Welcome Traveller, to the World of "*Keys of the Kingdom*". From Nothing rose the Architect. From the Architect rose the House. And from the House rose the Secondary Realms. The Architect Set the House to Catalogue the history of the Secondary Realms, and put 7 special Denizens to rule the levels of the house. She passed on, leaving a Will of what was to happen after she was gone. The Seven Morrow Days ripped up the Will, and hid it in the Secondary Realms and lived in luxury as the Lords of the House. But in the coming week, one part of the Will will escape and set into motion a chain of events that may or may not destroy the universe and everything in it (it will). Instead of 10 years, you have Three weeks to survive.

Have +1000 CP to prepare yourself.

Backgrounds

Heir of the Architect (Mortal Only/Drop-in): You have been chosen, Jumper. The Architect has seen your coming and chosen you as the True Heir of the Glorious Architect. Let's hope you can live long enough to claim it. You may either be a drop-in or you may have a family and a past in the town where this story takes place.

Innocent Bystander (Mortal Only/Drop-in) Like every human character who isn't Arthur Penhaligon, you aren't going to be involved in the House itself, but you will be impacted by changes it unleashes upon the world. You may choose to be a drop-in with this origin.

Denizen Bureaucrat (Free): You are near the bottom of the barrel, perhaps a coal collector, Ink filler or random scribe number 19,698,453. Your clothes are dingy, your tea is weak, and your life a solid blotch of beige. But as an immortal Denizen, You're content. Maybe your boss will die by steam accident and you can move up a number. One can dream.

Dawn, Noon, Dusk (200): You're now one of the biggest fish in your layer of the House, only answering to your Morrow Day and those above them! a Dusk, Dawn or Noon can manifest for one hour on their master's day in the Secondary Realms and generally leads the denizens for their masters.

Morrow Day (300): Well, well, well... We would welcome the lord or Lady of the 8th Day of the week. You, like the other Morrow Days, were made to govern what happens on your day of the week and were entrusted by the Will of the Architect to carry out the instructions. Like the others you denied this fate and broke the Will, hiding it away in your Demesne of the house.

Race:

Mortal: Your average human in the Secondary Realms. Soft, squishy, so weak, but there is potential there if you were able to shape it. Your age is 12+1d4

Piper's Child (+100): Oh, you poor thing. You are a mortal child abducted from the town of Hamelin by the Piper when your parents wouldn't pay him to get rid of the rats. You now have a middling job in some department, and every few years you're washed between the ears, erasing your memories in a process designed to keep the children from revolting. Your actual age is over 2000 years.

Denizen (Mandatory for Bureaucrat; Dawn, Noon Dusk; and Morrow Day*): Denizens are the workers and rulers of the House. See notes about Morrow days

Architect's Child (200): You were made by the Architect and the Old One. You don't fall into any category that the keys can command, so you are free to pursue your wishes in the house or Secondary Realms.

Nithling: You are a creature made of nothing, self-formed and distrusted by all. Perhaps you can use your connection to the ever-dissolving Void for good. Or like the rest of your kin, you can give in to your destructive urges and destroy everything around you.

Locations

The House is the center of the Universe. It's composed of Seven Demesnes each ruled by a Morrow Day. You may pick any of the following places to enter this jump.

1) The Lower House is the first floor of the house. It contains the Front Door, The Coal Cellar, the Seven Dials, as well as a hopelessly gridlocked Bureaucracy.

2) The Far Reaches, a giant Pit Mine of Nothing, extracting it to be crafted into finished goods by greedy Grim Tuesday and sold throughout the house to other Denizens. Those who land here may be press ganged into helping mine for more Nothing.

3) The Border Sea, occupied by gluttonous Drowned Wednesday, who has managed to grow herself into a leviathan from over consumption of food. The Border sea is connected to all bodies of water in the Secondary Realms and is littered with every object that is lost anywhere in the universe.

4) The Great Maze, ordered by the wrathful Sir Thursday, General of the Glorious army of the Architect. The army is made of Piper's Children and Denizens, who must serve for 100 years at least once during their time in the house.

5) The Middle House, ruled by hedonistic Lady Friday. The Scriptorium is responsible for the management and upkeep of the numerous records of the house.

6) The Upper House, ruled by the envious Superior Saturday, is a massive tower constantly growing as Saturday wishes to reach the Gardens above her. The Denizens that live here are trained in Sorcery.

7) The Incomparable Gardens, ruled by prideful Lord Sunday, is the true center of the universe, and so long as it stands, the rest of the universe won't succumb to Nothing.

8) If the House is the center of the universe, then the Secondary Realms revolve outside of it. You may start anywhere in the Secondary Realms or in your choice of Demesne.

Perks

100 level CP Perks are free for matching races or origins. All higher-level Perks are discounted for matching races and origins. General Perks aren't discounted to anyone, unless they say otherwise

General Perks

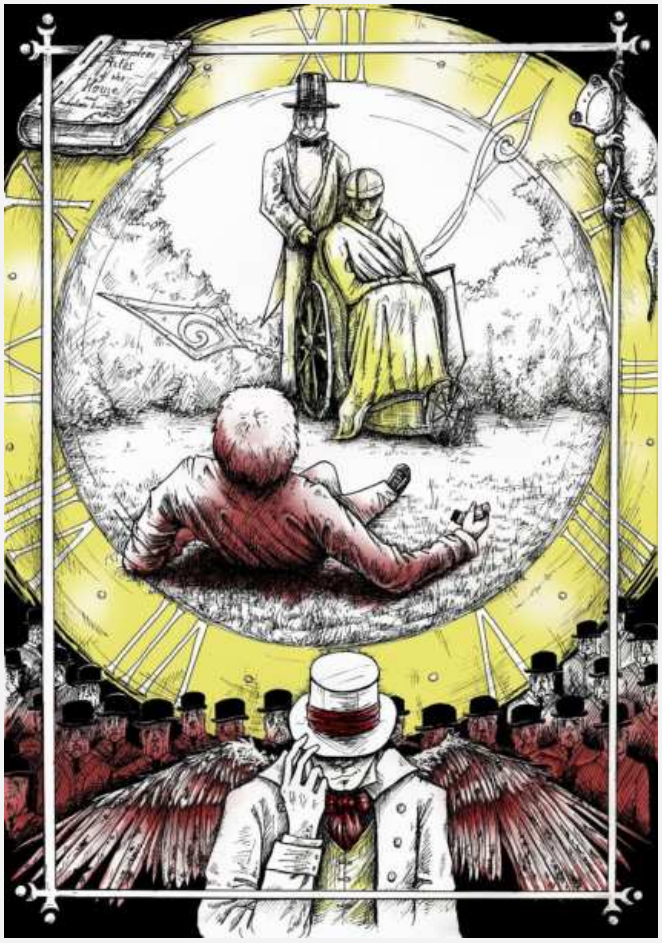
CloudBurst (100): This is an incredible petty power, Jumper. At will you can curse someone to always be under this small (basketball sized) Cloud and it will endlessly rain on them. You can modulate the flow from a gentle drizzle to a full cloudburst, rain so hard that leaves bruises. No lightning however. You can also make the cloud change shape as you will it. The cloud only leaves when you want it to.

Tectonic Warfare (200, Free for Fourth Key): So often in war, it's important to keep control of the battlefield. Well, now you can. When you engage in battle, you can shift the terrain around so long as you do in Square shaped blocs.

Racial Perks

Piper's Children can take discounts on Mortal racial Perks. Architect's Children get a discount on Denizen Perks. Nithlings don't get racial Perks, as they are very diverse, they instead go to the Nithling form maker section at the bottom of the document.

Mortal



The Human Condition (Free; limited to Mortal): Something that nearly everything in the House lacks, you have free will and aren't bound by the Rules or Hierarchy of the House.

Visualization (200) One of most important things with Magic in this universe is being able to properly visualize something. With this perk, you are a master at envisioning what you need from magic or other tools. Simply having this perk makes you a master at using the Improbable Stairs.

Nothing Immune (400): This has never happened before, save in the case of the Architect, but you are now immune to the touch and destructive properties of Nothing, being totally unaffected by its all consuming, corrosive properties. In other Jumps, you are immune to ontological destroying effects, à la balefire or Destiny's Darkness. You can't have your reality warped out of existence, and corruption slides off like water off a duck.

Piper's Child

Soap Resistant (100) Like many of the Piper's children, they've been washing your brain every so often to keep you docile. But you alone remember everything that you've seen since the Piper took you here, because you are immune to unwanted brain alterations. Nothing can shake your personality, cognition, or memories without your consent.

A Job Well Done (200): You may have been sent to the house against your will, but that doesn't mean you shouldn't take pride in your work. When you do a job, the end result is always as if you had put in 110% of your effort and skill even if you personally half-assed it.

Time Well Spent (400): Centuries in the house have made you very capable at what you do. Maybe you're a Grease Monkey, who can maintain the great towers and chains of Superior Saturday's Demesne, or you're a Nothing miner in Grim Tuesday's Far Reaches. Either way, choose one skill you've gotten to know incredibly well after your nearly 300 years in the house. You are a genius at whatever you pick, and you can get other skills to that same level in five years, having learned to learn most of all.

Denizen



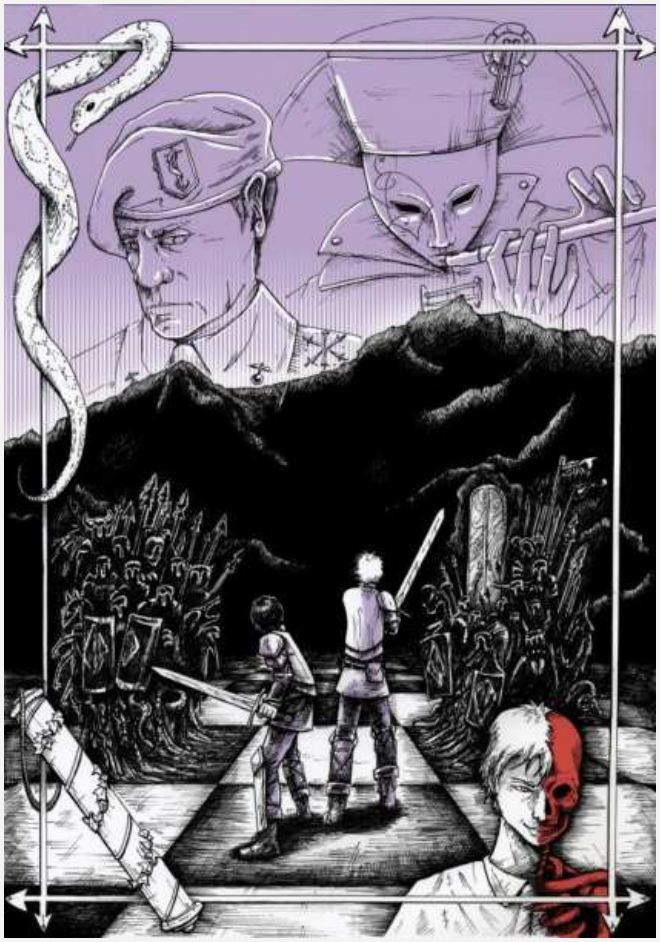
The Denizen State of Being (Free/Exclusive to Denizens): Denizens are immortal people created from Nothing by the Architect and given the task of recording the actions of mortals in the Secondary Realms. The blood of a Denizen is blue, while the bones are golden. Denizens are very resistant to change of any kind and are naturally good-looking. Additionally, if a Denizen's House Precedence is high, he or she is better-looking and taller than Denizens of lower precedence. Denizens cannot die of old age, sickness, dehydration, or starvation while in the House, and will eventually heal from almost any injury, including decapitation. Denizens normally value sicknesses from the Secondary Realms for the experience. If their body is destroyed, they can slowly grow a new one, though they can be prevented from doing so. The ability to survive without food or drink while within the House, as well as not dying

from old age, extends to Mortals and Piper's Children, although the resistance to injury does not. You are now such a Denizen.

Record the Day (Free/Exclusive Denizen): You are capable of scrying the Secondary Realms as part of your duties as a recorder of events. After this jump, you can remote view anywhere in your current universe or multiverse. Great for passing eternity.

Precedence (200): Like all Denizens, you know who you are. Depending on what you've achieved in your life or past adventures, when you speak your full titles, people will give you the respect you deserve. Those who are lower in hierarchy will obey your orders without question while those above you can command you just as easily. The higher your rank, the greater your every attribute becomes. Blemishes disappear, skin smooths, and teeth straighten. Rise above your station, Jumper. You can toggle the effects of this Perk on or off after this jump.

Architect's Child



Ancient Mein (100): You were born in the early morning of the Universe, and you look at most 25 years old. Like all the Architect's Children, you look incredible and age so slowly that most creatures would call you immortal.

Strange Talent (200): Like your brothers, the Piper and the Mariner, you have something that you can do absurdly well. We see the Mariner sail a ship into a star, and the piper took both human children and rats into the House, and led an army of Nithlings with just his music. In plain terms, you can do conceptual things with your chosen activity.

Child of the Architect (400): You aren't like the other paper pushers in the house, no, you were made by the Architect with the Old One. You're stronger, faster, and more resistant to damage. Even able to walk off steam or fire damage. Additionally, you even have a measure of your mother's ability to shape Nothing into Worldlets and Nithlings that answer your commands.

Origin Perks

Heir of the Architect



Adaptable (100): You, like Arthur, adapt rapidly to the frankly insane situations you find yourself in. Going from Gym Class to Lord of the Lower House in a particularly grueling afternoon will barely stress your mind. Your mind will never wallow in guilt or self-doubt and taking a life won't cause you to spiral down.

Fool's Mate (200): You have a natural ability to disrupt long running plans. Your actions, despite giving clear warning for your allies to adapt, never manage to alert your foes to change

their plans, and your simplest actions have an odd tendency to unravel long running conspiracies in days.

Chosen of the Architect (400): You're a natural at Creation in the same way the Architect was. You have the Creativity to dream up a universe, The meticulous grasp of Details to make sure it runs smoothly, and the Power to Anchor your creations in Reality. All you need is a core for your works to spring out of and with time, You can make nearly anything you put your mind to. With time, Works surpassing the House, the Keys or even the whole of the Secondary Realms could be in your portfolio. But that will take a long time.

Innocent Bystander



Leaf on the Wind (100): You have an aura about you that can make the world seem sane even if things are going wrong.

Witch Heritage (200): Your ancestors include at least one person burned as a witch for what they could see. Like them, you are capable of seeing the truth of the world, which includes the numerous creatures from the House that seem to keep popping up.

Unaffected (400): When you stay out of a conflict, no matter the consequences - from the death of the universe to the freezing of time - you can be assured that you won't suffer from being caught in the crossfire. A strange sort of invulnerability that leaves you immune to blade or spell, Nothing or energy; it's so potent that you could survive the end of the universe and birth

of the new if you did nothing. This affects an area about the size of a city around you, so you won't be alone in the void. This protection diminishes the more you intercede in the world.

Denizen Bureaucrat



Perfect Penmanship (100): When you write down something, it's correctly spelled with perfect grammar and never needs to be rewritten to get the tone you want. In addition, this perk ensures your hand never cramps holding a quill, pen or other instrument of writing.

Smooth Paperwork (200): When you are dealing with a system of paperpushing that stretches through the universe it's important to be good at it. You are masterful at navigating the numerous papers and forms the House uses and makes every other setting look like a breeze. Paperwork you submit gets sent through promptly and is never rejected for arbitrary reasons.

Sorcery (400): You have been trained in the Upper House in the magics of the House. This largely deals with manipulating Nothing into useful Nithlings, scrying paths in ever shifting seas or, on rare occasions, building or enchanting items.

Dawn, Noon, Dusk



The Hour of Choice (Free, Exclusive to Dawn, Noon, Dusk): Pick what Office you have been charged with. Your powers are strongest on the day of your Master, and are doubly impressive during your hour. You may apply an aesthetic filter based on your hour to your powers to better accomplish your duties. Blasts of fire from a Dusk can look like starlight, whereas a Dawn would have pastel flames like the sunrise.

Secondary Realm Manifestation (100): In this jump, you can only Enter the Secondary Realm on the day of your master, and the hour of your office. However that one hour lets you go anywhere in the universe. After this jump, during this hour you can travel instantly to any location that you know of in the universe you are in. This includes other universes in multiverse settings. You always know when this power is ready as it operates in House time, not Secondary Realm time.

Sword of the Master (200): When you are fighting for your master, your skill in battle increases five fold and you can more easily defend your lord. Of course if you change your loyalty to a new master, this power will transfer to the new subject.

Silver Tongue (400): All Noons in the House have Silver Tongues, but no one takes this as far as you; able to convince, cajole and persuade with the best masters of speechcraft in the secondary universe.

Morrow Day



Paper Pushing (100+): You don't really want to have to deal with endless accounting and documents in your time here right? With this perk, any paperwork or just plain work you would need to run your responsibility will be treated as done by you so long as they don't require another person. Only the scourge of meetings keeps you from enjoying life free of work. For an undiscounted further 100 CP, this also includes meetings as things you no longer have to do.

Seven United as One (200): When you seek to break the Chains of a God, It's better to do it together, not alone. The more people you can gather behind a common cause, the better your efforts to effect change across the world become, as if their confidence in your abilities supercharges them. Higher ranked figures count more than groups of low ranking figures.

Conspiracy in the Shadows (400): You have the planning skill to outplay the Architect herself and get away with it for centuries. You also find that plans you make are self-sustaining, often only requiring a gentle push to encompass more and more of your original goals.

Items

100 level CP Items are free for matching races or origins. All higher-level Items are discounted for matching origins. General Items aren't discounted to anyone, unless they say otherwise

The Keys to the Kingdom (200 CP Per Purchase)

All Keys have the same base abilities: lock, unlock, bind, unbind, open, close, animate, petrify, illuminate, darken, translate, befuddle, and to perform small diversions or redirections of Time. They all grant Access to the Improbable Stair, the Architect's personal method of travel that can take one anywhere they can visualize. It is said the Keys can kill anything the wielder wishes, be it Nithling, Denizen, Superior Denizen or Mortal. Each of the keys are only at full power in their demesne of the House, or in the Secondary. All keys have the other abilities on top of their stated ones (see Notes). After this jump, any Keys you have work at full efficiency all the time. All Keys have many powers, but not all of them are known. See Notes. Heirs get the First Key Free.

The First Key: The First Key deals with many sundry powers but of most import is it's relation to *Time*. In its full configuration, it's a sword shaped like a clock hand. It can split between a Minute Hand and an Hour Hand, both able to use the same powers, but with a different cool down. The key has fired blasts of molten gold, shot like an arrow to protect its wielder and flown it's user through the Front Door from the Porch.

The Second Key: The Second Key Deals with *Wealth* and *Objects*. It appears to be a pair of quicksilver gloves, allowing the user to shape Nothing into anything they can imagine. After this jump, this Key can manifest Nothing for you to shape since most worlds don't have a source for you to use.

The Third Key: The Third Key is a trident that can change the *Size* and *Shape* of the Bearer. It also has some control over *Liquids* of all kinds.

The Fourth Key: The Fourth Key deals with *Command*, *Obedience* and *Warfare*. It's normally a baton, but when the user is in danger, it can change into a weapon perfect for the user, while enhancing their combat skills.

The Fifth Key: The Fifth Key deals with *Memory* and *Light*. Its true form is a small hand mirror that can absorb the memories of any and allow the user to experience every aspect of a memory. It's also capable of reflecting light and other energies away from the user.

The Sixth Key: The Sixth Key is a quill that deals with *Sorcery* and *Writing*. Anything the user writes down will come true, or with a single verb that action can come true. Such as writing the word "pierce" will send the word to penetrate someone's heart.

The Seventh Key: The Seventh Key is the smallest and the most powerful of the keys. Capable of suppressing the powers of any of the other keys, little is known of its powers. In other jumps, this key will nullify any magic items that you don't want used against you.

The Eighth Key (Special): If you are an 8th Marrow Day, you may import one item to become your Key, giving it the same basic powers as the others and you may grant it up to three powers that are interrelated.

General Items

Outfits (Free for All): Each Demesne has its own fashion sense. So, you may have a copy of an appropriate outfit for every Demesne as well as a updating wardrobe that takes your Precedence into account.

Wings (Free/100/200): For Free you have an endless amount of paper wings that can lift you fast, but offer very little in ways of control. For 100 CP the wings are cloth and can allow you to move as freely as a bird and won't tear from impacts. And lastly for 200 CP the wings are made of gold and can let you maneuver as fast as lightning, with added function to turn invisible. Buying a higher tier of wings grants you the lower tiers for free.

Stick-it Gloves (Free): This pair of gloves allow you to stick to walls. By willing it, they will change from sticky to slick, so you should be careful to not unstick them when you need to switch positions.

Red Train (200): You now possess a copy of Grim Tuesday's Train, red, spiky and armed to the teeth. You may choose to place it in the world after this jump and new tracks will place themselves where you want them.

The Seven Dials (400): The Seven Dials are a series of seven grandfather clocks that work as the most accurate form of transportation through both space and time. Using these ensure that your appearance in the timestream or space won't cause any knockon effects you don't want.

The House (1000/Discounted to Heir or Morrow Day): You now own the Center of the Universe. Every Demesne, every Bureaucrat, and every Hour. Morrow Days of your own design, if you don't trust the current cast.

Racial Items

Human/Piper's Child

Crocodile Ring (100): Using foreign magicks or artifacts can have strange side-effects on the user. This ring can't counteract it, but it can tell you how much of your humanity you have left if you continue using said items or magicks. It has ten sections, each symbolizing 10% of your total humanity.

Key Ring (400): This necklace, bracelet or whatever accessory you want can carry all of the Keys or other magical items you acquire safely without it leaking magical residue from the item. It's capable of turning these items into small charms. Wear an armory on your neck, or a bangle that contains the weight of worlds.

Denizen

Transfer Plate (100): often used for Emergency transportation from the Secondary Realms, this spell inscribed metal plate can teleport you back "Home" wherever you assign it. This one is special in that it can expand to allow more people to travel with you and is completely

reusable. If it's lost, stolen or broken, you get a new one the next time you enter your warehouse.

Endless Tea Kettle (400): This is a rare luxury item greatly enjoyed by the Denizens in the higher floors. The tea in the kettle changes as determined by what you want or far more often by what you need. It's capable of replicating any special tea grasses you put inside.

Child of the Architect

SunShip (100): This turtle shaped ship can travel anywhere you want to go, be across the Border sea, or the inside of a Sun in a bottle. It functions equally well on water or in space. Requires immense skill at sailing to get it in some impossible locations but even if you don't have the skill it'd be one of the grandest ships to ever sail the seas.

Item of the Architect (400): Now this, this is interesting. Maybe you have pipes made from a cloud spun dream, or a harpoon made out of a narwhal's wake under an aurora, but you have something made of impossible ingredients that works like an incredible example of what the Architect can achieve. The harpoon could fly with the force of a cannonball and return to your hand as you will or the pipes could control anyone that is considered Mortal. Make your own item and remember while powerful it can't match the utility or power of the Keys.

Origin Items

Heir of The Architect

Gym Clothes (100): These gym clothes increase the effects of training by 2x and make sure that asthma, heart attacks or other chronic conditions won't activate until after you take off the clothes.

Inhaler (200): This simple inhaler is one of the most potent cure-alls you can get. With one puff, it is able to cure all poisonings, infections, and bodily invasions, as well as purge your body of foreign or corruptive magicks. If it's lost, used up, stolen or destroyed, you will find a fresh one in your pocket when you reach for it next.

The Compleat Atlas of the House and Immediate Environs (400): The Atlas is a source of all knowledge of the house and the secondary realms. There are multiple ways of using it, but simply having it on you and asking the question will lead it to pouring the knowledge into your head. Of course, it makes for brilliant reading material. It can only be used by the True Heir of the House.

Bystander

Silver/Salt Charm (100): This silver charm makes it so that you count as if you are made of silver or salt, whichever would be more useful for you at the time. This makes you painful to the touch for some Nithlings and deadly to others.

Horseshoe (200): This cold iron horseshoe will protect a house from evil spirits or other corrupting entities. You receive a horseshoe for every property you own, so you can keep your properties safe.

Nightsweeper (400): You have a single Nightsweeper, a nithling designed to clean up foreign influence in the Secondary Realms. This one is special. Once per jump, you may remove one part of a setting that comes from a supernatural (Clarketech, Eldritch, etc.) source. Once used, it can not be used until your next jump or ten years have passed, whichever happens sooner.

Bureaucrat

Inkwell and Quill (100): This is an everfull inkwell, and eversharp quill and lastly a job in your assigned layer of the Demesne you rolled that isn't too torturous.

Front Door Template (200): This metal tile is one of the most potent Memetic effects you can apply in the multiverse. Just a quick tap with the item will engrave your chosen item with a series of lines and whorls that cause the eye to see an infinite number of objects, ever shifting and causing madness for the weak minded and strong fascination from someone who has the protection of a Key.

Sword of The Front Door (400): The Front Door is the vanguard of the rest of the House against the endless tide of Nothing. By buying this sword you become the Captain-Keeper of the Front Door. This Blade of Blue Fire can help you navigate the Void as well as empower you to fight with the force and skill of ten "yous" when you fight creatures made of elemental nothingness or darkness.

Dawn, Noon, Dusk

Sword of The Hour (100): You have a weapon that is empowered by your Precedence and matches the aesthetic of your chosen Hour. Even if you weren't high up the ranks, this Sorcerous Blade can slay Denizens incredibly easily and is enchanted to act as if it were superheated.

Hands of the Hour (200): This is a small squad that you control to help you run their section of the Demesne for your master. Maybe they're metal-infused Piper's Children or a group of sorcerers trained in Magicks.

Mantle of the Hour(400): This is a special item of clothing, preferably something small, woven from the sky at the time of your Hour of Office. Now, you could always count as if you were in Tuesday's Noon even if it was Saturday at 9pm. The Universe never rests, why should you?

Morrow Days

A Prison On The Edge Of The Universe(100): When you really don't want someone or something to be out and about in the world, that's what this item is for. Once per jump you can force whatever you chose to be shoved into a crystal, which will then be encased in a box of unbreakable glass and covered with an enchanted cage of malachite. The whole box will then

be put on the surface of a dead sun at the end of Time, guarded by twelve metal, sword-armed guards known as Sentinels. No matter what you or others do, they won't be released until after you have left the world or you choose to let them out.

A Demesne to Call Your Own (200): If you don't buy the whole house, why not buy the part you own? If you replaced one of the Morrow Days you get their Demesne or if you were the 8th day, you get your own.

Legion of our own (400): Just like the Glorious Army of the Architect, This is an army of Denizens that are at your beck and call. They can outfit themselves and keep any upgrades you grant them. They number seven companies and each are skilled in tectonic warfare.

Companions

Canon (Free): If you can keep them alive or remake them after the Universe blows up, then you can keep anyone who agrees to come with you. If you replaced Arthur and wanted him along… You'll have a chance to convince him when you leave this jump.

Paperpusher (100): This Denizen caught your eye and has agreed to come with you. You can determine everything about them, but they will be an excellent government employee or secretary. They have the whole Bureaucrat Perkline and Items and 400 CP on top of that.

Triple Power Hour (400/discounted Morrow Day): You have acquired an heretofore unknown set of Denizens, each ready to fulfill the roles of Noon, Dawn and Dusk. You may determine their personalities and relationships. They all have the complete 'Dawn, Noon, Dusk' Perk line and Items as well as 400 CP on top of that.

Jumper's Eight Crazy Days (200): You may import eight companions into this world. It's easier to survive the end of the world with friends around.

Old One (400/Discounted Child of the Architect) Like your mother before you the Architect, you have created a mate to match you and to love you, hopefully you get along better than they did. They have 800 cp and a Background of their choice.

Drawbacks

Penhali-gone (+0, Mandatory for Heir of the Architect): You replace Arthur Penhaligon's role in the story of this world. He doesn't exist in this world, his place in the story replaced by yours.

Stuck In The House (+0, Mandatory for Denizens): You may not leave the House unless you have been given a pass or have enough authority to do so, such as being a Morrow Day or an Hour.

Drenched In Sin (+0, Mandatory for Morrow Days): Like every other Morrow Day, you are afflicted with one of the Deadly Sins, or something of equally self-destructive.

Sniffles (+100) You have a case of the sniffles and will sneeze often and it's never going to go away. I hope you have a high tolerance for such things.

Frog in Your Throat (+100): A frog leaped into your throat and wants to stay there. It's very uncomfortable and half the time you try to talk you croak. Hopefully you can convince it to leave.

Risen Rat (+200): The Piper first took Rats before he took his Children when he was denied payment for his rat catching services. You are one such Rat who has gained Sapience in the house, but hey, maybe you are a pirate on the border sea! Your physical stats are put at rat level but your mind remains your own.

Bottom Bitch (+400): Sorry Jumper but you are at the absolute bottom of the Precedence barrel. You look disheveled, your hair is greasy and your face is pockmarked. And since you're below even Piper's Children, no one will care about you or your words, even if you bring them warnings of the coming collapse of the universe.

Just a Kid (+400): You want to strip away your old powers for new power here? Fine, but I hope you can survive without any out of world powers or items, and your warehouse is shut to you for the duration of the Jump.

Nithling Form Maker

Nithlings get a stipend of 500 NP (Nothing Points) to customize their form. Nithling jumpers get a discount on one Nithling Perk per price tier, (100, 200, 400, 600). 100 NP perks that are discounted become free. Be aware that the Nithlings near universally desire the destruction of the Universe and the House, so that will be a constant urge when you are in this form, until after this jump.

More Nothing (100+): You can exchange CP into NP at a rate of 1:1 if you want to buy more options.

Dissolving Touch (Free/100/200): Like all beings made from nothing, your touch alone is enough to kill Denizens and start dissolving objects after a few seconds of contact. For 100 NP, this becomes an aura around you to weaken things in an aura (about 10 feet) around you that grows with time. For 200 NP, this dissolving becomes fast enough to decay bullets or harmful energies before they can reach you. After this jump you may determine whether or not you wish to destroy something when in your Nithling form.

Cleansing Touch (100): Like the Night Sweeper, you can absorb contagion from originating from the House into your form and remove it from the Secondary Realms. After this jump, you can remove extra-dimensional influence from more mundane parts of settings.

Book Wyrm (100): Either by claw or venom, your attacks can return all text that touches it into Nothing. When you strike a creature, you can choose to erase their knowledge or memories instead of damage.

Bloodhound (100): Your sense of smell is incredible and once you have a sample of a target, it doesn't matter where they hide in either the house or Secondary Realms, you can find them and follow them. It just might take you awhile.

Pestilence (200): Like the Fetchers, your very presence can cause disease where you walk in the Secondary Realms. Your diseases can cause almost fantastical symptoms, but are still treatable in an advanced enough society

Scroucher (400): You have numerous prehensile razor-sharp tentacles, which cause cuts that can't close without the use of a Key or sorcery. These are capable of siphoning blood to strengthen the body, but the tentacles are vulnerable to salt and silver.

Newninth (400): You are a Nithling more based on mankind than any other creature. Your Nithling form now won't impact your thought patterns. If you don't have a goal in mind, you may want to start farming.

Skinless (600): You were made to replace someone. You use a mind influencing fungus to make the target's family think you are them. Your existence is tied to a seed item, and if it's destroyed, so are you. After this jump you can shapeshift into whoever you seek to replace, and no longer require a seed item.

Hybrid (800/Undiscountable): You are Half-Human, Half-Nithling, and this means you count as both Mortal and Nithling for racial purchases or becoming the Heir of the Architect.

Nithling Drawbacks

Certain diet (+100/200/300): Your form needs to eat on something to sustain itself. Maybe you suck blood for 100 NP, eat the ink of books for 200 NP, or you need to eat Youth for 300 NP.

Certain Behavior (+100/200/300): For 100 NP, you are more brutal in your ways and thought patterns. For 200 NP you are dedicated to the nithling cause and rampage wherever you're in the cities or town of a Demesne. For 300 NP, you are practically animalistic for your time here.

Ending Choices

Go home: You're tired from weeks of absolute madness, You choose to go home and take what you've gained with you.

Stay Here: All Hail the New Architect, or the Lord of Nithlings or whatever you managed to do in these weeks of hell.

Continue on: You have more worlds to catalog and papers to file. May the Will of the Architect be done.

Notes

For a full rundown on what the keys can do… I can't really give you one. Here's what the books give us for each. Fanwank something if you want more. The keys are more conceptual but despite the immense stakes of the series, most everything is street-level in scale even if it's mostly conceptual in nature. That's why it's so hard to balance some of the origins.

- First Key: The clock hand sword can split into two smaller keys. The lesser key can be used every minute, and the Hour Key can be used every hour to Manipulate Time.
- The Second Key, as well as shape objects from Nothing, can also grant Telekinetic influence over objects, generation of protective fields, shedding light, commanding obedience, and transforming objects.
- The Third Key is also another unknown but it allows shapeshifting, size changing - which is how the previous owner became a whale - and for the fluid control power think Posiedon's or Triton's Trident.
- The Fourth Key is a baton that turns into a perfect weapon and enforces the might of your authority onto any armies you lead.
- The Fifth Key is a mirror that absorbs memories and emotions and can fire beams of light.
- The Sixth Key is a quill that can warp reality with a sentence.
- The Seventh Key is a key that possibly bends plants? We see it for a second just before the universe implodes so I can't stop you if you say it lets you summon tiny nukes.

On how Keys corrupt mortals: A mortal who wields the Key will become its tool just as much as it is his. It will change you, in blood and bone, remaking you in the image of its maker. The key does not befit a mortal bearer. In time, it will remake its wielder. Think Carefully about that Arthur. To wield power is never without cost.

Nithlings can survive in the Void of Nothing when the universe gets consumed.

Morrow Days can be Children of the Architect as demonstrated with Lord Sunday.

Denizens are people enough to act like humans, but also non-human enough to annoy the hell out of you. They are all very rigid and always act with regards to protocol, excepting the Morrow days who are a bunch of Chronic Backstabbers. Speaking of the Morrow days here's the sins each is suffused with as a result of breaking the Will.

- Mister Monday is afflicted with Sloth and thus the Lower House bureaucracy is slow as well.
- Grim Tuesday is afflicted with Greed and has turned his domain of a small cavern into a giant pit mine to make more merchandise from Nothing.
- Drowned Wednesday is afflicted with Gluttony, and became a whale when she lost control of her key. She ate her Noon and Dusk, and eats tons of food everyday.

- Sir Thursday is afflicted with Wrath and regularly beats his Marshals black and blue for the slightest hint of failure.
- Lady Friday is afflicted with Lust and uses her Key to absorb human emotions which she has become addicted to.
- Superior Saturday is afflicted with Envy and forces her Denizens and Grease Monkeys to build a single Tower to reach the Incomparable Gardens which she wishes to rule.
- Lord Sunday, Son of the Architect, afflicted with Pride. Extremely arrogant.

On using the Improbable Stair: "The Improbable stair exists everywhere there is somewhere to exist," said the Old One. "You must imagine a stair where there is not one, a stair made of whatever you can see, be it a grass-stem broken in three places or a peculiar step-shaped cloud. Then you must jump towards the first step of the stair, making sure to have the Key in your hand. Once upon the stair, you must keep going until you arrive where you want to be. The Improbable Stair has many landings, and upon each landing you may need to find the stair again. If you don't find the continuation quickly, you will be stuck wherever and whenever you have stopped. The Stair winds though the Secondary Realms, through both time and space, and also through the House, so you must be Wary. It is possible to end up somewhere you particularly do not wish to be. It is likely even for that is part of the Stair's Nature. It takes strength of will as well as power to get where you really want to, using the Stair…" (Mister Monday, Pg. 246)

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