
DEATH'S DOOR
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v1.0

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Introduction

In ancient times, the Lord of Doors made a contract with Death itself. This contract gave the responsibility of collecting souls to the Lord of Doors and their successors. In return they were afforded extended lives.

The first of the Lords contracted Crows to take the role of Reaper, and perform the collections of souls. For their efforts, the Crows were granted extended lives themselves.

The world functioned this way for many years, until the time of the final Lord of Doors. During their rule, Death's touch disappeared, and the Reaper's took up sole responsibility of collecting souls, sealing them in the soul vault.

In this world that is limping forward, a Crow will be assigned one of the souls swollen with the power of other souls. What change this brings remains to be seen.

+1000CP

If you become a mindless beast from having your soul swell and become a demon without recovering somehow by the end of your time here, that counts as a chainfail. Additionally, if your soul becomes trapped in a soul vault, absorbed into another being, or lost somehow, that counts as a chainfail. However, so long as death is not in this world, death does not count as a chainfail. Instead, provided your soul is free after you die you will eventually recover after a short time.

Locations

You may either roll or choose your starting location, both options are free. By default you arrive within the decade that the events of the game will unfold.

Castle Lockstone

This castle, frozen in the snow, is the ancestral home of the Lords of Doors. It is said that the spirits of the previous Lords of Doors reside here.

People believe that a creature descended from ancient Titans lives high in the mountaintops above the castle. If those at the Stranded Sailor are to be believed, there is also a creature of incredible beauty living there as well.

Estate of the Urn Witch

The Urn Witch owns a once lavish manor. Despite its current state the grounds are quite well kept. The Urn Witch is quite welcoming towards guests, making this quite a comfortable place to stay. Provided the guest doesn't cause too much trouble of course.

Grove of Spirits

This ancient ruin is quite peaceful. The small forest spirits are quite trusting, but are easily spooked.

Despite the scenery and the friendly creatures living there, the Demonic Forest Spirit acts as an exception to the general peace. It is an ancient forest spirit whose soul has grown swollen as it has absorbed the nearby power of souls over its long life. Eventually, its soul became demonic leaving it in its current monstrous state.

Hall of Doors

This void, designed with checkered linoleum floors, desks, and grey walls, stands as the center of operations for the Reapers. There isn't much here if you don't have permission to use the doors to leave these floating islands of grey office buildings.

Lost Cemetery

Known to the Reapers as the Forbidden Region, this place has had all normal access from the reapers sealed. This large graveyard is tended to by Steadhone, a friendly if melancholic gravedigger.

An important feature though, in the far north is a large door that is said to be impossible to open. This door is the eponymous Death's Door.

Overgrown Ruins

This stone structure has been mostly reclaimed by the plants in the area. The nomadic Forest Dwellers live here under the guidance of the Forest Mother.

Deep beneath the ruins lies the domain of a being with a powerful soul: the Frog King, Defender of the Flooded Fortress, Lord of His Domain, Ruler of all He Surveys, Champion of the…

Origins

You can choose your gender freely, and either roll 1d10 times 10 for your age (you may add or subtract up to 10 years as you choose, provided you are at least 0 years old) or choose a reasonable age for yourself.

+100 - Denizen (Drop-in)

Outside of the Reapers, and the few that possess a Great soul, there are these, the relatively normal people and creatures that live in this stagnant world. You are free to choose amongst any of their kind. In general though, they aren't the major players here.

Reaper

As was mentioned, the Crows were contracted to manage the actual retrieval of souls for the Lord of Doors. As such, you too are a rather large crow armed with a soul-powered weapon. While you are not on assignment you have been granted immortality by the Lord of Doors. Hopefully you are never given an impossible job to complete.

100 - Great Soul

There is a risk that comes from living too long it seems. Occasionally a soul will absorb so much soul energy that the physical body will begin to swell in size, with this size comes power too. The risk however is that souls that are too engorged can also become demonic, becoming further empowered but losing their sense of self and becoming mindless monsters.

Perhaps the ancient Titans were similar, though the fact that their descendants are naturally this large implies that their souls are simply that strong without any engorgement.

As you are much older with this origin, multiply the age you rolled for by 10 again.

300 - Lord of Doors

Long ago, there was a mistake of the universe, a soul manifested that was contained in armor. This soul lacked a true body of their own but possessed strange and great powers. This being was the First Lord of Doors.

The Lord of Doors contracted with Death to oversee the collection of souls using their power to manifest doors between any two locations. In return they received extended lifespans, though they would eventually need to create their successor and pass on.

However you came to be, a second mistake, or next in line, you possess a similar form, with similar abilities.

Perks

Perks are discounted for their respective origins, 100 CP perks for each origin are instead free.

General

Free - Soul Power User

You are capable of the basic applications of Soul Power. This means a few things. One, you are able to increase your physical abilities given enough excess power, though this has limits. Two channel it into magical abilities. Three, given enough power and resources, you can create living beings, though such things are quite difficult to accomplish.

You can gain small amounts of this power by striking opponents, only enough to channel into a spell, but killing an opponent grants you a much larger chunk, depending on the strength of their soul.

200 - Silent Servant Ritual

Silent Servants are powerful magical constructs created for unknown purposes. These constructs inhabit small subspaces within the Hall of Doors, but are entirely isolated from the main area. Their existence is a spell that has been empowered by a potent soul and contained in armor. By breaking their armor you release the soul empowered spell and fuse with it. If you possess a similar ability this spell will resonate with that ability enhancing it in some way.

You are capable of creating Silent Servants, though they take time to properly mature. Abilities you possess can only be enhanced once this way.

Denizen (Drop-in)

100 - Soup Maker

There's a number of mundane crafts that can uplift someone, homemade cooking being one of them. Certain kinds of soup are well known for these soothing attributes. Like a certain perfectly ordinary sailor you are quite skilled in making soup.

This might not seem like much, but to the right person at the right time, this could be exactly what they need. You can almost taste the care put into your soups.

As a secondary effect you seem to have a knack for knowing where to find things that have been hidden away.

200 - Armored

It seems that you have figured out that there are other ways to improve your durability than just gaining a stronger soul. By cladding yourself in armor you find that it provides a boost to your vitality that works in tandem with what you already have. This boost is reduced the more vitality you natively possess, but it never goes away completely.

400 - Earthshaker

While many focus on arcane abilities to grow their strength, soul power can also increase one's physical strength. This strength alone can't match the range of many spellusers, though there is a way around this.

By striking the earth you can send quakes across the ground. These quakes kick up dust and allow you to strike distant foes. Of course you can also create short range quakes that affect the area around you if you attempt to do so.

600 - Gravedigger

It seems you, like Steadhone, have spent quite a bit of time tending the graves for those reaped by the Crows.

You've been doing this so long that you have nearly precognitive abilities when it comes to knowing where someone is going to die in the near future, if not exactly who. This allows you to arrive there in time to perform last rites, should you elect to travel to do so.

Beyond that skill your soul has become so durable that unless something manages to break your inner calm you are effectively immortal. Your soul seems to have also become strong enough that you can split small slivers of it off to summon small simple-minded grunts under your control.

Of course, you are also granted the ability to perform fitting eulogies for those you bury, even if you did not know them well.

Reaper

100 - Dextrous Feathers

A bird usually doesn't have hands, however most Reapers have little difficulty using handheld objects. Neither do you. It seems that a Reaper's wings function as arms just fine, with their primary feathers acting as fingers.

As an extra consideration, should you find yourself in a form with similar hand-based issues, you will find yourself able to overcome it in a similar style, given time.

200 - Reaper Combat Arts

Most people here aren't great at combat, mostly using projectiles or throwing themselves at their foes. The Reapers tend to take a more skilled approach. You've received the basic training regimen, and had some real world experience already.

This little bit of knowledge goes a long way, you could face most foes in combat. Even when outnumbered you have a decent chance of survival.

400 - Avarice

The old Reapers developed many tools to aid them in hunting down souls. Some of these old Reapers used items including a bow, a grappling hook, and bombs. These Reaper's legacies are still able to be found, though these items seem to have changed form.

The items were placed in chests that gained a soul. With the soul, the chests gained the ability to act. By facing the gauntlet of creatures held within the chest you can release the spirit of the old Reaper who will grant you their item in the form of a magical ability.

The simplicity of the setup has not been lost to you. By placing an item in a chest then placing a sufficiently powerful soul into the chest, you can create Avarices of your own. As an added benefit, facing the gauntlet within will grant you the item back in the form of a magical ability. Though regardless of the item's previous function, it now costs some magic to use.

600 - Foretold One

Some greater truth has foretold your coming. You will be the one to break this world free of the shackles that have left it in this deathless state, where new life is seldom born. Your journey shall mark the world's move into the next age.

Beyond the destiny this grants you here. You also receive a minor boost to your abilities. This boost grows stronger as you gain experience, until you are a match for those who have lived far longer than you have.

As a final boon, so long as you desire to, you will be drawn towards events that can help you uncover and resolve similar issues in the future.

Great Soul

100 - Empowered Soul

Your soul has begun to swell in size due to the immense power you contain. This increases the power of your abilities that use souls along with your physical prowess.

Over time your soul will continue to swell until your body begins to as well. Eventually you will be the size of one of the ancient titans. As you reach this state, your soul abilities are empowered further.

If you take this perk and have the Great Soul Origin, you have already reached the maximum size and benefit this perk could give you.

200 - Inspiring

Every one of the beings with Great Souls that tried to amass a following did so, even one that wasn't trying managed to get a small, but devoted one.

Should you elect to do so, you find that you have a similar magnetism. You can somewhat easily create a small personal army given some time and effort with this alone.

400 - Ancient Skill

One of the benefits of a long life is having the time to practice and perfect your skills. Compared to the young who have only just started, their skills pale in comparison to your own. If they could fire a fireball, you can summon homing projectiles. If they can fire a single grappling hook in a straight line, you could form a grid with yours for a number of rapid movements.

Even in a world without death, it is wise to fear the old in occupations where most die young.

600 - Almost Demonic

One who possesses a Great Soul runs the risk of their soul turning demonic. When this occurs, they gain a great deal of strength, and their body grows further at the cost of their mind.

It is a great danger then to purposefully put oneself into such a state. With some experimentation, you have managed to achieve some balance that you can come back from. By letting yourself slip close to a demonic state you can grow in strength and size while maintaining your mind. It is difficult to pull yourself back to your normal state from this, but it is possible. Do take care as utilizing this power is akin to playing with fire.

Lord of Doors

100 - Ominous Glibness

As a being of great authority and power, it is important to also strike the right balance in reputation with those around you. You can easily alter your demeanor to leave whatever impression you desire, even if you change your mind halfway through an interaction. This is quite useful when trying to be duplicitous or mysterious.

200 - Contractor

The Lord of Doors once made a contract with Death itself. Finding such a being was no easy task, even with the ability to travel the Lords of Doors possess.

This perk grants two things. First, when you seek to make a contract, you have an easy time identifying and tracking someone or something that can fulfill the contract. Secondly, you are skilled at negotiating such contracts. While this will improve your chances of making a contract, it doesn't guarantee the entity will be willing to agree.

400 - Delegation

The Reapers are mundane crows and have no innate ability to collect souls, or any number of the things they manage to do here. The source of these abilities is that the first Lord of Doors delegated the actual duty of collecting souls to them and granted them to the crows.

Similarly, should the need arise you can specify a duty that you could perform and grant the abilities required to do so to your subordinates. The abilities that are granted are much weaker than your own, so be sure to train them properly.

600/Free - Door Lord

(Free to Lord of Doors)

This is the ability that gave the Lords of Doors their title. With a wave of your hand and some soul power as a catalyst, you can link two locations in space. With a further expenditure you can make the gate more permanent and stable by creating a door. This can even work linking to nearby dimensions, though doing so may require the power of a being attuned to the dimension to do so.

These doors you create can also be sealed by you preventing their opening, how strong a seal this is is dependent on how much soul power you put into it. Particularly strong seals may also require specific materials to form the door from as an additional cost.

It may be possible to shut a concept out of the world, if enough preparation is made with this power.

Items

Items are discounted for their respective origins, 100 CP items for each origin are instead free.

You also get a 300 CP Stipend for this section only.

Items that are lost, consumed, or destroyed are returned, refilled, or repaired in about 5-7 days, unless otherwise specified.

General

Free - Death's Door Game, Artbook, and Soundtrack

This set of Death's Door game, artbook, and soundtrack comes with all the peripherals to enjoy them at your leisure.

100 - Discarded Umbrella

This umbrella seems to be in working order and can still protect you from the rain. It may have once been the weapon of a Reaper, given it has vestiges of the power of one of their weapons.

A small sigil on the handle implies it may have been an umbrella branded by a forgotten academy of some kind.

100 - Bagpipe Staff

This bagpipe at the end of a stick is perfect for a traveling bard. Both walking stick and instrument, it can be played even while you dance.

100 - Travel Home

This small wooden wagon is able to be used as a home. It's not very large, but it is quite cozy. The Forest Dwellers seem to have little issue moving these around, and neither do you. Despite the weight of the camper, it is quite easy to move while the wagon isn't set up.

Denizen (Drop-in)

100 - Affiliation Mask

This wooden mask is the perfect accessory for those seeking to show their allegiance. With simple modifications you can make this mask look similar to someone you consider to be your leader.

This comes with a small number of extra supplies like paint, glue, small wood scraps, and the like. Anything you need to make the new mask.

If your allegiance changes, you can get a new blank mask overnight. Otherwise, you can receive new masks at the normal speed, even if they are not lost or destroyed.

200 - Life Seeds and a Garden Trowel

This bag of glowing seeds comes with a trowel to help plant them. Given proper soil and environment these plants grow quite fast. In optimal conditions they reach maturity in a few moments, though usually much slower than that.

The plants that are grown from this produce Soul Fruit that can be consumed to heal one's wounds.

The trowel possesses the strange ability to detect the optimal location to plant a given seed, though strangely this only works at night.

400 - Fragment of Ancient Times

The Urn Witch has a crystal formed in the heart of living magma. The King of the Swamp (etc, etc...) has the armor and arrowhead of an ancient legendary titan hunter. Betty was descended from a line of ancient powerful beings. Each of these people became incredibly powerful in their own right.

A similar item has fallen into your possession. What it is exactly is up to you. Given time, research, and perseverance, you may become a Great Soul in your own right.

Reaper

100 - Soul Compass

This compass is issued to Reapers going to collect problematic souls. Instead of pointing north it points towards the assigned soul.

They say that if it can't find the soul itself it will instead point to the last known location of the soul. Though there is no way a soul could be lost, right? That would be quite problematic.

200/300 - Soul-Powered Weapon

Choose a type of melee weapon. While swords are standard, paired daggers, and hammers have been used as well.

You will receive a weapon of your chosen type empowered with soul energy making it far more potent than ordinary weapons. Even those with Great Souls can be taken down with this, given enough hits.

For an additional undiscounted 100 CP, your weapon can be imbued with an elemental ability. A lightning imbuement could have arcs of lightning jump between foes, or a fire imbuement could cause foes to ignite. This elemental power isn't overwhelming, but can easily increase the potential output of the weapon.

400 - Evening Bell

This large bronze bell is rusted with age. By ringing it you can plunge the world around you into night, or back to day. While it is night from this effect, ghosts can be seen amongst other similar changes if such things exist in the area.

This bell was unrung for a very long time, perhaps exploration could reveal why such an item was sealed away.

Great Soul

100 - Fur Coat

This white-fur lined coat is quite comfortable. The leather is dyed a light blue-grey, and it is held closed by what appear to be large polished fangs.

Beyond its ability to keep you warm, you could swear you just look better wearing it.

200 - Holy Basher

The head of this mace is actually a soul device that repairs nearby structures it is attuned to. Each strike will repair the surroundings, useful if you are particularly destructive. This was once the weapon of choice of the King of the Swamp, and possesses its own full title: Holy Basher of Toads Not Frogs, But Really, What Are Toads Anyway? Like Worse Frogs...

400 - Witch's Urn

This urn has a skull on the side and is quite comfortable as a hat. It possesses a number of unique abilities. First, you can fire fireballs from its narrow opening. Secondly, you can dive into the opening, despite the difference in size. While within, one can teleport short distances, fly, and gains moderate protection from physical blows. Even when within you can still fire out of the opening.

The Urn Witch believed that the urn also protected them from Death. The true efficacy of this is dubious, as it is likely something else that has allowed her to live so long.

Lord of Doors

100 - Best Lord Office Set

The Lord of Doors runs the Reaping Commission, and therefore must maintain some level of presence. The Lord is quite a bit larger than the Reapers so it stands to reason that their office equipment is much sturdier and larger.

This chair and desk are quite comfortable and can be as ornate as you'd like. It also comes with a "World's Best Lord" mug that is appropriately sized for you.

200 - Living Metal

These ingots of strangely organic metal can act as a vessel for a soul, given the right shape. By forging the metal into armor one can imbue it with a soul that can animate it. Such is how the Lords of Doors have made their successors in the past, therefore with enough skill you can also imbue these creations with your own abilities if you so desire.

Theoretically, it is also possible to create a vessel that cannot move to trap a soul, but it hasn't been tested.

400 - Soul Vault

The Vault created by the Lord of Doors contains all of the souls reaped by the Crows since the Forbidden Region became Forbidden. The entire power grid that is used by the Reaping Commission Headquarters is powered by this. Knowledge of how to hook devices into it is also provided.

As a secondary ability, you can open the vault to absorb the power contained within. Though such recklessness is ill advised, unless you believe you can contain such power yourself.

Companions

100/300 - Faces New and Old

For 100 CP, you can create a new companion, take someone from the cannon of this jump, or import an existing companion. Any option you pick gets 800 CP for their build.

For 300 CP, you get 8 companions, in any configuration, as above.

100 - Forest Spirit Conga Line

These 10 Forest Spirits aren't the brightest, but they are great at avoiding hits. Each of them is a short creature with a yellow head and a body that looks like it has a robe made of green leaves. Their head has three holes that don't seem to have an end, but form expressions. Their "expressions" seem to range from surprised to happy, but you will need to notice their demeanor if you want to know how they feel. When they are actually happy they tend to hold the robes up making their head appear to be the center of a flower.

They aren't quite sure what is going on, but they are happy to be here, wherever your adventure goes.

In future jumps, they count as a single companion, any CP they get for builds is communal and perks affect all of them. If they are imported separately, they cannot be imported as a group in the future.

100 - Mute Forest Child

This blonde haired kid seems to have been raised by the Forest Spirits. Raised is a strong word though...

They love wearing the color green and have a dumb floppy pointed hat. Although they don't speak in a language you understand, it seems that they are capable of communicating using the blue flute they always have with them. As the Forest Dwellers understand them, it may be that the kid's language is closer to the musical language of the forest.

There are a few more curious things about them. The child loves puzzles and is quite skilled at solving them. They seem to have a knack for finding useful trinkets, especially in particularly trap laden or defended locations. Finally, should you allow them to use one they are quite quick to pick up swordsmanship.

100 - Pirate Ghost

What may be one of the last humans in this area, has happily come to join you. They wear a pirate like outfit, save for the stark white gloves, cape, and cowl combination. Despite the cowl covering their face, it is quite easy to see their facial expressions underneath, though only dark indentations indicate they have any eyes or mouth at all.

They are quite skilled at using their grappling hook, easily performing incredible acrobatics. Beyond their acrobatics they are also a notable sharpshooter. Their normal combat style uses a gun that fires magic bullets before a quick ambush to restore the energy for them to continue their assault.

They aren't particularly interested in much, but they love collecting treasure. Peculiarly, for the adept it is possible to notice that their soul solely exists within their gloves, cape, and cowl.

Toggles

Insert

Provided your origin is related, you insert as a given character in this game.

Fanfic

Choose a fanfiction of Death's Door, you go to that world instead.

Till the Truth is Revealed

Instead of a specific length of time that you are here, you are here until the prophecy of the Foretold Crow is fulfilled, or 100 years. Whichever comes first.

Drawbacks

You can take any amount of drawbacks.

+100 – Bird Brained

It is a bit of a myth that crows are attracted to shiny things. Unfortunately, you seem to be the exception to that. There are a number of items that will catch your eye. You will feel the need to collect all of them, and they are scattered throughout the world.

There'll be at least 24 of these items, and as an added benefit, some may have secondary benefits.

+100 – Pothead

It seems through some kind of magic, your head has been turned into a pot. This doesn't inhibit your ability to speak or perceive the world about you, but it does make some activities harder as you need to keep your lid on even though you can't reach it or your soup will pour out.

On the plus side, the soup in your head is rather delicious, if you can convince anyone to try it.

After the jump the pot for a head can be toggled at will.

+200 – Freedom

The Free Crows shook off their immortality to live natural life spans unburdened by the duty forced upon them. It seems you have made a similar choice. Your body will begin aging again once you enter this world. It is unlikely that you are within the last 10 years of your life, but better take care of yourself now that such things are a concern.

+200 - Nearly Bottomless Pit

The Foretold Crow occasionally fell down pits, and simply came-to, a little worse for wear, back where they had fallen in. Whatever was pulling them out doesn't seem to have as much care for you. If you fall into a pit, or into water, you are going to need to find out how to get out on your own. Do note that a fall down a mountain is going to be quite painful, more than just a single hit.

+400 - Quantitative Life

There is usually quite a difference between being hit by a hammer whose head is as large as you are and being hit by an arrow. That seems to not be the case, instead all hits are equal, each taking about a quarter of your total life. It is possible to upgrade this twice to be able to take up to six hits, though the upgrades are hidden quite far and wide.

+400 - Ambush Tactics

The Urn Witch and the King of the Swamp both keep a close eye on their domain. While it is likely that under normal circumstances they would take a bit of time to taunt or converse with you, something has spooked them. This has made them far less genial.

You can expect that they will try to defend it more actively from intruders like yourself. Be ready for a fireball or two from nowhere, or a blast of water from an unseen vantage point while exploring someone's domain.

This might not seem like much, but they live there, and have had a long time to consider the most opportune locations.

+600 – Fresh Recruit

When they began their journey, the foretold crow wasn't particularly skilled or well equipped. It seems that you are going to be similarly stripped down.

This doesn't revoke any perks or access to any items. Instead it resets your skill with any abilities you have to just the basics, and your items reduced in power to what a more basic version could provide.

For some examples. A ring that grants limitless mana will instead provide a small boost to capacity or regeneration, whichever is appropriate. A master wizard will be limited to their basic spells and only able to perform the most basic of augmentations to those spells.

With practice you will see yourself reaching closer to your normal state, but it is unlikely you will reach it during a normal stay here.

Your abilities and items are restored to full power when you leave this jump.

+600 – Reaper Watched

If you noted in the intro you are free from death counting as a chainfail, provided you meet some other conditions. It seems those other conditions are a little harder to meet as you have a personal retinue of reapers assigned in the case of your death to deliver your soul into the soul vault at headquarters. These Reapers are quite skilled at their job, more so than the Foretold Crow at least. Good luck.

Scenarios

You can select any number of compatible scenarios. Their effects are cumulative, though once a scenario is completed you no longer must live with its restrictions. Additionally, once a scenario is completed, you receive the award immediately.

Nobody Suspects a Thing

Synopsis

It seems that you have some blood on your hands, err, tentacles. Whatever you choose as your origin, perks, and items weren't quite given to you directly. Instead that was the build of the being you seem to have killed. People are going to notice that a squid like you has managed to kill them. That is, unless they never notice they died.

You are a squid and will need to puppet the corpse around and fulfill their normal tasks while avoiding suspicion. It'll take some time to learn to emulate their esoteric abilities as a squid, but you'll figure it out in time.

If you manage to avoid being completely exposed during your time here, you receive the following:

Rewards

Squid Puppetry

You have unusual talent when it comes to moving a body that isn't your own. While others might occasionally slip and have the body suspiciously fall limp, you would never do something so erroneous, even by accident.

Your current squid body also becomes an alt-form. The form with the perks, items, and any other options are also an alt-form for you now, if that wasn't clear before.

Mail Order Corpse

While it may be disturbing, you are able to order a corpse of one of your alt-forms and receive it in about a week. This corpse is an exact match, and even doesn't have rigor mortis. While this is great for puppetry or subterfuge, any other properties (such as alchemical or supernatural properties) of these corpses are quite poor.

You cannot order another corpse until you have received your previous corpse order.

Truthbearer

(Restricted to those who have completed the Truthseeker scenario in Titan Souls)

Synopsis

It seems that your communion with Truth has had unforeseen effects. As you returned to this world, it seems your soul was lost to the Aether. Obviously this is a problem. It seems though that your connection to Truth has saved you from oblivion. You are fully fused with Truth now, but it seems it had its own issues that you need to solve now. Truth is bound in place and is unable to act due to the destruction brought on by your original contact. The final result also brought Truth into the world of the living.

Fortunately, Truth possesses knowledge of all time, the totality of the past and every possible future. With limited windows to communicate that you can foresee, you will need to manipulate events in the outside world to free yourself. The opportunity will arise in a few centuries where a being that has the build you made as part of the jump will arise. So use the few times you can communicate to make the most favorable future possible.

You will need to set up events so that they will eventually free Death and collect the seven Tablets that will grant them an audience with you. During this meeting you will fuse with them, granting yourself freedom.

Rewards

TRUTH FROM LIFE

The soul of the foretold one has granted you freedom, as it acts as the Life that grants Truth its ability to act in the living world.

Your existence is now a metaphysical one, though you can manifest a massive glowing eye on the physical plane should you choose to. While an existence such as yourself should be a great burden to whatever vessel you are using, it seems that you are not much of a burden at all.

This boosts the power from your IF EITHER LIVES NEITHER WILL DIE Perk. You resurrect faster than before, and the power of your soul is further boosted. In addition, simply destroying and desecrating your body will not stop your regeneration, the destruction of your body, soul, and Truth simultaneously is required. Any one of those parts of you not destroyed will have the others regenerate from the part that remains.

ALL FROM TRUTH

Truth is an existence tied to this world, but its nature remains the same in future worlds. You can expend soul energy to look into the past and future in other worlds, the further you look the more energy this takes. This limitation will disappear once you Spark.

Passively this grants you the ability to discern all truth from falsehood, as such things are part of your very nature.

End

Once your 10 years here are up, choose one of the following

Stay

You are free to stay here indefinitely, should you choose to.

Continue On

Go to your next Jump, and see what awaits you there.

Go Home

Return to the world you left to begin this journey.

Notes/Anticipated Questions

Can Soul Power User make Silent Servants without the other Perk?

Eventually, it is just harder to do.

What does Armored give you beyond defense?

Enemies in the game with armor don't take reduced damage, instead they have bigger health pools. Armored allows you to tap into this. In rpg terms, armor grants you hp as well as defense, but the hp bonus grows smaller the more hp you naturally have.

How durable does Gravedigger make you?

As Death's Door is a sequel to Titan Souls, I'm going to base my assumptions on some of the lore from that game.

Given that the arrow you get in Titan Souls is a powerful soul powered weapon, you need that arrow to face the Titans at all, and that the Great Souls are at least comparable to the Titans.

Then, as the Reaper's Weapons are more recent modifications on weapons like the Arrow, in Death's Door you can deal damage that isn't just to the weak point, and that Stonehead is unaffected by your weapons until his bossfight.

As an assumption, I think the Reaper's Weapons traded raw power for chip damage. That is a Reaper's weapon could kill a titan given enough blows, whereas the Arrow could one shot kill if it hit a vulnerable spot.

Therefore, I'm under the impression that you are immune to most attacks, but an attack like the Arrow should be able to kill you provided it hits a weak point. Until your mental state is broken, or you turn into a demon that is.

How strong is Ancient Skill?

It is the difference between the Foretold Crow and the Grey Crow. You can see that the Grey Crow has more powerful/versatile abilities compared to the same fundamental abilities the Foretold Crow has.

What can I get from Fragment of Ancient Times?

The exact form is up to you, but its function is "an item that helps you grow in strength." If you want suggestions specifically, I'd suggest looking at the Titan Souls wiki and picking something from one of the Titans.

You formatted "truth" wrong

I assure you that it is intended.

What is the Frog Kings full Title?

(Nobody is going to ask this, but I wanted to include the full text somewhere, it amuses me)

"King of the Swamp, Guardian of the Flooded Fortress, Lord of His Domain, Ruler of All He Surveys/ Champion of The People, Keeper of The Five Oaths.", " First of His Name, Second of His Other Name, He Who is Without Middle Initial or Mercy/ Destroyer of All Those Who Would Question His Rightful Rule or Look At Him Askance/ Eater of The Vanquished, Devourer of The Indolent, Guzzler of The Non-Committal", and "Bestower of Wrathful Opprobrium and Fount of Most Wondrous Beneficence. All Glory to Him and His Mace!/ Holy Basher of Toads Not Frogs, But Really What Are Toads Anyway? Like Worse Frogs Right? Uglier Too./ Smartest Creature In All The Land, Really Clever Like That Einstein Guy But More Handsome and- Okay Hit The Word Count"

Changelog

v1.0

- Initial Document