Rudazov's Metauniverse Jump

v.1.0
by KristianWarrior

Welcome, Jumper, to the Metauniverse. An infinite collection of worlds amidst an endless ocean of Chaos, where everything is possible with the exception of three things, dubbed the Three Laws of the Creator. Bizarre and magnificent places, advanced technological civilizations, wonders of magic and spiritual power, celestials, demons, monsters and gods, all of these and more can be found here. But beware, Jumper, the Metauniverse is as dangerous as it is wonderful. In order for you to survive and thrive in this place, take this: **1000 CP**. You will need it.

Location

Roll 1d14 to determine your Starting Location. Alternatively pay **50 CP** to choose your Starting Location.

1. **Earth (Modern Times).** At the first glance, this world is not different from your world of origin. The same countries, the same culture, the same people (mostly). But weird stuff happens under the thin veneer of normality. Magic users ply their trade, demons are summoned and bargained with, the Russian military secretly creates horrifying monstrosities based on bizarre flesh samples that, unknowingly to them, belong to said demons, and a certain ancient and ill-tempered Sumerian archmage is bound to awaken in an apartment in San-Francisco from his millenia-long slumber. You arrive in the year 2005 AD, shortly before Kreol's awakening, and can choose any place on the planet. Living Weapon Origin is Discounted.
2. **Earth (Ancient Sumer).** You arrive in the period of Sumerian Empire's zenith of glory and power. Sumer rules supreme in what will be later known as the Middle East, its armies challenged only by equally mighty Ta-Kemet, and its Academy of Sixty Knowledges is the most powerful and prestigious magical guild in the whole world. But don't let that glorious facade fool you. This world is cruel and brutal, where the powerful trample the weak and helpless, and the existence of magic only exacerbates that. Commoner mages are virtually enslaved, first to their master during the years of their apprenticeship, and after that to the government via the Ilkum system, while the aristocrats, who are able to pay their way out of serving the Empire, participate in deadly political games against each other. There is almost constant war against the Egyptians and the unruly vassals of the Empire that dream of throwing off the Sumerian yoke. And underneath all that the Dark World of Leng continues to plot its revenge against the homeland of Marduk. You arrive here in the year 3073 BC, at the same time as Kreol begins his magic apprenticeship under magister Halay Ji Besh, and three years before the Kuklus War. Mage Origin is Free, but you must take the Ilkum Drawback at no additional cost.

3. **Earth (Middle Ages).** You arrive in the Middle Ages, where knights and bogatyrs slay dragons and rescue princesses, mages peer into the mysteries of the world, monsters lurk in the forests and mountains, and kings wage war against one another with steel and spell-fire. But all is not well in this idyllic world. Far to the north, beyond even the land of Rus, an ancient undead demigod who goes by the name Koschei the Deathless assembles a terrible host of monsters to wipe out the human race in its entirety. Will you defend humanity, or will you be the instrument of its demise? You arrive here in the year 1201 AD. Mage and Supernatural Creature Origins are Discounted.
4. **Earth (Alternate).** Earth is the most popular world template in this sector of Metauniverse, so a truly staggering number of its alternate versions is hardly surprising. You can select any type of alternate history or even change the makeup of its continents, as long as the planet can still be recognised as Earth, if only barely, you're good to go.
5. **Eykr.** The ancient homeworld of humanity, this world is an infinite flat plane stretching out in every direction, and if you dig too deep here, you will find yourself falling out of the sky. It is dominated by humans but populated by a staggering variety of different creatures. You arrive in the city of Gornoi, a hub of inter-world travel and commerce and the location of the headquarters of the Esumon Guild of Engahs (local slang word of inter-world travellers).
6. **Parifat.** A super-earth planet the size of Neptune, but possessing the gravity of 0.961 g. During the height of the Sumerian Empire, this world was encompassed by the Parifat Empire, a highly advanced magitech society that built the portal network that functions to this day, but in the modern era this world is divided into a staggering variety of various kingdoms and nations. One of the more noticeable nations on modern Parifat is the Evil Empire, ruled by Dark Overlord Belzedor, an incredibly powerful Titan. Mage, Supernatural Creature and Immortal: Titan Origins are Discounted.
7. **Rary.** An Earth-like world that is dominated by the mostly-technological human kingdoms of Laria and Rokush, human magocracy of Grey Land and the kingdom of centaurs. The overall technological level in its most advanced societies is around the XVIII century of standard Earth. Mage and Supernatural Creature Origins are Discounted.
8. **Kaabar.** Another Earth-like world, it's distinctive feature is that it lacks the element of sulfur and, thus, does not have gunpowder weapons. Other than that, it is a feudal world with around XVII-century technology. It is also the location of the headquarters of the Order of Inanna's Silver Knights.
9. **Plonet.** A post-apocalyptic death world that is the result of an invasion by Leng's kukluses into a world controlled by a technologically advanced civilization. It is dotted by ruins of its glorious pre-war past, populated by humans and various mutants and poisoned by skon - a ever-present dirty-white powdery substance that dissolves all living and especially dead organic matter. Another distinctive feature of this world is that aether (the third fundamental component of existence alongside with traditional matter and energy) does not form accelerated streams there, or, in layman's terms, there is no mana there and Metauniverse's conventional magic in this place works only off the mage's own, very meager, mana reserves. An enterprising world-hopper

could make a fortune from plundering Plonet's ruins, but beware of the hordes of insane mutants, mutated monsters and still-functioning Plonetian warbots armed with sophisticated high-tech weaponry.

10. **Kaf.** A scorchingly-hot desert planet existing in not in a regular empty space but one filled with all-pervading clouds of searing plasma. It is mainly populated by jinni and ruled by the Great Khan of All Jinni and Ifrits. Immortal: Neutral (Jinn) Origin is Discounted.
11. **Leng.** Also known as the Abyss, it is a horrifying Dark World that for untold millenia was the main threat to the local sector of the Metauniverse. It suffered a lot of damage during its conflict with Marduk the Double-Headed Axe, a mortal archmage from Sumer that was later deified for his magical prowess and victory over Leng, and entered a long period of decline, but even then it is one of the most powerful and certainly the most aggressive Dark World in the local Metauniverse sector. It is a world of endless darkness filled with bubbles of life taking impossible geometric shapes and lit by a bloody-red glow from the Eyes of the Abyss. Its inhabitants are as numerous as they are monstrous in appearance and evil in disposition. It was created by the dark god S'Niyak, who now lays dormant, and is supposed to be ruled by Azag'Toth, though for now this position is vacant thanks to Marduk, and Yog'Sothoth, the Gatekeeper of the Abyss, waits for a suitable candidate to merge with and turn into a new Azag'Toth. You can choose to arrive in any point in Leng. Immortal: Demon Origin is Discounted.
12. **Nine Heavens.** A Light World situated near the original Earth and Kaabar. It consists of nine distinct domains (hence its name) that belong to various gods. The first domain belongs to Ea, the second - to Enlil, the third - to Inanna, the fourth - to Shamash, the fifth is empty for now, the sixth - to Jade Emperor Yu, the seventh is the former Mount Olympus that now belongs to Grakian, the eighth is shared between three hundred less important gods, and the ninth is a condominium between Nyambe, Mwari and Ananse. You can choose to arrive in any domain. Immortal: Celestial Origin is discounted.
13. **Random World.** You arrive in a random world in the local sector of the Metauniverse.
14. **Free Choice.** Consider yourself lucky, Jumper. Choose any of the above locations to arrive at.

Freebies

Soul Structure (Free). Denizens of the Metauniverse possess a unique soul structure, and now so do you. It consists of Seven Soul Origins, which are the following. The First Soul Origin is your physical body. Beings that lack the First Origin are called spirits or ghosts. The Second Soul Origin is your life energy, or Prana (or any other of the countless terms for life energy in the Metauniverse, because they all mean the same), that suffuses every cell in your body and enables you to live, breathe, move, eat and procreate. Beings that lack the Second Soul Origin are called undead. The Third Soul Origin, or Scias Onap, is your astral body that provides you with the ability to exist in the afterlife and in the Astral world, it is the

part of your body that produces the Ba-Hion which is so necessary for the existence of higher-tier beings in the Metauniverse, and it is the astral bodies of magical materials that provide for their supernatural properties. The Fourth Soul Origin, or Atman, is your true soul, the core on which all other origins grow, and it provides for your continued existence, sense of self and the unbroken chain of your reincarnations. It is also the only part of the soul that is completely and utterly indestructible (as per the Third Law of the Creator). The Fifth Soul Origin, or Oumos, provides for your ability to have a personality and feel emotions. The Sixth Soul Origin, or Frenes, is your mind and capacity for logical thinking and memory. As for the Seventh Soul Origin, or Nous, things are a little more complicated. In the vast majority of the Metauniverse's population (as well as in you, provided that you do not purchase any additional perks to rectify that situation), the Seventh Soul Origin is dormant and provides only for their capacity for prayer, meditation and imagination, but those who possess an awakened Nous are called mages, for it is this part of the soul that regulates if and how a being can use magic. There are two more Soul Origins, but not everyone possesses them, and they are defined in other options. This Perk, by courtesy of granting you the Fourth Soul Origin, makes your soul truly eternal, immortal and indestructible. It can be damaged, drained (by stripping it of all other Soul Origins and dissolving them into Ba-Hion) and imprisoned, but absolutely nothing will be able to permanently end your existence. It also provides that, after your soul is reduced to a naked Atman, it will slip into the Chaos, draw on its essence to restructure itself, and enter some world anew to be reborn into a new life. Note that this reincarnation is not a 1-Up, and it does not guarantee that you will be the same being or remember your previous life without outside assistance. In consolation, if you fail your Chain while in possession of this Perk, you can choose whether to return to your homeworld or reincarnate in the world where this unfortunate incident has occurred.

Reality Score (Free). Everything that exists in the Metauniverse possesses a certain Reality Score, measured in percentage, that determines how "real" it is, which has a relation to what can influence said thing and what can be influenced by it in return. For now, the full table of Reality Scores is irrelevant, so let's focus on your position in it. You, as one possessing the soul of a normal sapient mortal creature, have a Reality Score of 60%, which is normal for a human or a comparable sentient being. This alone does nothing to you right now, but it provides you with the potential ability to become invincible to all actions of beings with a much lower Reality Score than you, and bend reality itself to your will or, at least, those parts of it with lower Reality Score than you. You can raise your Reality Score by purchasing some of the Perks below.

Origins

All Origins can be made into a Drop-In option or have a previous history in the Metauniverse at no additional cost. You can freely pick your age, gender and physical appearance within the guidelines of your Origin.

Mortal (Free). Your bog-standard human or a member of a race with comparable physical and mental capabilities. Your place on the local cosmic totem pole is very low, but that is understandable.

Mage (100 CP). You belong to the rare few who possess an awakened Seventh Origin that allows you to use magic. A truly powerful mage here is a force to be reckoned with, but is still found wanting compared to truly powerful beings.

Supernatural Creature (100 CP). You are a member of one of the races who possess some inherent supernatural traits, like longer life and certain inborn abilities, or possibly you are a descendant of a union between a mortal and an immortal. One-on-one you are more powerful than an average human, but in the grand scheme of things human civilizations still dominate most worlds because of their technological and magical superiority.

Living Weapon (100 CP). You are a product of genetic engineering, cybernetic implantation or magical enhancement, created by a cabal of unethical scientists for one purpose - war. You possess a host of powerful advantages that are possibly offset by unpleasant side effects.

Immortal: Demon (400 CP). You are an immortal - a being who possesses the Eighth Soul Origin that grants you eternal life, a higher Reality Score and a host of powerful abilities. In this case, you are a demon - an immortal whose Eighth Soul Origin is suffused by Darkness - the Primordial Element of Absorption and Egoism. Your appearance can range from a classical demon to a truly lovecraftian horror depending on the world you are in (for instance, insectoid/worm hybrids are in vogue amongst Leng's high society). You must take the Soul Hunger Drawback at no additional cost.

Immortal: Celestial (400 CP). You are an immortal - a being who possesses the Eighth Soul Origin that grants you eternal life, a higher Reality Score and a host of powerful abilities. In this case, you are a celestial - an immortal whose Eighth Soul Origin is suffused by Light - the Primordial Element of Radiation and Altruism. Your appearance is almost universally humanoid and very beautiful, though you are not forced to resemble a classical angel if you don't want to. You must take the For The Greater Good Drawback at no additional cost.

Immortal: Neutral (Jinn) (400 CP). You are an immortal - a being who possesses the Eighth Soul Origin that grants you eternal life, a higher Reality Score and a host of powerful abilities. In this case, you are a neutral immortal - an immortal whose Eighth Soul Origin is formed out of lesser magical energies. You are noticeably weaker than demons and celestials of your caliber and cannot bend reality to your will like them, but you are still leagues above mortals. You belong to a subspecies of lesser immortals known as jinni that are noted for their diversity in appearance and powerful magical abilities. As a jinn, your appearance is up to you within the limit of being at least vaguely humanoid and possessing hands with six fingers.

Immortal: Titan (600 CP). You are not just an immortal, but a member of a species who sought to become gods and made a lot of progress on this path. You are immortal and possess incredible power, yet you are burdened by an unyielding free spirit and obsessed with finding your place in the Metauniverse. You look like a human with the only

distinguishing feature being your height - titans' average height is 8 feet tall. You must take the Titans' Justice Drawback at no additional cost.

Perks

All Origin-tied Perks are Discounted to their Origin. One **100 CP** Perk Discounted for your Origin is Free.

Mortal

Voice of Reason (100 CP, Discounted: Mortal). Sometimes, with great power comes great insanity. You have seen plenty of examples for that: sociopathic mages who think that everyone else exists just to serve them, cruel and bloodthirsty supernatural creatures and capricious gods toying with the fates of ordinary mortals. Not only you are guaranteed to never become like them just because of your growth in power, you possess a truly otherworldly skill in making them act in a rational and decent manner. Some beings can just be talked out of committing an atrocity, some require a beating, and still others won't understand even that, but if it is possible at all, you can make them at least temporarily act like a proper member of human society. Note that this power does not work on beings that are evil on a metaphysical level.

Savant (100 CP, Discounted: Mortal). You, my friend, are a genius that even higher-order beings can't help but admire. Pick a field to excel in. Just a couple of examples on what results you should expect out of this Perk: if you pick biology and genetic engineering, you could, on obtaining a sample of an archdemon's flesh, splice its genetic material to a human to successfully create a horrific supersoldier without even knowing that supernatural exists, let alone exactly what are you working with, and if you pick military strategy, you could outwit and defeat on the field of battle another archdemon with hundreds of thousands of years of experience in interdimensional warfare.

Luck and Pluck (200 CP, Discounted: Mortal). In the world full of terrifying archdemons and cruel dark gods, what can ordinary mortals do? A lot, in fact, if they appear in the right place at the right time. Who could have thought that right when you agreed to cover for your grandpa as a nightguard in a museum, an ancient sociopathic archmage will break in there to retrieve his artefacts, and, instead of vaporising you on the spot, will accept you as his apprentice? No one, but that situation happened anyway. You possess similar luck that builds a chain of coincidences that help you on the path of power growth. Be mindful that you'll still need to work on your own to truly get something done. Luck alone will only take you so far.

Overflowing Prana (200 CP, Discounted: Mortal). You possess an abnormally huge Second Soul Origin, bloated with life energy. This grants you a very long lifespan (you'll live well into your 500's) and mildly superhuman physical characteristics that allow you to safely

go toe-to-toe with even some of the middle-tier supernatural creatures. If you develop it further, your longevity and physical power will only increase from that point.

Spiritual Power (200 CP, Discounted: Mortal). Spiritual power is the most basic and fundamental form of reality manipulation in the Metauniverse. It is based on manipulating aether and is done through the Fifth, Sixth and Seventh Soul Origins. In fact, magic is a specific instance of spiritual power, as it is the manipulation of a specific kind of aether - mana, accelerated streams of this substance. Mortals do not have the necessary Reality Score to pull off true reality manipulation with their spiritual power, but it still allows them to utilize a wide range of useful tricks, of which you are now a master. Firstly, you now possess the power of spiritual perception. Not only you can see the auras of people and objects, as well as spirits and ghosts, but also you are now impossible to lie to, as the fluctuations in the aether unerringly give the liars away. Secondly, you are highly resistant to hostile magic and possession. Thirdly, you possess the power of exorcism, and lesser spirits and ghosts can even be outright destroyed by the force of your soul. Lastly, as spiritual power is closely tied to a person's willpower, this sphere also receives a massive boost. If you take this Perk as an immortal who has its own kind of spiritual power (Immortal: Demon, Immortal: Celestial and Immortal: Titan Origins), then the potency and versatility of your own kind of spiritual power are significantly increased.

Mage

Awakened Nous (100 CP, Free and Mandatory: Mage). You possess an awakened Seventh Soul Origin that allows you to use magic. As was already stated, magic is manipulation of mana - accelerated "hot" droplets of aether speeding through the ocean of "cold" neutral aether. Theoretically, magic in the Metauniverse can be performed by thought alone, but the vast majority of mages do not have necessary brainpower and force of will to pull that off, and thus they have to rely on short chants and gestures to augment the mental commands they send to mana and make them more precise and focused. You are a talented, if a bit inexperienced, mage who is equal in power to an average Sumerian journeyman, which means that you are generally capable of winning a fight with several hundred warriors of the ancient world or a modern infantry platoon, and have a lot of potential for growth. Your soul's capacity to produce mana is higher than average, and you restore more mana via meditation and other, more esoteric means.

Magical Specialization (100 CP each, Discounted: Mage). There are countless kinds of mana, and, correspondingly, there are countless types and disciplines of magic. You are a master of one specific kind of magic, equal to a Sumerian master that focused on this discipline. You can use the list of Sixty Knowledges as a guide, but in no way should it limit you if you desire to master a magical discipline that lies outside of it. Remember, the narrower your focus, the more powerful the magic.

Magical Mastery (200 CP, Discounted: Mage). You are now a veritable master of magical arts, more than deserving of the lofty rank of the Sumerian archmage. You can devastate giant cities with your magical might and even look down on some immortals. You could

definitely replicate the ritual that gave Kreol his agelessness and healing factor with your own power and knowledge.

Hands (400 CP each, Prerequisite: Magical Mastery, Discounted: Mage). The zenith of Sumerian magical thought, Hands are a collection of unbelievably powerful spells that could be mistaken for the works of the local gods. One purchase of this Perk grants you access to one of these spells:

1. **Hand of Adad (Prerequisite: Magical Specialization: Aeromancy or Meteomagic).** This spell allows you to control weather on planetary scale. Manifests as a giant cloud in the sky in the shape of a bull. Material component: a trench full of dirt.
2. **Hand of Anu (Prerequisite: Magical Specialization: Space Magic or Teleportation).** This spell allows you to teleport matter on grand scale, exchanging a plot of land with another plot with the same surface area. It can make the exchange through any distance, even if the point of destination is in another world. Preparation ritual involves ploughing a line around the plot by magical ploughshare. Material component: a freshly plucked out tooth of the caster.
3. **Hand of Ea (Prerequisite: Magical Specialization: Spirit Magic).** Grants you a random Me. If you bought this spell with CP, the Me in question is fiat-backed and guaranteed to not be detrimental to you, though its usefulness to you is not. Material component: a drop of ichor.
4. **Hand of Enlil (Prerequisite: Magical Specialization: Geomancy).** Allows you to perform controlled tectonic shifts.
5. **Hand of Inanna (Prerequisite: Magical Specialization: Light Magic).** Cleanses a wide area (as in, a couple of mid-sized countries at the very least) of all negative effects and creatures of darkness. Caster needs to have a pure soul capable of channeling the Primordial Element of Light through it.
6. **Hand of Marduk (Prerequisite: Magical Specialization: Demonology).** A spell designed by Marduk to combat archdemons and dark gods. Temporarily halts the circulation of Ba-Hion in the target's soul, bringing it down to mortal level. Out of Jump works in the same manner on similar targets. Focus: an artefact with an imprisoned archdemon.
7. **Hand of Nergal (Prerequisite: Magical Specialization: Necromancy).** Allows you to raise a powerful and truly sentient undead that possesses a true soul and is nevertheless under your total control. This is a ritual requiring three master necromancers.
8. **Hand of Shamash (Prerequisite: Magical Specialization: Pyromancy).** Summons an apocalyptic conflagration that burns everything to cinders in the radius of many kilometers. Looks like a solar flare and possibly has the same temperature. Casting this spell is very taxing on the mage, and if you possess a human level of endurance, you will be lying motionless for several days afterwards.
9. **Hand of Tammuz (Prerequisite: Magical Specialization: Defense Magic).** Covers a massive territory with a nearly impenetrable orange-colored defensive shield.

High Mage (600 CP, Prerequisites: Magical Mastery, Hand (at least one), Discounted: Mage). The correct term is Divine Sage, and this title can be given to any mortal, mage or

not, who impressed the gods to such a degree that they now consider him as equal. But you, Jumper, has managed to pull this off much like Marduk did - via your magical might, and thus you have all the right to bear the Sumerian title of High Mage. Firstly, you are now as proficient in magic as Marduk was at the height of his mortal existence, being able to easily destroy planets with your magic, and you can replicate his most epic feat - the creation of a brown dwarf star. Secondly, you get all the benefits of being a Divine Sage. First of all, you get your very own Eighth Soul Origin, though it is noticeably inferior than that of even jinni, let alone celestials or demons. It makes you immortal, raises your Reality Score to the minimal level for immortals of 70% and grants you slightly superhuman physical characteristics, if they were previously on human level, or slightly boosts them if they were already superhuman. Secondly, you can lay claim to a domain and possess absolute power within it, both legal and power over reality, enforced by Spiritual Power granted by your Eighth Soul Origin. Thirdly, your title grants you immense respect from the local gods that even lets you petition them for a revival once per every ten years should you happen to die. Be sure to remember that only light and neutral gods will respect you. Dark gods do not appoint Divine Sages, and to them you are no different from an ordinary mortal, with everything that entails. These benefits carry over in other worlds, and should you desire not to interact with the local gods for any reason, this revival will be performed by the Jumpchain itself.

Supernatural Creature

Supernatural Physiology (100 CP, Free and Mandatory: Supernatural Creature). You are a supernatural creature, and thus it is natural that your physical power exceeds that of normal humans. Your physical characteristics reside now on above peak human. Of course, what are you really capable of depends on the kind of supernatural creature you are. For instance, if you are an ogre, you possess enough strength to throw cars and shatter trees with your punches, and your body is resistant to armor-piercing rounds and grenades, but your agility is not higher than that of an average human, while if you are an elf, you move with almost impossible grace and speed, but are on overall weaker and frailer than an adult human. This perk also provides for a long lifespan, enough to safely live up to 500 years.

Magical Traits (100 CP, Discounted: Supernatural Creature). As a proper supernatural creature, you possess some inherent magical properties. You determine the exact nature of this trait for yourself, but remember that this is a minor passive ability, like a glamour that makes ordinary mortals adore you, or an inherent affinity to some kind of magic.

Natural Inclinations (100 CP, Discounted: Supernatural Creature). You possess a racial affinity to some kind of activity, like elven affinity for forestry and archery, or devkazis' (descendants from the unions between humans and devas) unmatched skill in hammer wielding, metalworking and seafaring.

Natural Magic (200/400 CP, Discounted: Supernatural Creature). You possess a gift of natural magic - a set of magical abilities directly ingrained into your very soul. You can use your natural magic freely, without any mental effort, let alone chants and gestures. For **200 CP** this is a set of parlour tricks and cantrips, or a single powerful spell. For **400 CP** your

power is equal to that provided to conventional mages by the perks “Awakened Nous” and “Magical Specialization”.

Superior Breed (600 CP, Discounted: Supernatural Creature). You are a paragon of your species, possessing much greater power than your lesser kin. All powers and abilities provided to you by your race and Perks tied to Supernatural Creature Origin are greatly enhanced.

Living Weapon

Born to Kill (100 CP, Discounted: Living Weapon). Before your participation in these twisted experiments, you were an officer in your Glorious Motherland’s armed forces. They taught you how to kill your homeland’s enemies with everything you’ve got, and you took to those lessons too well. You are a veritable killing machine, plain and simple, and a master of combat in all of its forms, from medieval to modern. Years of training and combat missions also did wonders to your physique, granting you peak human physical characteristics.

For the Motherland! (100 CP, Discounted: Living Weapon). For your whole life you were a patriot to the marrow of your bones, and turning into an otherworldly abomination is not a good enough reason for that to change. The force of your patriotism grants you unyielding willpower that allows you to endure your torturous existence without even a single complaint. Your tolerance for pain is also greatly increased, so that you can now continue fighting even if you’re practically torn in half.

Adaptable (200 CP, Discounted: Living Weapon). Adaptability is the name of the game on the field of battle, and you now embody that very concept. Not only your new physiology allows you to adapt to nearly every hostile environment, your mind is incomprehensibly adaptable as well. Your skills at espionage, disguise and assassination are also considerably boosted, so you now can impersonate an archdemon for years without anyone being the wiser.

Project “Executioner” (400 CP, Discounted: Living Weapon). The flesh is weak, and the machine is eternal. Your very existence demonstrates the truth of that maxim. You are now an android, as your flesh is just a small outer layer concealing the machine within, and even your brain is replaced with an advanced computer. Your physical characteristics are now blatantly superhuman, you are able to phase through solid objects and possess the Sense of Direction - an ability to find any object if you know how it looks like or had access to any other object that was in contact with it. This Perk is **Free** if you take the Control Susceptibility Drawback.

Project “YZHEN” (600 CP: Discounted: Living Weapon). You were a participant of that infamous Russian project to create a super soldier that, unknown to them, is supposed to be a hybrid of a human and a Leng archdemon by the name of Lalartu, and you were lucky (or unlucky) to survive the process. You are now a tall and spindly humanoid with grey chitinous plates in place of skin, three eyes, lots of sharp teeth, acidic saliva, six arms with seven fingers on each that end with monomolecular-sharp talons, bat-like wings and a long

scorpion-like tail that injects a venom with regulated levels of lethality (from light paralysis to instant death). Your physical characteristics are through the roof, with you being able to shatter massive blocks of concrete, slice and bite through steel beams, react with lightning speed, run and fly with the maximum speed of 400 kph, and possess an unbelievably powerful healing factor. You also have incredibly sharp sight and hearing and the aforementioned Sense of Direction. This Perks is **Free** if you take the Demonic Corruption Drawback.

Demon

Demon Physiology (Free and Mandatory: Immortal: Demon). You are a demon - an immortal with Eighth Soul Origin composed of the Primordial Element of Darkness, which grants you several benefits. Firstly, you are immortal, in that you are ageless and do not need to eat, drink and breathe to live, and cannot get tired. Secondly, your physical characteristics are now truly superhuman: your strength allows you to effortlessly toss battle tanks around as if they were made out of cardboard and collapse massive buildings with your physical attacks, your toughness lets you easily tank attacks that would demolish a city block, and your speed is so high that you could move faster than the eye can see. Thirdly, your Reality Score is set to 70%, which makes you completely immune to all kinds of mundane weaponry, and you can only be hurt with magic or physical attacks made by someone or with something that possesses a Reality Score no lower than 70%. Be wary that, because Darkness is the Primordial Element of Destruction, Absorption and Egoism and thus cannot create anything on its own, your body cannot sustain itself and needs external sources of Ba-Hion (the most purified form of aether that is produced by souls) to function, namely, souls. For that you gain a soul pocket - a spiritual organ in the form of a special pocket dimension that is able to store souls and digest them by slowly dissolving their Soul Origins and converting them into Ba-Hion. The process of digesting a single soul takes one year. By this perk alone, you are a low-rank demon, but with training, feeding on Ba-Hion extracted from souls and buying the Perks from this tree you can rise in the ranks.

Demonic Spiritual Power (Free and Mandatory: Immortal: Demon). This is an advanced form of spiritual power that is exclusive to demons. Unlike mortals, you can use your spiritual power to manipulate reality itself as you see fit. Reality manipulation is really hard, so for now you can perform only basic alterations with this ability, and with training and growth its power, precision and versatility will increase as well.

Art of the Deal (100 CP, Discounted: Immortal: Demon). As a demon, you need souls to survive. However, soul acquisition is hardly an easy trade. Those pesky mortals hold onto them, thinking that they are good for anything other than being your meal. Luckily, you have this Perk to rectify that. With this, you become a true master of Faustian bargains, being able to persuade, tempt and cajole mortals to sell out their souls to you in exchange for the cheapest trinkets or favors. And don't worry about anyone trying to weasel their way out of paying up. The mortal in question receives a spiritual mark on their soul simply by agreeing to a deal with you, and no amount of trickery will be able to wash it off. Don't forget to arrange for the swift death of your contractors, and you will never worry for food again.

Soul Gourmand (200 CP, Discounted: Immortal: Demon). Your soul digestion is far more efficient than normal. Not only is your soul pocket able to hold two times more souls than normal, but also each soul residing in there gives to you two times more Ba-Hion. Your power growth will be greatly accelerated.

Takultu (200 CP, Discounted: Immortal: Demon). “Takultu” is a word in one of ancient demonic languages. It is roughly translated as “feast” or “community’s food” and means two things: firstly, the sum total of all of the souls in possession of a given large-scale community of demons (in most cases either a powerful aristocratic clan or even an entire Dark World) and, secondly and most importantly, the massive magical system of soul storing, soul processing and Ba-Hion distributing that bears a striking resemblance to banking systems in mortal worlds. Given what demons are, the distribution of Ba-Hion produced by Takultu is uniformly biased in favor of the ruling class, so that the archdemons could gorge on vast amounts of Ba-Hion and freely grow in power while commoner demons get by on scraps from the feast of their betters. But right now you gain the ability to create your very own Takultu and impose it on your subordinates. You can freely adjust the rates of Ba-Hion distribution as well. You can live out all your repressed desires to lord over your underlings, just don’t get caught by the authorities of your Dark World. You don’t want to find out what’s gonna happen to you.

Corrupting Darkness (400 CP, Discounted: Immortal: Demon). Darkness is eternal. Darkness cannot be defeated, and it always claims its own when the light finally fades. These are the truths that you took to your heart, and they now grant you mastery over darkness. Not only you are a virtuoso in controlling the energy of darkness, but you now have power over the metaphorical darkness that resides in the hearts of mortals and immortals alike. You have a supernatural talent at corrupting people and bringing out their worst aspects, making them into selfish, sociopathic monsters that they were always meant to be.

Archdemon (600 CP, Prerequisites: Demon Physiology, Demonic Spiritual Power, Takultu, Discounted: Immortal: Demon). You are an archdemon, mighty enough to occupy one of the top positions even in very powerful Dark Worlds. Your physical characteristics allow you to devastate entire continents and survive planet-shattering attacks. Your Reality Score is set to 85%, which makes you invulnerable to almost all but your peers and superiors, and the potence and versatility of your demonic spiritual power is increased to similar levels. You also give away an aura of power that suppresses and weakens all beings weaker than you, you can freely choose to project or suppress it. Even gods can't dismiss your might and are forced to acknowledge you, if not as a peer, but as a mighty being whose interests they have to take into account.

Celestial

Celestial Physiology (Free and Mandatory: Immortal: Celestial). You are a celestial - an immortal with Eighth Soul Origin composed of the Primordial Element of Light, which grants you several benefits. Firstly, you are immortal, in that you are ageless and do not need to eat, drink and breathe to live, and cannot get tired. Secondly, your physical characteristics

are now truly superhuman: your strength allows you to effortlessly toss battle tanks around as if they were made out of cardboard and collapse massive buildings with your physical attacks, your toughness lets you easily tank attacks that would demolish a city block, and your speed is so high that you could move faster than the eye can see. Thirdly, your Reality Score is set to 70%, which makes you completely immune to all kinds of mundane weaponry, and you can only be hurt with magic or physical attacks made by someone or with something that possesses a Reality Score no lower than 70%. Because Light is the Primordial Element of Creation, Radiation and Altruism and thus specializes in creating everything on its own, your soul produces so much Ba-Hion (the most purified form of aether that is produced by souls) that you are not only able to fully sustain yourself and have no need in external sources of this substance, but you can bestow it on others. However, that also means that you cannot rely on outside help in the matter of power growth, so if you want to become more powerful, you have to do it by the sweat of your own brow. By this perk alone, you are a low-rank celestial, but with training, attaining spiritual enlightenment and buying the Perks from this tree you can rise in the ranks.

Celestial Spiritual Power (Free and Mandatory: Immortal: Celestial). This is an advanced form of spiritual power that is exclusive to celestials. Unlike mortals, you can use your spiritual power to manipulate reality itself as you see fit. Reality manipulation is really hard, so for now you can perform only basic alterations with this ability, and with training and growth its power, precision and versatility will increase as well.

Beneficial Altruism (100 CP, Discounted: Immortal: Celestial). As a being of the Primordial Element of Light, altruism is in your very nature. However, sometimes altruism can be very detrimental, forcing you to entirely forsake even your most vital needs in the drive to help others. Luckily, you have this perk to rectify that. With this, fate itself conspires to not make you suffer because of your attempts to help your neighbor, the chain of events leading to you ultimately being rewarded for your good deeds instead of unjustly punished. You also find yourself being more competent when helping others out, almost as if you draw on some inner reserve of skill you never knew you had. Go forth and keep up your noble work, Jumper, without being bothered by petty obstacles.

Self-Sufficiency (200 CP, Discounted: Immortal: Celestial). Your self-sufficiency as a celestial now translates to all other types of energy that you may be using. All energies that you were previously drawing or borrowing from somewhere else are now produced within your soul in enough quantities to fulfill all your needs. This extends to all types of energies and sustenance derived from the worship of others, as Ba-Hion is also produced by soul during prayer and thus replaces the need to be worshipped.

Power of Enlightenment (200 CP, Discounted: Immortal: Celestial). As a celestial, your power growth depends on attaining higher and higher degrees of spiritual enlightenment. Usually this is a very lengthy and uncertain process, but with this perk your self-perfection will go much faster and smoother. Your soul grows and refines itself four times faster than normal, and the chance to receive sudden spiritual insights that will propel you to greater heights is massively increased as well. The benefits of this perk also extend to cultivation and other similar pursuits.

Lux Aeterna (400 CP, Discounted: Immortal: Celestial). Light is undefeatable. Whenever light appears, darkness flees with its tail between its legs and does not dare show its face unless the light is gone. These are the truths that you took to the heart, and they now grant you mastery over light. Not only you are a virtuoso in controlling the energy of light, but you now have power over the metaphorical light that resides in the hearts of mortals and immortals alike. You have a supernatural talent at redeeming people and bringing out their best aspects, making them into kind, compassionate and enlightened souls that they were always meant to be.

Arch-Celestial (600 CP, Prerequisites: Celestial Physiology, Celestial Spiritual Power, Power of Enlightenment, Discounted: Immortal: Celestial). You are an arch-celestial, mighty enough to occupy one of the top positions even in very powerful Light Worlds. Your physical characteristics allow you to devastate entire continents and survive planet-shattering attacks. Your Reality Score is set to 85%, which makes you invulnerable to almost all but your peers and superiors, and the potence and versatility of your celestial spiritual power is increased to similar levels. You also give away an aura of power that suppresses and weakens all beings weaker than you, you can freely choose to project or suppress it. Even gods can't dismiss your might and are forced to acknowledge you, if not as a peer, but as a mighty being whose interests they have to take into account.

Jinn

Jinn Physiology (Free and Mandatory: Immortal: Neutral (Jinn). You are an immortal - a being who possesses an Eight Soul Origin. You belong to the jinn race, which grants you several benefits. Firstly, you are immortal and do not need to eat, drink and breathe to live, though you still can get tired. Secondly, you physical characteristics are boosted to mild superhuman levels. You are much weaker than celestials and demons, but still far stronger than mortals and most supernatural creatures, and you can see through solid walls, fly and become intangible at will. Thirdly, your Reality Score is boosted to 70%, which makes you completely immune to all mundane weaponry, and you can only be hurt with magic or physical attacks made by someone or with something that possesses a Reality Score no lower than 70%. Lastly, as you are a member of a race who sustains itself on magic, your Seventh Soul Origin is awakened, and magical abilities granted by it exceed those granted by the “Awakened Nous” perk by a factor of two. You are a silat jinn - the weakest subrace of true jinni (below you reside only beastlike cannibals called kutrubs, also known as ghouls), and you can be promoted to more powerful subraces by buying appropriate perks.

Mana Factory (100 CP, Discounted: Immortal: Neutral (Jinn). Most jinni are mana-deficient - their bodies and souls require far more mana than they could produce internally, and so they are reliant on outside sources of mana (this is one of the reasons for why so many jinni sell themselves into slavery to mortal mages, with the other being harsh laws of their homeworld). Luckily, this perk eliminates this problem. Your mana reserves and mana regeneration are increased tenfold, which is more than enough to meet all your needs, and with training they will increase further.

Metamorphic Evolution (100 CP, Discounted: Immortal: Neutral (Jinn). During the course of their lives all jinni go through a process of metamorphosis from their childhood form into an adult form, which involves a massive boost of power. You, on the other hand, do not stop on that and can go through more. Whenever your power growth reaches a certain threshold, you undergo metamorphosis that dramatically increases your overall power. For you this process is very quick and painless, and you are guaranteed to be invincible to all enemy attacks during it.

Magic of Marids (200 CP, Discounted: Immortal: Neutral (Jinn). You become a marid, a middle-tier subrace of jinni. Other than an overall increase in power, the sphere receiving the most growth is your magical abilities, as magic is their forte. You also become a fairly powerful aerokinetic. If you possess another Origin, you get all benefits of this Perk sans becoming a marid.

Might of Ifrits (400 CP, Discounted: Immortal: Neutral (Jinn). You become an ifrit, a high-tier subrace of jinni. Other than an overall increase in power, the sphere receiving the most growth is your physical characteristics and combat abilities, as war is their forte. You also become an incredibly powerful pyrokinetic. If you possess another Origin, you get all benefits of this Perk sans becoming an ifrit.

Great Khan (600 CP, Discounted: Immortal: Neutral (Jinn). You now stand at the very pinnacle of the jinni race, capable of devastating entire countries by your physical and magical might, easily withstanding blows of similar power and going toe-to-toe with the Great Khan of All Jinni and Ifrits. Beware that the title of Great Khan comes with a special Me that enforces complete obedience from all jinni and ifrits, so if you really want to kill him and usurp his position, then you should make sure to negate that.

Titan

Titan Physiology (Free and Mandatory: Immortal: Titan). You are a titan - an immortal being whose blood vessels are filled not with blood but with divine ichor, which means that you are far above other kinds of immortals. First of all, you are ageless, do not need to eat, drink and breathe to live, and cannot get tired. Secondly, your physical characteristics allow you to destroy massive mountains with a single basic physical attack, withstand damage enough to shatter continents, and move with massively hypersonic speeds. Thirdly, the combination of your Eighth Soul Origin, composed of high-energy aether, and ichor in your veins grants you a Reality Score of 90%, which is equal to gods, and that means that you are immune to everything with a Reality Score below 90% and can fight, wound and kill gods on your own. Your soul provides enough Ba-Hion for you to be self-sufficient, but not enough to freely give it away like celestials.

Titanic Force (Free and Mandatory: Immortal: Titan). This is an advanced form of spiritual power that is unique to titans. Outside of your body it functions in the same way as celestial spiritual power or demonic spiritual power, but within your body its power and versatility equals to the true spiritual power of the gods. You can freely change your body

size and appearance, empower yourself to ridiculous degrees, heal yourself and even fly with superluminal speed.

Free Spirit (100 CP, Discounted: Immortal: Titan). Titans are a proud and free-spirited race, and they will never accept dominion over themselves. Your unyielding free spirit makes you completely immune to all means of controlling you or suppressing your will.

Paragon of Truth (200 CP, Discounted: Immortal: Titan). The very concept of lying is abhorrent and inconceivable to titans, a fact that weaker and more dishonorable races often use and abuse to their benefit. Luckily, you have this perk to eliminate this vulnerability. Not only you are impossible to lie to, you are also immune to all abilities that actively deceive your senses, like illusions. Even concepts that share a distant relation to lying, like ambushes and traps, have little power over you. Your enemies will have to fight you honorably, as titans should.

Overlord (200 CP, Discounted: Immortal: Titan). Titans, despite their freedom-loving outlook, in most cases only value their personal freedom and will not shy away from lording over lesser beings. Like a certain “evil overlord” on Parifat, you also decided to walk down that path. You become incredibly skilled in all matters pertaining to governance and warfare. You are especially masterful in cultivating your image amongst both your subjects and other nations, able to appear as an evil overlord to the whole world beyond your domain while actually being a benevolent ruler to your subjects.

Meaning of Life (400 CP, Discounted: Immortal: Titan). One of the core concepts of Titans’ Justice, a set of beliefs governing the life of all titans, is that a titan’s role in the Metauniverse is preordained, and that all that one can do is find that role and carry it out. Many titans spend untold millennia in searching for their calling, suffering from lacking a meaning in their lives. With purchasing this Perk, you obtain that meaning right now. Pick an occupation you would like to devote your whole life to (it can be anything, from becoming the best swordsman in the Metauniverse to growing pear trees to making sure all who fell in battles are properly buried). You are supremely skilled in this field, able to be matched only by those who, like you, have mastered this field for untold millennia with absolutely single-minded devotion. Secondly, your physical characteristics and the power of your titanic force skyrocket because of your fulfillment of your obligation as a titan. Lastly, you are now truly happy, as happy as only a being who has found his purpose in life can be.

Eternal Titan (600 CP: Prerequisite: Prerequisites: Titan Physiology, Titanic Force, Meaning of Life, Discounted: Immortal: Titan). You are a unique titan, an apex of your race, and even its self-proclaimed leader, titan Aeternus, can’t help but feel inferior to you. Your blows can annihilate planets, and your durability allows you to enter a fight with an incredibly powerful god and a head of a vast pantheon, battle him for three days straight, be punched by him across the planet and come out of it no worse for wear.

Miscellaneous

Me (100/200/400/600 CP). Me is a soul graft - an additional element built onto the highest Soul Origin (starting with the Seventh) that provides some sort of ability. There is a limit to how many Me a soul can possess: gods (whose Me are built upon their Ninth Soul Origins) can have a virtually limitless numbers of Me, immortals can hold up to a hundred, and mortals can have only up to ten Me, although only one mortal with even two Me is recorded to ever exist in the local sector of the Metauniverse. There exist many types of Me, but Jumpchain can grant you the following ones:

1. **Active.** This type of Me involves wielding active abilities built into your soul. Basically, this type of Me is identical in effects to natural magic. For **100 CP** you get a single weak active ability, like being able to create a mote of light. For **200 CP** you get multiple weak abilities of the same theme or a single powerful ability, equal to a single powerful spell. For **400 CP** you are granted a massive group of abilities centered around a specific theme, equal to power to a magical discipline of a mage with “Awakened Nous” and “Magical Specialization Perks”. For **600 CP** this group of abilities becomes far more powerful, equal to a magical discipline of a mage with “Awakened Nous”, “Magical Specialization”, “Magical Mastery” and “High Mage” Perks.
2. **Passive.** This type of Me grants passive abilities. For **100 CP** you get a minor ability, like a minor healing factor. For **200 CP** you get a moderately powerful ability, like being able to move with supersonic speed or a small pocket dimension to store your belongings. For **400 CP** you get a fairly powerful ability, like agelessness and being able to continue living while being cut in half. For **600 CP** you get a truly powerful ability, like agelessness, regeneration and resurrective immortality.
3. **Possessive.** This type of Me involves power over a place, an object, or a type of objects (these objects and places must be composed of tangible matter for Me to take effect). For **100 CP** you get power over a specific small object, like your car keys. For **200 CP** you power extends over a number of objects, or a place (for instance, your home). For **400 CP** you can gain a power over a type of objects (for instance, cars), or a large place (for instance, Himalayas). For **600 CP** your power can extend over a very large type like a chemical element (for instance, aluminium) or an entire planet.
4. **Informational.** This type of Me involves gaining and processing information. For **100 CP** you get a minor ability, like being able to understand and speak all languages that you encounter. For **200 CP** you get a moderately powerful ability, like eidetic memory with infinite storage and perfect indexing. For **400 CP** you get a fairly powerful ability, like perfect multi-streamed consciousness that allows you to ideally perform hundreds of complex actions simultaneously. For **600 CP** you get a truly powerful ability, like your mind being boosted to the level of a Matrioshka brain.
5. **Artifact.** This type of Me exists as an object bound to the soul of Me’s host. All Artifact Me are incredibly durable, can be freely summoned and dismissed by their owner and, if destroyed, are restored after a certain period of time. For **100 CP** you get an ordinary, if well-made, object, like a weapon. For **200 CP** you get an enchanted object with certain supernatural properties. For **400 CP** the object in question is a full-blown artifact, capable of producing supernatural effects on its own. For **600 CP** the object possesses enough Reality Score to threaten even gods. You can freely import any object you own as an Artifact Me at no additional cost.

Items

Engah License (Free). The most essential possession you must have if you do not wish to be bound to a single world for your entire stay in the Metauniverse or forced to use already existing inter-world portals. This plastic card identifies you as an engah, although the one not belonging to a guild, which is rare. Touching this card for the first time will download into your mind the skills and knowledge necessary to perfectly use the Word - the local method of travelling between worlds by speaking a long list of specific syllabes to activate the world-travelling infrastructure. Remember that if you are interrupted while using the Word, you are prevented from travelling (or, maybe, you are not, but instead of your intended point of destination you arrive on a different world, or even in the midst of Chaos), so canny enemies who know how the Word works might capitalize on that. As you do not belong to a guild, you are not bound by a rather restrictive Code of Engahs, forbidding them from disclosing the existence of other worlds to those unaware of the fact, interfering with the history and natural development of the worlds they visit, overtly or covertly grabbing power and other such actions that are part and parcel of being a Jumper. However, you would do wise to keep the existence of this license secret from the personnel of Engah Guilds. Otherwise, they would be tempted to eliminate the competition.

Resources (Free/50 CP). This is an allowance of money (or any local equivalent) so that you could focus on your adventures. The **Free** version provides you with a comfortable middle-class income, while for **50 CP** you will be swimming in luxury.

Mundane Weapon (Free/50 CP). The Metauniverse is an incredibly dangerous place, and it would be unwise to traverse it unarmed. The **Free** version provides you with a single weapon native to your world of origin (e.g. a sword in a medieval world or a handgun in a world with modern-level technology), while for **50 CP** you can freely choose your loadout (weapons, armor and necessary accessories) provided all items in it are mundane. If any item provided by this option breaks or is lost, it is replaced within a day.

Blood Iron Weapon (100 CP). A melee weapon forged from blood iron - a special type of magical material that appears whenever lots of people are tortured to death in an iron mine. This material behaves like normal steel unless a weapon forged from it is utilized against a being belonging to another species that its wielder hates, in which case it inflicts horrifying burning wounds that paralyze strong enemies with excruciating pain and incinerate weaker foes. This weapon can come in any form (e.g. Sumerian demonologists traditionally use blood iron chains to kill demons). If the weapon breaks or is lost, it is replaced within a day. You can import any melee weapon you own as a Blood Iron Weapon at no additional cost.

Cold Iron Shackles (100 CP). This is a set of manacles fashioned from cold iron - a special type of iron produced via sanctification rites performed by priest-blacksmiths. Putting a mage into this contraption halts the circulation of mana in their Seventh Soul Origin and, thus, prevents them from casting spells. You receive a set of ten shackles, as well as schematics

and recipes for making more. If the shackles break or are lost, they are replaced within a day.

Artifact (100/200/400 CP). A magical artifact created by the most skilled of the local artisans and mages. For **100 CP** it is a simple affair like a rapier enchanted to amplify the power of its thrusts, a pistol with an infinite clip or a simple magical staff that aids in collecting mana from the environment. For **200 CP** it is a more complex item, like a ring with a trapped spirit of thunder that supplies you with electrical mana and can throw lightning bolts at your command, or a bag that allows you to fly. For **400 CP** you get a truly powerful artifact, like a magical staff that supplies you with vast amounts of mana, can cast a wide variety of spells by itself and houses a trapped archdemon ready to be used as a focus for casting the Hand of Marduk.

Project "Living Knife" (400 CP). Yet another brainchild of Russian military scientists, this bioweapon is designed for assassination and sabotage. It looks like a wasp the size of a newly-born kitten, and its sting can pierce tank armor and deliver a horrifically lethal toxin. Living Knife is perfectly obedient to its master (in this case, you) and is even able to self-destruct on command. You get a swarm of ten Living Knives, as well as knowledge necessary for making more.

Adamant Weapon (600 CP). Adamant is a metal produced from the calcified flesh of dead gods, and it possesses a Reality Score of 90% - enough to hurt and kill gods. It is also indestructible to anything with a Reality Score lesser than 90%, as well as incredibly tough to anything that is able to affect it. This weapon can come in any form. If the weapon breaks or is lost, it is replaced within a day. You can import any melee weapon you own as an Adamant Weapon at no additional cost.

Adamant Armor (600 CP). Adamant is a metal produced from the calcified flesh of dead gods, and it possesses a Reality Score of 90% - enough to hurt and kill gods. It is also indestructible to anything with a Reality Score lesser than 90%, as well as incredibly tough to anything that is able to affect it. This armor can come in any form. If the armor breaks or is lost, it is replaced within a day. You can import any armor you own as an Adamant Armor at no additional cost.

Kotzebue (600/800 CP). Kotzebue is a massive flying artefact, held aloft by powerful magical enhancements and powered by mana it extracts from the environment. For **600 CP** you get a common-sized kotzebue like a flying home or a common airship, while for **800 CP** you get a flying palace or an aerial dreadnaught.

Crux of Elements (800 CP). An incredibly powerful artifact whose single purpose is to kill gods. It is forged from magical materials of the highest quality and uses the hearts of elements and Primordial Elements of Light and Darkness as power sources. It looks like a sphere fashioned from electrum with rods coming out of it like axes of coordinates. Four of them house hearts of each classical element (earth, water, air and fire) and two house motes of pure light and darkness. It shoots pale blue beams of incredible power, able to dematerialize a god in a single full-powered hit.

Alkusa Reyko (1000/1400 CP). This giant superdreadnaught with a triangular frame is what happens when advanced technologies of Plonetian military-industrial complex come together with the wonders of magic. Its advanced gravity engines provide for incredible speed and impossible maneuverability, even in planetary atmosphere, while its weaponry consists of massive batteries of disintegrator cannons, each of which is capable of punching through a planet's crust. But this is only its basic version which you get for **1000 CP**. For **1400 CP** your Alkusa Reyko comes with an in-built upgraded version of the Crux of Elements as its main weapon which is capable of annihilating planets and even stars in a single full-powered hit. An ideal flagship for an aspiring galactic overlord.

Companions

Import/Create (50 CP). As usual, you can import 8 Companions or create them anew. Each Companion imported or created in this way gets **600 CP** to spend.

Canon Companion (100 CP). For **100 CP** you can take a denizen of the Metauniverse who you convinced to follow you on your further adventures. You cannot take gods and demiurges as your Companions, for objective reasons of, respectively, needing to tend to their worshippers so as not to lose the inflow of Ba-Hion and you being too small and insignificant for them.

Wizard's Apprentice (100 CP). This plucky young woman became involved in supernatural affairs by simple happenstance that involved you, and now you are stuck with her. However, she is far from helpless and took to her new life with surprising skill, even gaining some measure of supernatural abilities on the way. She has the Mortal Origin and the "Voice of Reason", "Luck and Pluck", "Spiritual Power" and "Awakened Nous" Perks. She has a lot of magical potential, but right now she knows only a small number of very basic spells and needs your tutelage. She also has a Blood Iron Weapon (nunchaku) and two Artefact Items: one costing **100 CP** (a pistol with an infinite clip) and the other costing **200 CP** (a bag with a trapped air elemental that allows her to fly).

Keranke Symbiont (100 CP). This weird-looking liquid is a keranke - a sapient symbiotic organism evolved to coexist with humans and improve their quality of life. Now you find yourself with one such creature in your bloodstream, which grants you several benefits. Firstly, you are now ageless and possess a minor healing factor (or, if you had one beforehand, your healing factor improves). Secondly, this keranke knows how to use the Word and is able to safely and accurately transport you between worlds. Thirdly, it is very intelligent and knowledgeable and willing to help you, although sometimes it can be a bit snarky and pretentious.

Iron Marshal (200 CP). In life, this man was the greatest general who ever lived in his world. Now he is an einherjar (a powerful and sentient undead that can be created only by highest-order necromantic spells, like the Hand of Nergal), and he wants to devote his unlife

to the same craft that he devoted his life to - war. He has the Supernatural Creature Origin and the “Supernatural Physiology”, “Magical Traits (Immunity to Magic)”, “Superior Breed” and “Savant (Military Strategy)” Perks. He also has a Blood Iron Weapon (a hook that replaces one of his hands) that he can use with a great deal of skill and Adamant Armor. He is completely obedient to you and will happily serve you as long as you give him armies to command and enemies to crush in your name. He retains the same “a father to his men” disposition as he had in life, although becoming an undead has mildly increased his bloodthirstiness and ruthlessness to his enemies.

Combat Cyborg (200 CP). A product of Russian efforts to create super soldiers, this man was so heavily augmented with machinery that there is almost nothing human left in him. He has the Living Weapon Origin and the “Born to Kill”, “For the Motherland!” and “Project “Executioner” Perks, as well as the “Control Susceptibility” Drawback that is made irresistible and is limited only to you. Due to the Drawback, this cyborg is completely obedient to you. Surgical replacement of his brain with an advanced computer and extensive mind-wiping and personality reprogramming ensure that he has no personality to speak of and is nothing but a killing machine in your service.

“Razor” (200 CP). Another result of the work of the cabal of mad scientists in the ranks of the Russian military, this man is a former Navy officer and a survivor of the infamous Project “YZHEN”. He has the Living Weapon Origin and the “Born to Kill”, “For the Motherland!”, “Adaptable”, “Project “YZHEN” and “Voice of Reason” Perks. He also has his own Keranke Symbiont Companion. Despite what he was forced to undergo, he has retained not only his sanity, but also his optimistic outlook on life, his Christian faith and his ever-present (if sometimes lame and obscure) sense of humor. He is willing to work for you and go through hell itself for you as long as you do not force him to compromise his morals and principles.

Jinn Familiar (400 CP). This young jinn had the misfortune to fart in the presence of the Great Khan of All Jinni and Ifrits himself and, to avoid execution, had to use the only loophole in the Jinni law and sell himself into slavery. Now you are his owner. He has the Immortal: Neutral (Jinn) Origin and the “Jinn Physiology” and “Magic of Marids” Perks. The magical contract between the two of you makes sure that he is completely obedient to you. He bears no ill will to you and is rather content serving you, but he can unwittingly cause you some trouble because he is, well, not the sharpest knife in the drawer, although sometimes what he recommends actually makes sense.

Archmage (400 CP). This ancient archmage has, by the will of happenstance, become your Companion, and now you have to deal with him. He has the Mage Origin and “Awakened Nous”, “Magical Specialization (Aeromancy, Combat Magic, Defense Magic, Demonology, Electricity Magic, Geomancy, Healing Magic, Light Magic, Necromancy, Pyromancy, Space Magic, Spirit Magic, Telekinesis, Telepathy and Clairvoyance)”, “Magical Mastery”, “Hands (Hand of Adad, Hand of Anu, Hand of Ea, Hand of Enlil, Hand of Inanna, Hand of Marduk, Hand of Nergal, Hand of Shamash, Hand of Tammuz)”, “Spiritual Power” and “Me (**400 CP** version: agelessness and ability to live while being cut in half)” Perks. He also has a Blood Iron Weapon (chain) and an Artifact costing **400 CP** (a magical staff that supplies him with vast amounts of mana, can cast a wide variety of spells by itself and houses a trapped

archdemon ready to be used as a focus for casting the Hand of Marduk). His personality, however, leaves much to be desired. In his eyes, everyone is equal… to zero, that is. He is a sociopathic egoist that violently refuses to even entertain the notion that other people are worth something in on themselves, and has a major sadistic streak. He doesn't bother to conceal his personality, so his behavior is just as obnoxious. Don't think that you being stronger than him will force him to not be rude to you - if he doesn't deign to be polite with gods, neither will he be polite with you. As a cherry on top, he is an avowed antisemite and homophobe, and deathly afraid of all things tied to shapeshifting due to an experience of living locked into a body of the opposite sex. That said, you are one of the very few people he considers his friends, but this will spare you only from any hostile intent from him, not from his rudeness and arrogant bluster.

Drawbacks

You have no limits and can pick as many Drawbacks as you like.

A Journey Across The Worlds (+0 CP). The Metauniverse contains an infinite number of worlds, and to truly explore it you need an infinite amount of time. That being said, mere ten years are grossly insufficient to visit even the major landmarks of the worlds listed in the Locations category, let alone in the local sector or beyond it. This Drawback exists to rectify that situation. If you pick it, you can stay in the Metauniverse for as long as you like. After the mandatory ten years you can conclude your Jump at any time with a mental command.

Ilkum (+100 CP). Ilkum is the name for an obligation every Sumerian mage has before the Sumerian Empire. It can be fulfilled in two ways - either by serving the state or by regularly paying it off with a large sum of money to temporarily buy your freedom (and in times of war all mages are mobilized by the Empire without any loopholes). By taking this Drawback, for the remainder of your stay in the Metauniverse you are now under similar obligation to either the Sumerian Empire or some other government or non-governmental organization. The sums you need to pay to not be their flunky are guaranteed to make a dent in your fortune and require you to spend some effort to acquire them (e.g. even if you have infinite money, your bosses will decide that they want you to pay them not in money but in human souls or crystallized dragon tears or whatever, after all, they want to force you to work for them). Working for your masters is guaranteed to not involve you being forced to compromise your morals in a truly major way (e.g. a celestial will never be forced to do something that will make him fall). If you try to dodge your payments or desert from your service, you will be branded as a traitor and hounded by everything your new masters can throw at you. If the government or organization you work for disappear for whatever reason or can't reach you, a series of events will lead you to become beholden to some other government or organization in a similar fashion.

Enmity (+100/200/400/800 CP). You now have an enemy in the Metauniverse who wants you dead. For **100 CP** it is a relatively minor threat, like a mafia boss or a minor supernatural creature. For **200 CP** your enemy is moderately powerful, like a fully-fledged mage or a

powerful supernatural creature. For **400 CP** your enemy is very powerful, like a mid-ranked demon or an archmage. For **800 CP** your enemy is nigh-unstoppable, like a titan overlord of a major nation or an archdemon. This Drawback can be taken multiple times.

Infal Thieves (+200/600 CP). Infals are a race of neutral immortals living on the planet Infal in one of the words in the local sector of the Metauniverse. They are fairly weak by themselves, but possess an innate ability to freely create portals to all kinds of places, even in other worlds, which they use in their daily life (a common system of running water there consists of a portal to a lake in another world on a depth that will make a comfortable enough stream of water for the infal's needs). Their culture has a very relaxed concept of private property: they consider it rude to take objects people are working with or looking at, but everything else is fair game, as objects should be used for the benefit of everyone instead of lying around. By taking this Drawback, you make sure that the infal race is aware of your existence and the fact that you hoard a vast amount of useful items that lie uselessly instead of serving the people. For **200 CP** they will be able to snatch only what lies in normal space, while for **600 CP** they now have access to your Warehouse and other means of spatial storage like pocket dimensions. All means of protection and warding that you possess right now will not be able to stop the infals. To do that, you will need to observe the infal portals and upgrade your defenses to prevent the formation of their portals, and only then your belongings will be safe. If you decide to employ the violent approach and seek the final solution of the infal question, bear in mind that, while the infals cannot directly harm you with their portals in any way, they grant them truly unbelievable degrees of speed and maneuverability. While, as was stated previously, they are individually quite weak, and an archdemon, arch-celestial or a titan will single-handedly crush even the entire infal race in open combat with zero difficulties, they will approach this war tactically. You should prepare for ambushes, traps, sudden attacks through the portals made across worlds at the most inconvenient of times, chasing after elusive enemies who fled their doomed home planet and scattered across the local sector of the Metauniverse, and, of course, even more attempts at stealing your stuff by people who are not just employing unused objects to productive ends, but avenging their fallen and protecting the remnants of their race and the entire Metauniverse from a greedy and spiteful genocidal monster.

Kuklus Invasion (+400 CP). During your stay, your world is going to suffer a proxy invasion by the Dark World of Leng. It will not send its standing army there for a long number of reasons, but instead it will dispatch a bunch of kukluses to do the job. Kukluses are a special kind of monsters developed by Leng's laboratories or, specifically, by the archdemon Dagon, who oversees the creation of these abominations and has ultimate command over them. Kuklus, in essence, is a hybrid between a living humanoid and an undead - a living body puppeteered by a spirit residing in its dead brain. Whenever it bites a victim, its soul is torn out of its body and transported directly into Leng's Takultu, and its body is transformed into a new kuklus. Alongside with the ever-growing horde of kukluses, your world is going to face a guerilla warfare from the forces of cultists undermining its war effort, and, if your world puts up too much of a fight, strike teams of powerful demons will be dispatched there to eliminate key targets and crush the remaining resistance. Note that it took everything that Sumerian Empire had to fight off an invasion of just first-generation kukluses (who could be clearly distinguished from normal humans) and a single treacherous archmage with a few of his

followers, and Plonet, that was invaded by a small force of second-generation kukluses (indistinguishable from simply very ill and unkempt-looking humans) is not completely devoid of life only because of skon, and the calamity brought by this Drawback is much more dangerous. You are not forced to win this war or even to participate in it at all, but you will not abandon an entire world to a horrifying fate just for **400 CP**, will you?

Control Susceptibility (+600 CP). You were programmed to obey your superiors without question, and although this programming is somewhat damaged now that you are free, it still works, and canny people can exploit that. At least once during your stay in the Metauniverse, you are guaranteed to meet a person who knows how to activate those control and obedience subroutines and will become your new master and owner. The nature and disposition of your owner can vary, but the most probable result is a self-serving individual who sees you as just a tool to further their own goals, and the extremes on either side (either very kind or very cruel and sadistic owners) are far less likely to occur. This control is far from absolute (for instance, even if you have no willpower-boosting Perks, no one can give you blatantly suicidal orders or force you to abandon the Jumpchain or even disclose its existence) and can be fought off, but this will take a great deal of time and effort, so for the foreseeable future you will be carrying out someone else's will. If you happen to genuinely like your temporary owner, you can take them as a Companion for **Free**.

Demonic Corruption (+600 CP). Whether because of becoming a human/demon hybrid, being irradiated by concentrated energy of Darkness, or for some other reason, your soul has acquired a significant amount of demonic corruption. This manifests as periodic bouts of insane rage. If you give in too much to this corruption, it will grow more and more powerful, with bouts of rage becoming more frequent and lengthy, until your soul is kicked out of your body, which will cause you to fail your Jump. You can cleanse this corruption by yourself, but this will require time and effort.

Soul Hunger (+600 CP, Mandatory for: Immortal: Demon). Your body and soul require Ba-Hion to function, and as your soul is unable to produce enough of this substance, you need an external intake, which you derive from the souls of others. If you are at the bottom of demonic totem pole, you need only one soul a year, but with your power growth this number quickly increases. For instance, even a beginner archdemon needs from ten to several hundred million souls each year, and this requirement only goes up from there. If you fail to acquire the necessary number of souls, you will quickly lose all of your power and then die and fail your Jump.

For The Greater Good (+600 CP, Mandatory for: Immortal: Celestial). You are a being of Light - the Primordial Element of Altruism, and thus you need to adjust your behavior to suit your nature. You cannot base your motivations entirely on self-interest. You can try to combine the greater good with your personal needs, and you can choose how to manifest your altruism (from genuine self-sacrifice to nirvanic indifference to even bloodthirsty fanaticism), but the primary motivation of your major actions and undertakings should always be serving some higher ideal and not simply looking out for yourself. If you stray too far from the path of altruism, you will fall and become a demon, which will be counted as failing your Jump.

Titans' Justice (+600 CP, Mandatory for: Immortal: Titan). From here onwards and until your Jump ends, your life shall be governed by the principles of Titans' Justice. There are three main principles: firstly, you must always act honorably (never lie, cheat, attack from the ambush or even use numerical advantage in battle; if there are more titans than enemies, the "spare" titans must step aside so that every enemy combatant could fight only one-on-one), secondly, you must never bow or stand on your knees (this includes doing this metaphorically, a titan can never be forced to serve someone he does not wish to serve, and he must always have an opportunity to refuse and go away), and, thirdly, you must diligently seek your purpose in life and, once you find it, fulfill it with single-minded obsession (taking the "Meaning of Life" Perk only eliminates the "seeking" part, you still need to do the "fulfilling" part on your own). If you act lazy and unmotivated (thus, breaking only the first part of the third principle), you will gradually grow weaker and eventually turn to stone. However, if you actively break the stipulations of the Titans' Justice and turn to a life of wickedness, egoism and deceit, you will gradually weaken and go insane and eventually turn into a beast-titan - a horrific abomination hell-bent on exterminating everything it can find. Both ends will count as failing your Jump.

Vampirism (+600 CP). You were transformed into a vampire via a special ritual that involves drinking the blood of your sire, and after that you have died and risen to your new unlife. Why, may you ask, is this a Drawback when in most Jumps you have to pay to become a vampire? The thing is that in the Metauniverse vampirism, though granting certain benefits, especially with age, has a lot of negative sides, and you, as a newly-minted vampire, are saddled with all of its drawbacks with almost none of its advantages. Let's start with the latter, for their list will be very short. You are ageless, immune to disease and possess a powerful healing factor that does not, however, extend to your head. Theoretically, vampires are physically powerful and possess a plethora of potent supernatural abilities (so that a thousand-year-old vampire's abilities can rival those of an archmage), but that comes only with age, and you, as a newly-converted vampire, are significantly physically weaker than even an normal human adult and, of course, have no supernatural powers. Now, onto the disadvantages of your new existence. First of all, you are an undead, which means that you have no Second Soul Origin and, thus, if you had any ki abilities or similar powers that rely on life energy or its derivatives, you can only kiss goodbye to them. And don't even dream about using the life energy you feed on when you consume the blood of your victims to fuel these abilities. No matter how much blood you drink, the prana you get from blood is only barely enough to sustain your unlife (and even if you manage to somehow get your dirty rotting hands on excess life energy, due to the absence of your Second Soul Origin, your soul cannot contain it, and thus it simply evaporates). Secondly, those supernaturally good looks that all vampires nowadays sport are, in your case, only a very thin and very unstable layer of glamour. Your true form is a disgusting rotting corpse barely held together by dark magic and life energy stolen from living beings, and not only will even the most basic and unskilled usage of magic or spiritual power unerringly give you out, but even if an ordinary mortal will not find you attractive or think that something is amiss, they will be able to see you for the revolting monster you truly are. Moreover, you have a plethora of traditional vampiric weaknesses, though some of them may not be as prominent. Sunlight will not kill you, but will happily cover your unprotected skin in third-degree burns (as the vampire ages,

he becomes more and more resistant to sunlight to the point that it only slightly irritates the eyes, which is easily rectified by sunglasses, but you, as a freshly-rosen vampire, get the full brunt of this weakness), wounds from aspen stakes make you collapse in a death-like torpor until the stake is removed, the smell of garlic will make you want to vomit on the spot, but the most dangerous substance to you is silver - even a single grain touching your skin is enough to cause instant death, with you falling on the ground as a pile of rotting flesh. Furthermore, that part about a vampire not being able to enter a house without invitation is also true, if only partially: you can freely enter people's homes unless they have a house spirit in it, and those house spirits, sensing you for what you are, will not let you in unless you trick the owners into inviting you (and, as those house spirits are minor gods, unless you are at least a moderately powerful immortal, there is no way you're brute-forcing your way past them). Finally, let's touch upon your bodily needs. As was previously stated, your body needs life energy to sustain itself, and you get that life energy by drinking blood. Ideally, that blood needs to come from beings of the same species as you. You can try to drink animal blood, and it will do the job, but this blood will taste like vomit. If you don't drink blood, you will enter a state of torpor, and the only way to awaken you is to place a drop of blood on your lips. If you enter this state and are not awakened by the end of your Jump or, if you took the "A Journey Across The Worlds" Drawback, in ten years, you will fail your Jump. You retain all the advantages of being a vampire after concluding this Jump, including those you receive with age if you take the "A Journey Across The World" Drawback and manage to survive to that point, however, you grow in power ten times slower than normal. You lose all disadvantages after concluding this Jump.

Damaged Soul (+800/1000 CP). Your soul is damaged and, therefore, is partially or fully unable to support the use of supernatural abilities. For **800 CP**, only your Seventh Soul Origin is damaged, making you unable to use the Metauniverse's conventional magic. In this case you still can use spiritual power and its more advanced versions, as well as supernatural abilities from other Jumps. For **1000 CP**, however, the damage suffered by your soul is far more extensive, forbidding you from using all supernatural abilities. Note that this Drawback does not extend to physical characteristics, so you can still shatter planets with your punches if you could do that with just your physical strength alone.

Chaotized World (+1400 CP). The worlds of the Metauniverse, no matter how massive and wondrous, are naught but small bubbles of order in an endless ocean of Chaos, protected only by a thin border from its infinite madness. By taking this Drawback that obtains the energy needed to provide you with additional **1400 CP** by violently ripping it out of this protective border of your starting world, you ensure that it is severely damaged, sporting many massive holes spewing forth an endless torrent of chaotic unshaped essence. Other than the self-evident consequences like almost all of the world's denizens dying horrible deaths and the laws of physics officially declaring that they are permanently out to lunch, this situation has a more insidious side to it. See, whenever a large mass of Chaos essence appears in an ordered world, it spawns so-called chtonic beings - unbelievably powerful monsters with Reality Scores higher than 90%. Even if you are an unbelievably powerful titan with all the Perks tied to this Origin, you have no chance to survive in a fight with so many chtonic beings without a sufficient amount of out-of-Jump powers (actually, entire pantheons of gods often perish in such battles). In fact, you should better flee from this world

as fast and as far as you can even if you are capable of single-handedly winning this fight, because if the local gods arriving at the scene of catastrophe find you there, they will recognize you as its cause and try to destroy you on the spot. if you survive and win, you will be pronounced as the number one enemy of the entire sector and hounded by an ever-increasing number of gods, and even if you manage to fight all of them off, some of the distant and unfathomably powerful demiurges will take an exception to their stance of non-interference in the affairs of lesser beings because of the gravity of your crimes and step in to take care of you. Trust me, Jumper, this is not a fight you can hope to survive. But even if you manage to escape unnoticed, your soul will forever bear the imprint of what you have done, and the investigation of the events will still lead those gods on your trail, with the same hopeless (for you) battle of attrition starting whenever they find and identify you. You will have to run and hide, fearing for your life and constantly nervously looking over your shoulder, as befitting of the kind of person who could doom an entire world to get some points.

Scenarios

You can pick as many Scenarios as you like and feel capable to complete, however, you cannot pick mutually incompatible Scenarios (consult specific Scenarios)

Make Plonet Great Again

Requirements: None.

Description: Not long ago, the world of Plonet was an incredibly prosperous and advanced world, habitually using many technological marvels that lesser civilizations thought to be impossible. However, all of that was changed by the Doomsday, which is the local term for the Leng invasion that devastated their homeworld. Out of many heavily populated continents, only the smallest one, Haigonda, with the size of a bit larger than Australia, has survived the apocalypse, and it is cleaved in half by the Great Split and made almost uninhabitable, with ruins of once-great cities dotting the place and lands polluted by skon and demonic emanations, forcing its few survivors eke out a meager existence in constant fear of the mutants, monsters and weapons of their great past gone amok. But, perhaps, this situation can be reversed, and the inhabitants of this world could once again live in prosperity that they worked so hard to attain and defend?

Objective: Restore Plonet to its former glory. To accomplish this, you should do the following:

1. Solve the problem of environmental pollution by getting rid of skon, energies of darkness and other stuff like pockets of radiation, chemical spills and the like.
2. Exterminate all mutants and monsters.
3. Organize the survivors, reclaim and rebuild the ruined cities and restore civilization.
4. Mend the Great Split and raise the sunken continents to the surface, and then colonize them with your civilization from Haigonda.

5. Restore prosperity and the level of technological advancement on Plonet to at least its pre-war level.

You are allowed to use any kinds of means to accomplish these tasks. Note that you could try to use the Metauniverse's conventional magic, but, due to Plonet's unique laws of physics, you will be limited to the amount of mana which is produced by your own soul, which severely handicaps your magical capabilities.

Reward: The grateful populace of Plonet pronounces you as the supreme and eternal leader of their world. They will gladly obey our orders and, should you demand it, will happily form massive armies to conquer other worlds in your name. Plonetian already impressive rate of scientific advancement skyrockets, with them not only creating more and more destructive weapons, but quite soon obtaining the means to adjust the laws of physics of their world to allow mana formation and the appearance of the first Plonetian mages. Lastly, after you conclude this Jump, Plonet will follow you on your further adventures, either entering those worlds outright or existing as a separate dimension that can be accessed by portals.

Grey Plague

Requirements: Not having an allegiance to the Grey Land of the world of Rary or the Dark World of Leng (whether a regular allegiance or the one enforced by the Ilkum Drawback). Incompatible with the "Grey Cloak" Scenario.

Description: We find ourselves on the world of Rary, where a certain nation by the name of Grey Land, a brutal magocratic dictatorship where you are either a mage, or you are a nobody who has no rights, begins its wars of conquest against the rest of the world in the name of their demonic masters from Leng. And they are successful in these wars. Lesser nations are swept aside as tumbleweed by the storm, and even Rokush, the most powerful and advanced nation on the planet, is barely holding back their assault and will lose if the situation is not reversed. Worse still, the Grey Land is using the prisoners of war to quickly build a massive ziggurat that will serve as direct portal to Leng and emitter of the Primordial Energy of Darkness that will eventually transform Rary into a Dark World, the first addition to the Empire of Leng. You will have to face the massive armies of Grey Land equipped with the finest weaponry the world of Rary can produce and often enchanted with powerful magic, magically-created super soldiers, tens of thousands of powerful mages and, finally, their demonic masters headed by the archdemon Shub'Niggurath, a horrifying goat-like monstrosity that can give birth to an endless torrent of powerful demons known as the twinhorned youth. You take the side of the free peoples of Rary in this conflict.

Objective: Defeat the forces of Grey Land and stop their wars of conquest. Halt the construction of the ziggurat. Slay Shub'Niggurath.

Reward: After the hostilities conclude, you, in lieu of your prodigious accomplishments, are given an invitation to Deorg's Inter-World Academy of Magic, the best and most prestigious place of magical learning in the local sector of the Metauniverse. You will spend the next twenty five years of your life there delving in the deepest mysteries of magic (while you are studying there, the time counter of the Jump is halted, and even if you didn't have any

magical ability before, you will get your Seventh Soul Origin awakened by the academy's staff). After your studies end, the amount of knowledge you received there will be so great that you will automatically get all perks tied to Mage Origin, and if you had them in the first place, your magical power will be further multiplied by the factor of ten.

Grey Cloak

Requirements: Mage Origin, allegiance to the Grey Land of Rary or the Dark World of Leng (whether a regular allegiance or the one enforced by the Ilkum Drawback). Incompatible with the "Grey Plague" Scenario.

Description: We find ourselves on the world of Rary, where a certain nation by the name of Grey Land, a brutal magocratic dictatorship where you are either a mage, or you are a nobody who has no rights, begins its wars of conquest against the rest of the world in the name of their demonic masters from Leng. And they are successful in these wars. Lesser nations are swept aside as tumbleweed by the storm, and even Rokush, the most powerful and advanced nation on the planet, is barely holding back their assault and will lose if the situation is not reversed. Worse still, the Grey Land is using the prisoners of war to quickly build a massive ziggurat that will serve as direct portal to Leng and emitter of the Primordial Energy of Darkness that will eventually transform Rary into a Dark World, the first addition to the Empire of Leng. To accomplish its objectives, Grey Land fields massive armies equipped with the finest weaponry the world of Rary can produce and often enchanted with powerful magic, magically-created super soldiers, tens of thousands of powerful mages and, finally, their demonic masters headed by the archdemon Shub'Niggurath, a horrifying goat-like monstrosity that can give birth to an endless torrent of powerful demons known as the twinhorned youth. You are one of the mages of the Grey Land and must fight for it in this war, though how exactly you're going to do this and what true goals do you pursue is up to you. Beware of the treachery from your allies, both mortal and immortal.

Objective: Make sure that the Grey Land conquers the world of Rary. You can choose either of the two possible outcomes: either you betray the Dark World of Leng and halt the construction of the ziggurat, or you stand by your otherworldly allies. In either case, you will have to face off against Shub'Niggurath and slay it (if you chose the first variant, you can banish it back to Leng, and it will still count as victory). In the first case, the reason is obvious, but in the second the archdemon feels threatened by you and decides that you are more useful to it dead rather than alive.

Reward: If you choose to betray the Dark Word of Leng, you become the absolute ruler of the Grey Land, and, by virtue of it conquering the world, the world of Rary. After you conclude this Jump, Rary will follow you on your further adventures, either entering those worlds outright or existing as a separate dimension that can be accessed by portals. If you choose to serve Leng, Yog'Sothoth, the Gatekeeper of the Abyss and current temporary ruler of the Dark World of Leng in the absence of Azag'Toth, will pronounce you as an archdemon by your right of the victor and give you the place of Shub'Niggurath in Leng's hierarchy and all of its possessions. You become an archdemon and receive all Perks tied to the Immortal: Demon Origin. In fact, you did not simply took Shub'Niggurath's place, but you

sort of became the next Shub'Niggurath and received his signature ability of "Twin Forms". You receive two forms that you can switch between at will: the Demonic Goat form (your standard archdemon form, purposed for combat and daily life, you are male in this form) and the Great Mother form (a bloated humanoid form whose purpose is to give birth to your progeny - the twinhorned youth, you can produce thousands of them in a very short amount of time, you are female in this form).

Leng Ascendant (Good Guys version)

Requirements: All Origins except for Immortal: Demon. Incompatible with the "Leng Ascendant (Bad Guys version)" Scenario.

Description: It was already mentioned that Azag'Toth, the Supreme Ruler of Leng who governs this world in the name of its creator, the dark god S'Niyak, is not a name but a title, but now I should explain what that actually means. You see, S'Niyak has invented for Leng a unique system to combat decay and degradation that all societies encounter in the course of their existence. Whenever Leng starts weakening, it inevitably finds itself being invaded by an army of righteous demon-slayers bent on purging this world for good. They win the war, slay Leng's archdemons - its ruling elite - and, finally, the victorious leader of the army slays Azag'Toth in single combat, an act that will ensure their fall and Leng's continued survival and development. In the moment where the previous Azag'Toth's dead body hits the ground, Yog'Sothoth, the Keeper of the Gate and enforcer of S'Niyak's will, detaches himself from the loser and latches onto the winner, promising him infinite strength and glory and power over the entirety of Leng if he would only accept his offer and merge with him. The leader, not being able to resist the temptation, accepts the offer and becomes the new Azag'Toth, his generals and confidants become Leng's new archdemons, and the surviving soldiers of the invaders become various high-ranking demons who lord over the losers, demoted to the position of lesser demons in Leng's hierarchy. Soon enough Leng becomes far stronger than it was before, even in its previous period of flourishing, and poses an even greater threat to this sector of Metauniverse. This scheme worked like clockwork for eight cycles and was defied only by Marduk the Double-Axe, who did not bow in the face of Yog'Sothoth's temptation, cast him away from his body and placed an array of weakening seals on this world, an act which earned him the status of High Mage and paved his way for godhood, and ensured the continuous decay of Leng. However, by taking this scenario, you ensure that that series of events have never happened. The cycle is unbroken, and Marduk, being unable to stand firm in the face of whispers of power from the Gatekeeper of the Abyss, is now the ninth Azag'Toth of the Dark World of Leng. Its armies are bigger and stronger than ever, and soon after your arrival they launch a massive campaign in a bid to conquer the entire local sector of the Metauniverse. Inanna has succumbed to the worst traits of her character and would rather see the entire sector burn than get her act together. Worse still, S'Niyak himself has ended his aeons-long slumber and takes an active role in the planning and execution of this campaign, raising the level of danger you will have to face even higher.

Objective: You must gather an army to prevent Leng from conquering the sector and then invade this world. You must resist the temptation to become Azag'Toth and manage to do what Marduk has failed - cleanse this world of demons once and for all.

Reward: The sheer magnitude of what you have done bathes you in a sea of golden glow, composed of Ba-Hion and pure essence of the Primordial Element of Light, that forms your Ninth Soul Origin, immediately propelling you to godhood. The sheer amount of Light in your Ninth Soul Origin ensures that you will never want for Ba-Hion, granting you the "Self-Sufficiency" Perk if you didn't have it, and if you did, then the overflow of Ba-Hion in your soul multiplies all of your characteristics and powers by the factor of ten. Unfortunately, this reward cannot immediately make you a demiurge, firstly because the only way for a demiurge to appear is for many gods to merge together into one superbeing, and secondly because you cannot become a demiurge without obtaining your Planeswalker Spark, but it grants you the next best thing - the ability to prepare to become one. Now you can form avatars, sentient beings that possess a soul that, instead of a full-fledged Atman, has a pseudo-Atman with an extra-dimensional link to your soul. Your Benefactor will send each of those avatars on their own Jumpchain in order for them to grow in power. The maximum number of your avatars is equal to the total number of your Jumps, which means that you can create as many avatars as the number of Jumps you have completed, and afterwards you can create one avatar per Jump completed. Until you have obtained your Spark, your avatars' power growth does not influence yours. You can also use your avatars as improvised 1-Ups, sacrificing them to mitigate Jump failures (this is incredibly wasteful, as you are decreasing your future power as a demiurge, but desperate times call for desperate measures). When you obtain your Spark, all of your avatars are recalled from their Jumpchains and merge with you, and you become a demiurge.

Leng Ascendant (Bad Guys version)

Requirements: Origin: Immortal: Demon. Incompatible with the "Leng Ascendant (Good Guys version)" Scenario.

Description: It was already mentioned that Azag'Toth, the Supreme Ruler of Leng who governs this world in the name of its creator, the dark god S'Niyak, is not a name but a title, but now I should explain what that actually means. You see, S'Niyak has invented for Leng a unique system to combat decay and degradation that all societies encounter in the course of their existence. Whenever Leng starts weakening, it inevitably finds itself being invaded by an army of righteous demon-slayers bent on purging this world for good. They win the war, slay Leng's archdemons - its ruling elite - and, finally, the victorious leader of the army slays Azag'Toth in single combat, an act that will ensure their fall and Leng's continued survival and development. In the moment where the previous Azag'Toth's dead body hits the ground, Yog'Sothoth, the Keeper of the Gate and enforcer of S'Niyak's will, detaches himself from the loser and latches onto the winner, promising him infinite strength and glory and power over the entirety of Leng if he would only accept his offer and merge with him. The leader, not being able to resist the temptation, accepts the offer and becomes the new Azag'Toth, his generals and confidants become Leng's new archdemons, and the surviving soldiers of the invaders become various high-ranking demons who lord over the losers, demoted to the position of lesser demons in Leng's hierarchy. Soon enough Leng becomes far stronger than

it was before, even in its previous period of flourishing, and poses an even greater threat to this sector of Metauniverse. This scheme worked like clockwork for eight cycles and was defied only by Marduk the Double-Axe, who did not bow in the face of Yog'Sothoth's temptation, cast him away from his body and placed an array of weakening seals on this world, an act which earned him the status of High Mage and paved his way for godhood, and ensured the continuous decay of Leng. By taking this scenario, you find yourself as the newly-minted ninth Azag'Toth of the Dark World of Leng. You automatically gain all Perks tied to your Origin even if you didn't buy them before. However, that's where the good news end. Leng is currently in the state of decay, weakened by Marduk's seals, constant rivalry and infighting between scheming archdemons and general decline in power. The inflow of souls into Takultu is unstable, threatened by neighbouring Dark Worlds of Hell, Kvezzol-In, Hvitachi and Pargoron. S'Niyak is in the state of torpor and will rather see Leng destroyed than awaken. And, as a cherry on top, goddess Inanna and her lackeys have entered the final stages of her millenia-long plan to annihilate Leng once and for all.

Objective: You must halt Leng's decline, lift the seals of Marduk and gather an army to fight off Inanna's invasion and then make a counterattack and conquer the local sector of the Metauniverse.

Reward: The sheer magnitude of what you have done bathes you in a sea of infinite darkness, composed of Ba-Hion and pure essence of the Primordial Element of Darkness, that forms your Ninth Soul Origin, immediately propelling you to godhood. However, you become a dark god, and one of a power level that is unsustainable for a being with so much Primordial Element of Darkness in their soul. To prevent you from a miserable fate of immediately becoming a mindless beast-god your Benefactor grants you the "Self-Sufficiency" Perk if you didn't have it, and if you did, then the overflow of Ba-Hion in your soul multiplies all of your characteristics and powers by the factor of ten. However, you must remember that, as a dark god, you are a hair breadth away from damnation, and that you should prevent yourself completely giving in to Darkness and thus falling and failing your Chain. Unfortunately, this reward cannot immediately make you a demiurge, firstly because the only way for a demiurge to appear is for many gods to merge together into one superbeing, and secondly because you cannot become a demiurge without obtaining your Planeswalker Spark, but it grants you the next best thing - the ability to prepare to become one. Now you can form avatars, sentient beings that possess a soul that, instead of a full-fledged Atman, has a pseudo-Atman with an extra-dimensional link to your soul. Your Benefactor will send each of those avatars on their own Jumpchain in order for them to grow in power. The maximum number of your avatars is equal to the total number of your Jumps, which means that you can create as many avatars as the number of Jumps you have completed, and afterwards you can create one avatar per Jump completed. Until you have obtained your Spark, your avatars' power growth does not influence yours. You can also use your avatars as improvised 1-Ups, sacrificing them to mitigate Jump failures (this is incredibly wasteful, as you are decreasing your future power as a demiurge, but desperate times call for desperate measures). When you obtain your Spark, all of your avatars are recalled from their Jumpchains and merge with you, and you become a demiurge.

Ending

Go Home. You had enough of endless war and unending hordes of demons. Let's go home and rest.

Stay. The Metauniverse is infinite, and you want to explore all of its wonders and secrets.

Move On. No matter how infinite the Metauniverse is, you know that it is unreasonable to limit yourself to it when there are infinite worlds to explore beyond it. Onwards, to the next adventure.

Notes

The Three Laws of the Creator are as follows:

1. The Law of Conservation of Matter, Energy and Aether. Nothing can be created from nothing and disappear into nothing. Matter, energy and aether, as three fundamental states of existence, can only change their states and forms of being.
2. The Law of Inviolability of Time Stream. The time stream has only one direction - forward - and whatever happened in the past cannot be changed in any way.
3. The Law of Invincibility of Atman. Atman is an absolute and indestructible Soul Origin that can be subjected only to changes in other Soul Origins and regular reincarnations.

The First Law is somewhat mitigated by the existence of endless Chaos - an unending source of said matter, energy and aether (but, then again, we do not create anything from nothing, we just take stuff that already exists from the source that just happens to be endless, so the law is not broken). The Second Law is somewhat mitigated by the time-controlling powers that allow you to make the present identical to the past or being able to find a world that is an exact copy of your own world in the past (likewise, the past is not changed, so the law holds true). The Third Law, on the other hand, has absolutely zero loopholes.

On the Creator. The Metauniverse is a pantheistic world, so even if its Creator is a person, praying to it is useless. Chaos is the Creator's body, Atmans in every person's soul are the neurons in its nervous system, worlds are its dreams, and gods and demiurges are its most active thoughts.

On the Metauniverse itself. It has twelve spatial dimensions, four of which exist in worlds (three regular dimensions and hyperspace) and the other eight exist only in Chaos. Because of that, the number of potential destinations from every single world is 2^8=256 (not every of those destinations have actual worlds on them, but any given world has at the very least something like fifty worlds immediately bordering it). Every world consists of seven planes of

existence: Mental (basically Noosphere), Astral-Mental (the world of dreams), Astral (here be afterlife), Astral-Material (something like the Reverse Side from Nasuverse), Material (our conventional space), Hyperspace (a place with very weird geometries that allows for easy FTL travel) and Core (the thing that binds all of the above in a structured world).

Traveling through Chaos itself, without using intermediaries like the Word or being at least a full-scale god, means, frankly speaking, two things: firstly, you have a death wish, and secondly, you want to realize it in the most horrifying and surreal way possible. Of course, you may survive (very unlikely, but idiots sometimes get lucky), but by the end of your journey you will most definitely turn into something resembling a cross between one of Giger's masterpieces and a swarm of flying hippos. Because it's Chaos. Naturally, you'll also fail your Jump, so don't do Chaos, folks.

On Reality Score (full table):

Less than 0.1% - Imagined things (yes, they are considered real too, but only so much real).
1 - 3% - potential unshaped reality, or, in other words, Chaos (here Chaos is just a state of reality).
4 - 5% - pure aether.
7 - 9% - organized aether like mana.
10 - 20% - astral bodies like ghosts.
20 - 25% - pseudomatter and doppels (magical clones). They are unstable and easy to disperse.
25 - 30% - alchemically created matter. It is somewhat less real than conventional matter.
35 - 45% - natural matter.
45 - 65% - living beings. Sapient beings like humans are on the high end of this scale, in the range between 60 to 65%.
70 - 85% - immortals.
85 - 89% - very powerful immortals like archdemons and arch-celestials.
90% and higher - super-real beings like gods, titans, chtonic beings and demiurges, as well as their derivatives like adamant.
99% - Primordial Elements of Light and Darkness.
100% - only one thing can ever have this Reality Score, and it is Atman. This is one of the sources of its invincibility, because nothing else can even try to affect the damn thing.

On relation between Perks that grant various Reality Scores (like if you are a titan who takes the "High Mage" Perks): I suppose it is obvious that the higher Reality Score takes precedence. In the above mentioned case, you are a titan with the Reality Score of 90% and improved magical abilities.

On Perks taken from other Origins. The rule of thumb is as follows: whenever you take a Perk from another Origin that provides for turning into some sort of creature (like with several perks tied to Jinn Origin), you receive all benefits from it other than turning into said creature (for instance, if you take the "Magic of Marids" Perk, you receive increased physical and especially magical characteristics and aerokinetic powers, but you don't become a marid if you are not a jinn in the first place).

On aether. As was stated before, aether is the third component of existence alongside matter and energy. It has the following main kinds:
Regular aether. A sea of “cold” static aether that pervades all things.
Mana. Droplets of “hot” aether speeding through the sea of regular aether.
Life energy. “Soft” aether possessing a constant charge.
Ba-Hion. Aether that was purified by processing it in a soul, a byproduct of its existence. Ba-Hion is produced at all times, but the most of this stuff is produced during emotional highs (like religious ecstasy). A staple diet of the local high-order beings like immortals and gods.
Grace. A sort of “reverse Ba-Hion”, aether that comes from gods and immortals to lesser beings, empowering them.
Primordial Elements. Super-powerful directed streams of aether, with that direction being either outwards (Primordial Element of Light) or inwards (Primordial Element of Darkness).

On the Sixty Knowledges of Sumerian Magical System, to supplement the “Magical Specialization” Perk (note that Natural Magic, though provided in this list, cannot be obtained by the “Magical Specialization” Perk and was included only to reach the sacred number of sixty):

1. Aeromancy (air magic).
2. Alchemy (creation of alchemical matter).
3. Animagic (beast control).
4. Apostolic magic (you are serving some god and receiving power from them, it’s basically this world’s version of D&D cleric, the powers you get depend on whom you serve).
5. Artifact creation (creation of magical artifacts).
6. Biomagic (manipulation of living matter and creation of various monsters, can be combined with Healing)
7. Blessing magic (placing blessings).
8. Blood magic (transforming blood into mana).
9. Chaos magic (controlling raw essence of chaos, very powerful, but very dangerous).
10. Combat magic (a collection of magic that is used in combat, includes a lot of “swords” - spells that create swords from various elements and energies to use them in close combat).
11. Cryomancy (ice magic).
12. Curse magic (placing curses).
13. Darkness magic (creating and controlling the Primordial Element of Darkness).
14. Death magic (unlike necromancy, this magical discipline deals with only killing).
15. Defense magic (constructing various magical defenses; one of the most commonly used spell is so-called “Personal Defense” - a continuous spell (you cast it on yourself, and then it waits in passive mode until it automatically activates on enemy attack) that can absorb any single lethal or wounding attack against you (by shunting it into a specially-created pocket dimension and then collapsing it on itself) and then makes you invulnerable for a few seconds afterwards, until the chaotic fluctuations of space around you subside).

16. Demonology (summoning, binding, banishing, exorcising and destroying supernatural creatures, most commonly demons).
17. Domestic magic (all kinds of magic that makes your daily life more convenient).
18. Doppel magic (creating magical clones).
19. Dream magic (entering and controlling people's dreams and summoning and controlling creatures from the Land of Dreams).
20. Electricity magic (creating and controlling electricity).
21. Elemental magic (creating and controlling the elements of the Periodic Table).
22. Elixir creation (brewing magical potions).
23. Geomancy (earth magic).
24. Golem creation (creating various golems and automata).
25. Healing magic (healing wounds, illnesses, extending lifespan and resurrecting people).
26. Hydromancy (water magic).
27. Illusion magic (casting all kinds of illusions).
28. Joke magic (magic based on what the caster finds funny, the effects can range from harmless to lethal).
29. Light magic (creating and controlling the Primordial Element of Light).
30. Love magic (magic revolving around love and sex, with this you can turn your enemies into your adoring slaves).
31. Materialization magic (magic involving creating and controlling pseudomatter fashioned from aether).
32. Metamorphism (shapeshifting).
33. Meteomagic (weather manipulation).
34. Mind magic (mind control, insanity inducement, memory rewriting and much more).
35. Mirror magic (scrying, teleporting through mirrors, creating mirror clones and much more).
36. Music magic (the skill to amplify the power of your magic with poems and music).
37. Name magic (gaining power over various objects and people through their true names).
38. Natural magic (inborn magical abilities, as was mentioned before, you need to take the "Natural Magic" perk to obtain this, in Sumer they also couldn't teach this discipline to those who did not have natural magic to begin with, but they could develop this gift in those who did).
39. Necromancy (raising and controlling undead).
40. Plant magic (creating and controlling plants).
41. Pyromancy (fire magic).
42. Rune magic (the art of creating magical runes).
43. Sacred magic (magic discipline utilizing the power of faith; an important distinction from Apostolic magic is that here the power comes from your own faith and not from other beings).
44. Shadow magic (creating and controlling shadows, teleporting through shadows, shadow attacks, invisibility and much more).
45. Shamanism (the magic of controlled possession by spirits).
46. Sorcery (selling your soul to a demon in exchange for magical power).
47. Spirit magic (magic that deals with souls).

48. Spiritism (summoning, controlling and banishing spirits).
49. Space magic (magic that deals with controlling space and teleporting massive objects and groups of people).
50. Swamp magic (creating and controlling mud, acid and poison).
51. Sympathetic magic (voodoo-like magic, it can transport both wounds from the doll onto the target and, most importantly, do the reverse, transport the wounds from the target to the doll, which is commonly used as a measure of protection).
52. Technomancy (controlling and improving technology through magic).
53. Telekinesis and levitation (telekinesis and magical flight).
54. Telepathy and clairvoyance (telepathy, precognition and postcognition).
55. Teleportation (personal teleportation).
56. Transformation (transformation of material objects and people and matter transmutation).
57. Time magic (controlling time).
58. Vampirism (draining life, mana, emotions, abilities, even souls from others).
59. Word magic (amplifying magic with spoken words).
60. Yoga (cultivating your life energy through magic to make yourself physically stronger, toughen your body and prolong your life).

On Companions. The Companions listed after the “Canon Companion” option are descriptions of actual canon companions as they are (respectively, Vanessa Lee as “Wizard’s Apprentice”, Raban as “Keranke Symbiont”, Bokaverde Hoboken as “Iron Marshal”, Executioner as “Combat Cyborg”, Oleg Britva as “Razor”, Hubaxis as “Jinn Familiar” and Kreol the Destroyer as “Archmage”) because I don’t expect that anyone is familiar with the major “Dramatis Personae”, but, since these technically provide generic Companions, you can freely change their sex and appearance to your liking as long as their powers and personality conform to the descriptions.

On “Chaotized World” Drawback. Yes, destroying or “only” severely damaging worlds here is an unforgivable crime that will get everyone in the sector, both good guys and bad guys, forgetting their squabbles and pouncing on you together (much like in-your-face genocide in our world). Yes, even if you choose to destroy Leng in this fashion. Even if you choose to disregard the fact that it is populated not only by demons but also by a vast underclass of mortal slaves that demons work to death and feed on, doing things like this to an entire world is incredibly wasteful. You can massacre its inhabitants and the local “international community” will largely turn a blind eye to that, but wrecking the place like that just will not stand.

On Inanna (in Leng Ascendant Good Guys version): Inanna is what stands for the Big Good in the series, a steadfast enemy of Leng and the benefactor for the main cast. She is generally a kind and compassionate being, but sometimes she can be somewhat stupid (at times even Aqua-level stupid, in fact), and in the Good Guys version of the Scenario she is in close touch with that side of her personality, so, as usual, you can rely only on yourself.

On Scenario rewards: I think it's time for an in-depth talk about the local gods. As it was already said, gods are distinguished from the rest of sentient beings by the presence of the

Ninth Soul Origin in their souls that makes Atman bloom and fundamentally changes the way its bearer interacts with reality. There are three major types of them: minor gods, regular gods and demiurges. Minor gods are things like spirits of houses, rivers, forests, graveyards and the like (much like in Exalted). Usually they are very weak and insignificant, not being able to even manifest in a solid body, but spirits of major places like mountain ranges or planets can become fairly powerful, on the level of an average archdemon. Those minor gods derive the Ba-Hion they need from the environment and do not need worship. Regular gods are tied to some concept (Inanna is, most obviously, a goddess of love) instead of a place, and they are unbelievably powerful, and their ability to alter reality with their spiritual power is as above that of even the most powerful of immortals as those immortals are above bacteria. There are two types of regular gods: normal gods (whose Ninth Soul Origin is based either on the Primordial Element of Light or some other kind of aether) and dark gods (whose Ninth Soul Origin is based on the Primordial Element of Darkness). They are almost identical save for one thing - dark gods are closer to ultimate falling that normal ones (whenever a normal god has major troubles with the inflow of Ba-Hion, he turns into a dark god, while whenever a dark god has major troubles with the inflow of Ba-Hion, he turns into a beast-god, a mindless monster with torn Ninth Soul Origin). However, gods also have limits on their power, with this limit being galactic scale (if a god tries to achieve higher levels of power, he is hit with the problem of diminishing returns). The only way to correct that is for a number of powerful and closely-aligned gods (like a closely-knit pantheon where everyone is like a true family to each other) to merge into a single being, and thus a demiurge is born. Demiurges are the most powerful beings in the Metauniverse, with even the weakest of them able to simultaneously create or destroy hundreds of worlds almost instantaneously. They usually don’t interfere in the conflicts of lesser beings and focus on creating new worlds. Some demiurges even merge with the worlds they create, like it was the case with the world of Eykr (a piece of advice - don’t even think about taking “Chaotized World” if your starting world is Eykr, because you’re going to die on the spot).