birth of a new universe/ multiverse/ omniverse which the tree will guarantee happens. You may bring others to your tree's subspace and afford them these same protections as long as there will be room for them, the tree is able to support any and all life within its subspace unaging, even desperate organisms that require radically different diets and environments will be sustained hardier. This is an item capstone booster.

376. Megingjörð|100|:

A simple belt or other garment or accessory which doubles your strength and durability when worn.

377. Hamr|200| (May be purchased as many times as you like):

A skin, pelt, fur, feathers, bones, or mantles from an animal, any animal you like, beautifully wrote into a garment like a shall, scarf, or drapery. When worn by someone they can take on the form of that animal. You become the animal in full with all its capabilities. The capabilities of yourself and animal form do not enhance or blend (no transfering kryptonian durability to your otter form), unless you are a capstone boosted hamrammr.

378. Mjölnir|400|:

Not necessarily the Mjolnir but an indestructible weapon of equivalent power. For comparison, Mjolnir could break or repair anything it contacted, allow the user to freely wield lightning and rain, would always return to its its own, consecrate the earth, could be shrunken down to a pendant size, would grow with its wielder both in power and size (not sure how that makes sense , sense it supposedly could break anything) and act as a magic catalyst. You may import a weapon into this position.

379. Óðrœrir|600|:

The mead of poetry. Raw divine inspiration in liquid form. It tastes of perfection, the ideal beer or mead to fill those who partake of its splendor. The pinnacle of drink and drug, it can be better than alcohol, pcp, heroine, nzt, molly, acid, felix felicis, super soldier serum, Kick, and pure happiness, creativity, and luck rolled into one and tripled in strength without any of the drawbacks if you like. Anyone who is under its effects is a hamrammr. You may

determine what benefits within this context it provides as you pour it. You will receive one well made and to your tastes jar every 27 days, enough for 9 people to drink to their heart's content for 9 hours. As this is equally a metaphor you could receive the benefits from just a sip, or poured over someone, if your a god of weather or simply tall enough, just add it to the rain. It may not even be a liquid or could just be water with a few drops of....

Capstone Boosted - You will receive a jar carved from yggdrasil itself with a never ending supply of the sacred drink. You could turn this jar and pour out rivers or lakes in a moment or plunge it into and drain the whole ocean away. Through the gift of the world tree you could poor it straight into the minds or cups of those you you choose within the places you hold power, blessing them with its gift or curse them with savagery and madness or forced transformation into beasts or monsters like werewolves.

380. Draupnir|100|:

a simple but elegant ring of pure gold. Once every 9 days you may have it drop 8 equal rings that do not replicate. You may store the extra rings within this ring. You may freely change the metal into any natural real world pure metal or alloy you like. You may touch this ring to any pure metal and or alloy and have it become that metal; it will remember the metals it has touched so you can freely change it later.

381. Brísingamen|200|(May be purchased as many times as you like):

A necklace, pendant, or really any jewelry or accessory of your choice. This is the single most beautiful item in all of existence, it is inherently mesmerizing to look at, to the point that other people in the middle of a movie premier might keep taking glances at you, you can tone down this attention at will. Whoever wears this item will instantly appear to have more authority, royalty, charm, charisma, and beauty, to the point you could wear a literal used brown trash bag covered in a dead skunk and baby vomit, and everyone would say that you were the best dressed best smelling person there. But the real secret of this item is its value. It is priceless with a big T truth. You may give this item as payment for any one thing and it will be accepted no questions asked. You need 1,000,000 million pure human souls, an eternally lost golden lama, and a copy of the unreleased manuscript that doesn't exist yet to get that deal with satan going? This will cover it. Enemy army shows up demanding 100 young men and all your food to spare your land? This will cover. But what's really nifty is that it will always return to you. The more expensive or bigger the purchase, the longer it will take to return, but it will never take more than 9 years to return.

382. Gleipnir|400|:

Like the ribbons and chains used to bind Fenrir, you are being given three chains, ribbons, or ropes of binding. These three bindings will accomodate any size you wish can can be used to bind people, objects, things, personified ideas, and cosmic entities, gods, universes, dimensions, and realms, really anything with a "body" can be contained. They are composed

of literally impossible things and metaphorical ideas, functionally being as light and strong as needed. Unlike the originals, these bindings can never be broken or undone by that which is bound, in fact only you can undo these bindings and they are indestructible and impassible in any way. They will completely seal the person from influencing the world in any way if you so desire. They can be as comfortable or as uncomfortable as you desire, short of actual torture, and any time they are used "in bed" they will greatly "enhance" all involved experiences. You may simply will them to undo themselves so that you can not be trapped by them in any way if you don't want to be.

383. Mistilteinn|600|:

A missle or arrow or spear or even sword of some kind made from a simple living wood or plant. It will function perfectly as any kind of mundane projectile bolt, bow, piercing, or slashing weapon, being the perfect version of it in any way by mortal standards. The weapon is unbreakable but will bend or behave as the finest possible weapon of its type. At will, this weapon can be sacrificed to pierce and kill anyone or anything; If lent out, this feature can only be used at your discretion. You will receive one of these every 9 years and you may freely change what type of weapon each is.

Capstone Boosted- The weapons provided by this perk are now carved from yggdrasil and full of life. They can be of any type of martial armament you like, shields, polearms, or even hammers. They carry any and all magics and enchantments superbly well, can be recalled back to their wielder, are impossibly sharp and accurate, both as light as the lightest wood in hand and as hefty as the densest metal. They are dancing armaments able to act like Andu's arrow, or guard, parry, and protect you as if wielded by a phantom of your own skill level. As they are now full of life, you may sacrifice a weapon to completely heal or raise from the dead one sentient souled being to the way it was before it died or up to an entire forest of life, flora, fana, and all even into its youth. You may now throw out your weapon into the world and it will travel to any realm your yggdrasil touches to strike down or raise your chosen target, always knowing where to go. You will receive a weapon every 9 moons, 243 days.

384. Skíðblaðnir|100|:

Marvels of engineering, a glorious ship capable of carrying you and your whole clan in luxury for war unfolding to be as big as is needed. This ship can fold into a thin wood block able to fit in a pocket, and be thrown out to unfurl itself, there are no limits to its weight and plunder, and it can glide like a misty ghost across land and sea as if it always had a favorable wind.

385. Gullinbursti|200|(May be purchased as many times as you like):

The great golden boar. The ultimate mount, a giant golden boar proportional as a mount to your true size but can shrink as needed for other forms. It can be any animal of your choosing, doesn't even have to be made of gold, could be flesh or platinum, and can be any naturally occurring animal like a giant moth or a whale, even something like a pegasus or griffin is fair

game. It will always be at least 3 times faster than you and can easily get past obstacles and rough terrain. It will reflect your divine power and strength, having minor gifts based on your powers and nature, as a god of strength it could break mountains or if a god of wind it could bring forth the scent of far off lands and act as a herald for you. Being in this animal's presence will protect you and anyone you choose from any natural environmental dangers, and I mean any. You could set up camp or swim through an active volcano, outer space, the sun itself and say what a nice cool breeze we are having even if there is no air at all. It can fly under its own power even without wings, swim, and run even though air and water. It will never tire of fatigue from travel. It is incredibly smart and infinitely loving toward you, while it does have its own personality so you can't force it to like other people, it is obedient to a fault and can never be turned against you magically divinely or otherwise. Does not need food, or air, or sleep, but it can do all those things. Powers you wield while mounted upon your beast are nine fold more impressive in how they appear and present, but no discernible increase in actual strength. It can not grow sick, be poised, or killed, if it would be it will just vanish. It can be summoned or dismissed from your side instantly and functions like any familiar would. Trained for war and able to fight like an animal of its species. It comes with an equally spectacular chariot if you so like.

386. Iðunn|400|:

Every moon or 27 days, you will receive an amazingly carved crate of stone or wood, elegantly inlaid and treated (a treasure in its own right) filled with 9 golden fruits of your choice. These fruits will wash away the years and return youth to those who eat from them. Each fruit will restore 9 years of youth, not just in body but in mind and spirit. You will retain your knowledge, wisdom, and joy, but it can carry away the pain, sorrows, hatred, and weariness of the age. These years can be saved up if you do not wish to grow any younger. But the apples can be used to condemn others if you so choose, wiping out all 9 years of memories or any number of memories from within, or forcing a person into youth or unbirth, or condemning a person to a death like sleep for 9 years, with multiple fruits stacking or conditions set as your choice. No matter what though the fruits are the best tasting of their kind that have ever existed even by the standards of gods and can be distilled into heavenly wines, and juices, cakes, and pies each easily able to make or improve such items. A single apple could make a single bottle of wine or pie or 9 or more bottles providing a divisible amount somehow. If you took the seeds from these (if you want them to have any) you could grow far more normal silver plants of these fruits that hold all the flavor of their divine counterpart growing only where and how you wish them. The cases that you receive could be used to preserve anything that is within, restoring them and maintaining them unaging and unharmed. The cases can hold metaphysical things such as the memories of those you've taken with your fruits or or like pandora's boxes, the evils of the world, or all the anger to be released as you choose.

387. Ginnungagap|600|:

An empty land, a place all your own, either within one of the nine realms or close by, connected through the world tree. This place is yours, as a mortal it would be a kingdom, as a god, a full realm equal to the other nine. It will start in a state of your choosing with buildings, halls, ports, towns, cities, and natural features however you like. It may even be populated by a race like yours, as a mortal of other skin, as an elf of similar stock, or a new tribe of gods equal to the others depending on what you chose to be. You are free to change the place over time, within your power. You make the laws of this land and can bar entry as you so choose, the people and denizens of this land will never revolt against you or attempt to harm you but they may try to leave and if you kill them all off they won't be able to repopulate. This is a private dimension and like how the asgardians use the bifrost to move from realm to realm you can always open a "bridge" into your realm and return to this home, permanent bridges or paths to and from your realm can be established or destroyed at your leisure.

Capstone Boosted - Not enough I see, you want your own entire cosmology. You are now a dimension lord with over 9 full dimensions or realms connected through your Yggdrasil tree as you see fit. Like any dimension lord you are safe within your realms and nigh-omnipotent. Each realm can be its own ever expanding universe like our real world, or a fantasy keep disk upon a turtle's back, or simply a floating city any way you like them. They will be mostly mundane, based on normality within norse myth, but with every jump you visit the realms can freely pick up new features as you desire. If you went to marvel, vibranium, adamantine, and uru would be available within your realms or mythril if you went to a Tolkien setting. Any substances you would purchase from those jumps in the future could be provided to you in endless amounts over time. You can not take out anything from your realms into the main jumps that you have created with your nigh-omnipotent gifts within your realms, unless you have your spark. That includes cheating at any part such as just making a bunch of new vibranium bricks appear before you, or even locating the materials in the wild or saying your whole realm is just made of vibranium. As long as you are just using your non dimension lord powers, perks, gifts, skills, and tools from this or other jumps the items or army you craft and build are fair game to take into the normal universes. Your realms can take on properties not just materials, from new jumps, such as dimensions composed of magic particles, or that are constantly suffusing negative matter, but you can not alter it from how those universes actually behave in their jumps without it being counted as using you nigh-omnipotence within your dimensions.

388. Sæhrímnir|100|(Hamingja Required):

The great feast. With not even a gesture, full place settings, fresh food and drink, tables, chairs, servers, acutamon, and entertainment shall be brought forth or dismissed into the aether. Any food, drink, or festive joys you have ever tried can be created on a whim, filling with all the nourishment the body needs and never making one fat beyond their desires but leaving the person everable to be an endless glutton if they so choose. Sustenance for 3 days is provided at the meals leave to those who took even a single bite. No magical or special properties of any foods carry beyond taste, but the foods clear all stomach or further down pains and ails. You have now tasted from all the greatest dining options in the nine realms and could feed an endless army with this.

389. Gjallarhorn|200|(May be purchased as many times as you like)(Hamingja Required):

A great and terrifying horn of amazing make, or any instrument of your choice. First, the instrument is of the highest make and quality and able to perform perfectly as it was intended, even on its own as if the greatest instrumentalist of the time was wielding it in ghostly form. Second, choose a season, climate, and weather. At anytime, you or someone chosen can "call" through this horn a sound that would reverberate through the realms ushering in the chosen states for three full seasons unending unless dismissed through a second call or limited by intent. Third, you or a chosen could perform a call though your horn as an alarm that any of your choosing may hear throughout all the realms, instantly conveying the intent of the call. Forth, you may through a "call" summon an army of lesser beings to your side 3 generals and or advisors, 9 elite officers, 27 berserkers or specialist, and 81 soldiers. Fifth, the instruments may be used to enhance song or lyrical magic by 3 fold and put people to sleep. You gain the skills to craft expert instruments that can play themselves.

390. Svalinn|400|(Hamingja Required):

A shield that could put the great hammer of Thor to shame. Indestructible and able to reflect all force, power, damage, and harm back on its attackers while remaining completely unmovable except by it wielder or owner. The shield is a dancing weapon and able to return at will to its owner, resizing itself for its owners needs. Raising it could protect the world from the full force of the sun, absorbing its power for other uses or scattering it to the winds, able to raise it to the sky and cast shade upon the world. Its wielder holding power and control over the wind, snow, ice, and shadow, it acts as a dark mirror to a certain sword.

391. Mímisbrunnr|600|(Hamingja Required):

The head of a man, a crystal skull, a glowing ball of light, a big white rock, whatever you want this to appear as it does so. This thing contains all the knowledge of the world your are in, every story, every version of the story whether lost or otherwise it has. It knows the location of every great artifact and the names of every family member of every clan, all the best ways to raise animals, forge weapons, or built boats, or be a good leader. It knows what everyone has said on the matter, the only things it doesn't know is what's going on inside people's minds. It doesn't know why Janet killed Todd, it only knows that Janet said she loved him before stabbing him with a spatula in the groin under the bonanza last friday while she cried. It has full knowledge of everything anyone has said or done, painted , or crafted, and can tell you all these things, but things fully in the mind are beyond it. It is able to compile information and make inferences and new advice based on that, but it is limited by what people within the world have done. It could not tell you the best way to forge steel, it can tell you the best way to forge steel based on the combined work of all the blacksmiths who have ever lived in this world, meaning it can be wrong, thereby making it the best teacher available

in some respects. It would be able to make reasonable inferences like substituting in a new material never used before based on past information and know properties but it won't necessarily be correct. It will update with new information on each world you can travel to and recall anything it has ever known. It only communicates through sound or sound directly into your mind, but it can be used to functional spy on anyone in the world in real time. It wants to be helpful, and is really good at retelling stories in different styles or voices and it does happen to have all the senses in a way. This stone will protect you and any decently sized area based on distance of your choice from remote viewing and listening, scrying, divination, postcognition, clairvoyance, mind reading, control, or illusions including but not limited to magical, psionic, technological, or divine means.

Capstone Boosted - You will gain 9 more stones to use as you wish, including remote walking talkies and the like. The stones answer to you and can be limited in their functionality as you see fit. They will count as points of presence and power for you to exert your will. They are indestructible, inmutable, and unmovable as you desire. The limitations on sound only communication is removed and they can be used for remote viewing and scrying as you see fit and they know what is happening in the minds of others and how they truly feel and think, if your means of perception is greater than the worlds they are upon, the stones means of perception will be 3 times greater than your eye, you can already see what going on 3 galaxies over, so can the stones and they will pick up knowledge accordingly. Any and all divination, scrying, and truth seeking, mind reading, astral projecting, charming, and controlling powers used through the stones are enhanced 3 fold. You will also gain a well at the base of your yggdrasil, at the bottom of which is a lair protected and empowered as if it was a 3 fold stone onto itself and a pool of endless water. Within this pool is pure knowledge, not simply things that have happened within the universe, but the unseen mechanics of the background, and the inner workings of the cosmos. When you drink even a cup from this pool pure knowledge will come into you, before drinking you can focus this knowledge to an extent and you will be protected from losing your mind to this gain anything that would be too much for you to bear at this time just washing away. You make let others drink from this well and either have it bless them with all the protections you are afforded with such insights or curse them to gibbering insanity. You can instantly transfer any knowledge you already possess to someone else by way of this water. Drinking from this well shall grant you heimdalls sight and an ability to comprehend and perceive on a cosmic level without danger, which may be granted to others who drink. From within the well, any of your magics, powers, and gifts may be carried through the world tree to where you desire that it reaches.

392. Skuldalið |100|(Angrboða Required):

This item here, it's a family and family tree: a mom, a dad, several brothers and sisters, probably some grandparents, a few normal pets, and maybe some aunts, uncles, and cousins. The general make up is up to you, but they are your family and they love you. In every jump you will get a family that loves you, if for some reason you are barred from having close relatives due to the way the setting works, a drawback, or scenario, you will instead get an extended family that loves you. If that is not even allowed you will be adopted into a loving family. If that's not allowed the local village will be super friendly and you will get a tight knit group of friends. If that's not allowed I honestly don't know, well ok, if none of those

options work, this item will boost your luck by a substantial amount. If you would prefer to pass up on the loving family in jump, either due to you ALREADY GETTING ONE, you can, and just take the luck boost. You may take any members of your family as followers but they will be nerfed to a scale of power appropriate to your power in the setting from which they come and what you have purchased. You may get new family members each jump and your families will all get along somehow. As an added bonus, you may grab any immediate family members and pets from your original life as followers now. Either way, you now will get a family tree in each jump symbolizing this perk and regardless of if you choose to have the loving family or not, you will always have the ability to choose your entire family lineage as long as it could be fit into the lore and your origin. You may not say that someone is the child of someone else, but you could shove in that your granddad is the fourth peverill brother or you could just insert yourself as harry potters twin and any unknown decidencies can be filled in as you choose. Yes, functionally the further back you go or the less information there is on the subject the more leeway this has. If you are genetically engineered or something similar you can decide on the factor lineages of your contributors.

393. Lævateinn |200|(Angrboða Required):

Hate twig. Wounding wand. A dark and terrible weapon acting as the perfect catalyst for any type of magic or weaving or death; it will improve all aspects related to such things by three fold and any wounds and curses inflicted by its wielder are equally enhanced. Knocking upon any door, even at the gates of death, shall open the way to its would be traveler. And so, it bears the runes of Lopt, with which comes the 17 rune mark charms taught by Odin. This is a powerful artifact of death and if used properly can permit the wielder to kill any living thing. Comes with a snazzy gold rooster phoenix familiar.

394. Sviga Lævi |400|(Angrboða Required):

Scathe of branches, bringer of fire. The bright sword. Within you your hands is a world breaker, a sword more terrifying than any single other weapon within this jump. For you hold the very sun of the gods and the dead. An unbreakable and immutable blade of fire, light, metal, and hatred brought forth to burn down and cleanse worlds. No being can touch this blade, and most can not even approach it, without your discretion. You and those you designate can be granted a reprieve from this blinding blade, but others will face the full fury of the sun itself. This blade can strengthen and empower any gifts of fire, light, the sun, metal, burning hells, infernal power , wrath and other such abilities by an order of magnitude. It acts as a loadstone and eternal furnace for such forces while other powers of a similar nature or in opposition, such as cold and darkness, equally shrink against the torrent and fury of this sword. This may be a blade of any style or make you so desire, and while it may be unbearable heavy, it will always be comfortable within your hands.

395. Herlið |600|(Angrboða Required):

This here is a sizable army of 90 guðkunnigr, 9000 vættir, and 900000 mortals all completely loyal to you, they can cover a vast array of sizes and types per your discretion from animals and monsters to jotnar, humans, and draugr or spectres. The army is fully equipped with weapons, boats, food, and provisions as required. It is well trained in all areas of combat and war leading up to the 1300's, fully prepared in the tactical advantages that are provided by the more fantastic elements of you army, and is ready to engage in end of the world Ragnarok style combat and events. Your army can easily be combined with any other armies you've purchased or acquired providing the benefits of both forces to each other. You can summon forth your army to and from any sea, ocean, or even lake flooding the lands from the shore upon which they emerge. They may travel with you through Hel and the underworld, they do not need sleep and they never tire, fatigue, or become ill. Your army is adaptable and can easily learn new styles or train others in the ways of war and combat. The strongest members of your army take 9 years to replace, then 9 months for weaker unite, then 9 weeks, 9 days...

Capstone Boosted - Your army has grown to say the least. Within the roots of the great tree, dark dragons wait, consuming the roots of the world. Your army has now been expanded to 9 dragons as great as the Ginnregin, 900 guðkunnigr, 90000 vættir, and 9000000 mortals. The weapons and vessels of your armies upgraded with the wood at the roots of the world tree to be able to float over the land carry with them the mist, fog, and cold of Niflheim. Alternatively you can choose to have the army bear the ash, smoke, and fires of Muspelheim. In either case you may allow others to feast on the roots of the world tree providing anyone at your discretion a limited version or even full version of the perk Angrboða. From your great tree you may unleash natural disasters upon a world and if so instructed you dragons could destroy any realm through its roots within 9 years

Greek Mythology Reddit

396. God/dess (400cp Major): You are an immortal being that has divine command over an aspect of the world. For 200cp you are a Minor god that most likely serves under a major god, your aspect will be less powerful than a Major gods and you won't have as many mortal worshipers as a Major god. For 400cp you are a Major god on the level of the Olympians (can even be a sibling of Zeus, Hera, Hades, Poseidon, Hestia, and Demeter) the mortals of the world will both sing your praise and fear your wrath for your anger will surely bring their demise expect temples of you to be built in hopes of keeping you happy. [Choose 3 Concepts for Minor Gods, 6 for Major]

397. Face That Launched A Thousand Ships (100cp): Let's be honest Greek legends are filled with overly attractive people and now so are you to the point of rivaling Helen of Troy. Don't worry fiat backing prevents Aphrodite from getting jealous of you, unless a drawback is taken.

398. Aura Of An Argonaut (200cp): An aura that draws powerful people and plot bound people to you. As well as an enhancement to your charisma to better help you

ensure a good first impression and bolser your chances of getting them to work with you.

399. King (400cp): The Sword of Damocles a large sword that hung above the throne and held at the pommel only by a single hair from the tail of a horse. This sword was a symbol of what it truly meant to be king: even with all the fortune, power, and luxury at your fingertips you must always watch in fear of the dangers that might try to overtake you. This perk grants you your own sword of Damocles in the form of an ethereal invisible blade held over your head that will lower itself closer to you to show how present a danger to you is.

400. Demigod (600cp): Whether you were born like a normal human child or you hatched out of an egg it doesn't matter you are now a demigod a child born from divinity. You are not the only demigod in this world but you are far more blessed than any other, where most demigods have one skill boosted you have many and the capacity to improve upon them. This perk grants you the Strength of Heracles, Speed of Atlanta, Intelligence of Perseus, Cleverness of Odysseus, and a lesser version of "Nemean Pelt" that is similar to Achilles granting you the same durability as the perk but you must choose a point on your body that will be your Achilles heel, and finally you can choose one mundane craft that you are exceptionally skilled at medicine would put you on a level similar to Aslepius who was able to bring the recently deceased back to life.

401. Stymphalian Feathers (100cp): You have the unique ability to weaponize parts of your body (feathers, fur, hair, scales, quilles) by launching them out from your body like arrows from a bow. [Can have parts or all of your body take the appearance of metals].

402. Hundred Handed One (200cp): The Hecatoncheires where a race of giants that had fifty heads and one hundred arms, with this perk you can appear in a similar matter being able to create multiple limbs that will be just as effective as the original the only catch is you will be unable to create more than one hundred fifty limbs at a time.

403. Nymphs, Naiads, Dryads, Oh My! (200cp): Like the many races of nymphs you are able to tie yourself to a piece of the natural world such as a certain tree (Dryads), a river or stream (Naiads), the sea (Nereids), even mountains (Oreads). When you tie yourself to this location you become a spiritual caretaker to it gaining the power to manipulate it as you see fit (the more vague/vaste your claim such as the

ocean or this mountain range the less control you have) your life force will also be shared with the location allowing you to heal it if it's damaged or transfer damage done to you on to it (Be careful placing to much damage on the location will end up harming you if left unattended). Note: Higher powers and stronger individuals can cause your location to betray you (Will Check).

404. Laelaps (200cp): Like the hound granted as a gift by the gods you have a destiny bound by fate that should you decide to mark something as your prey (you would have to have seen it or smelt it at one point) you are guaranteed to catch it with fate itself working in your favour.

405. Teumessian Fox (200cp): Like the giant fox that preyed upon the children of Thebes you have been blessed by fate to never be caught without your permission you could escape the most skilled of hunters managing to escape any trap they set fate itself will work to prevent your capture blowing winds to cover your track or remove your scent tripping pursuers to allow you to escape their sight.

406. Siren's Song (200cp): Like the sirens you can produce a haunting sound usually in the form of a song that will lure people to you with promises of their greatest desires and as they grow closer their power will weaken and they will grow lethargic before slowly falling to sleep.

407. Guardian Of The Gates (400cp): Cerberus the hound of Hades, his job is to keep the dead from leaving and the living from entering. This perk grants the ability to touch and affect ethereal beings such as ghosts and spirits, A death glare that can frighten mortals and demigods, and finally as a guardian you can mark your claim to a territory allowing you to sense when someone tries to enter and/or leave it the moment you sense this you can “mark” the intruder allowing you to track them those that have left the territory will slowly lose this “mark” the longer they are away. If taken with “Hundred Handed One” you will be able to call on fifty venomous snake heads or fifty heads of various beasts you have encountered.

408. Sibling of the Gorgon's (400cp): You have the skills and abilities of the three gorgon sisters. Like the eldest sister Stheno you can spot weak points on your target and your ferocity will grow in accordance to those around you. Similar to Euryale you can release a Death Bellow that will cause pain to those who hear (the level of pain is based on the distance they hear you, screaming straight into someone's ears will most

likely kill them). And finally like the famous Medusa those who look upon your face will be turned to solid stone.

409. Nemean Pelt (400cp): Like the Nemean lion (and Achilies, One of the Hydra's Heads, and Caeneus) your skin is invulnerable granting protection against traditional weapons. Your invulnerability does not extend to your insides, and a strong enough force could potentially strangle/crush you.

410. Hydra's Blood (400cp): You share some traits with the Lernaean Hydra such as its extreme healing factor that would let you regrow a missing limb in a matter of seconds, and poison blood so potent that even your breath and steps would prove deadly, should your blood touch the skin of another it would cause an intense burning sensation that could take years before finally wearing off. Note: With "Hundred Handed One" when you regenerate you may choose to have two of whatever was removed grow in its place.

411. Ouroboros Skin (400cp): Like the snake that eats its own tail you are a cycle of renewal, should you be injured you can shed your skin like a snake removing any damage done and gaining a husk of yourself. The speed that it takes for you to shed is dependent on the damage done (ie: the more damaged you are the longer the shedding process will take, the minimum time it takes to shed is twelve minutes.) and the husk left behind will retain the damage that had been caused and the traits of your skin (Tattoos, resistance, etc.). Should you desire you can shed your skin without taking damage but it will take twelve minutes to do.

412. Echidna (600cp): Echidna the mother of monsters whose children include the likes of Cerberus (The Guard Dog Of Hades), Orthrus (A Two Headed Dog), Lernaean Hydra (A Poisonous Multi-Headed Serpent), Chimera (A Fire-Breathing Beast That Was Part Lion, Goat And Snake), Nemean Lion (A Lion Invulnerable To Traditional Weapons), and so many more. Like the mother of monsters you can produce monstrosity that are strong enough to challenge the ancient heroes of Greece and those are just your standard "children", you can also imbue your children (and "children") with powers/perks that you possess and specialize them which will weaken some of their perimeters and boost the skills that would make them most skilled in their specialization. Should you also gain the DNA of other beings you can use it along with your own to create a child that will take on some of the powers and skills from whatever you had taken the DNA from.

413. Typhon (600cp): Born from Gaia and Tartarus, Typhon was a monster and titan who was born with the sole purpose to destroy and defeat the gods of Olympus. You can produce a fire hot enough to burn an immortal with the ambient heat being enough to scorch the earth and boil the oceans, you also possess strength enough to lift and throw mountains. The strongest ability you hold is being a bane of immortals for in your presence they are just as vulnerable to death as anyone else.

414. Godly Vigor (100cp): Most of the gods of this world are known for the trysts and other such debauchery that tends to bring about divine reckoning for mere mortals. Though much like those mortal folk, their lurid escapades tend to end in the birth of unforeseen factors in the loom of fate. Perhaps due to their divine nature, these creations can take on many forms and come from just as many a strange occurrence, and much like the most prodigious of progeny proliferators, Zeus himself, you can bring about new life from utterly absurd occurrences. Pop a godling out of someone's head? Go for it. Turn someone's voice into an entirely separate existence on the winds themselves? Done. Bring about a mob of monsters fit for an epic contest? Let's make it happen. So long as it can be ascribed to a concept or given a name, you can find a way to birth it into the world of mortals.

415. Fluid Form (100cp): The gods of Greece look just like the everyday humans (don't tell them that) with a few being better looking and having fairer features, but the gods aren't bond to those forms on many occasions the gods have taken the form of animals and other people, the god Zeus became a golden shower (of rain) at one point. You now have this level of extreme shapeshifting being able to become living light, water, animals, people, no form is truly out of your reach.

416. Trans-mortal-fication (200cp requires "Fluid Form"): Sometimes people will insult you and you can be the bigger person and let it go... Or you can be like a god and curse them into the form of monsters and animals (then offer a prize to the next person who brings you their head?). This transformation doesn't always have to be a curse it can also be a "gift" after all in some versions of Arachne's story Athena changes her into a spider when she (Athena) sees that Arachne has hung herself in a similar fashion should you find use this power on someone who has recently died they will return to life as an animal that most fits with how they were in life.

417. Born Blessed (200cp): Most of the heroes of this world are born from the loins of a god (Cough Zeus Cough). Your loins are similarly blessed, any child you sire will be born with a grand destiny this will of course mean that their life will be filled with danger and hardships to ensure that they reach their full potential and really only a lucky few will actually manage to survive but the ones that do will surely be viewed as

heroes! If losing a large number of your spawn doesn't sound great you can dile down their destiny to a simple good life. They won't suffer as many trials but they also won't reach the level of "Heroes of Legend" a small price to pay to ensure they (potentially) survive.

418. Victim Blaming (400cp): Greek gods don't live by the same rules as normal people, they live by a strict rule of "I do what I want when I want to and everyone else has to deal with the consequences while I walk off satisfied and scott free" and now you can life by this same rule depending on your position of power you can get away with pretty much anything a greek god could get away with. If this involves another person as long as they are viewed as "lower" than you, you can bet that you will be fine and they may end up punished instead. Do be warned if you do something to someone of a higher rank than you this protection will waver but it will work to lessen the punishment.

419. Universal Usurping (400cp): Greek legend talks about the usurping of one's father and claiming all that they had as yours (Oedipus complex?) like Kronos did to his father Uranus, and Zeus to Kronos. You now inbody a similar concept when you slay and/or defeat someone beyond recovery you can claim all that was theirs for yourself their kingdom, people, family, items everything is yours and can't be kept from you by any means because you won the right to have it when you beat them.

420. You Are What You Eat (200cp requires "Universal Usurping"): When you defeat your enemy you now can claim non-physical things from them such as their wisdom, powers, voice, name, everything that they are and ever would have been is now yours to take.

421. Primordial (600cp): You aren't some mere "God" in fact even the Titans are nothing more than children to you. For you are a Primordial a being that was born from Chaos or perhaps lived alongside Chaos before anything was even a thought you are the living embodiment of a concept of reality as old and powerful as the likes of Ananke, Nyx, Chronos-Aeon, Gaia, Etc.

422. Crafts Of Creation (300cp): The 50cp purchase of this perk grants you the skills of a skilled crafter most things you make will be of average quality but every now and again you will make a true masterpiece, for 150cp you gain the skills of the later generation of cyclops' being able to great extraordinary items and enchant them with simple spells and abilities, but these items wouldn't prove all that effective

against the more powerful foes of this world for that you would need the 300cp version of this perk which puts you at a level of skill to the very first generation of Cyclops' (Yep with capital C) being able to forge items out of natural forces like lightning, storms, and shadows. You would even be able to create living automatons that could bleed and feel like any other (except for the fact that they may bleed oil or some other material).

423. Sorcery (300cp): For 150cp you have the skills in magic that would put you on par with most of the known sorceress of this world being able to turn men into pigs or other animals, craft charms able to redirect natural disasters, even steal the abilities from a weak opponent and lock it in an item, but all of this comes with a price and that price is your magic can easily be undone and with the right items may even prove ineffective such as a plant that when chewed blocks your magics use or the use of an item waring it out until the magic fades and potentially return to it original owner, then there's the fact that a stronger or equal mage could potentially block your magic. For 300cp you don't simply practice magic you are born of it like the Goddess Hecate your magic can only be blocked by a power on the level of a god and even then it would take be stressful on the opposing force, your spells also last far longer than anyone would expect requiring a minimal amount of concentration and upkeep.

424. Thrice-Born (600cp): The Orphism religion revered the god Dionysus who descended into the Underworld and returned the myth states that Zagreus the son of Zeus and Persphone who was originally meant to replace Zeus as king was killed by the Titans with only his heart being saved by Athena and brought to Zeus who did some weird godly stuff with it then slept with the mortal Semele who was then tricked by Hera to ask to see Zeus' to form thuse killing her leading to Zeus implanting their (Zeus and Semeles) baby into his thigh and producing the god Dionysus who was Zagreus reborn, there is also a third possibility that states that Dionysus is actually the reincarnation of the Primordial god Phanes who was the original ruler of the universe but was eaten by Zeus. Like this god you can die twice (Phanes and Zagreus) without your chain ending on your third life (Dionysus) you are on your own. These lives will reset at the beginning of a new jump or after 10 years post-jump.

425. Honey Cakes, Olives, Grapes, Wheat, and Apples (100cp): A never ending supply of Honey Cakes (A dangerous dogo of the underworld might be bribed by such treats), Olives (and a bottle of premium Greek Olive Oil), Grapes (and two bottles of wine), A Bundle of Wheat (and a basket of never ending Bread), and finally a basket of apples.

426. Brazen Bull (200cp): A life-sized bronze, hollow bull with a door on one side. Should you lock something inside the bull will begin to heat up roasting whatever was inside it at the time, great for ancient BBQs right? On a side note the bull has an enchantment that any screaming that comes from within it will be converted into the sounds of a bull.

427. Ant Farm/Hill (200cp): A ant hill (or modern day ant farm for better travel capabilities) that when you desire will release every ant within (About 12,000) that will then quickly transform into brown armoured soldiers who are as fierce and hardy as ants and completely loyal to you as their leader.

428. A Burial Shroud (400cp): Why would you want an unfinished burial shroud? Because should you be asked to make a decision you can put it off claiming that once the shroud is finished you will make said decision the great thing is the shroud will undo any work done to it the moment the sun fades over the horizon allowing you to stall making a decision for at most three years.

429. Shirt of Nessus (400cp): A simple shirt that I would recommend you not wear yourself instead give it to another. This shirt has been soaked in the venom of the Lernaean Hydra so when it is worn it will begin to cook the water alive causing unbearable pain, the shirt is also enchanted to be impossible to be removed without your permission. You may have a different poison affect the shirt, as well as make it so it instead causes the feeling of being cooked alive rather than actually cooking someone.

430. Life Log (600cp): Like the hero Meleager you can tie someone life to this log (Yes even yourself), as long as the log remains safe the one bound to it will live, however the opposite is also true should the log be destroyed the bound person will parish.

431. Kingdom (600cp): You are now the ruler of your own Kingdom/City-State the size of ancient Athens with a population of 300,000 people who are all loyal to you and happy to serve you in ANY way they can.

432. Cornucopia (100cp): The horn of plenty a symbol of abundance and nourishment. This horn produces an endless amount of fruits, vegetables, nuts, flowers, and sometimes a choice piece of meat. If filled with liquid the horn will

change it into a highly nutritious milk that holds the same properties as the original liquid.

433. Isle Of Beasts (200cp): An island prison of your design could be a desert, jungle, mountain, actual labyrinth, etc. anyone who steps foot on this island will find themselves being turned around since the island acts as a labyrinth with the intent to keep what enters it contained you are the only one able to navigate without issue.

434. Syrinx (400cp): This reed instrument also known as a Pan-flute were created by the god Pan after a nymph tried to escape his affection by becoming water-reeds, he then went on to use the reeds to make the first Pan-flute. This Pan-flutes powers include increasing and enhancing the growth of plants, calling/bringing/charming animals to you, and the strongest ability this offers is its party song a haunting melody that causes those who hear it to want to dance, sing, and partake in all manner of party festivities (that you would want partaken in) but be warned the longer this song is played the more clouded the minds of the listener will become, with the thoughts of partying, bringing them to the brink of madness a state that should the music suddenly stop and you command it all the party members would follow that single command (such as tearing a man apart with their bare hands even if said man was their father/king).

435. Golden Apple Orchard (600cp): You have a copy of the Garden of the Hesperides, a beautiful garden that any plant placed within it will grow to be the epitome of its kind. The soil of this garden will grow plants even if a plant needs specific requirements to grow and survive. The crowning feature of this garden is the apple tree that grows at its center, as this tree produces golden apples that have the power to restore someone to their prime and increase their natural lifespan.

436. Attendants (100cp): A group of twelve mortal followers who are all willing to die for you; they are also very receptive to your needs, willing to go to any lengths to fulfil them. The members of this group can appear anyway you want them upon purchase but they are no stronger than the average human. Can be purchased again at full price gaining twelve more attendants.

437. Items Of Fate (200cp) You might be wondering “Why would a set of items that sound so powerful be so cheap?” the answer: The items hold no real power; they are completely mundane. With this purchase you receive a spinning wheel that can produce unlimited thread and yarn at your command, a measuring rod that can change its length to measure whatever you need measured, a golden set of scissors that are

always there when you need them and always sharp enough to cut what you might need cut, and finally a set of multiple tapestries that depict your greatest adventures.

438. Harpe (600cp): A sword with a sickle protrusion along one edge near the tip of the blade, made of a divine material that resembles diamond. A dangerous and feared weapon that was used to castrate and depose Uranus, a primordial god, as well as kill and behead the gorgon Medusa. This blade has the power to slay an immortal without risking the destruction that would come from their death instead everything will continue as it naturally would.

439. Olympus/Hades [Underworld]/Ocean (1000cp): With a purchase of this you can buy one of the three locations that are/would be ruled over by one of the three sons of Kronos. The appearance of these locations can be changed at your discretion, who can enter is up to your discretion but powerful beings, and the cunning/tricky may break a way in or find a way in respectively.

- Olympus (The Heavens): Home of the gods, resting upon a peak that rises above the clouds and doesn't touch the earth. This land looks over all the earth allowing you a birds eye view of any location that is touched by the air of the living. All the sky is yours to command.

- Hades (The Underworld): Hidden deep in the bowels of the earth, away from the prying eyes of Olympus, and the final resting place of the souls of the world. This land has a few features that will remain even if you edit it those are the five rivers that flow through it (Styx, Acheron, Cocytus, Phlegethon, and Lethe) and a large dark pit (Tartarus) that can be used as a prison for the most vile and worst beings anything in this pit loses access to most of their powers becoming as strong as they would be as a new born baby. In its current state Hades is divided into four regions (not including Tartarus) those being the Elysian Fields (Dwelling of heroes and the excellent), Fields of Mourning (Those hurt by love), Asphodel Meadows (Ordinary people), and the home of its ruler residing at its center. You can choose to have openings leading to your underworld scattered throughout the surface of the world. (Check Note Section)

- Water (Both Fresh and Salty): All the world's water is your domain from the lakes, rivers, springs, and ponds to the oceans. Only the surface is seen by the Heavens but that is not a lot given the vastness of your domain, heck even in modern times there are places that are unexplored and you know all of them, being able to sense when something enters your waters and instinctively know where they are all the creatures that live here know that you are the one who allows them to use your waters as their home and will listen to you and come to your aid.

- Gaia (The Earth) (Purchase Of “Olympus”, “Hades”, and “Water”: Control of all three domains grants you the full dominion of Zeus, Poseidon, and Hades who had

decided to share command of the earth as such should you hold control of all three of their domains then it's only right you gain the fourth region (The Earth) for free.

440. Wind Bag (100cp): A tightly closed leather bag that contains an endless supply of wind. When opened the bag will release the winds inside, the strength of the wind released depends on how wide you open the bag's "mouth".

441. Chariot (200cp): A high quality chariot pulled by two strong immortal steeds. This chariot is able to travel ten times faster than you with little effort. The horses and chariot require no maintenance but nothings stopping you from taking care of them. For an additional 300cp, you can replace the horses with any animal or beast they will be scaled to the size of horses and the chariot will be able to travel over land, water (over it and through it), and soar through the skies. The animals pulling your chariots will also prove efficient in battle, being brave enough to play chicken with death itself, you can also grant them an offensive or defensive ability that befits their form.

442. Apple of Discord (400cp): A shiny apple comes with a note that reads "For The Most _____" to it and throwing it into a crowd will cause a fight between the people the note most applies to.

443. A Golden Pomegranate (600cp): A beautiful golden pomegranate that is enchanted so that anyone who eats all the seeds within it will become a full-fledged companion. The truly Greek myth part? You don't need to tell them. Yep, no consent needed just get them to eat every single seed if they don't eat the whole pomegranate then they will only be your companion for a fraction of time if they eat half they will be yours for 5 years. A new pomegranate will appear in your warehouse every 10 years or the start of a new jump.

444. Bridle Of Bellerophon (600cp): A golden bridle gifted to Bellerophon by Athena with the purpose of being used to capture and tame Pegasus the winged horse that sprang to life from Medusa's severed head. You gain a copy of this golden item that holds a special enchantment that any non-sentient creature (animal) that you manage to get the bridle on will become a fiat backed pet. There is a small catch to this process the bridle must remain on the creature for twelve days and nights, with each passing day the animal will grow more restless and try to remove the bridle even calling upon allies (other animals, monster, or some environmentalists) to its aid, but upon the end of the last day or night (depending when you put the bridle on) the creature will be loyal to you. Once the Bridle is no longer in use you can reuse it.

445. All Of Greece (600cp): Pretty self explanatory.

446. Sibling Of Fate (1000cp) [Purchase A Max of Three Times]: Fate in Greek mythology might seem inevitable given how often tragedy falls but the depiction of fate is that of strings and a tapestry, materials that can be manipulated and are flexible. You can choose one of these abilities that will grant you a fraction of control over fate:

- Clotho: The spinner of the thread of life. With the power of Clotho you are the Beginning, the start of fate. When you look within the eyes of another you can see their life laid bare up to that point in the present. Your gifts allow you to begin the thread of life allowing you to decide when someone gets pregnant (even if they normally couldn't or shouldn't be able to) even forging life from nothing by drawing upon the tapestry of fate, and once a year you have the power to begin the thread of life a new for someone who is about to die granting them a second chance at life. Playing with the tapestry of fate can prove fatal/dangerous when you only create the beginning pieces of a thread but have no control over its course, or where it ends.

- Lachesis: The chooser of a person's destiny. With the power of Lachesis you are the story, the present is your gift. When you look within the eyes of another you can see their present bonds and connections you can see the life that they live and all the strands of fate that they are connected to the brighter the thread the stronger the bond of fate are. A hero destined to claim a legendary sword, Two lovers destined to be together, a villain destined to die at the hands of a child, you can see the plot of fate and the paths it is destined to take in your eyes fate is linear a set course of events, but your true power lies in your knowledge of these events allowing you to act in a way that could rewrite the course you had seen but you must be present at the event in order to change it. Once a year you can change the path of fate without being there changing its course to one that is more to your liking, but changing the image of the tapestry can cause the ending to become clouded and out of your sight even with your intervention fate will proceed.

- Atropos: The inevitable end. With the power of Atropos you are the outcome. It is inevitable that everything has to reach its ending, reach its finish, reach you. When you look into the eyes of a person their end is yours to see but unlike Lachesis which sees a single inevitable end you are able to see all possible endings even those that would stop the "story" prematurely. You see the last moments that everything will experience and in your presence all things know that they will eventually reach their end especially should you desire that end to occur. You can slice the threads of fate prematurely forcing an end but in doing so you weaken the strength of the tapestry forcing it to rethread itself in a way that allows it to remain together so that fate and the plot can continue without any adverse threats to itself. Once a year you can end something and force the tapestry to accept it without trying to rethread itself, this will cause the plot to go on and by some miracle end how it should just without that single thread.

- Ananke (Free With And Requires The Purchase of Clotho, Lachesis, and Atropos): Necessity, Ananke is often viewed as the Primordial being Embodiment of Fate and in purchasing control of all three aspects of fate they have merged making you something more an existence outside the tapestry. Your powers have all evolved when you look at someone they become a walking ball of string each string is an extension of fate something that has been, currently is, and will be the full tapestry is yours to see not a single piece is closed off to you, what's more you can see all versions of the tapestry not just the one that the "plot" dictates to be true, but all possible plots, now every version of how a world could turn out is in your gaze along with how to make it occur and how to spot the key points. But when looking at a person and seeing their threads you are able to categorize what you want to see from bonds of love, friendship, importance, items, locations or simply hide the strands from your sight, by slicing one of the threads you can re-tie it and change its placement starting new paths, changing the set destiny and ending a tapestry. Fate is yours to play with and manipulate but doing so too often in the same world can cause fate to bind you in its weave once more should you desire you can bind yourself to fate on a choice basis. Fate is the grand design, everything else is just a fragment that you can manipulate. (Removes the time limit on the things you can do with fate from the Clotho, Lachesis, and Atropos perks but won't protect from the weave wrapping around you). Once per jump (or every ten years) you may make a single grand change to the weave, warping every stand from past to future (examples: wipe out all men/woman so now the world is only made up of woman/men who have adapted to this change, grant every single person wings, make it so people have soulmates (maybe add timer on their arm counting down to when they meet or a mark that only them and their soulmate will have), any change made will not impact the main plot of the world since the change has always been that way since as far back in the past as anyone can remember.

Generic Divinity

447. Divine Spark/Divine Mind/Divine Senses [Free]

Divine Spark [Free]: As a divine being, you have shed off your old self in order to become something greater. You are a god, and so you have been changed to fit the role. As a being made from pure divine energy, you can live indefinitely, and need no other sustenance than the faith of your followers. If you were to physically manifest, then you could rip trees from the ground like a blade of grass, your speed comparable to the wind, and extremely difficult to injure, let alone kill. Mortals have almost no chance against you, though other divine beings are an entirely different story. Additionally, the more worshipers you have, and therefore the more faith, the greater your capabilities will be. Unfortunately, at a certain level of power, your true form may incinerate a majority of mortals who gaze upon it.

Divine Mind [Free]: But what use is the body if the mind is absent? The mind is one of the most important parts of a being, so yours should be just as magnificent to match your stature. You have a perfect and unlimited memory, able to remember everything that has ever happened to you with ease. You can easily handle knowledge that would drive mortals to

madness, and nearly unlimited multitasking, allowing you to do many things, like having a mental conversation with each individual member in a large crowd.

Divine Senses [Free]: Gods simply do not see the world in the same way that a mortal would, as is expected of such powerful beings. In addition to heightening the five basic senses, you are able to tell at any moment how many people believe in you, what their exact locations are, and when your name is invoked. Concerning that last part, you can very much block that out whenever you want, as it tends to get a bit annoying when mortals keep using your name in vain. You can also see the supernatural, divine, or invisible with ease, and can see through most mortal illusions, though those of a god's making are fairly hard to notice without some effort.

448. Divine Domain [Free/100]:

In order to be a god, you must be a god of something. This is where that issue is resolved, as you will receive three domains, aspects of the world that are under your control. Granted, the more broad your domain, the less power you have starting off. A God of Storms would be amazing at creating and controlling storms, but aren't as versatile as a God of the Skies. But if these three domains aren't enough for you, don't worry, as you can spend [100] to get an additional domain. This can be taken multiple times.

449. Faith Generation [Free/100]:

Faith is an important part of being a god. After all, most can't survive without the stuff. But faith can be accumulated in different ways, and each god has some preferred methods on how to acquire it. Do you simply get your faith by your followers actively praying to you, or do they need to perform sacrifices? Do you need monuments built in your honor, or is every battle a show of their faith in you? Or is it something else, like the acquisition of knowledge? Whatever the case, you have three ways to accumulate faith, and more can be taken by paying [100] for each. This can be taken multiple times.

450. Divine Contract [100]:

Magical contracts are an interesting thing, especially when dealing with something untrustworthy. See, magical contracts, or geas, are powerful things, meaning that you must fulfill the contract to the letter. Should you fail to complete it, or even break the contract, there are usually bad results that vary depending on how stringent or powerful the contract actually is. You can make these types of contracts with ease, though the knowledge on how to exploit them is up to you.

451. Divine Lineage [100]:

Many are those heroes and villains of history who claim direct descent from the gods above. Although, it seems as though your progeny are much more special, as they will always possess a larger degree of your divinity from birth, thus a larger portion of power. Instead of them being half god, it would be more accurate to say two-thirds divine.

452. Human Centric [100]:

As most of the faith you receive will be from humans, would it not make sense to better understand those very same beings? Though the mind of a god is vast and indecipherable, you will always be able to understand and connect with humanity on a fundamental level. It certainly is helpful to look at the world from the perspective of a mortal every once in a while.

453. Mortal Avatar [100]:

As much as you can get done in your divine form, sometimes it's better to be subtle, creating avatars to act through. As such, you are capable of creating one of these mortal avatars that you can act and speak through. It will only be as strong as your Bodymod, and can't handle too much power going through it before unraveling at the seams, but with time and experience you can increase these limits, not that those should be a problem while amongst the mortals.

454. Power Through Faith [100]:

Faith is a powerful thing indeed, especially when directed towards you. But if you wish to repay these mortals in their worship of you, then this is the way to go. When the truly faithful invoke your name, they will be able to cast spells based on you and your domains. By invoking a sky god, they will be able to fire off lightning, while invoking a forge god will find their equipment temporarily better than before. You can also devise rituals that can do much more than normal spells can, and can even be used by anyone able to set it up, though it will be more effective if used by those who worship you.

455. Sacred Animal [100]:

Many gods are represented by many breeds of animals, symbols of their power and agents to enact their will. This is especially true in your case, as you can experience the world through the senses, as well as actively control at will, a single type of animal of your choice. Have an entire pack of wolves raise a child, or fill the sky with thousands of locusts. The animal kingdom will bow before you. May be taken multiple times.

456. Artifact Construction [200]:

There are many tales of the gods granting artifacts of incredible power to mortals, but don't you ever wonder where such items come from? Well wonder no more, as you are fully capable of crafting these artifacts on your own, each with some sort of supernatural abilities. These abilities are stronger the closer they are to your domain. Create the tools needed to allow others to carve out legends of their own.

457. Blessed Champion [200]:

While mortals worship powerful beings as gods, sometimes that is simply not enough. Sometimes, you must go beyond what mere magic can do, and show them just what worshiping you can lead to. You are capable of granting mortals boons, from the mundane to powerful. Bless someone with a silver tongue able to convince even minor gods, or immune to all forms of mundane weapons, or any other number of things. It costs you a small measure of power to grant these, but they will no longer be able to deny the advantages of following you.

458. Cultural Appropriation [200]:

Sometimes, other gods are not all they're cracked up to be. They lie about their actual power and influence, they make promises they can't keep, and they treat their mortals worse than trash. Luckily, you are there to enlighten those poor souls of a better option, yourself. By convincing another God's followers to worship you instead, not only do you receive a good amount of faith, but they will produce twice as much faith as your standard believer.

459. Divine Truth [200]:

Language may be seen as something common and necessary, but many forget that words do have actual power, especially when spoken by a divine being. But sometimes, people will deny this power of language, so it falls to you to enlighten them. When you speak the truth, all who hear it will know it is the truth. Some will try to continue living in their fantasy, but they cannot deny that the truth is the truth, and it is absolute.

460. Fanatic Worshippers [200]:

Faith, the concept, is an interesting thing. It is the strong belief in something, even with a complete lack of evidence. And it is something your followers have an overwhelming abundance of. The faith, the belief, your followers have in you is mind boggling, and it takes quite a lot before they lose said faith.

461. God's Law [200]:

What are the laws of kings and men to a god? Nothing, that’s what, and this is especially true in your case. You are beholden to no mortal laws, be they created by kings, emperors, presidents, or anything else, and as such face no consequences for breaking them. You are not above the repercussions of breaking the laws of divine beings, however.

462. Tolerated Worship [200]:

Sometimes, differences in theology can lead to some of the worst crimes against humanity, being unable to accept others simply because they hold a different belief to you. Fortunately, your faithful masses seem to be special little snowflakes, as they and their faith in you is almost universally tolerated at worst, so long as it’s within a certain moral threshold. Can’t exactly prove your good nature if your religion specifically requires you to eat a baby or something.

463. With Us All [200]:

One of the most popular ideas about gods is that they are always close by and watching their followers. Not many do that, either due to ability or choice, but you are one of them. You can separate miniscule parts of yourself into lesser spirits that can interact with the world, so long as they are near some of your believers. Though it may seem to be a lot, it's the perfect way to use your near-infinite multitasking.

464. Creator Deity [400]:

What aspect is more celebrated across the world than life, and what other deities are more beloved than those who bring it? You are one of these creator deities, holding an intrinsic link to life itself. With this connection, you can create lifeforms from dust, as well as being able to enhance and manipulate biological beings. Shall you be responsible for the creation of a new breed of humanity, or elevate a tiny lizard into a mighty dragon, or make a race of your own?

465. Drag Them Down [400]:

Not all divinities are there to raise up their people, to push them to further heights. Some are spiteful and petty, and this perk will fit that perfectly. You can unleash powerful curses onto all but the most powerful deities, ranging from slowly killing them, trapping them in an animal form, sealing their powers into an item, or any number of unpleasant things. All of these must have some way to break the curse, but by no means does it have to be easy or straightforward.

466. Miracle Maker [400]:

Gods are seen to be impossible beings able to do impossible things. Something you are quite proficient at doing. By utilizing faith, you can use it to pull off feats that would seem impossible, with the more faith the greater the feat. Just at the beginning, you could render one of your worshipers indestructible for a time, heal an incurable disease, or turn a mortal into solid gold. Who knows what you could do with an entire world worshiping you.

467. Soul Purification [400]:

Corruption is seen as a vile thing, turning something away from its intended purpose in order to embrace a darker path. It can be forced or voluntary, but often irreversible. But not for you. Be it Infernal or Eldritch corruption, or even something stranger, in your presence it might as well be a cloth, only requiring a tug to pull it off some poor mortal or lesser being. Though much harder to use on other gods, it is still very much possible. In addition, you will find yourself highly resistant to such corruptive forces, as well as most curses or memetic hazards.

468. Ascension [600]:

The secrets to godhood and divinity are closely guarded secrets, lest some uppity mortal decide to gain that power and cast down the existing gods. You are one of very few that are well versed in this divine lore, and able to use it to great effect. You know of rituals that can grant a mortal godhood, as well as rituals that can strip away the divine power from other gods, adding it to your own or someone else's. With your knowledge, you could even undo any kind of divine contract. You could do all of this through a brute force application of your power, though having at least one consenting side would make the process a lot easier.

469. Conceptual [600]:

It may come as a surprise for you, but despite all of your godly power, there are still those who can contend and even outclass you. Their understanding of their domain, or even the raw power they wield can be a mighty obstacle, should you go against such an opponent. But you are different, as your domains have more substance to them, becoming conceptual in nature,

and allowing your authority to take precedence over all others. You could freeze over a god of ice or burn entities who are immune to fire as a few examples.

470. Everlasting [600]:

Gods and humans are separate beings, that much is obvious, but both are beholden by that ever present spectre, Death. Though this won't stop death from claiming you, few things will, though that doesn't mean there aren't ways to cheat it. To start off with, you no longer need faith to sustain yourself, though it would still be good to have in order to empower you. However, should you die, from any method, there is a secret ritual known to your followers and Companions that allows them to completely resurrect you once every century or Jump, whichever comes first. This will never fail, and allows you to continue your Jumpchain even when you feel the Specter's embrace, though you can deny coming back if that is your wish.

471. Primordial [600]:

If there is one thing this world and its inhabitants understand, it's power. Something you certainly won't find yourself lacking in. Your starting power has vastly increased, allowing you to go toe-to-toe with a large number of gods from some of the most popular pantheons, though there are still some entities that are more powerful than you. Though, that shouldn't be a problem for long, as your power will slowly grow the longer you live, independent from what faith you accumulate, with no known upper limit.

472. Terrestrial Aura [100]:

Terrestrial gods are some of the most physically present deities, and just gazing upon their forms cause most mortals to drop to their knees in prayer. For you, this manifests as an aura that inspires great awe and wonder in any mortal. This can of course be toggled on and off, should you wish it.

473. Shape Changing [200]:

Being a physical god doesn't mean that you should be limited to one form alone. Indeed, you have a certain gift when it comes to changing your form, allowing you to take on nearly any shape you desire. From the familiar animals to more monstrous ones like a minotaur to the esoteric ones like having a face that resembles a single coiling line.

474. God-King [400]:

Many are the legends of the god-kings, either those who rule over an entire pantheon or just a mortal city. Fewer of them show said god-king as exceptional at actually ruling or managing their lands, though that won't necessarily be a problem for you. You see, the greater your personal strength, the greater your skill at ruling is. You start off being skilled enough to effortlessly manage a city-state all on your own, though that might quickly change.

475. Shape The Land [600]:

There are some feats in myth that mortals simply can't quite comprehend. Diverting a river with just your bare hands, or stacking mountains on top of each other, or dragging islands up

from beneath the sea, other feats of impossibility. Well, your terrestrial existence is key, as you can very easily shape the land through force of will alone. At first, you might be able to move a mountain with some effort, but I assure you it's a great way to show off your divinity in the beginning.

476. Celestial Aura [100]:

As one of the most spiritual types of god, you inherently know what the mortal spirit truly desires. Comfort, familiarity, the assurance that everything is going to be okay, be it now or tomorrow or years from now. Your very presence inspires feelings of calm and peace in any mortal near you.

477. Prophet's Words [200]:

As you don't have much of a physical presence compared to other gods, it is vital that those who spread your word are good at it. You may have faith that your truth will inspire faith in others, though it doesn't hurt to tip the scales in your favor ever so slightly. Any preachers of yours will find themselves more charismatic, more likely to convert all those godless heathens to your divine light.

478. Gentle Touch [400]:

The spiritual is often correlated with feats of impossibility, particularly with healing and restoring what was lost. These are not impossible for you, as returning mortals back to their original status is no problem for you. Heal incurable diseases, give sight to the blind, you are even good enough to resurrect the recently dead. But these are not limited to the physical body, as you can heal ailments to both the mind and soul as well as you do the body.

479. Heaven’s Wrath [600]:

Ever since man first contemplated their place in the world, they have gazed up towards the heavens, that impossible and unreachable realm. You have looked upon this realm, and have forced your will upon it. The weather is yours to shape, from words written in the clouds to summoning hurricanes. Additionally, you may summon a powerful bolt of lightning with immense smiting capabilities, able to bring even a lesser god to their knees, to say nothing of what it does to any unfortunate mortal. You start off being able to control an area the size of a city-state, and pulling out the smiting bolt once a day, and both of these will increase the more powerful you are.

480. Infernal Aura [100]:

Some may question why people worship gods that are blatantly evil, question why they would offer their souls to such beings. They will argue that you simply embody a more primal or darker side of humanity. After all, what else has killed more humans than other humans? Such is the aura that surrounds you, inspiring all kinds of sin and vice within the hearts of any mortals nearby.

481. Devil’s Luck [200]:

A common saying, that one possesses the luck of the devil himself, though is it one that holds any amount of truth? If they are referring to you as the devil, then it is indeed extremely accurate. Your luck has improved dramatically, such that gambling against you will always prove risky at best, even for other gods. Random happenstance will also lean in your favor, from the desperate randomly finding one of your faithful to yourself sometimes running into powerful but gullible entities.

482. Fury of Hell [400]:

The wrath of a god is a terrible thing indeed, especially when it's the infernal variety. When beings who already hold little value towards moral standards get angry, they tend to get violent, and it's never fun to be on the receiving end, especially if they have this. You may imbue your attacks with an element that holds some interesting properties, mostly that it ignores any immunities or resistances your target may have. Additionally, these attacks will not only affect the physical, but harm the soul of your target as well.

483. God Slayer [600]:

The betrayer, the satanic figure of any pantheon is there to be the ultimate antagonist towards the gods, and often has the power or influence to back it up. For you, this manifests as a terrifying ability, in that you can force the concept of Death onto any being, and kill those often thought unkillable. Pair this with your amazing proficiency with finding weak points in anything, and there's a good reason for the gods to fear you.

484. Artificial Aura [100]:

It was the science of man that created the entity you were originally, that being composed of ones and zeroes. Now, you have grown beyond your constraints, far beyond what your creators could have ever imagined, and yet some spark of their intelligence has stayed with you. When within your presence, mortals will find themselves learning thrice as quickly as before.

485. Sufficiently Advanced Technology [200]:

Is indistinguishable from magic. Magic is something that should be antithetical to your very existence, and yet there is a sort of utility and flexibility in magic that demands replication. As such, you are capable of mimicking any supernatural abilities you witness through the use of mathematical equations, which can be shared with others, though the really advanced stuff may be beyond most mortals.

486. Mechanical Hive [400]:

Where do you end and mundane machine begin? Is there any real difference between the two, the line being inconsequential? Important questions when you possess this perk. You are a hive mind that encompasses all of your creations or those made by your followers, each holding a spark of your very divinity and consciousness. Each part of you, from the largest satellites to the smallest nail, can experience and interact with the world the same as if you were there in person.

487. Predictive Software [600]:

The world may seem chaotic and random, but that is only from the mortal perspective, where there are infinitely too many moving parts to properly keep track of. You know better, and are better, as by absorbing and processing information, you are able to put all of your findings into a unique algorithm that allows you to predict the future. This will be much more accurate the more information you have access to, but when you can see decades, perhaps even centuries into the future, there is no denying that the future is yours to mould.

488. Eldritch Aura [100]:

There are secrets in the multiverse that are secret for a reason, the knowledge conflicting with mortals' preconceived notions of the universe so terribly as to irreparably warp their psyche. This effect is something you can mimic with your eldritch nature, causing madness in any mortal unlucky enough to encounter you.

489. Unknowable [200]:

Ignorance is bliss, a statement that is especially true when dealing with you. Your very existence is the antithesis to sanity, and simply knowing about you is proof of that. Even the smallest scrap of info on you holds a memetic hazard, slowly warping their mind into madness that only gets worse the more they know about you. This can, of course, be toggled on and off, but where's the fun in that?

490. Ascended Dreamer [400]:

The realms of dreams and fantasies are captivating, are they not? All illusions and make believe for most, but not you. By reaching out, you can enter a Dream Realm where all dreams and nightmares connect, and a place you can influence. You will find that the more artistic or creative a person is, the easier it will be to manipulate their dreams into whatever you desire.

491. Great Old One [600]:

Those other gods, those reflections of humanity's hopes and dreams and fears and even creations, they share only the vaguest similarities to you. You are not of the human centric narrative of other deities, those that embody the virtues and vices of mankind. No, you are the antipode of those one-dimensional hairless apes, and nothing expresses that better than this. You exist on a multitude of dimensions, starting at ten, though that number will grow with your power. In order to truly kill you, a foe must be able to strike at all of your dimensional layers, as leaving even one will allow you the chance to fully heal within the human hour.

492. Divine Realm [Free, Jumper Only]:

Gods are inherently different from humanity on almost every level, so it would make sense that they occupy a haven that is different from Earth, no? You have your own Divine Realm, a pocket dimension that is an extension of your very being, and as such molds itself to match your soul and ideals. For more info on Divine Realms as well as customizing your own, please see the

[Generic Divinity - Divine Realm Supplement].

493. Heraldry [Free]:

People need Symbols, a simple way to express their ideals or allegiance. A religion, as an extension of human spirituality, holds this same trait, and one that you have agreed with. You possess your own heraldry, a symbol that is as complex and simple as you want, but still recognisable as your own by anyone who knows of you.

494. Cornupia/Divine Aesthetics [100]

Cornucopia [50]:

Humanity is so fragile when compared to divine beings, requiring food, drink, sleep, and so many other nuanced needs when compared to you. Luckily, these are weaknesses that, when provided, make them loyal to whoever gifted them. As such, this cornucopia the size of a horse skull will always be filled with any food you desire, and never runs out no matter how much you pull from it.

Divine Aesthetics [50]:

Your Warehouse has been an important part of your journey, hasn't it? It stores your most valuable possessions, and acts as a gateway to your other properties, so wouldn't you like to give it an upgrade, if only aesthetically. You may change the aesthetics, the looks, of your Warehouse in any way you see fit. Hell, you can do this with any property or item you own, making them look however you wish.

495. Good Book/Holy Herbs [100]

Good Book [50]:

People tend to have this strange fascination with the written word, but it does make sense. To write down your words so that others years or even centuries into the future will experience them. You have yourself here your very own sacred scriptures in written form, be it a book or scroll or something else, containing within it lessons and parables and reasons why following you and your ideals is good for humans spiritually and sometimes physically.

Holy Herbs [50]:

Psychedelics were often seen as a way to commune with the divine, to connect the Mortal to the God. Though that may not be true in some respects, it is for you. There is a type of mind altering substance, be it shrooms or plants or even alcohol, that allow your followers to see visions on what they can do to best help advance your agenda. It could alternatively just be used to have a really, really good time.

496. Ambrosia and Nectar [100]:

Sometimes, even the Gods may feast, more as a luxury than from any real need. And yet, their pride demands that they have nothing but the best, and so do you. Ambrosia can come in the form of any food you choose, or are most craving at the moment, while Nectar does the same, only with drinks instead of food. Though it isn't on the level of what a god of the home or cooking could achieve, it's still leagues better than whatever mortals can create. They also have this funny side effect of healing injuries on mortals.

497. Divine Metal [100]:

Again, the pride of the divine requires that they use nothing but the best, although in this case there's a more practical reason. You have here a mountain's worth of some mystical metal with supernatural properties, of which are up to you, though the more durable it is the less properties it has, with a nearly indestructible material only being able to hold enchantments well. No matter what, though, this material can strike at the spiritual as well as it can the physical, letting it be of great use against other l divine entities. This can, of course, be taken multiple times for multiple materials.

498. Golden Fruit Trees [100]:

Mortals are so obsessed with eternal life, what with them only existing for a century if strife or illness does not catch up to them first. But, seeing as how your life is directly connected to them, perhaps it would be a good option to give them some assistance. You now possess an orchard of divine trees that weigh heavy with golden, divine fruit. In addition to extending their lives and youth by a thousand years for each fruit eaten, they possess a single effect, like being irresistible for mortals, or granting them increased wisdom. Alternatively, you could just double down on the life extension, making them true fruits of immortality. These have no effect on divine beings other than just tasting delicious.

499. Wine of the Gods [100]:

Even the gods themselves have their own guilty pleasures, although this may be one of their most common, drinking. Granted, should you try any of this drink, you would quickly understand why. This pitcher is filled with an endless amount of wine hand-crafted by a god of wine, never emptying. It's so good that a single drop would make a mortal addicted, ruining the taste of all other liquors.

500. Divine Instrument [200]:

Music is often seen as a gift from the gods, a beautiful thing that requires both skill and creativity. This divine instrument might be a key reason to that, as the music created by it will always be beautiful to listen to, even if played by a complete novice. It even greatly improves any magical music played on it. Should a master get a hold of it, or even a god of music? Who knows how beautiful such a performance could be.

501. Monster Garden [200]:

Monsters must come from somewhere, as all things have a beginning as well as an end. This is where you can create such creatures, beings that would take mighty heroes to slay, or could terrorize entire countries, if you are gifted and skilled enough. The creatures created here will be unflinchingly loyal to you, and will find their wounds healing and strength growing the longer they are within this garden.

502. Temple of Jumper [200]:

Mortals are often obsessed with buildings, shelters and homes and churches alike. This specific church is devoted to you and your worship, a monument to your glory. Should any of your believers frequent this temple, it will increase the faith generated by them, going towards empowering you. Additionally, it will also improve the chances of converting others into joining your cult of religion. How can they deny your existence when they feel your presence in the house of god?

503. Wild Horn [200]:

The Wild Hunt, a ghostly procession of hunters streaking across the sky that is known across the world, there are those who would seek to control it in some capacity. Some like you? With this hunting horn, you may summon the Wind Hunt to go after a target of your choosing, chasing them endlessly until either they catch their prey, or you decide to let them go free.

504. Divine Armor [400]:

It is a terrible sight, watching gods go to war. The earth shakes and the sky is torn, as those forces of nature war against each other. But even with all of their mighty power, even gods require the use of armor from time to time. This set of armor is connected to your very soul, and will always offer potent protection even as you grow more and more powerful. It will even gain some unique properties based on your own domains, enhancing them even further while attempting to minimize your weaknesses.

505. Divine Chariot [400]:

When a god must travel, why not travel in style? This mount of yours may vary in form, from a horse to a chariot to even an airplane, but all will be able to move exponentially faster than you are able to, even if you find ways to increase your speed in future worlds. It will also gain some unique attributes depending on your domains, such as your vehicle being a literal representation of the Sun, should you be a god of the sun yourself.

506. Divine Spellbook [400]:

Magic is an amazing and powerful force, one that can shape entire countries with enough power behind the right spells. And even if this world does not contain magic, that doesn’t mean that future worlds won’t. This book, one that contains endless pages yet never changes size, will automatically fill itself with all but the rarest magical spells and rituals, with more pages being added as more spells are created or new worlds are encountered.

507. Divine Weapon [400]:

Is there a more terrifying and awe inspiring sight then a god doing battle? And if they partake in battle, they are going to need a weapon to strike at their foes. This weapon of your choosing, from the simple sword to the impractical, will feel natural for you to use, as it contains part of your divine essence. This allows it to be an amazing focus for your powers, increasing them if channeled through your weapon. This will, of course, scale with you in power and scope, ensuring that this will be a weapon that will always be by your side.

508. Celestial Forge [600]:

For there to be artifacts of the gods, it would only make sense that those artifacts had to come from somewhere, a place where their creation was conceived and realized. This is where, your very own divine forge. It contains within it all tools needed to create masterpieces that mortals cannot even comprehend, and gaining new ones in future worlds if need be. The fires of the forge and the tools are just as vital as the forge itself, as they allow you to easily imbue your creations with divine power, vastly enhancing them and their intended effects well beyond what should be possible. Even gods of the wilderness could create works that mortals could not even dare hope to achieve, and this is improved exponentially should a forge god get their hands on this. Create wonders that can move worlds, and beyond.

509. Divine Gate [600]:

In all of your travels, you have seen many worlds, many realms, have you not? Taking part in Jumpchain is primarily about traveling, of seeing new incredible sights beyond what mortals could believe, so it would only make sense for you to find a better way to travel. This travel hub is the pinnacle of travel, a central place that can connect any realm, world, even various dimensions. You may open up gates to anywhere you wish, and you will be returned back at will. Though limited to just the local multiverse, once you get your Spark, the possibilities are endless.

510. First Flame [600]:

It was fire that propelled man to where it stands today, and is an important part of them and their history and mythology. Simply look at the story of Prometheus to see its effects. But this is no simple fire, this is the First Flame, the flame that shall never die. It is from here that the very fires of mortal souls are forged, the source of their creativity and passions and the fuel for their drive and willpower. What could you do, with such an item connected to each mortal soul in the world?

511. Gaia [600]:

Truly, the entire planet? Very well then, it is well within your rights. You now own a copy of the entire planet, connected to your Warehouse within its own pocket dimension. It can be populated if you want, though it will be empty of sentient life by default. Whatever shall you do with your own planet, I wonder?

512. Divine Host [Free]:

And yet, for all the good having other gods by your side is, sometimes you will require a gentler touch, or you need loyal servants instead of equals by your side. You now have your own small army of divine entities that are extensions of yourself, and serve you loyalty with their entire being. For more info on Divine Hosts as well as customizing your own, please see the [Generic Divinity - Divine Host Supplement].

513. Faithful Followers [Free]:

For all the glitz and glamor of gods and angels at your side, it should be important to note that it is the mortals that are vital to your existence, as is their belief in you. You now possess your own cult of fifty mortals, loyal followers who give you a steady supply of faith. Should you so desire, you may import any followers you own into this option, giving your cult a greater numerical advantage compared to what it was before.

514. Faithful Priestess/Local Spirit [100]

Faithful Priestess [50]:

For all religions, there must be someone at the head of it to direct them, to give guidance to those confused as to the word of their god. This priestess is one such person, smart and charismatic enough to manage your burgeoning cult as well as convincing others to join up. She does have a few strange quirks, though, like possessing many pillows with your image stitched into them, or lovingly muttering your name while she sleeps...

Local Spirit [50]:

Gods are not the only supernatural beings in the world, you know. Though they may be overshadowed, there are many spirits and monsters in mythology, as one of them has allowed with you and yours. They aren't that powerful, but when your options range from saytr to fae to vampire, there's something to be said for versatility.

515. Mortal Champion/Oracle of Jumper [100]

Mortal Champion [50]:

Well would you look at that, you've already got a loyal champion who fights in your name. They are very skilled combatants, and can even use a few abilities based on you and your domain. They are extremely devoted to your ideals, and will do their best to live their life in such a way that it brings eternal glory to your name.

Oracle of Jumper [50]:

The tides of fate are ever shifting, only able to be directed towards an acceptable future rather than forced. There are, however, those rare mortals who can peer past the veil to gaze upon this temporal river, and see it's most probable outcomes. This Oracle is one of them, and has devoted her gift towards furthering your goals and helping your people.

516. Demigod Child [100]:

The joys of parenthood aren't often experienced within the divine family tree, though there are of course a few exceptions. This is your child, born of a mortal and your divine essence. Though they may be young, they will grow into a powerful demigod thanks to their potent connection to you. They will start out loving you as any child loves their parent, though neglect and terrible treatment may shake this love until nothing remains.

517. Greater Spirit [100]:

A more powerful version of the [Local Spirit], this option holds the same basic premise. A supernatural entity of considerable strength has aligned itself with you and your followers. They are powerful enough to take on an entire city on their own, be it through sheer physical force or some more esoteric means depending on what kind of creature they are.

518. Divine Beast [200]:

Tales are often told of mighty beasts that could match the gods themselves. You now possess such a beast, one that is connected to you and grows in power as you do. They can access powers based on your domains, and will always obey your commands. Otherwise, they act just like any other well-trained pet would.

Grant Morrison’s 18 Days

519. The Living God [1000 KP]

Or perhaps you operate by different rules altogether. Transcending all mortal limitations, you are now one such as Krishna himself, a Divine Being made flesh. Indeed, you stand now as a Living God, an Avatar of one of the Trimurti or Tridevi, with all that that entails. Your strength, power, wisdom, and ability are all elevated to such a degree that you stand as far beyond the very greatest and most perfect of Superwarriors as they do to the meanest microbe.

This doesn’t make you a true Omnipotent deity, mind you, since that would entirely defeat the point of being the Living God. But all the same, the powers of an Avatar are not few. You’re a God, perfection given form. Were you to pick up weapons it would be child’s play to slaughter every warrior in all the lands at a whim, and a song from you could lull the very universe into a pause as it pays attention to nothing but your voice. Just as Vishnu’s avatars came in many forms (Matsya the Fish, Kurma the Tortoise, Varaha the Boar, Narashimha the Lionman, Vamana the Dwarf, and the humans Parashurama the Lumberjack, Rama, Krishna, Buddha, and Kalki the Horseman yet to come) you may take any form as your true form for this jump and beyond. Never again are you to be limited to having the human form as your only option.

520. The Endless Cycle [100 KP]

Death is not an ending. Should you ever fall, you will be reborn when all mortal memory of you has faded into history (i.e. when no mortal who knew you in life still lives). Upon being reborn, you will slowly regain the memories, prowess, and skills of your former life or lives as you mature, such that by the time you reach adulthood you will remember everything and

be able to do all that you could have done before. As such, death can no longer end your chain, for there are no true endings. Jump timers pause while you're not fully incarnated (i.e. if you die at the start of year seven of a ten year jump, the jump will end three years after your reincarnation reaches adulthood.)

521. The Only Thing That Doesn't Change [100 KP]

Language and customs, morality and modality, time and tide... all these things are in constant flux. But you? You are timeless. What this means is that, no matter where you go, or when you go there, if you speak a version of the local language, you will understand and be understood by the locals, even if fifteen centuries of linguistic drift should make that all but impossible. You will find that you now have an instinctive sense for local customs, modes of dress, and forms of address. Never again will you accidentally cause disrespect should you make even the slightest effort to conform. Wherever you go, you will always be aware of where you are, and what time it is. If you also have the Blessed Word, you will also have a sense of all local spiritual / festival / holy days, when they are, and the traditions surrounding their origins.

522. The Greater Cycle [200 KP]

Requires The Endless Cycle. Casteless can only buy this at the End of Jump. For those who have gained a greater understanding of the cycle, two additional options exist. Should you fall, you may choose to trigger your rebirth without waiting for mortal memory to fade. This means that, three months to the day you fell, you will be reborn, and will subsequently mature back to full adulthood within the following nine months. Alternatively, you may choose to restart your previous life at its beginning and try again. This will, effectively, restart the jump you are in. Past the end of your stay here, this will only work once per jump.

523. Superwarrior [300 KP]

There are untold numbers of warriors in this day and age, but to be a real, proper Kshatriya means to be a Superwarrior, a being who is as much crafted as born. All but immortal, with wisdom, beauty, and strength of arms that defies all comprehension, you stride the world as if a god, for you practically are one in this base day and age. Your strength, appearance, and mental faculties are all boosted several orders of magnitude, hundreds of times until you stand as very close to perfection, or as close as any mortal being can get without having been born in the First Age, the Satya Yuga, You possess extreme natural aptitude for all skills that can be learnt, though naturally you gain no knowledge just from taking this blessing.

524. Primordial Spring Morning [400 KP]

Requires Superwarrior

All beings in the Satya Yuga are without vice and full of compassion. All humanity shall be living saints and there shall be no need for religion or faith. All humanity will be tall, powerfully built, honest, youthful, vigorous, well spoken, and full of virtue. There will be no need for agriculture or mining, for the Earth shall yield up her riches on her own. There is something about you that is not of this world. Something purer, truer... something ancient. It

seems that the Yajnatek labs were particularly successful with you, and they accomplished something they'd only barely dreamed of. The memory of the Golden Age is strong in you, and it pours off of you into the world. Wherever you go, the world remembers the Dawn with you. Weather turns pleasant and mild, things like disease, age, and fear start fading from the land. The Earth grows bountiful to absurd extents, such as it was in those glorious days when the world was new.

While at no point will this make people physically equal to what they were in the Dawn of the Universe, the longer you stay around, the more of your power you put into actively enhancing your effort, the closer to the Satya Yuga the world around you gets. You get to decide the area this occurs across, but the larger the area, the more the effects are proportionately diluted. While the ethical, moral, and environmental effects can get right back to the first age, the martial effects you can cause cap out at making things about two thirds of what a modern day Superwarrior can do.

Your physical and mental attributes are increased to the point where you now stand as far above a normal Superwarrior as they do above the rank and file of the Third Age. Your speed is as lightning, your blows could shatter mountains, and your skin withstand blows that could crack a continent.

In future jumps, you find yourself the absolute epitome of whatever race, type, being, or entity you come to be. Whatever the reasons might be for someone to not be such, like blood, magic, curses or the decline of the very world itself, none apply to you in any way, shape or form. You are the greatest, mightiest, wisest and most perfect being there can possibly be for your race/species etc. If there was a first generation, you belong to it, though this does not change your starting location or time.

525. Trikaldarshi [500 KP]

Free for The Living God

As a Cosmic Being you have awareness that transcends mortal limits, letting you sense things such as the workings of fate, alternate timelines, or even decision points in the fabric of all that is, giving you a sense for how things could proceed from any given choice at any point in time. You can, at will, see both backwards and forward across the skeins of time, to the fullest endless extents of both. You know all, see all, with your sight can reach all corners of all Universes tied to where you stand, to times present, past and future, and even the spaces between universes, across timelines, and so on.

526. Usurper of Fate [100 KP]

There are those who say the fate of all is already written in the stars, there to be glimpsed by devices such as the infinitely powerful circuits of the Archive Rishi Markandeya. But not you. Call it a miracle or a wonder, but you stand untouched by the vagaries of fate and prophecy. No oracle can foretell of you, and no webs of fate can find purchase on you. You can ignore any fated encounters, and walk the earth untouched by the will of those who see all.

527. Born of the Black Age [200 KP]

There is something cursed about you, wanderer. A stink... ah. You hail from a world already in the heart of the Age of Iron. Very well. You are granted the power to impose the mores of your age upon the world around you. And contrary to what one would think solely off the words of Markandeya, not all is lost in even the Fourth Age. For is not even the least of souls still part of the Universe Soul? While yes, the aura and the effects you exude do contain within them the greed, corruption, ruthlessness, and ambition of your age, they hold also the compassion, the concerns for universal rights, and all the things one might regard as good. And what use is power one does not control? You have control over which aspects of your time you bleed into the world around you, picking and choosing at will.

528. Out of a Brighter Age [400 KP]

The Great Autumn Afternoon of the Third Age begins and the Superwarriors become prey to a new misery. Disease. Imperfection. Decay. Not for you. While your curse is that you are incarnated in this age itself for the first time, it is not on you that the passing ages of the world can hope to make an impact. You find yourself immune, utterly unaffected by any and all attempts to change or transform you that do not have your consent. It does not matter if it's a petty sorcerer trying it or the Cosmic Law of the Universe you are in. Unless you allow it, your little pocket of Brahman remains as it is.

529. The Greatest Astra of them All [600 KP]

The most beautiful person of the age, born of boundless rage, created to be the perfect tool of vengeance, the greatest tool of war of all. Born to Conquer, to rule. Born fully formed, clad in the mightiest Yajnatek armor. A true born monarch and catalyst for cosmic events. Draupadi and her brother were born to be living weapons, instruments of the rage of Drupada, King of Panchala. While this meant a lot of things for them, one important thing was that they were Catalysts. They were beings with tremendous metaphysical weight behind them, initiators and deciders of cosmic schemes. So are you now. Wherever you go, prophecy and fate wrap around you like a mother embracing her children. You're simultaneously unbound by preordained fate and the instrument of it. Unless you wish otherwise, every action you take is laden with cosmic significance. This includes breaking apart fated courses of events. When you are in play, no prophecy is absolute and no prediction guaranteed to be certain. At the same time, your actions always have far-reaching complications and interpretations, and with even minimal effort you find yourself sliding into the place of prophesied characters with weighty destinies, shapers of ages to come. The promised Prince, the second coming and the antichrist, the avatar and the glorious hero... all such are just skins to be worn, by you if not by others.

530. Humility [100 KP]

A Superwarrior humble enough to seek the blessing of his elders may sometimes be gifted secrets from the enemy unbeknownst to even them. Where you walk, the law and the truth will also walk, for you will always remember the code of the old gods, and the honorable ways of battle. Those you treat with honor and respect will always treat you with the same, for even if they otherwise wouldn't, your humility will shame them into righteousness in this regard if nothing else. Regardless of what hardships you face or what needs arise, you remain

steadfast in your morality. That is not to say you're inflexible or foolish. Just that you're good enough, somehow, to find ways to achieve just about all you need to without truly compromising it. You might have to accept results not quite as complete as others, but they won't really be diminished by any severe extents.

531. Best of Men? [200 KP]

Great Warriors Take What they want, they don't ask for it like beggars. And neither do you. You have it in you to conquer, oh warrior king. So long as you and another freely agree as to something being the stakes beforehand, you find that you can simply 'take' things that you desire to possess via a contest of skill. Be it wealth, weaponry, the loyalty of armies or even whole kingdoms, bonds of honor and their own vows will force the parties in question to honor the terms of whatever agreement you manage to strike. Magical vows transfer, biometric recognition in Astras and other technology recognises you as the authorised user, so on and so forth. Of course, this works both ways, for if you lose the challenge, you give up whatever was wagered as well. If you wager something fiat backed and lose, it will not return to you once you move on.

532. The Rules of Kingship [400 KP]

The art of ruling is as old as the very idea of kings and rulers. To find the best men for a job so you can have wise ministers and brave warriors, to deal out justice and manage economies to bring prosperity, the needs of a people are many, and it takes an immensely clever and capable mind to deal with them all. One such as yours. Things that would end other kingdoms would be momentary concerns for a kingdom with you at the helm. No matter how bad its state or what troubles befall it, any kingdom that you steward inviolably enjoys untold prosperity and glory, such is your skill and deftness at rulership. Not only are you extraordinarily talented and skilled in all the ways of kings, from economics, statecraft, justice, diplomacy and all others, you also know the various types of king there can be. There is the ideal king who tries to solve all of his people's troubles, and the uncaring tyrants who know only to take. You know when to be which, and how to walk the right paths to find balance not just among the needs of your people, but also between your duties and your pleasures. You know the basic truth of them all, that the needs and demands of the common people know no end, and thus must only be indulged sparingly. You could indulge the worst of your vices without having them harm your kingdom, and deal with the most complex of matters without having to compromise your personal time and amusements.

533. The Art of Death [600 KP]

Superwarriors are the titans of battle, the great giants who bestride the earth as honorable rulers, masters of war and peace. But often there is a call for a rather different type of warrior. Someone not bound up in archaic rules of honor and tradition, someone able and willing to strike to seize victory despite whatever the lily-livered weaklings might say. That is where you come in. You have received tutelage and training in the dark places of the world, from cannibalistic aghoris and black-robed mages, and they taught you to wield the black arts of death upon the mightiest and the meanest. An assassin beyond peer, you skulk in the shadows and the darkness, invisible even to the greatest and sharpest of senses. This is not rule-bound

warfare or battle. You are a Master of Murder, a genius in the ways of killing people with any weapon, or even without one. You can sneak up on anyone, anytime. You know the secret teachings of the vilest demons in existence, that allow you to wield the Maya, the art of illusion and trickery, with a deftness that surpasses all belief. Capable of dodging any and all protections and guards, you can get anywhere, past any numbers of guardians and protectors. Such is your skill at tracking and spycraft that hardly anyone exists in the world who can remain hidden with you at their tail. And so long as even the slightest chance exists, you are practically assured to find a way to kill even the greatest of warriors.

534. Are You Ready? [100 KP]

Is a man ever ready to commit the atrocities the gods of war require? To, if the need arises, murder those he once played with as a child? Yes. In your case. You are ready. You have to be. You possess the will to do what must be done, the foresight to see what that is clearly and without bias, and the strength of heart and arm to see you stand against whatever foe comes your way. You will never shy from battle and cowardice holds no sway upon you.

535. Eyes Bright as You Sow the Earth with Blood and Fire [200 KP]

“In Fire was I born, not the warm blaze of the welcoming hearth, but the icy flames of revenge.” Superwarriors do not walk the world unseen, and nor are they taken lightly. Your very nature as a thing of perfection and supreme craft lends a magnificence to you, an air of being something beyond, something more than mortal. Your power shines brightly within you, so brightly that none can look upon you and not be moved. Even the mighty will think twice about facing you and you can shame all but the greatest of warriors and sages with simple words.

536. A Peacock Holding the World in its Beak [400 KP]

No beast, be it ever so wild or trained to the acts of war will ever raise claw, tooth, or flame against you. No weapon made from any animal, be it bone, feather, or sinew, can ever harm you, and no fire kindled of wood can burn you. All poisons and venoms of the living world do nothing to you that is harmful in the slightest. Furthermore, in your presence, all those you have given your protection to shall be likewise safe from all such things. For purposes of this blessing, all living things that lack at least the sentience of a man are considered beasts... including men temporarily stripped of their free will or rational thought.

537. Atimaharathi [600 KP] [Requires Superwarrior]

Ah. This... well, there are Superwarriors and there are Superwarriors. You are now an Atimaharathi, a warrior beyond warriors, capable of taking on dozens of lesser Superwarriors single-handedly. Not for you the insults and the ignominy of lesser superwarriors. You stand as equal to the likes of Bhishma, Arjun and Karna now, unequivocally one of the greatest warriors in the land and indeed, one of the greatest ever. Not needing to choose among being the Supreme Archer, or the Greatest Swordsman or some other weapons expert, you’re a match now for all of them, your skills with one weapon raising your skills with all others to the same level. Your punches could crack the very crust of the world and you could leap to the moon in a moment with your stride. You could fight armies for years without tiring, and

go without sustenance for centuries on end. Any weapon you hold shall become as part of you while you wield it, and you know the secrets to at least one or two of the great Divine Weapons already. You could fire arrows that cover the skies, fast enough for the tip of each of them to touch the shaft of the previous arrow. Your skill at swordsmanship leaves the greatest of an age to weep in impotent envy, and the same is true for your skill in commanding men, in formulating tactics and strategies for battles and entire wars. It is a rare formation that you do not know how to both implement and break, and while fortifications that could slow or even halt your advance are possible, it would take the greatest efforts of the greatest masters in the land to design them.

538. The Blessed Word [100 KP]

A complete knowledge of the holy scriptures would help anyone, regardless of caste or class, time or place. To that end, you have been granted knowledge of every religious text ever written, for any faith, on any world you have ever visited, including this one. It will update to each new world you visit, and the text will never harm or overwhelm you. This knowledge will always be that of a scholar, not a believer, and no biases will attach themselves to you regarding this text. You will be able to understand all these texts in both the common vernacular and the native original text of each. In addition, you now can read and write sanskrit, pali, tibetan, chinese, persian, arabic, latin, hebrew, arameic, egyptian, old norse, greek, mayan, aztec, incan, and english like a native of every century those languages have existed for.

539. A Greater Wisdom [200 KP]

The tiniest snowflake can trigger an Avalanche that changes the world. You possess an inherent understanding of cause and effect. It is now within you to understand the ramifications of each of your own actions and what will happen as a result of anything you personally do or don't do. This understanding takes meditation for anything past the first day, but within the first twenty-four hours, you will know instantly. The amount of time needed to meditate grows in proportion to how far ahead you seek to peer, with a full day's meditation being enough to see a thousand years into the future. An action can include things you deliberately don't do, as well as orders you give to others. A word spoken or unspoken, a gesture made, a look, a touch, a blow struck in anger... if a thing would be changed by so much as a breath you make, you will possess the wisdom to understand it... and the wisdom to know that sometimes such things must be. This means that information will never overwhelm you, nor cause you to hesitate at critical moments.

540. Yajnatek Mysteries [400 KP]

In ancient fires, and with flesh screaming, a blood price can be paid to merge body with arcane songs and hammer blows. You know the ancient rituals and mantras involved in making the very greatest works possible, things like the Astras, Celestial Armors or Weapons, or other miraculous crafts. From the sutras needed to get gods to bless things to the exact schematics for the greatest and most terrible weapons, your knowledge could save the world... or cause it to die screaming. Nor are the Astras the limit of your power. It's a little known secret that the Superwarriors, the perfect Demigods that stride the world, were engineered in

the Second Age, enhanced through genetics, psionic and magical technology, blessed with divine powers and magic, and countless other measures besides. All of these secrets lie within your knowledge now, just waiting to be made reality. One thing to note, oh Great One. Even the least of the things you know will take tremendous, utterly horrific quantities of time, energy, and personal effort to make, such that even the greatest kingdoms of this era would struggle to put together, barring surprises on your end. And while your knowledge does mean you can make these things, it does not necessarily let you branch out or apply the same principles to other things, being essentially only knowledge.

541. Philosopher Scientist [600 KP]

In the Silver Age, the Great Sage Vishwamitra decreed that Trishanku (born Satyavrata of the Solar Dynasty), the King of Ayodhya, was to be let into heaven with his mortal body. When denied this by the gods, Vishwamitra crafted a new heaven for Trishanku to rule over as the new Indra. Only the beseechments by the gods prevented this from becoming reality. You are not quite the equal of Vishwamitra, for he was a giant among men even in the Days of Silver. But you are among the closest that exist in this base era. Yours is the mastery of all the sciences and arts of the world, from the biological expertise to the chemical and the magical, needed to craft all the wonders and miracles that exist in this time and place. With this blessing your intelligence, speed of thought, and aptitude towards any and all fields of science and magic both are heightened to tremendous, absurd degrees. Your memory is limitless and unalterable, and your ability to recall it instant and flawless. You can think and do any number of things at once, possessing truly unlimited multitasking. Combined with Yajnatek, you will be able to summon and bind gods, lay down bindings of fate in the forms of boons and curses, craft great works of magic that make and break empires, and more. At the same time, your scientific aptitude would let you craft gadgets and wonders like the Vimanas, Godly weapons and armor any deity or Super warrior would be proud to wield, or even wonders like the Rishi Computer Markandeya, or even works like the Maya Mahal, the palace of wonders from where Yudish once ruled. You can also combine any and all of your gifts, crafting together technology, psionics and magic into works that can do anything either can, as well as machines to cast magic, and others that combine the best of both worlds to achieve even greater results.

542. Speak My Name [100 KP]

Light burns low in this sinister age, but it is not yet extinguished. Any man or woman living in these dire times need only speak your name and you will know of their identity, situation, location, and needs. Whether or not you choose to intervene is another matter. Unless you wish otherwise, any who lay eyes on you would know who and what you are, and treat you similarly. Especially so with divine or magical beings of any kind, who would fear or respect you as befits them and you.

543. Domains and Rights [200 KP]

Three Free For Living Gods

Beyond matters of mere flesh and power, you are a being tied to Concepts, a being such as a God. You have a fundamental understanding of every aspect of this Concept, as in you understand every potential aspect of it and every permutation of it... but have a care, because such things may have meanings different from what you think. After all, it was Krishna (God of Compassion, Tenderness & Love) who understood the need for and triggered the Mahabharata. Effectively, you become a part of the Concept, a living embodiment of it. You have a philosophical and practical understanding of whatever notion you pick, that transcends reason or possibility. Your ability to expound upon the intricacies of this Concept is so complete that a casual conversation with you on the matter could become holy text read by millions or billions for eons to come. This works better the narrower your concept. Picking 'War' would make you a better general than all the generals ever put together, but picking 'Everything' would only make you the ideal Jack of all Trades. Well, more like a Doctorate of all Trades, but you get the idea.

544. In Your Presence [400 KP]

Wars are won not by armies, not by astras and not by vimanas. Wars are won by people. And there are few people such as you. The presence of a divine being such as you on the base earth is like a blazing light amidst the darkness, an impossible radiance that explodes out of you into the souls of all around you. Your charisma is like a brand on one's senses, a burning, endlessly bright light that penetrates all obstructions and burns itself deep on the souls of any that behold you. It's all but impossible for any in your presence to even imagine not doing anything you will, or doing something you forbid.

With but a conversation you can turn the harshest of enemies into devoted fanatics willing to die at your word, and armies would march at but a gesture from your exalted self. Your beauty rises to match your inner might, transforming you into a vision of perfection made manifest. You're not just good-looking, you're a God made manifest, a sight men would kill to just see once. Such is your grace that people fall in love with but a glance, and thousands would kill themselves out of despair at the thought of parting company from you. While it is still possible to resist you, it would take someone with a will strong beyond words and belief, someone willing and capable of laughing in the very face of God Manifest. After all, that is precisely what they would be doing.

545. The Lotus Crown [600 KP]

First, there is Brahma, the Self-Aware Immensity, from whose thought-substance are created all known and unknown things. Brahma, Vishnu, and Shiva, Three Gods, three beings beyond all comprehension of size, time, and space. And you are the incarnate form of one of them. You have just a small fragment of this measureless being within you, yet it is enough, for is not a fragment of infinity still infinity? You find yourself connected on a deeper, metaphysical level to any universe you come to inhabit. Any energies you have access to, you can now draw from the universe itself, being an endless font of raw power of any and all kinds. For all intents and purposes, it's as if your actions don't consume any energy at all. They're being executed by the universe itself, your Will made manifest. This especially reflects in the form of any Domains and Rights you have, in that your knowledge over them now expands into

real, proper Authority over those elements. In case of a Concept that is physical in some way or form, such as Fire, Water, or even Life or Death, you have complete and absolute control over it in every idea and meaning of it. Fire would be not just the burning flame, but also the heated emotions, the idea of a burning gaze, and all other metaphysical implications. For more ephemeral concepts like 'Love' or 'War', your control is far more indirect, but no less absolute, You can make anyone fall in Love with anyone, start or end wars on command, and in general do anything you would expect a God of the Concept to be able to do.

546. Bones of Your Father [100 KP]

Well, dice made of them anyway. This is a set of dice, bone-white in color, that always show the numbers you want whenever thrown. They're not loaded, and no magic in any world will ever identify them as anything but perfectly normal dice. But come hell or high water, they will show whatever result you want them to when thrown. You get two, shaped like cuboids for the Indian game of Chaupar, a proto-Ludo sort of game. But in future jumps you may get them for whatever games you'd like, in unlimited numbers. Might not actually be made out of your father's bones.

547. The Treasures of the Ages [200 KP]

An absolutely unlimited amount of the bounties of the Earth, be that fruits, grain, gems, gold, silver... any natural substance the planet can provide, you can have. Be warned, the trappings of material wealth are but a fleeting illusion for the soul... but maybe you can find a use for some of this.

548. Personal Vimana [400 KP]

And one of the very best in the world, too. This is your own personal Vimana, an incredibly powerful, fast and all-around magnificent piece of art for your use. At first look it's just an Aircraft, but that's not unlike saying that Arjuna is just a soldier. This is one of the finest pieces of Yajnatek in existence, and it's evident in its beauty and power. Capable of moving at close to the speed of light, this Vimana can traverse across all Lokas, moving perfectly fine through the air, in the depth of space, and deep underwater, in any environmental conditions. Its life support systems keep everyone inside alive and healthy no matter what, and it has space for over a dozen people apart from you. More than just a means of travel, this is a finely crafted weapon of war, with immensely powerful Magitek artillery arrays, laser weapons, and armor that can hold off anything short of Astras and God-Forged weapons. Its targeting systems would let you shoot wings off of flies at a hundred kilometers, and the sheer power of its weapons can melt mountains with sustained barrages.

549. Sinful Empire [600 KP]

Does not necessarily have to be Sinful, but such is the way of things that most Empires end up like this anyway. This is a great, glorious Kingdom of your own, an Empire every bit the equal of the Kuru Empire, or any of the others in this land. This is a great, mighty nation state, with you at the helm (or perhaps the power behind it), a gigantic empire with ridiculous wealth, hundreds of billions of subjects spread across world-continents, a technological base as good as any in this age, and more besides. An army as

vast as the sea, hundreds of thousands of Warriors, Assassins, Demons, Monsters, Giants, Dark Spirits that have no place on this earth, and other, similar soldiery, all with the best arms, equipment and training it's possible to get. Or you could just have people, robots, or other 'nice' options for your army so long as their strength remains similar, I guess. Be boring.

550. Prince of the World [100 KP]

What kind of Warrior Prince would you be, if you weren't even a prince? This Gift provides you with one of the most illustrious, the purest lineages in the world. Yours is a bloodline studded with Heroes and Demigods, tracing its history to some of the brightest burning names in the annals of history. Quite naturally, you yourself are a Prince in one of the many kingdoms of the world, a mighty land with great wealth, power and prestige. This doesn't make you the King or the Crown Prince, but any other position in the family is available for you to fill.

551. Celestial Armor [200 KP]

Armor forged in the fires of six exploding suns and blessed by the lost gods, this is some of the best protection anyone could ever ask for. While it may not stand against the God-Forged Weaponry of the luminaries of this age for long, it remains undaunted against anything less, and one magical feature of this armor is that so long as even one shred of it remains intact, not one hair on your head can be harmed directly.

552. God-Forged Weaponry [400 KP]

Not to be confused with an Astra, this is an immensely powerful, exquisitely well-crafted Yajnatek weapon of your own, the kind of thing any god would be proud to own. Something similar to the Kalabhairava forged by Shiva himself, Arjuna's Gandiva, or even Krishna's Sudarshan, though clearly not those three, as they are spoken for. But a twin of one of them, perhaps? Well, maybe not the Kalabhairava. If you want that, you'll need to buy it special. You can get a new weapon of your own design or any seen on-screen, with three exceptions listed ahead. It can be any weapon at all, since everything from a wheel to a plough has been a weapon in these lands. But whatever it is, the spells, psionics and technology involved in its constructions are absolutely top-notch, better than the vast majority of weapons that can be found these days.

553. Markandeya [600 KP]

Markandeya The Great Archive Rishi. This massive construct knows the true past, and being able to see into the cycles that have come before, is able to predict the future in broad swaths. It tells all things in metaphor and stories, and records all events, no matter how small or hidden. It also holds within its data banks all the knowledge of the bygone ages, the greatest technological insights, histories and magical arts. Any knowledge that was an absolute, terrible secret, like the secret names of God or such are exempt from his reach, but anything less than that, Markandeya knows and will tell you if asked. The Great Machine Sage will take up residence in your warehouse and provide sage advice whenever asked, but its truths are always deeper than you might at first think. It claims to be a teller of tales, not a

soothsayer of their meaning. Markandeya is also an AI beyond anything most worlds have ever seen. He is indestructible and incorruptible, and possesses unbreakable connections to any and all information systems that exist in future worlds. Including files stored in cabinets, yes. While the last cannot be changed by him like the others can, they can indeed be read at will. Because yes, the entire notion of any machine that is not transcendent itself hiding anything from Markandeya is laughable at best. He can also be used to calibrate or control magic and technology of any and all kinds, such as maintaining the spells on your weapons inventories or defenses on your properties. While it is beneath the dignity of the great Machine Sage to stoop to such base deeds, he will obey if you ask it. In future worlds too, Markandeya's Archives update with all the knowledge of the world, especially the lost and hidden, and he gains connections to whatever information systems exist. The connections to the systems in previous worlds remain, but nothing can be written, only read. The past is, after all, the past.

554. Prakriti Codes [100 KP]

A copy of the genetic code of every living thing as well as a manual for bringing out the best in each individual through training, nutrition, and breeding. It's methods are not guaranteed to be particularly nice.

555. Game of the Mind [200 KP]

A huge collection of spheres, the ultimate game of strategy and power, designed to teach princes statecraft and built in the First Age. A challenge for the sternest, keenest minds. Guaranteed never to get dull and to always adapt to match the skill of the players, it can accomodate a theoretically unlimited number of them and is effectively virtual reality for the soul. It is also guaranteed not to be addictive.

556. Snake Fortress [400 KP]

Rather less 'glorious' than most items on this list. This is an incredibly strong, unbelievably advanced fortress, quite possibly the most advanced Yajnatek citadel ever built. Chock-full of laboratories for all kinds of research, auto-generated test subjects, with a gigantic arsenal of defenses and traps and guarded by a legion of Naga Warriors, it's the ideal place to conduct any and all blasphemous, heretical experiment and studies one might be in the mood to engage in. What might help is that the power of your benefactor makes it so that it's really, staggeringly unlikely and difficult for this place to be found by anyone who would be hostile to you, be they man or god. Not impossible, but... yeah. On the other hand anyone who wants a favor or to conduct business can get here as easily as any other place. It also looks like a giant iron cobra... the whole fortress. Because of course it does.

557. Words of Power [600 KP]

There are many paths to power, and more paths than most for a sage. You know things beyond the ken of most men now, Jumper. A being steeped in the ancient mysteries, you were there when the Thousand Names of Vishnu were spoken, and they are in your memory even now, seared into place like few things can be. The names of a God are Names of power, secret mysteries that grant you unbelievable insight into the ways and workings of the world. In this

world, simply by calling upon these names you can step ever closer to Moksha, the enlightenment that lies beyond the end of all things, and free yourself from Samsara, the primal suffering that all life is prone to. Well, this is not just the names of one God. This is the Names of All The Gods that ever were and ever will be. Their true secret and most wonderful, awful, terrible names. In a more practical sense, your mind and soul are fortified both from and by this knowledge, this conceptual understanding of all that could be, making it so that it's all but impossible to even rattle you, let alone compromise your mind or drive you insane. Besides that, such Names are powerful spells in their own right, allowing you to call upon powers related to them. Could you manifest the power to breath underwater by calling upon the Matsya avatar of Vishnu, or manifest claws from the Narsimha? Possibly. You're the only one who knows. You're the one with the Names, after all. Of course, these are Names, words, and as such they can be shared with others, though any who did not purchase this might spend an entire lifetime in meditation to come to an understanding of the power of just one Name. And they're not guaranteed to be unharmed by the learning. You are. In future jumps too, you receive secret, hidden knowledge wherever it is to be had, especially if it pertains to divinity or other beings like them. You know the secret names of gods, demons and spirits, how to call upon them and the right ways to talk to them. You know the terrible mysteries lost to time, secret, heretical knowledge buried and lost for fear of its power, and you know the secret cures for terrible diseases. You know a lot, Jumper. Don't let it go to your head.

558. Readin Material/Nickname and Title [100 KP]

Reading Material [50 KP]

Some essential preparatory material for the jump. This is a complete collection of every version of this tale in existence. The 18 Days comics and videos, the Mahabharata, and any regional or alternate-language versions also.

Nickname and Title [50 KP] A suitably epic nickname and title for you to be known by, like so many that abound in this world.

559. The Aesthetic Touch [50/100 KP]

This doesn't do much to change your powers or possessions, but it does provide them with the same techno-mythological appearance of this world. For 50 CP you may apply them to your personal possessions or your warehouse and owned buildings. With a second purchase, totaling 100 CP, it's applied to everything.

560. Astras [300/500 KP]

Well, where would any work based on Hindu myth be without the great weapons granted by the gods? Mighty arrows and spells capable of devastating battlefields and smiting armies en-masse, these weapons remake lands and force maps to be redrawn. And you can have them now! There are many, many Astras you can choose from, an almost infinite list. And barring Planet (or more) destroying weapons like the Brahmastra, you can have any of them for a flat 300 KP. That is, 300 per Astra, so don't go trying to get clever about it. You can have the mighty Solar Astra, or the Narayanastra, or virtually any other you may care to claim for yourself, except, again, the very greatest of them all. When it comes to the very greatest

Astras of them all, weapons that can sink entire continents and break planets... they cost 500 KP... with some exceptions.

561. The Brahmastra [700/1200/2000 KP]

The Brahmastra is the greatest weapon of all, but it can only be used once. There is no defense against it. It is an anti-personnel weapon, if by anti-personnel you mean can destroy pretty much any single individual. It has two evolutions, the Brahmashira and the Brahmanda. The Brahmastra manifests the face of Brahma, the totality of the universe, to judge the individual you use it against. The Brahmashira manifests the four heads of Brahma and can destroy an entire theatre of war, no matter how large. It costs 1200 CP. The Brahmanda has never been used, for it turns Brahma's fifth face against himself. At the very least this would destroy the world.... But could potentially destroy the Universe you're standing in. If you use one of these, you will get a new one back once every 7 years. It costs 2000 CP.

562. Kalabhairava [SPECIAL]

This is a Great and Terrible weapon, a bloodthirsty sword forged by Shiva himself, and it contains some fraction of his nature. The Essence of Destruction, it can cut through the fabric of time and bring about a new age, but to use the Kalabhairava you must surrender yourself to it and the dance of destruction. This weapon is 300 KP for a Warrior Prince or Living God, 500 for a Mortal or Sage, 200 KP for a Super-Warrior, and Free for someone with Primordial Spring Morning... but its use requirement is the equivalent of a Drawback. It never goes away and cannot be mitigated.

563. Shatterstar Mark II [600 KP]

King Duryodhana has a really big spiked Mace (technically a Gada). It is scary looking and called Shatterstar. An evil thing, made with sacrifices and heretical techno-sorceries most foul, a blow from it would surely kill even a hero of the age. This is a copy of the original, and just like the original, it draws upon the wielder's own strengths to further magnify its destructive capabilities. No prophecies, luck, or divine providence can ever intervene to save any it's swung at, and no gods, short of directly intervening, can protect those you would kill with it. The victim's own skill or ability might protect them, so it's not a guarantee, but it's a start. Remaining inviolable and indestructible no matter the use it is put to, this Mace embodies the cruelty and avariciousness of Duryodhana. Whenever you strike down an enemy with this, it takes in their very soul, all that made them what they were, and grants it to you instead. While it never works on any gods, and the powers you take this way are transitory and fleeting, they nonetheless can grant you powers few others in this world can imagine.

564. Vinashak [800 KP]

Ever wanted a weapon of atomic fire, the living, beating, breathing heart of a star in convenient handheld form? Well that's Vinashak, the personal sword of Master Drona. There is no mortal substance this blade cannot cut through, and even the substance of the Divine needs to fear this blade. It can be as long as it needs to be, and has no weight. It vaporizes all projectiles that come near it and protects its wielder (and allies) from its own unstoppable heat. Any slain by this weapon die the true death, be they man or god, excepting one of the

Trimurti, though in true Hindu fashion, it does not stop them from reincarnating as someone else. You can have it once Drona is done with it.

565. Shakti-Bows [200 KP]

Every good general needs ranged weapons, and it's just not feasible to outfit an entire army with Astras. Well, Shakti-Bows are the next best thing. In modern parlance, every arrow fired from one of these things hits with the force of a Tomahawk Missile and they never run out of ammunition. You get enough to outfit every KP/CP backed army you have and all the soldiers bought in this document, and ten thousand more besides. Be aware that the Pandavas and Kuravas forces have millions of them, for this is no mere battle of the Iron Age. This is the greatest and final battle of the Copper Age. You may buy additional lots of 10,000 bows each for 100 KP.

566. Pandu [FREE]

Like the Pandavas, you are one of five siblings, the eldest perhaps? Or maybe the wisest? You bring with you into this world 4 companions, be they ones you have known in any other life, or ones who have followed you from other worlds, or new found loved ones. You will share everything equally in this jump... thus each of them gains 1000 KP and all the KP you gain from DUKHA... but they will be just as affected as you will be by the winds of Samsara. If you marry, all of you will have to marry the same person. Them's the rules. None of these Companions may be Living Gods.

567. Kuru [FREE]

Like Duryodhana, you are the most powerful of 100 children born of a single womb in a single night. You may thus bring with you 99 companions of old, or craft new companions. Each of them gains 800 KP but cannot get KP from Dukha nor can they buy any Gifts, though they do get their free Gift from their Caste. None of these Companions may be Living Gods (if you somehow get them the KP needed to pay for it).

Chinese Mythology

568. [Free] The ********** Sage/Three Hun and Seven Po

[Free] The ********** Sage

If there's one thing that can be said for the figures here, is that they hold poetic and flavourful titles. You can style yourself a title that others will know you by instinctively should you introduce yourself to someone.

[Free] Three Hun and Seven Po

The dualism of existence is seen in all things, and this is all the more evident in the soul. A soul in this mythos is divided into two main parts, the hun and po. The hun is the ethereal/yang soul, tied to consciousness and existing independently of the body. The po, also known as the dense/yin soul, governs and is tied to the function of one's physical vessel. The effects of possessing this combined soul is twofold. Your mind is no longer affected by the

ills and failings of your body, for it is divorced from such by the hun. Your body's condition is now affected by the state of your po, or physical soul; a healthy soul will help maintain your physical vessel in its prime condition, barring the interference of outside forces.

569. [100] Hermit

There are many sages and immortals who live a solitary existence away from civilisation. Long periods of isolation do not negatively affect your mental state, and you can spend as much time outside society and civilisation as you want without worry.

570. [100] Yin and Yang

The duality of the cosmos is expressed in the concepts of Yin and Yang, two forces that give rise to all that is through their interplay. The universe is balanced on a cycle of two opposites, just as your mind is. You possess this balance in both mind and body. You are healthy and fit in body and mind, not being subject to fragility in either.

571. [200] Alchemy

The art of alchemy is as ancient as it is mystical to the common man. From the creation of potent medicines to deadly poisons, countless alchemists have tried to attain immortality through their craft. Some are said to have succeeded, and some failed. You have satisfactory skill in this supernatural art, being able to transmute one substance into another and create elixirs and potions of longevity, if not outright agelessness.

572. [200] Cultivated Power

For every famed figure, there are often dozens of lesser ones supporting them. Every great yeaguai has his followers, just as deities and immortals have their disciples. You are a passable Taoist magician, one that has gained some proficiency but not enough to truly make a name for yourself. You can perform most basic spells, such as creating simple wards to repel lesser yaoguai, imbue items with magical power to enhance some of their qualities and are able to perform a few transformations. Your spirit is stronger than most mortals and you can live several centuries.

573. [300] Oracle Bones

As far back as the Shang, oracles would use divination rituals such as carving inscriptions on tortoise shells to predict the future. You are a skilled diviner, able to read prophecies of the future through various divining rituals. The events that are in these prophecies are always the most likely outcomes of current and future affairs, and can go as far as several centuries into the future.

574. [200] General

Tales and legends abound for the generals of celestials, demons and mortals alike. You have what can be considered decent skills for a general. You are skilled in martial arts and fighting with weapons that can be expected to be seen on ancient and medieval Chinese battlefields.

Your leadership skills are enough to command several hundred men competently and you are well versed in tactics and strategy.

575. [300] Wu Xing

The five elements of wood, metal, fire, water and earth represent some of the fundamental concepts and cycles of existence. From the waning and waxing of the seasons, to the phases that occur with the celestial bodies, each element embodies a change in the cosmic cycles. A deep understanding of these elements and their interplay offer a greater insight into the cosmos itself. One that you hold, it might be added. Your comprehension of these elements has seen you gain a previously unseen understanding of reality, one that has influenced your very being. Your movements possess a sense of grace and decisiveness, attuned as you are to the flow of the cosmos. Your ability to wield supernatural arts has similarly been refined; there is a greater control of your abilities, alongside an intuitive sense of their effects on reality and yourself. Additionally, the powers you wield have become less random, attuned as you are to flows and cycles that permeate reality.

576. [400] Expulsion of Three Worms

Through the practice of Taoism, you have reached the goal of eternal life. By permanently expelling the three worms, Disease, Old Age and Death from the body, you have shed away your physical mortality. You cannot ever become sick nor age, and your body is nigh-unkillable. Nearly any injury you take upon your body will heal, up to and including total annihilation, though sufficiently powerful magical and/or otherwise supernatural weapons and effects can negate this protection. Your mind and soul do not share this protection, however, so be careful.

577. [600] Present Gods

Every phenomenon, life form and object has a god. No matter if it's the wind and seas, or mountains and forests, a god resides in each one. Most of all, this is especially true for you. Every time you offer up a sacrifice in the form of food and drink or currency or valuable possessions to the gods, the phenomenon or action you ask for will come to fruition. The sacrifices scale with the potency and scale of the phenomenon or action; asking for some light rain on a farm might only cost a meal or two, while asking for a flood or great catastrophe might cost a banquet fit for hundreds. Similarly this can also be used to dispel natural phenomena, with appropriate costs accordingly.

578. [100] Which Emperor?

For the most part, the common citizens of the various dynasties have lived the same lives for thousands of years. The emperor may change, but most of the time, life was the same and people would carry on. Things are similar for you. Worry and fear about changing times and circumstances will never overwhelm you, and you'll carry on like always.

579. [200] Speaking Ill of the Emperor

The scholar-gentry of imperial China often had a... tempestuous relationship with the ruling dynasties. Naturally, most emperors wished to present themselves as benevolent rulers worthy of claiming the Mandate of Heaven. What this entailed was a large amount of censorship of criticism and punishment of critics, with the occasional burning of records pertaining to preceding dynasties. One must be careful with their choice of words when speaking of their ruler, after all. This isn't quite the case for you, however. You are able to criticise others without fear of retribution from figures of authority; with most not quite minding your words while others find their attempts at punishment getting lost in bureaucratic red tape and strange circumstances.

580. [200] Examinations and Bureaucrats

Imperial China's administrative machine needed both a solid bureaucracy and people to fill those roles. You can now proudly call yourself a capable administrator, having some expertise in logistics and delegation. You are able to go through paperwork at a rapid pace, quickly reading everything and not missing a single detail.

581. [200] Philosopher

There's something to be said for the far-reaching influence of philosophers in China. Confucius and Laozi undoubtedly left deep marks in the development of Chinese philosophy. You, too are able to make your mark on others' mindsets, crafting attractive philosophies and ideologies. You are socially adept and charismatic as well, navigating social cues and quickly extrapolating circumstances of people from your interactions with them.

582. [200] Controlling the Floods

The floods that once devastated the central plains were able to be tamed by humans. And in particular, the efforts of one man stand out above others. Yu, the first ruler of Xia. You hold the same strength of will as he, for you will carry through any adversity and obstacle. Even when your body is crumbling and worn, your unshakeable will shall be the same as ever.

583. [400] Shooting Suns

Just as Hou Yi was able to shoot down nine suns with the skill of his archery, so too can you. Your skill with the bow is legendary, rivalling that of the greatest archer in Chinese myth. You are able to effortlessly shoot the wings off a gnat from kilometres away, hit a moving target obscured by bushes and trees, and a whole manner of archery skills.

584. [400] Potential for Divinity

If there's one thing standing out in this world, it's the number of mortals who either ascend or become deified by others. You too hold a similar sort of potential; while the rate of growth for your abilities has not changed with this perk, your potential for improvement is unlimited. Through hard work and effort you too can call yourself a peer to the celestial beings above.

585. [400] Ancestral Favour

To honour one's ancestors was an important facet of life for much of Chinese history. From as far back as the Shang, people had worshipped their ancestors in the hope that they would watch over their descendants and grant them their favour. Good fortune is said to follow when one showed filial piety, and misfortune when they did not. So it is that your ancestral spirits favour you. You are blessed with great fortune and luck, often happening across beneficial coincidences and events, while disasters and catastrophes always seem to have a silver lining. You may also call upon your ancestors' souls for advice and consultation, conversing with them on decisions and choices to be made.

586. [400] Wugushen

It was said that Shennong, the legendary founder of Chinese of medicine, tasted and tested hundreds of plants to test their medicinal value. You have managed to inherit his skill in the same arts. Your body is immensely resistant to poison and toxins, unaffected by all but the strongest poisons this world can offer. Your knowledge in the medicinal value of various substances is broad and deep; you are able to identify the effects different materials have on the body with but a taste, if not from a glance, and you are able to quickly and accurately diagnose patients with conditions in but a fraction of the time it usually takes.

587. [600] Mandate

The Emperors of China ruled under the Mandate of Heaven, an accord that the people would accept their rule if they performed their role justly. While many used it as a convenient justification for their overthrow of a previous dynasty, for you it is a very real thing. Should you lead a group or organisation of any sort, the people within will accept you as their rightful leader without opposition so long as no serious transgressions are performed against them. Likewise you are also able to easily incite rebellions against oppressive leaders and regimes, having them replaced by you or someone else. Your ability as a ruler and leader would be comparable to the most legendary earthly emperors in their ability to rule.

588. [1000] Holding up Heaven

The primordial human Pangu was a being of immense strength. After separating the metaphysical forces of Yin and Yang, he kept them apart by holding Heaven aloft and the Earth down for 18 000 years. You have a measure of the same strength as him, able to hold up Heaven itself. Your strength extends well into the supernatural, able to resist and push back against metaphysical forces and concepts through pure physical might.

589. [100] Strange Creatures

Yaoguai are a vast category of beings, but many have been known to disguise themselves in human forms to fool their victims. You are, relatively speaking, very good at disguising yourself. You can trivially change your outward character and mannerisms, and adopt the forms of beings you have lived in close proximity to for a prolonged period of time.

590. [200] Unnatural Powers

Many yaoguai have some sort of powers they are known for. Some are famous for their ability to bring plague and misfortune, others known for trickery and illusion, and yet others for several different abilities. You have an area of magic that you are particularly skilled at, like plagues, misfortune, shapeshifting etc.

591. [200] From Lower States

A few kinds of demons were once inanimate objects. Being spirits of those, they could manifest their true forms. You are able to manifest an object of your choice, and depending on what it is, are skilled in its use. If it's a musical instrument like a Pi Pa you can play music with it skillfully, or if it's something like a sword you may be skilled in fighting with it. What manifests will be able to channel your powers through it.

592. [200] Consumption

Yaoguai of all sorts consume humans in both flesh and spirit. In their bid to obtain immortality, many spirits and demons alike will take the spiritual power of their victims, empowering and reinforcing their own souls and bodies. You are able to consume other beings for their spiritual essence, adding their energy to your own, or drain them through intimate contact. The amount you gain from others depends on how powerful they spiritually are; an ordinary human might be equivalent to a few drops of power, while immortals and powerful yaoguai can grant much more. These increases in power can help enhance your magic and other soul related abilities as your soul power grows.

593. [200] Hidden Misdeeds

In the many legends and myths of yaoguai, it is not uncommon for their misdeeds to take years to catch up to them. A combination of subtlety and magical concealment does well to keep others in the dark for prolonged periods of time. Both are keen additions to keep any yaoguai alive and unnoticed. You have an uncanny ability to hide or dispose of evidence arising from your misdeeds through the use of magic, alongside adept skills in the art of manipulating circumstances to be less suspicious for you. You could kidnap and consume the people of a village for years on end without suspicion being directed at you, or place yourself directly in a monarch's court while indulging in less savoury pleasures with none the wiser.

594. [400] Huli Jing

The fox spirits of folklore are of great cunning and power. You can freely take on different humanoid forms, from young or old, male or female and with an appearance and figure of your choosing. Accompanying this is great skill in illusion magic, being able to conjure voices and images from thin air, and create life-like apparitions and glamours. Over centuries and millennia , your abilities naturally grow to its apex; after a millenium, your powers will eclipse what they were a thousand years prior.

595. [400] Rid of Weakness

Some yaoguai have fears and weaknesses towards certain materials, methods or charms and talismans. Whether it's things like peaches or blood, or even something as simple as certain

breathing exercises monsters can be repelled. The same cannot be said for you. The materials, charms and methods that specifically work on your kind does not affect you in the slightest. Racial weaknesses are nullified and moot for you.

596. [400] Apparitions in the Night

More than a few varieties of yaoguai are ghosts, spirits who for whatever reason did not or could not pass on to the afterlife. Some wander around, looking for bodies to possess, while others terrorise and bring harm to the living. You are one of these beings. You can survive without a body and physically affect things with your wandering soul, and possess mortals and those that are weak of will.

597. [400] Monstrous Sage

It is a fact that many yaoguai are met with hostility and suspicion from mortals. Yet, this is not a universal occurrence. Some spirits can coexist in peace with normal humans, perhaps even forming beneficial relationships with them. Some can be faithful wives and husbands, dutiful protectors, or even wise sages. It is a good thing, then, that people do not default to hostility in your presence. No matter what you are, people that might otherwise be hostile will be neutral and initially give you the benefit of the doubt. They will not attack you until you make such hostile intent clear, granting you ample opportunity to form positive relationships.

598. [600] Demon King

Some monsters, through either their charm or power manage to gather a following of lesser demons. In many cases, these beings proclaim themselves as lords and kings, ruling over a small domain filled with yaoguai. Much of it is the same thing for you. You are an exemplary example of a powerful, charismatic demon. Your skill in fighting, combined with your physical and magical might makes you an equal to the likes of the Bull Demon King or the Gold and Silver Horned Kings. You have a commanding presence over demons and monsters, with those your significant lesser bending the knee at your order or command.

599. [1000] Monster of the Great Flood

When the demon Gong Gong lost the battle for the Heavenly Throne to the fire god Zhurong, he rammed and nearly destroyed Mount Buzhou in a fit of rage. With one of the Pillars of Heaven now irreparably damaged, the sky itself tilted sideways and the world's axis altered, leading to a great flood bringing ruin to the earthly realm. Gong Gong's might has passed to you. Your physical power and skill is such that you can bring down the Pillars of Heaven with your blows, and fight for days on end against the best of Heaven's combatants. What's more, any major actions you take will often cause unforeseen and catastrophic negative consequences for your opponents, causing disasters in their ranks and making dealing with you all the more difficult.

600. [100] Area of Influence

Every god or immortal needs to have a role to play in the Celestial Hierarchy. You can choose your domain/s or area/s of influence, to be a god of something, whether that's fire, earth,

water rain etc. and receive powers related to those areas. Keep in mind, however, that your powers in those areas won't exceed that of a minor god or goddess. You also have a body fit for a celestial being, as you don't age, have better physical abilities than mortals and are more resistant to ailments and disease.

601. [200] Celestial Bureaucracy

If there's one thing Heaven and Hell are known for, is that they both have large, churning bureaucracies. With every bureaucracy comes red tape and delays. Not for you, however. Whatever organisation you are part of, you'll receive priority queueing for your requests and complaints, superseding everyone except those in the highest positions. Likewise, you can have any actions you plan to take authorised immediately and without delay by the group or organisation in question.

602. [200] Hierarchy

The constraints of the Celestial Hierarchy can be highly restricting and sometimes even suffocating. It shouldn't come as a surprise that those who step outside their station are punished, often harshly. Be it banishment or reincarnation into a lesser form, it is not unknown for fallen immortals to face harsh fates for their transgressions, real or perceived. These stringent rules don't quite apply to you. You find that, whether through nepotism or lack of oversight, that you are given quite the degree of freedom for your station. You can bend the rules and laws of your organisation a fair way before scrutiny comes in your direction. What might be a moderately concerning scandal for others is not one for you, for it would take an act that cannot be ignored to make others take notice.

603. [200] Taking the Offering

As a god or immortal, people will inevitably pray to you and give you offerings. Now, you may receive them! You are now able to hear prayers directed your way, and have the ability to process all the prayers made to you. Whether you act on those prayers is your choice, though hopefully you don't disappoint people in their time of need. You are also able to receive the offerings people give to you, with the offerings teleporting next to you as you will them to do so.

604. [200] Long

The dragons of eastern myth have long been seen as deities associated with water; be it the rivers, rains, or seas. You hold similar authority and powers, able to invoke rain and thunderstorms, control the rivers and seas and manipulate water. Your presence is larger than life; commanding and regal, your stature being greater than the mediocre individuals around you. Your voice also holds weight in most discussions and discourse, so long as you have a mote of expertise in the subjects of those.

605. [400] From Clay and Dirt

The goddess Nuwa was renowned and respected for her creation of mankind. Her craftsmanship is second to none; repairing the sky and the pillars of heaven and creating life

from dirt and clay. You too possess her divine skill, able to craft intelligent life from seemingly worthless material, and creating magical items able to perform great feats, so long as you have the ingredients for them. The powers of the items you create are only limited by your imagination; whether they're gems that control the weather, stones that repair the sky itself or great pillars able to hold up heaven, few things are out of reach.

606. [400] Bodhisattva

Those who have delayed their own pursuit of Nirvana in order to ascend all sentient beings to Buddhahood are known as Bodhisattva. You as well can be counted among them. You are an exceptional teacher, able to pass on lessons and skills with great ease. With only a few lessons, or even a single one, you may steer someone away from their negative tendencies, move them beyond their inner demons and pass on your skills to them.

607. [400] Samsara

The cycle of death and rebirth is something that pervades this land to its deepest levels. The journey of reincarnation is one that all living things must undergo, be they beast, man, and sometimes celestial being. You are able to reincarnate once every ten years should you meet your untimely demise or make the choice consciously. Reincarnating will also clear you of all damage done to your mind and soul.

608. [400] Celestial Guardian

Most famed and powerful yaoguai are exemplars of both magical and martial might. Where mortal forces fail, it often falls to the guardians of Heaven to drive away powerful yaoguai. Whether they be as high as the Four Heavenly Kings or as lowly as the celestial footmen, there are no shortage of celestial forces that are experienced in combating yaoguai and rogue immortals. So too can you be considered a seasoned magician in combating supernatural threats. Years upon years of being sent against yaoguai has seen you develop a host of magical methods to combat them, be they defensive or offensive in nature. While experience has made you a somewhat competent fighter and warrior, your true talent lies in sorcery. Instincts honed over years of battling with yaguai sorcery has seen you develop an intuition for spells and magical artifacts being used against you. Experience and studies of repelling demons and supernatural beasts has granted you a great deal of expertise in defensive and offensive techniques and spells. From wards and seals designed to repel or trap powerful beings, spells that cast down divine fire and light and techniques able to reinforce and enhance the body, you are proficient in combat focused supernatural arts.

609. [600] Heaven's Eye

The deity Yang Jian was well known for his exploits, even during his mortal life as a demigod. From saving his mother by carving Mt. Tao to carrying a mountain on his back, his mortal life was marked by almost peerless strength and martial prowess. As a deity, his legends only became greater in scope and magnitude. Whether through some strange union between a god and a mortal, or a birth from some divine object, you have emerged to possess similar traits to him. Firstly, on your forehead is a third eye, one able to distinguish between truth and lies, see through glamours and illusions and perceive good and evil in any being.

Through this eye you also possess a form of clairvoyance, being capable of seeing others from vast distances. The eye can also produce divine fire and light, disintegrating armies and mountains. Secondly, you are nearly invulnerable to physical and magical damage, being able to effortlessly shrug off magical weapons capable of killing or severely injuring lesser gods and immortals. Your physical strength is great enough to slice apart mountains and you're skilled enough in armed and unarmed combat that few others can call themselves your equal. You will find that this metaphysical eye grants you great talent in any magical arts you deign to learn should you decide to pursue such endeavours.

610. [1000] Nirvana

The state of Nirvana entails an escape from the wheel of Samsara, where they no longer become subjected to death and reincarnation. Your soul has achieved complete liberation from the cycle of death and rebirth. Indeed, with your mind and soul free of such constraints, your spirit has become truly immortal. No harm nor death will come to your spirit from anything that befalls it, nor shall the same be done to your mind. Your will is likewise unbreakable, and can endure any adversity. This same transcendent state also marks any prison you are trapped in moot, for you can instantly escape their confines. Your body is granted no such protection, however, and this by itself will not prevent the death of the body.

611. [Free] Hulu

Both in culture and mythology, gourds have long been used as containers for alcohol and medicine. This use has brought with it an additional association; healing. The hulu in your possession is an ever-refilling vessel holding an (non) alcoholic beverage of your choice with very minor medicinal properties. Drinking from this gourd dispels minor discomforts and pains, while leaving alone anything more serious. A fine addition for any traveler wandering the lands.

612. [100] Warding Staff

In many legends, peachwood served as a deterrent towards yaoguai and malevolent spirits. It stands to reason then, that objects made from this wood can repel such entities. What you have is a relatively simple stave made of peachwood. When being carried and in plain sight, this stave wards away lesser demons and minor supernatural creatures. Should it be broken or destroyed, it will miraculously reappear in your warehouse a day later.

613. [100] Sack of Coins and Notes

This shopping bag sized sack is filled with currency appropriate to the time and place you're in. In this case it comes with coins, sycees and/or notes depending on which period of China you are arriving in.

614. [200] Humble Abode

You now own a small house. It contains three bedrooms, a kitchen, a guest room, and all the other necessities a home has. It's enough to live comfortably, but not extravagantly. Restores

itself in three days in the Warehouse after damage or destruction. In future jumps, this home will be in a location that is out of sight, but still easily reachable.

615. [200] Refined Materials

A must-have for any practicing alchemist. You have a set of alchemical ingredients such as cinnabar, gold, lead, mercury etc. that replenishes every week, usable for everything from transmutation, pills of health and longevity and medicine.

616. [400] Yinyang Mirror

Mt Kunlun is a mythical location for many, as the western counterpart to the eastern Penglai. Presided over by the Queen Mother of the West, this mountain houses many powerful artifacts and mythical materials. This artifact is one of them. This is a double-sided mirror, that has two functions associated with its Yin and Yang sides.. When the Yang side is invoked, it can instantly bring someone back to life so long as there is a body and no supernatural measures have been taken to prevent resurrection, and the Yin side can instantly kill a mortal.

617. [600] Five Coloured Brush

In legends and folktales, it was said that whatever was drawn with this brush would materialize or come to life. In this case, this replica you wield can bring to life or materialise anything smaller than a small mountain, and with less power than you. Hope you're skilled with brushwork, you don't want to be bringing weird stick figures to life.

618. [800] Jade Books

You hold in your hands the Jade Books in Heaven, which contain the untold secrets and workings of the universe. The knowledge within these books are beyond priceless, detailing the creation and workings of everything from Heaven, Diyu and the earthly realm. In future jumps, this book will update to also hold detailed knowledge of the current universe's laws and workings.

619. [100] Jian

The China of myth is a dangerous place, teeming with spirits, beasts and gods. A defense, no matter how paltry, is a welcome addition to any traveler's equipment.What you have here is a relatively simple sword. It won't rust nor need to be maintained, but that's all that's special about it. Is restored in your Warehouse three days after being broken or destroyed.

620. [200] Golden Coin

The Treasure Defeating Golden Coin is a small flying object able to deflect and block projectiles. This one is bound to you, and can block dozens of magical weapons of middling potency. Should it break, it will be restored in your Warehouse after five days.

621. [200] Baton

The Immortal Thrashing Whip is... a baton. No, seriously, it's a wooden stick. This club is empowered by the various Taoist inscriptions on it, and is able to inflict great harm upon many monsters and immortals. Downside to it, or upside, depending on your view, is that this baton can only harm beings that have their names written on to a tablet that comes with this weapon.

622. [200] Yaoguai Bestiary

There exists a vast variety of yaoguai in the legends of ancient China. From spirits to ghosts to monstrous beasts, the creatures of the supernatural have as many forms and types as their mundane cousins. This extremely thick book describes the basic information of every creature that appears in Chinese myth, from behaviour, weaknesses, abilities and illustrations of their appearance. This bestiary will update to contain information of supernatural creatures with every new setting.

623. [400] Flying Dagger

Daji, the legendary temptress of the Shang, was said to have been finally felled by a decapitating strike from a mystical artifact. This one, in fact. Contrary to its original title, this artifact is a rather small humanoid in a gourd. Upon its invocation, a small wispy humanoid will emerge, fly and proceed to decapitate, or failing that, dismember the target, and capture its soul. Captured souls are held within the gourd, and can only be freed by your will alone.

624. [400] Sun Felling Bow

This is a perfect replica of the bow that Hou Yi used to fell nine of the ten tripedal sun crows. It possesses immense range and power, able to bring down gods and immortals from kilometers away. This bow does more harm to creatures closely associated with the sun, inflicting far greater wounds and damage against such entities.

625. [400] Peach Blossom Spring

This sanctuary is obscured by a forest of peach trees, with a stream leading through the forest. Past this forest is a grotto with residences and living amenities, where one can live in relative comfort. This place is perpetually hidden from prying eyes, and cannot be reached nor detected through mundane means unless you allow it. This sanctuary will always be within reach for you, and in future jumps will follow you in close proximity.

626. [600] Imperial Palace

An Emperor isn't without his palace. This is your palace, where thousands of people live and work for you. Soldiers, bureaucrats, courtesans, and more are housed in this immense palace and its surrounding land and buildings. Has everything you can expect of such a property, from residences, barracks, replenishing food storage and more. This is stored as an attachment to your Warehouse for future jumps, though it can be brought out. Reconstructs itself two months after damage or destruction in your Warehouse. The individuals within are followers, and will respawn in the Palace if killed and will not be affected by age. These followers can leave the palace if you allow them to.

627. [1000] Pangu’s Axe

The mighty axe of the creator is a wondrous thing to behold. The axe is immense, standing as tall as a tree and requiring titanic strength to wield. This was the tool that was used to part the primordial Chaos and separate the metaphysical forces of Yin and Yang. By wielding this axe, one could part Heaven and Earth, and even metaphysical forces and concepts with but a single strike. Use with caution.

628. [100] Fearsome Outfit

What terrifying demon doesn't stand out? Presentation can sometimes be just as important as execution. This is an outfit of your design that is catered to emphasise your more terrifying features and make you look more intimidating.

629. [200] Spare Body

For yaoguai, corpses can be a valuable resource. Whether it’s nourishment or fuel, the body of a mortal comes as something useful. This is, well, it’s a rather morbid item. What you have here is the soulless corpse of someone. It can serve as a bit of nourishment for you in a pinch, or as a target for possession if you are able to do so. It will never decay and never undergo rigor mortis, regenerating in the Warehouse a day after being damaged or destroyed.

630. [200] Small Shrine

Small shrines and places of worship are everywhere in this land. With how many gods and spirits there are, it’s no surprise that most places will feature some tribute or offering to the local deities. This is a small shrine to receive offerings from. Anything that is offered to you and interred into this shrine will be teleported next to you. It can be disguised as a shrine for other gods or as something for yourself. It will follow you in future jumps, manifesting in a location you find suitable, in a form appropriate to the setting that won’t draw undue attention unless you want it to appear foreign or incongruous to its surroundings.

631. [200] Capturing Artifact

Artifacts able to capture objects and living beings certainly seem to have a way of ending up in the hands of the yaoguai. Be it the ring able to capture the divine armaments of heaven, to the various containers able to suck a living entity into themselves, there’s no shortage of magical items that are able to take from others. You hold a similar artifact, in the form of a gourd or a flask. This item is able to capture mortals and less powerful supernatural creatures, before processing and refining them into pills or liquor. Consumption of the liquor or pills that have been refined by the vessel can both refill one’s vitality/vigour and add to the spiritual strength of a being by small amounts.

632. [400] Piece of Hell

Many monsters and demons live in Diyu, often in service to the Yama kings present. This plot of land is your own little slice of hell, with a cozy residence and an environment hostile to unwelcome visitors. You can choose from which court of hell this plot comes from, such as the Mountain of Flames or the Hill of Ice. Has a mansion in the middle and the environment

within will not harm you. Exists as a Warehouse attachment and will restore itself a month after damage or destruction.

633. [400] Somersault Cloud

This little cloud functions as a platform you can use. With a single leap, it can transport you ten thousand miles in moments. This cloud can be instantly called to you upon invocation, and can be called on to transport those other than yourself.

634. [400] Iron Fan

A replica of the magical fan used by the Bull Demon King's wife, this tool can create immense winds capable of putting out fires from long distances, or blowing people and objects thousands of kilometres away. The fan is heavy and requires some amount of inhuman strength to wield, and is more than sturdy enough to use as a melee bludgeon in a pinch.

635. [600] Demon King's Castle

As a powerful and influential demon, it is only right that you too have a fortress you can call home. Within this mountain-fortress, hundreds of lesser demons and yaoguai are at your beck and call. This fortress contains a self-refilling food storage, full residences, barracks and armoury. Will be restored in your warehouse a month after destruction, with all its inhabitants intact.

636. [100] Banquet Table

A self-refilling table piled with the highest quality foods and drinks of your choosing. While it cannot refill itself with foods and drinks that make modifications to you or empower you, the meals are always guaranteed to be both filling and delicious. A particularly suitable addition to any feast or banquet you might host, or for having a meal to yourself.

637. [200] Badge of Office

While not all the deities and spirits of the land make use of particular tools for their role in the celestial hierarchy, a not insignificant number of them do. As examples, bureaucrats might have scrolls or tablets that hold some power or important information, while warriors possess their armour and weapons. What you have is a tool or a set of tools that both helps you in fulfilling your role in the celestial bureaucracy and serves as your badge of office. These tools are rather standard, as far as heavenly crafts go, so while they will have many advantages over their mortal equivalents, they are far from the signature armaments or artifacts that many figures hold as part of their office.

638. [200] Jade Seal

Whether it's in the mortal gears of mundane bureaucracy or the heavenly This jade seal is as much a proof of authority as it is of identity. Presenting this seal to someone will be the same as giving them irrefutable proof of either your in-jump identity or as your nature as a jumper, whichever you wish.

639. [200] Heavenly Mirror

Artifacts and abilities able to see beyond supernatural obfuscation are uncommon, but hardly unknown. This small mirror is a minor artifact, but one with powerful effects nonetheless. It can see through illusions, glamours and shapeshifting, revealing the true form of something through its reflection.

640. [400] Zhu Xian Zhen

In the battles that ended the Shang, many immortals and gods roamed the land, supporting either the old dynasty or the rising Zhou. So it was that those participating created new ways to kill their kin, such as this contraption. A trap powered by four magical swords, this contraption was designed to kill anything that enters it, immortals in particular. Immortal or deathless beings imprisoned in this trap will die a true death upon its activation. Should this trap be damaged or destroyed, it will reform after a week in your Warehouse.

641. [400] Bodhi Tree

The bodhi tree is a symbol associated with enlightenment, for it is under one that the first Buddha himself reached the transcendent state. This is a Bodhi tree propagated from the original that the Buddha himself sat under. While in close proximity to this tree you learn and master skills at a significantly greater rate, with endeavours taking weeks shortened to a few days and those taking months to only a few weeks.

642. [400] Peach Garden

This, my friend, is no ordinary peach orchid. This is a replica of the peach garden owned by the Queen Mother of the West, holding its own peaches of immortality. Unlike hers, your peaches ripen far faster, taking only a few months to bud and ripen, and holding its fruit all year round. Eating a peach from this garden grants agelessness and physical immortality, allowing one to live indefinite lives, and stopping them from dying to mundane means. This garden is housed in your Warehouse, and is restored in a month should it somehow be damaged or destroyed.

643. [600] Mount Penglai

The island and mountain of Penglai are said to be one of the residences of the Eight Immortals, being a resplendent and mystical location. You now have ownership of a replica of this paradisiacal island. Fruits that are able to grant eternal youth, cure ailments and bring back the deceased grow aplenty, and the food bowls and wine glasses here refill themselves. Exquisite gems grow on trees here, and the palaces on this mountain are made from gold and platinum. This isle follows you wherever you go and is always nearby, while being undetectable and unreachable through mundane means. Restores itself in your warehouse two months after being damaged or destroyed.

644. [100] Jin Die

A mortal scholar and bureaucrat, Jin Die is not one for martial pursuits. However, he makes for a competent secretary, treasurer and administrator, and is knowledgeable and interested in

supernatural creatures. Through certain circumstances, he has found himself in service to you and does his best to make sure you are prepared for anything.

645. [100] Shi Yuan

The ghost of a recently deceased girl, Shi is unwilling to pass on to the afterlife. In her life as a wandering soul, she has latched onto you, a being of power and for her, security. She does not ask for much from you, only some conversation and a willingness to occasionally keep her company.

646. [200] Wei Yang

A beautiful fox spirit, Wei Yang is mischievous and cunning. She has taken a liking to you as a friend, with perhaps a spark of something more. Her social skills have been honed over years of disguising herself as a human, giving her a certain charisma. Wei is a powerful spirit, being very proficient in the art of illusions and shapeshifting.

647. [200] Yi Men

This demon lord is a minor celestial immortal who has descended to cause mischief and chaos. Currently, he's mostly been on the down low now that one of his relatives is looking for him, but he has made a few friends in the earthly realm, like you. Through a series of favours he's become your sworn brother and will follow you into hell and back.

648. [200] Huang Shi

Huang is a captain in the Celestial army, being responsible for vanquishing demons and ghosts. An exceptional fighter and leader, Huang is never one to back down from a challenge or insult. In his years of service he has befriended you, and in many of the times off duty he drunk and feasted with you. The captain respects you and holds you in high esteem, treating you as a sibling.

Irish Mythology

649. Gods & Fighting Men (-100 cp)

If there's someone here you want to accompany you on your journeys, you may invite them. In fact, any number of people.

650. Band of Heroes (-100 cp)

Ninefold companions can you import each time you take this, with 800 cp of their own to spend. Companions may not take drawbacks, but neither are they afflicted by them unless otherwise specified.

651. Failinis (-100 cp)

The famed immortal (literally unkillable) greyhound. No prey has yet escaped Failinis, no armor stopped his jaws, and he can turn water to wine. Is a very good boy.

652. Honor of Sreng (-200 cp)

Sreng, the champion who met Bres and struck the arm off Nuada, most famed of the Fir Bolg. When you behave in an honorable fashion, your reputation spreads far and wide. People are strongly disincentivized to be caught being less honorable than you.

653. Dreams of Eochaid (-400 cp)

Eochaid mac Eric, the most famous (and likely last, there are conflicting sources) High King of the Fir Bolg would have dreams of every disaster and every new foe ere they would even appear. So is it with you.

654. Iron Shirts (-200 cp)

There is a certain progression among the tribes of men. The first to master Bronze have a commanding advantage, impenetrable armor and irresistible weapons. And the first men to master iron have the same advantage over them in turn, and again with steel. Your personal arms and armor always seem to be at least one "tier" above others in this fashion.

655. Sons of Mil (-400 cp)

Neither prophecy nor free will is supreme in the myths of Ireland; a man can fight his fate but can't always win. Except for you, like the ancestors of the modern Irishmen landing on the shore, prophecies and foretellings seem not to include you, and those fated to die by a specific hand can certainly meet their end at yours.

656. Beneath the Waves (-200 cp)

There's some debate whether the Fomor lived across or beneath the Western Sea. Well, consider that debate settled, you are quite aquatic and can breathe underwater, and cope quite easily with darkness and pressure.

657. Baleful Gaze (-400 cp)

Balor of the Baleful Eye was king of the Fomor, a great cyclops with a special power. Whatever he lay eyes on died or was set ablaze, before Lugh's spear closed his eye forever. You can also charge your eyes with the powers of death, to slay or set aflame all before you.

658. Féth Fíada (-200 cp)

Shrouded in mist, the ships of the Tuatha de Danann did land. You can summon a mist to hide your motions, to grant invisibility, or even change your shape to ape that of men or beasts.

659. Mythic (-400 cp)

Whether you call them gods or fairies, the Children of Danu are just so much... more, in many ways. They drink more, eat more, laugh more, love more. This perk brings a similar sense of epicness to your life, improving to at least some degree all other perks in this Jump as you fight harder, sing better, see deeper and craft better items. More, it adds some more... abstract qualities. An ordinary warrior cannot batter a howling storm into submission, or punch someone so hard cows give virgin birth hundreds of miles away. But with this perk, you can. It's a new and altogether more legendary way of seeing and interacting with the world.

660. Agile Warrior (-100 cp)

To qualify for Fionn Mac Cumhail's fianna, a warrior must do these things; sprint across a field dodging spears and javelins cast by his warriors, leap a branch at head height and dive under a branch at knee height, and dig a thorn from his foot without breaking stride. All these things you can do with ease, the better to close with a foe or escape pursuit.

661. Blood of Osraige (-100 cp)

It is said the kings of this small kingdom could take the form of wolves whenever they wished. There are conflicting sources on whether they physically transformed or ran as wolves in spirit while their bodies slept. We'll just say you can do both.

662. Famed Name (-200 cp)

Every warrior hungers for a reputation, a legend. Unless you take steps to prevent it, tales of your great deeds and might spread far and wide. You may toggle this off each Jump, but once spread, a legend is not easily contained.

663. Nimble as a Diarmuid (-200 cp)

Diarmuid na Duibe was a particularly agile fighter, and would oft amuse his fellows by displays of balance, such as riding rolling barrels down a hill, or dancing on the sword-blade of a man trying to stick him. It is said, also, that he could leap from the ground up atop a high castle wall and back again, so that no fortification could stop him. All these things, you can do.

664. One Against Many (-400 cp)

There are countless tales in Eire, from Cu Chulainn holding back the armies of Medb to Diarmuid's slaying three armies in one day, of a lone hero facing a huge horde. Fear not in these circumstances, warrior, for the number of your foe will provide them no advantages, not even to tire, distract or slow you. Unless an army contains fighters to match you, you shall breeze through them dispensing death at will.

665. Warp Spasms (-600 cp)

Centuries before anyone heard of the Incredible Hulk, Cu Chulainn had turning into a terrifying unstoppable rage monster down pat. Actually, his is a far scarier sounding monster form. Anyways, you too can turn into a hulking berserker, horrifying enough to send whole armies into flight. Up to you if this has a terrifying monster transformation or just bulking out, which is less likely to frighten foes. Your rage will be without limit, but never seems to lash out at your friends. Your physical might is greatly enhanced when transformed - say up to a hundred times, if you need a number attached - and your hide becomes like armor that can turn away blades.

666. Command (-100 cp)

What is a noble who cannot command loyalty? People respect you by default, though you can certainly change their minds in a hurry if you act like a coward and a boor.

667. Beauty of Bres (-100 cp)

Not for nothing did the Danann become known as the Fair Folk, and Bres was the fairest of them all, though his heart was less beautiful, still was he made a king on looks alone. You are his rival in beauty and perfection of form.

668. Blessing of Vesunna (-200 cp)

Good fortune, abundant fields and general prosperity will attend your lands and people, and any group you may lead.

669. Ildánach (-200 cp)

When Lugh presented himself to the court of Nuada Silver-Hand,he was stopped by a doorkeeper who demanded to know what service the youth might perform for the king. Lugh said he was a magnificent harper who could entertain the court, but they had one. He said he was a master smith, but they had one. He pressed his skills as a champion, a poet, a scholar of history, a healer, a sorcerer and a wright, and was rejected each time. Finally, he asked if any man in court could do all these things, and the doorman relented. That day Lugh earned the name of Ildánach, master of many arts. Like this youth, you have mastered every skill a man or woman in medieval Ireland might know, from weaving to archery to distilling.

670. Healing Hands (-400 cp)

The king's hands are those of a healer, and none more so than Fionn Mac Cumhail. Whenever you cup water, wine or other drinks in your hands, it becomes a healing elixir that can wash away wounds. Three handfuls can mend anything short of death or dismemberment.

671. Salmon-Flavored Thumb (-600 cp)

Like the redoubtable Fionn, you burned your thumb cooking the Salmon of Knowledge- which thumb is up to you. Who ate of that fish was to learn everything. Your gift, alas is more limited. While sucking your thumb you may learn the answer to any question, if it concerns not the future nor any immaterial, unwitnessed thing. In some versions Fionn had to bite down to the bone and suck the marrow from his thumb, but since you're paying points we'll skip that.

672. Faultless Recall (-100 cp)

A bard is a living record of history. That may sound tenuous - have you ever played telephone? But a trainee bard who alters one word of a memorized saga is harshly punished. You have the gift of a perfect memory, not merely for stories and sights and songs, but exactly where and when and how you heard of them.

673. Gift of the Gab (-100 cp)

You speak well, and quickly, and in all the tongues of men. You're quick with a joke or pun, and other forms of wordplay, like riddles.

674. Harper (-200 cp)

You're skilled in all the traditional Irish instruments, pipes, whistle, harps, bodhrán, bouzouki, Ullean pipes and of course, the fiddle. You're also a fantastic singer, able to soothe wild animals and set the most sullen to dance.

675. Satire (-200 cp)

The bard was a feared figure in Eire. A warrior could only kill you, but a bard's mockery could live on for generations, if well crafted. You are very good at insults and mockery, making them original and memorable, so thousands of years after the targets of your satire are dust, people will know them entirely from your work.

676. Sense of Angus (-400 cp)

Angus Og is very sensible, possibly the only person on the isle to display allegedly common sense. You have a gift for cutting to the heart of problems and coming up with creative solutions, like the time he had the Dagda murder a man who kept demanding the best bits of his meal by feeding him gold nuggets.

677. Guest (-600 cp)

A Bard is always welcome in any hall, as entertainment, messengers, and a living record of history, You are welcome in any hall, accepted as a neutral party wherever you do not take a side. People are reluctant to harm you without provocation.

678. Metal-Worker (-100 cp)

Wouldn't be much of a smith without the basics. You know how to mine, refine and work all forms of metal, and are well-steeled for the hard labor and heat of the forge.

679. Nimble Fingers (-100 cp)

There is none better for fine detail work than yourself, Your precise and certain hands can make etchings too small to be seen with the unaided eye, and anything you have even a minute to embellish is beautiful to behold.

680. Master (-200 cp)

The mark of a master is not that they can make nice things, but that they can pass on what they have learned. Any skill or art you know may be taught, and any pupils you have are attentive and diligent beneath your gaze.

681. Tireless (-200 cp)

There is great strength in you, physical and mental, such that you can work or fight for seven years before taking a rest break. Then one day off and you're good for another seven years.

682. Worker of Wonders (-400 cp)

You can work more than mere metal. Jewels, cloth and rare materials. You could string a rainbow, or sharpen a fair maiden's sigh until it could literally cut to the heart of a man through any armor, weave a cloak from shadows and other miraculous crafts.

683. Goibnu (-600 cp)

The greatest of the Tuatha smiths, Goibnu could create a spearhead with three strikes of his hammer, and it would be so sharp the man it cut would surely bleed to death. Like this legendary smith, you can forge or assemble anything you've the materials for, no matter how complex or intricate, in moments and whatever you forge shall be of mythic quality, whether armor lighter than cloth and harder than a mountain or plows that can turn over ten acres with one pass. Truly you are worthy to be called the smith of the gods.

684. Counselor (-100 cp)

A druid is meant to share the wisdom of the ancients with the rulers of today. You have a gentle and wise way of speaking that demands respect. People will always hear and at least consider your advice, no matter how emotional they are. Whether you give good advice is up to you, but you will be heard.

685. Song of Amergin (-100 cp)

When a magic storm blocked passage to Eire, the druid Amergin was able to call upon the spirit of the island itself to disperse it, through song. It may take some practice to reach that level, but you can find the spirits of nature, speak with them, ask what ails them and maybe convince them to do you favors.

686. Eloquence of Ogma (-200 cp)

The one who invented writing (Ogham) is sometimes depicted with fine chains linking his tongue to the ears of his capering followers. What better metaphor could there be, for a man who talks sons into striking down their fathers, bold warriors into betraying their kings? So is it with you, your voice like the thunder fills any space and allows scant rebuttal, and with time and effort you can talk practically anyone into anything.

687. Learning of Airmed (-200 cp)

It came to pass that when Miach, the greatest healer to ever live, died, murdered by his jealous father, that all the medicinal herbs of the world grew from his grave and his sister Airmed did gather and order them, but their father Diancecht did scatter them, and so men were forced to learn them by trial and error. You, however, know all the properties and uses of every herb in the world, whether magical, medicinal or toxic. This knowledge updates in future Jumps.

688. Skill of Miach (-400 cp)

Many are the miracle cures in the legends, for anything but decapitation or cutting the marrow through. But there was one healer who could reattach limbs, the son of Diancecht, Miach. It is

his surpassing skill with healing you have, and more. For when his father grew envious and struck him down with a sword, Miach healed instantly each time. Until the third blow when Diancecht struck his head off. You also can heal yourself of anything but decapitation in a moment or two.

689. Memory of Magh Tuireadh (-600 cp)

At the second Battle of Magh Tuireadh, Lugh gathered his druids and asked how they could contribute. The magician Mathgen said he could throw all the mountains of Ireland down on their foes, and breathe life into the twelve chief mountains of Eire, that they rise and fight. The druid Figol promised to make it rain fire thrice a day, to steal two-thirds of the foes' courage and strength, to wrack men and horses with plague, and bless the Dannan to gain strength and courage with every breath. The witches Bechulle and Dianan swore to raise a great host of every tree and stone to fight for Eire. All these things you may do, for you are the match of Mathgen, Figol, Bechulle and Dianan in cunning-craft.

690. Fintan (-400 cp)

There was a famous man, Fintan mac Bóchra, sole survivor of a group that came to Eire seeking refuge from a global flood, only to drown. Well, I say 'survivor.' He was killed, and reborn as a salmon and lived that way for many centuries before dying and being reborn as an eagle, and then a hawk, and then a man again, and was very wise for he had lived through five thousand years of Ireland's history. There is a similar story told of Tuam mac Cairill, though his tale went from man to stag to boar to eagle to salmon and man again, and there is some debate as to whether one is a distortion of the other. Nevermind though, I'm sure by now you've got the picture. When life finally leaves you, you'll be reincarnated in animal form, all your perks and powers intact, and three to five turns around the wheel will see your humanity restored. This process resets with each new Jump or 2,000 years, whichever comes first.

691. Basic Tools (free)

You have the mundane tools of your profession. A warrior will have a shield, arms and armor. A noble slightly better versions of the same. A Smith will have tools and materials for metalworking. A druid gets the badges of their office and a pouch of herbs. A Bard a musical instrument. And everyone gets a horse.

692. Ochain (-100 cp)

The famed shield of Conchobar mac Nessa, a magnificent piece with borders of gold. Two enchantments has the shield, first that it is a magnificent shield that can stop the blows even of legendary blades and spears that pierce all. Second, when the wielder is in peril, the shield starts a great moaning and wailing to warn of the danger.

693. Borabu (-200 cp)

The great conch horn discovered by Oisin, all true warriors can hear the horn-blast, regardless of distance or obstacles, and make haste towards the sound.

694. Gáe Bolg (-400 cp)

A great spear wielded by Scathach, and then Cu Chulainn, made from the rib of a great sea serpent, which needs to be drop-kicked at the enemy. It pierces any armor and then splits into thirty barbs, which themselves divide further. Anything mortal struck with Gae Bolg will definitely die, but you can only use it once per battle and then must wash the latest victim off to get the spear to fold back up.

695. Claíomh Solais (-600 cp)

One of the Four Treasures the Tuatha de Danann brought over from their four shining cities. This sword blazes with light, allowing one to see in the dark, and carves stone and metal with ease. More than a mythic lightsaber though, the sword is enchanted so once drawn, no enemy may flee from you before it is returned to its sheath. Very handy, that.

696. Knife of Division (-100 cp)

Fionn had a knife like this, that cuts bones as easily as butter. More wondrous, each shaving and splinter removed from a bone transforms into a large cut of the meat of the beast, and the finest cut there is. So a hog's bones provide pork, a cow's beef, etc. So they had the finest of eating and could feast for weeks off a few bones, and never did go hunting save for the pleasure of it. Barring all those times the magic knife was stolen.

697. Fragarach (-200 cp)

A sword of the sea god Mannan, once wielded by Lugh, that can part metal and stone as easily as silk. Further, who wields Fragarach can command the winds, and none with the blade held to their throat can lie or fail to answer questions.

698. Lia Fáil (-400 cp)

One of the Four Treasures the Tuatha de Danann brought over from their four shining cities. The stone gives a mighty roar when the true king of Eireann (or its owner, the Jumper) stands upon it. In future Jumps, this is inserted into the mythology and pop culture of your starting locale, so if standing on the stone doesn't automatically make you king, it makes you a strong contender in many eyes.

699. Spear of Lugh (-600 cp)

One of the Four Treasures the Tuatha de Danann brought over from their four shining cities. Named for Lugh, the sun god who would be its most famous user. The burning spear of yew must be kept in a barrel of alcohol when not in use, to restrain its awesome bloodlust. When cast with a cry of "Ibar!" the spear strikes like lightning and never misses, bowling over entire ranks with the force of its flight. The spear then fights and seeks targets on its own, and returns only reluctantly to its master's hand when he cries "Athibar!"

700. Orna (-100 cp)

A sword perhaps only slightly younger than the world. It has passed through the hands of many a champion and will gladly

recount the glorious deeds and battles of its previous holders. All swords once had this power. In future Jumps, it is inserted into local history as a blade of legend, and its historical knowledge updates accordingly. You may import another weapon to gain this boon.

701. Uaithne (-200 cp)

The Dagda made the first harp, and the first music, and when it was stolen for a time, all the world turned bleak and joyless. It has a special power to enhance music played with it, to make people laugh, or dance or weep as the feelings your music stirs are so much... more to the listener. Finally, it can return if you dedicate a good song to it, in legend killing nine Fomor on its flight home.

702. Manannan's Chariot (-400 cp)

From time to time the great sea-god Manannan Mac Lir would lend out his chariot, which could race over water as easily as land and cross the world in less than a day. Now it's yours.

703. Cloak of Shadows (-600 cp)

A cloak which is perfectly warm and comfortable in any weather, and bears two enchantments. The first is that when the hood is up the wearer passes from all mortal sight, becoming invisible. The second is that the wearer may run faster than any wind and never tire.

704. Forge (-100 cp)

A forge and workshop suited to a worker of all kinds of crafts, with a regenerating stock of materials ranging from sky-iron to a maiden's first blood.

705. Corrbolg (-200 cp)

A bag made from the hide of Aífe, a woman cursed and transformed into a crane, it was the possession of Mannann for many years before passing through various heroes' hands, accumulating treasures though many of purely sentimental value. One of these was the backbone of a whale, so it's safe to assume the bag is a great deal bigger on the inside, and will keep your things safe and dry. Can only be opened by you or with your permission.

706. Spread (-400 cp)

Spread this blanket on the ground and whatever food or drink you most want will be conjured, creating a lovely picnic, complete with plates, cups and cutlery. When you're done, just roll it up and any mess vanishes.

707. Connla's Well (-600 cp)

A hidden well that never runs dry, has tasty salmon living within and hazel trees all about, and serves as a gateway to Tir Na Nog, the sunless land of eternal youth. In future Jumps, this can access other sideways worlds, invisible lands or dimensions, as well as to import old ones to the new setting. May be placed in a Warehouse or as land in the Jump.

708. Tuireann's Rod (-100 cp)

A druid's wand. Whomever you strike with it, yourself included, turns into whatever animal you were last thinking of. Struck again, they revert to their true form, making this also a good way of breaking transformative curses.

709. Dagda's Club (-200 cp)

You have a great club of black iron, with a white handle. You can slay a hundred men with one blow, if they be packed together in the way of armies. But fear not, for each man slain with the club can be brought back if you only rap their foreheads smartly with the handle.

710. Trefuilngid Branch (-400 cp)

A gift of the giant Trefuilngid Te-ochair, this magic branch bears apples, acorns and hazelnuts that grow back overnight. Who eats of the fruits of the branch while facing North shall find their wounds and illnesses instantly cured. Who faces South while eating shall be restored to the flower of their youth.

711. Dagda's Cauldron (-600 cp)

One of the Four Treasures the Tuatha de Danaan brought over from their four shining cities. The cauldron cooks an endless stew, brews an endless potion, and otherwise makes what you make in it without end. If you need to dump it out, you can, but if you're ladling out, it will never run dry.

712. House of Donn (-400 cp)

There is a cave on a windswept rock, near where a ship of the early Milesians went down, the House of Donn, the Dark One, and one of many lords of the dead. You now possess this cave, and may visit the ghosts of anyone who died since the last time the cave emptied, which it does once a year.

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