

The Realm of Darkness. A place disconnected from life. A place disconnected from space. A place disconnected from time. A place disconnected from **Light**.

+0 Light

And yet, here you are. Alone. Bereft of all you had before, except your Body Mod. Perhaps you arrived here because of your choices in a certain previous Jump. Perhaps you came of your own will, seeking challenge. Or perhaps you were sent here by something else, you poor thing.

Either way, this place functions as a **Gauntle**t - you will be bereft of anything you had that isn't included in your Body Mod. But that's not necessarily a bad thing - this place is likely as not to consume you, even with all your power. This protection will ensure that even if you fail here, you'll get to continue your Jumpchain.

As for how to finish your Jump here, you simply need to find a way to escape this place. You'll find that escape isn't so easy - even should you possess methods of traversing dimensions, you'll find them unable to escape the Darkness' grasp. You'll have to find a proper exit, or someone who can get you out. Do this, and return to your Jumpchain.

Drawbacks

There are powers you'll need if you're going to survive. But without **Light**, you're not going to be able to claim these things.

Perhaps there are ways to gain the **Light** you need. Deals you can make in the dark. But be wary - these offerings may only be meant to fatten you up for the Darkness' next meal…

Decade In the Dark (+100 Light)
The flow of time is strange and terrible here - a single step could take a year, or an entire trek across a mile of dark sands could take a single second. You will wander here, in this place where time has no meaning, for at least ten years from your perception - no means of escape will show itself to you until then at the very least. You may take this three times, for thirty years.

Fragile Fashion (+100 Light)
Your clothing is… surprisingly fragile. In the course of your time here, it's almost inevitable that an entire piece of your ensemble will simply get shorn into sparkles of light in the heat of battle. And it'll be something big, not just some accessory. Your shirt, your pants, your cape, a significant chunk of your hair, something like that. Whatever it is, when it's lost, it's lost for the rest of your time here, so hope you don't miss it *too* much. This can be taken multiple times, dooming more and more of your style to be shredded.

Broken Path (+200 Light)
No matter where you go, you'll find the path is damaged, or blocked, by some malignant force. In order to open the way, you'll end up needing to seek out seemingly arbitrary objects to force reality to shape itself and let you keep moving forward.

No One Can Save You (+200 Light)
There are a few haunted souls in this place, just like you. None of them are your friends. None of them *want* to be. At best they will regard you with apathy and indifference. At worst, they will see you as an enemy - a phantom they must dispel, or a competitor for resources. Needless to say, you cannot Import Companions, or take new Companions.

> **And No One Wants To (+400 Light)**
> You forget that you've taken both this and its parent Drawback. Phantoms of your Companions will appear in this place. They will accuse you. They will strike at you. They will hunt you. They are not as strong as your Companions. But do they have to be, to wound your heart?

You Don't Know What True Loneliness Is (+300 Light, Requires a Companion Import)
Your Companions don't start near you. They, like you, must start this Jump alone, somewhere in the Realm of Darkness.

Your Bonds of Friendship Only Tie You Down (+400 Light)
The friends you've made across your Jumpchain are always, *always* in your mind. You miss them dearly, and will chase any possibility of seeing them again, even if your logical mind says the hint you saw was fake. Even reuniting with your Companions here will only temporarily soothe the heartache. The melancholy in your heart will slowly crush you, until you make your way out.

> **Shouldn't Have Abandoned Me (+200 Light)**
> There is anger in your heart, too. You blame your friends for putting you here. You blame them for not being by your side… even when they are. You blame them for every misfortune that befalls you here. The smallest things can set you off. You and they of course both forget you took this Drawback and its parent. Can your friendships survive such tenuous bonds?

Hunter Of The Dark (+600 Light)
Something is stalking you. A gargantuan Heartless, studded in broken chains, hiding just beyond your sight. Whenever you show weakness, it will make its move. It is as powerful as you. If you strike it down, another will eventually rise in its place.

Wave of Darkness (+600 Light)
The Heartless are everywhere and practically infinite here… and now, they are converging on *you* as an endless army of darkness. If too many of the weaker shadows meet, they'll join together into an abominable tower. If too many of those come together, they'll become a flying cylindrical tide of the monsters. If too many of *those* meet… you'll bear witness to a storm of darkness that is simply too much for any one person to face. Fight. Fight as hard as you can. Don't stop. *You can't stop.*

You're Too Late (+600 Light)
So you would sacrifice someone else for your own power? Very well. The girl. What was her name… Aqua? She shall fall into darkness immediately after your arrival here. The darkness shall break and reforge her, make her something even stronger and more terrible than she would have been in her destined battle against the Keyblade's chosen one, over ten years from now. And that's only here, now, at the start. Her power over darkness will continue to grow as time carries on. Even if it's not your problem, even if she never sees you and attacks you, this spells terrible things for this world. You will, of course, be unable to recruit her as a Companion during your time here.

Are You Really Worthy of Being A Keyblade Master? (+600 Light)
You cannot purchase the **Keyblade of the Dark**, and any Keyblades or weapons attached to your Body Mod are scattered across the Realm of Darkness. You will have to go without until you can reclaim them.

Mirror Illusion (+600 Light)
A copy of you wanders these lands. It knows what you are. It knows your secrets. Your insecurities. Your weaknesses. It will call out to you, constantly. It will mock you. Threaten you.

Shame you. Accuse you. Belittle you. It will strive to make you give up, and fall into darkness. If you find it, it will fight you, wielding all the powers you have. Even if you strike it down, you will only receive a short reprieve before it returns.

Open Your Heart (+1000 Light)
Let's be honest. There is a defense upon your Heart, Jumper - guarding you from annihilation. The protection of the "Gauntlet" state your Benefactor has put you in, which serves as both chains and shield. But do you really need them? Why not cast them off? You have the power. Sure, it'll make it possible for this Jump to end in your demise. And sure, you'll lose access to **Fallen Mastery** and **Fallen Trinkets**. But you'll be so much *stronger*…

Be wary that the darkness doesn't take you, Jumper. The guard rails are gone.

Perks

You get 3 Floating Discounts. Purchases discounted to below 100 Light are free.

Fallen Mastery (Variable, Not Usable With "Open Your Heart")
Did you fall from the Realm of Light to get here? Very well. You may use your **Light** to repurchase any Perks you acquired in the **Kingdom Hearts Birth By Sleep Jump**. Their pre-discount cost in CP is now their cost in Light - Perks that were **Free** now cost **100 Light**. While Discounts from your Birth By Sleep Origin don't apply to the Perks rebought this way, you *may* use your three Floating Discounts on them. You may also use **Fallen Mastery** to double purchase any of the Perks below, though this doesn't grant you a second instance of the Perk. Instead, if you should make it out of the Realm of Darkness, any Perks repurchased with **Fallen Mastery** will become part of your **Body Mod**.

Don't Need It (100 Light)
Where's your Keyblade? Oh, you don't have one? You'll need a way to defend yourself. Thankfully, with this you're an exceptional hand-to-hand fighter, able to hold your own even when you're completely disarmed. Unlike a certain someone, you'll even be able to continue using magic that normally requires some kind of foci with just your bare hands.

Flow Motion (100 Light)
You gain a power magic-assisted acrobatic boost. Your acrobatic skills are massively improved, allowing you to easily rebound off walls, swing on poles of any orientation, and grind along rails. You're even able to cause any projectile magic you cast to leave a trail behind it that you can grind upon even as you steer the ongoing spell.

Ray of Hope (100 Light)
In such a dreary location, you're gonna need the ability to keep your Heart strong, especially when the world actively starts trying to break you down. This grants you a boost to your strength of will, letting you keep fighting for the possibility of escape.

Style Change (200 Light)
You've gotten incredibly good at drawing out your inner power. You can fill up a meter through the use of physical attacks. When filled, you may consume the meter to temporarily enter a Style Change, a small super mode where your base abilities are enhanced. If you possess other temporary power ups (such as a Command Style), you may use the Style Change's meter to immediately enter that state, regardless of its usual restrictions.

Fallen Mage (300 Light)
You have talents in the mystic arts comparable to a certain Keyblade Master. This serves as a booster to your magical abilities, granting them a boost similar to the difference between a baseline Kingdom Hearts spell and its "-ga" equivalent. If you don't have them yet, you gain the Fire, Blizzard, Thunder, and Cure spells with this purchase, which are immediately powered up accordingly.

Close to the Dark (400 Light)
Your time in this place is opening your mind and your heart to new possibilities… possibilities you should absolutely utilize. You can now wield even opposing powers in tandem - such as Light or Darkness - without fear of backlash or incompatibility. You can even combine them for new, previously unthinkable effects.

By Darkness Preserved (400 Light)
Within the Realm of Darkness, time has no meaning as far as those from the Realm of Light can properly tell. As a side effect those brought here don't… age, usually. With this Perk, you may take some of that with you. With a thin film of darkness worn around you like a veil, you'll remain timeless and unaging until such time that you deactivate this Perk.

Items

You get 3 Discounts. Purchases discounted to below 100 Light are free.

Fallen Trinkets (Variable, Not Usable With "Open Your Heart")
As with your abilities, if you have been to the **Kingdom Hearts Birth By Sleep Jump**, you may reclaim any items you purchased using what Light you've gathered. Their pre-discount cost in CP is now their cost in Light - Items that were **Free** now cost **100 Light**. While Discounts from your Birth By Sleep Origin don't apply to the Items rebought this way, you *may* use your three Floating Discounts on them. You may also use **Fallen Trinkets** to double purchase any of the Items below, though this doesn't give you a second instance of the Item. Instead, if you should make it out of the Realm of Darkness, any Items repurchased with **Fallen Trinkets** will become part of your **Body Mod**.

Wardrobe (100 Light)
A box of strange accessories for your head, arms, and back, as well as magical crystals that allow you to customize the patterns and colors on your clothing. From floating mecha-wings to headbands shaped like a certain queen's ears, these are sure to add some much-needed levity to your time here.

Midnight Gear (100 Light)
A strange gear from a clocktower. By holding it aloft, you may shift the time shown on all clock faces within three miles of you, whether they're analog, digital, or some other medium, to whatever time you wish. This doesn't change the actual time in reality, but those who behold the new time are temporarily hypnotized to believe the altered clocks are correct. This effect lasts until the stroke of midnight, at which point you must wait an hour to use the effect again.

Dark Mirror (100 Light)
Mirror, mirror, on the wall… this strange floating mirror is not that one. But when put before someone, their reflection becomes sentient and independent. It knows everything the original does, and is utterly opposed to them, making them willing to tell you their original's secrets and attempt to dissuade their original from their current course. You may enter this mirror at any time to challenge yourself to a battle against your dark other… but otherwise, you may choose at any time whether this mirror affects you.

Heartless Emblem (300 Light)
This strange totem in the shape of a damaged heart grants a measure of control over the creatures of darkness in this realm. You gain 15 Hearts to be spent in the Kingdom Hearts Supplement's Heartless section, and may conjure forth 12 of the resulting creatures, which are always loyal to you. This strange device also upgrades any similar abilities by 50% of their baseline.

Keyblade of the Dark (300 Light)
A Keyblade from the Dark Realm. You find it floating over an ominous pedestal. It is said that with this, a Keyblade from the Realm of Light, and two hearts to tie them together, the Door to Darkness can be closed. It comes with a Keychain with 15KP - you may customize it using the **Kingdom Hearts Supplement**.

Fallen World (400 Light)
A nondescript slice of the Realm of Darkness that's all yours. In future Jumps it can be accessed via a portal in your Warehouse or with other dimension-hopping tools and powers. You may choose to include elements of any of the worlds that fell to Darkness in between Birth By Sleep and the end of Kingdom Hearts 1 in the design of this sprawling mass of dark landscapes, though it will always be dark and twisted inside. Heartless and existential loneliness are of course optional.

Companions

Upon being Imported or agreeing to join you on your larger journey, Companions gain Light equal to half of what you acquired with your Drawbacks and 1 Discount. OC Companions that have a Keyblade can have their Keychains customized to your liking.

Import Companion (50 Light)
You may call upon your trusted allies to see you through this dire adventure. If you pay a one time fee of 200 Light, you can bulk import 8 Companions.

Canon Companion (Free)
If you can meet them here in the Realm of Darkness, convince them, and lead them safely from the Realm of Darkness into the Realm of Light, you may take any canonical character as a Companion at the end of the Jump.

Summoned Canon Companion (100 Light)
You may draw another from the Kingdom Hearts setting through reality to your side. You may choose anyone who is around between the events of Kingdom Hearts Birth By Sleep and Kingdom Hearts 1. They may not be pleased to be brought to the Realm of Darkness, but if the person you conjure forth isn't currently a full-bodied person with their own agency (for example, Ventus is currently resting in Sora's Heart, and Terra and Master Eraqus are trapped inside Terra-Xehanort), then when they are brought to your side their Hearts are fully healed and they are given brand new, pristine bodies identical to when they last had full control over their own body, which may ease the sting a bit. They don't count towards your Companion Limit.

Princess' Lament (200 Light)
A seeming native of the Realm of Darkness… or something close enough to it. She was exiled from her home and cursed into the form you see before you - a distorted imp. With nothing better to do other than plan her revenge, she's happy to guide you through this dark world. She possesses the power to conjure twilit, wolf-like Heartless (similar to if she had a **Heartless Emblem**), one of which she prefers to ride upon. She also possesses magic equal to a **Fallen Mage**, though her specialty is in darkness-based spells. Most interestingly, she can produce an aura around her that grants her allies (including her Heartless) abilities similar to **Flow Motion**. With **Style Change** she can temporarily assume her true, beautiful form for a boost in magical might. ***(If you have the Companion "Midna" from some other Jump, you may Import her for free into this Jump, granting her this role and the associated Perks for free. She doesn't count towards your Companion Limit.)***

Shadowbringer (200 Light)
This knight from a medieval world lost her world to darkness… and yet still lives on. Due to the fact that she was **Close to the Dark**, she is now **Preserved By Darkness**. She generally prefers a massive sword, though she is also skilled with a smaller sword and shield. With **Style Change** she can take on a larger, wolf-like form. She carries a piece of her **Fallen World** with her.
(If you have the Companion "Cyella Valthane" from some other Jump, you may Import her for free into this Jump, granting her this role and the associated Perks for free. She doesn't count towards your Companion Limit.)

Heretic Queen (300 Light)
A long-forgotten Keyblade Wielder who fell into the dark realm an eternity ago. Being a talented scholar, she mastered the power of Darkness, and with ancient lore developed a means to sustain herself and endlessly reconstitute herself in the event of her body's demise. Endless years of doing so have warped her physically and emotionally, however, turning her into an Unversed goddess of vengeance that stands tall above all others. Perhaps if you could help her escape the Realm of Darkness she could rebuild her human form once more. Regardless, she's a **Fallen Mage** with a focus on fire and lightning, magics that she combines with powers she's gained from being **Close to the Dark**. It is improper to call what she has a **Ray of Hope** - as it's vengeance and anger that drives her no matter the situation. If she ever escapes this place and returns to something resembling her original form, she will find that she may resume her godlike form temporarily using **Style Change**. While her Keyblade is long gone, she has gotten a replacement - a **Keyblade of the Dark** with the Keychain **Touch of Malice**, which aside from its 15KP can rapid-fire spells, casting from lifeforce when her magical energy runs dry.
(If you have the Companion "Eris Morn" from some other Jump, you may Import her for free into this Jump, granting her this role and the associated Perks for free. She doesn't count towards your Companion Limit.)

With Your Heart As The Ark (300 Light)
A blue human, a purple monster, and a green-clad prince from the dark. This odd trio seem to have found themselves in the Realm of Darkness near you. They're about as confused as you are. They're pretty good at evasive methods in battle, but prefer peaceful methods of conflict resolution… even while the fight is still ongoing. The human has a **Keyblade of the Dark** with the 15KP Keychain **Fountain Blade** that spreads inky black in its wake, and seems to be the leader of the group… despite all their mumbling. The monster carries an axe of some kind, but those that manage to disarm her will be surprised to find she "**Don't Need It**." The creature from the dark is definitely peer to a **Fallen Mage**, but focuses almost entirely on healing and sleep-inducing magics. All three are a **Ray of Hope** for each other and for those around them. They take up a Single Companion Slot in future Jumps.
(If you have the Companions "Kris," "Susie," and "Ralsei" from Deltarune, you may Import them for free into this Jump, granting them this role and the associated Perks for free. They don't count towards your Companion Limit.)

Scenarios

These optional Scenarios offer additional rewards, should you complete them before you make your way out of the Realm of Darkness.

A King's Search

(Disallowed: Keyblade of the Dark, Summoned Canon Companion)

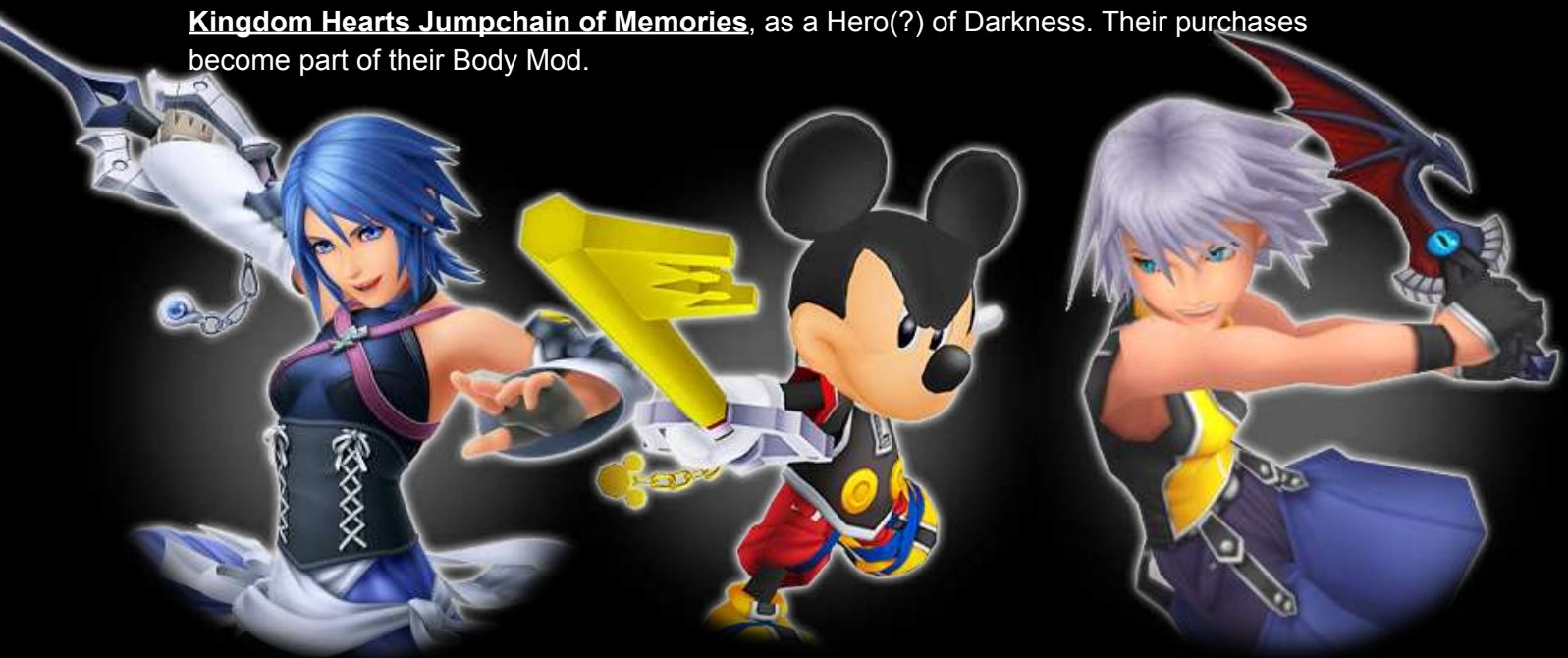
Oh. Hm. Seems you're not quite in the Realm of Darkness yet. And you're not quite who I thought you were. My apologies… Your Majesty.

You are Mickey Mouse, and you're a king on a mission. In order to seal away Kingdom Hearts and restore the worlds lost to Darkness, you must find the Kingdom Key D - a Keyblade from the Realm of Darkness. In a few moments you're going to enter that benighted realm… and as soon as you arrive, you'll find someone you thought was lost forever.

You'll also make contact with a certain silver-haired young man who just managed to free his heart from the Darkness.

Your job as per the stations of canon, Your Majesty, is first and foremost to save the worlds. Simple as that. But surely you can afford to add a little bit more on top? See to it, no matter what, that both Riku and Master Aqua escape the Realm of Darkness. Succeeding in making that happen, even if it means you get left behind, will see the Scenario won, though you'll still need to make your own escape if you're to complete this Jump.

For your victory, you'll receive the **Kingdom Key D** as part of your Body Mod. This Keyblade from the Realm of Darkness is exceptional, doubling the power of any Keychain attached to it. It comes with two Keychains - the titular **Kingdom Key D Keychain** with 20KP, and Mickey's original **Star Seeker Keychain** with 15KP. Both may be customized as you see fit. You'll also gain **Aqua** and **Riku** as Companions. Aqua has 1000CP to spend on the **Birth By Sleep Jump**, as a Keyblade Master with the Path of the Mystic. Riku likewise has 1000CP to spend on the **Kingdom Hearts Jumpchain of Memories**, as a Hero(?) of Darkness. Their purchases become part of their Body Mod.



Vengeful Remnant

Deep within the Realm of Darkness is a place of warped stone with glowing cracks. At its core, you'll find an unusual sight - geography that resembles the badlands near the Keyblade Graveyard. At the center of these false badlands, you'll find a spark of festering emotion. Draw too close, and it will unfold, and reform.

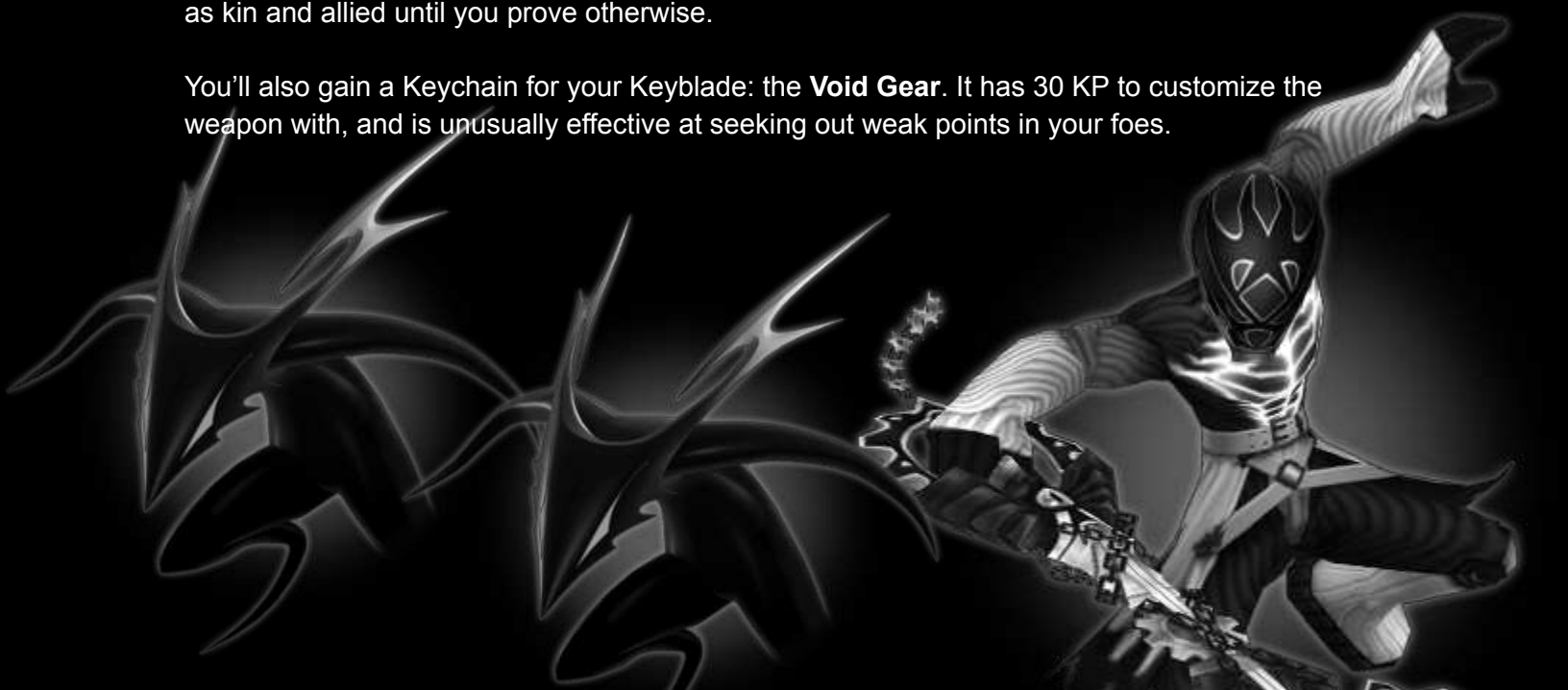
You may well have met Vanitas, a being of darkness and negativity riven from Ventus. This… is what's left of him. This black and white abomination wants nothing more than to be left to suffer alone, broken and incomplete. Any attempt to stay near it will be met with fury and violence. You may attempt to put it to rest, but know that it's time here in the darkness, and the intensity of its grief and sorrow, have granted it terrible power. It can hit you as hard as you can hit it, and it is fast and unrelenting in its assault - weaving from one attack to the next. Should it witness you healing yourself with your magics, it will heal itself as well, resetting the fight to the beginning.

If you can defeat it despite this, you will have completed this Scenario.

The last flickering remnants of Vanitas will merge with you, granting you a new **Style Change**-compatible transformation, **Unbreakable Chains**. Darkness surrounds and garbs you, granting you skintight armor with a cloth around your waist, made of what appears to be black and white sinew. In this form, you gain many of Vanitas' abilities; teleportation, projectiles of darkness-guided elements, turning into a mobile geyser of darkness from which you may erupt, laser beams, dark crystals erupting from where your blows strike the ground, drill-like rushes, and dark clones.

You are the bearer of Vanitas' very **Last Word**, the final piece of his will. Remaining Unversed in the Kingdom Hearts universe recognize you as containing a fragment of their origin and master, and will loyally serve you as such, unless the real deal is around to countermand you. Any abilities you possess that let you create Unversed and beings of similar origin are doubled in power, letting you call forth twice as many such monsters. In other Jumps, creatures made of or drawn to negative emotions (Puella Magi's Witches, RWBY's Grimm, etc.) will likewise see you as kin and allied until you prove otherwise.

You'll also gain a Keychain for your Keyblade: the **Void Gear**. It has 30 KP to customize the weapon with, and is unusually effective at seeking out weak points in your foes.



Deep Dive

There is a dark beach, a fated shore in the Realm of Darkness. A Nobody will ask the identity of his new leader here. After a terrifying battle against that leader, two boys will find their way back to the Realm of Light here. A Keyblade Master will meet a man of science here, and wait for their birth by sleep.

The water here is dark and murky - and strangely solid. One could walk and even fight upon it with little issue… but if one were to breach the surface, and fall into the ocean below, they will be swallowed by potent, corrupting darkness.

If you would *dive* into these depths, you may well meet the same fate as the Keyblade Master who fell in. But if you can resist… if you can resist and overcome the darkness assailing your Heart and Body from all sides, perhaps, just perhaps there is a prize awaiting you at the ocean's floor…

… Or perhaps not. No matter. Maybe you can make your own reward.

Meditate down there. Master yourself. Master the Darkness. Let it become part of you, but not the dominant part of you. Do not fear it, but don't give yourself fully to it.

If you can do that, and return to the surface… you'll emerge changed for having been **Baptized In The Dark Sea**, a change that sticks to your **Body Mod**. With **Style Change** (granted to you for free and made part of your **Body Mod** if you haven't already done so), you may manifest this change with silver-bleached streaks of hair, tanned skin that morphs into shadowy black and bloody red, and yellow eyes. Your clothing becomes engulfed in blacks, purples, and reds as they become tattered and utterly fused to you. While transformed, any Darkness-aligned powers you have are enhanced, and you have access to the benefits of any and all darkness-related transformations or Alt-Forms you may already possess.

It is only right that the site of your rebirth, the **End of Sea**, becomes available to you to bring forth to other worlds. It functions similarly to the **Fallen World** item, but is part of your **Body Mod** by default, and limited to just being this one beach and the depths below. While here, your Darkness-related powers are amplified to twice their usual strength.





Zodiac Jumper

Hidden throughout the Realm of Darkness are twelve relics based on the Zodiac. Hunt them down, and you'll find a terrible foe. A mirror version of yourself will await you in a special mirror. Unlike the one from **Mirror Illusion** or **Dark Mirror**, this one is you, as you were before you arrived here. It has all of your Perks and Items from your previous Jumps and is proficient at using them, making it an absolutely terrifying foe. If you took **Open Your Heart**, this phantom is even stronger - a version of you who has absorbed the power of the Realm of Darkness for itself. In addition to boosted versions of the Perks and Items you've acquired, it has all of the non-**Fallen Mastery** Perks from this Jump.

If you can defeat this unholy terror, somehow, someway, you'll gain the **Zodiac Sigil**. This sigil etches into your Body Mod, carrying with it twelve Perks of your choice from throughout your Jumpchain.

Final Chapter Prologue

As a reward for making it out, any purchases you rebought with **Fallen Mastery** and **Fallen Trinkets** become part of your Body Mod. If you bought nothing, you'll instead receive a **Keyblade of the Dark** for free, added to your Body Mod.

Ending

Go Home
Perhaps your time in this long nightmare finally woke you up. It's time to go home. Back to the people who would miss you if you were gone.

Walk Into the Light
Take your first steps back into the realm of light. You may choose to enter the Kingdom Hearts Jump with any Location other than "The Realm of Darkness" as your Starting Location.

Return to the Darkness
Turn around, and walk back the way you came. Return to the Realm of Darkness. You may choose to enter the Kingdom Hearts Jump with "The Realm of Darkness" as your Starting Location.

Move On
Continue your Jumpchain somewhere else. Put this chapter behind you.

Notes

Ver 7.7.2025
- Initial Version

Ver 7.9.2025
- Additional Scenarios added.