

A King On Mars Jump

Version 1.0

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In the **Veiled Solar System**, Earth, and the other worlds in the solar system, are protected from misfortune and from extraterrestrial politics, ambitions, and disaster by a phase barrier so powerful that it keeps the majority of humans on Earth unaware of the existence of the supernatural. This phase barrier is the result of a negotiation that took place between a cadre of

ancient aliens who fled to Earth in the wake of their exile from their homeland, and the almighty Archdeity of Eternity (the supreme god over all of the cosmos, the one and only truly omnipotent being, an utterly unstoppable, utterly joyous being) who used a **Hyperion Veil** to wreathe the solar system in such a way that only natives of this place could control the destiny of this solar system. Each world in this solar system is governed by groups of different cultures.

Earth is a confluence of nations, both mundane and supernatural, with the lion's share of human governing bodies being led by men, while the majority of supernatural communities are led by women. Mars has a small number of species that each run kingdoms or control their territory, most of which are run by women. Saturn is a world of city-states where men are revered and adored, leading city states and running harems but who are themselves incredibly rare. Venus is a land of dense jungles inhabited primarily by Amazons, though the occasional hermit or poacher lives here as well. Life on other celestial bodies in the solar system are simply not as well understood as life on Earth, Mars, Venus, and Saturn. Thankfully for this adventure you're going to be focusing mostly (though not entirely) on the Red Planet; Mars.

You now have 1000 Mars Points. Use them wisely.

This is a ***NSFW Troyverse Jump***. Have a link to the source material! This jump will be constructed using primarily, though not exclusively, lore from the ***A King On Mars*** Choose Your Own Adventure, as well as small snippets from other Troyverse CYOAs. It's worth noting that the CYOA assumes you are a human, the very human the origin in this jump is based on, though the jump gives you options for living on Mars for a decade in ways that do not come with kingship, a harem, and a specific backstory, if that's what you wish.

Origin:

All origins can be taken as drop-ins and become alt-forms in future jumps. You can decide your age and gender freely (unless you are an Elurii, though in such a case you can still decide your gender with the right perks) so long as you are an adult, as this is a NSFW jump.

Elurii (Free):

This is the immortal, all female, species that controls Quentra, a bit of pristine Martian landscape that was first claimed by ancient magic from millennia ago. This land is protected by powerful, alien magics, though without the place's monarch, a mysterious figure that the Elurii are fairly secretive about, the magic is not fully stable so monsters can still wander into Quentra and run amuck, requiring periodic hunting by Elurii guardswomen and huntresses. The Elurii are split into a number of different castes, Dawns (the healers of the Elurii), Dusks (the warriors of the Elurii), Midnights (the lovers and diplomats of the Elurii), and the Zeniths. When you select this origin you select your caste, though your caste only provides you with some level of experience in your caste's skills, some sort of equipment relevant to your caste's function, and a minor reputation, all perks discounted by your origin are still discounted to you regardless of your chosen caste.

By selecting this as your origin, you get an Elurii's physiology for free. This includes you have enough strength and speed to easily hurl cars at your foes (and can outrun even race cars), you are immortal, you have passive regeneration (which is perfect but not fast, so you'll regrow limbs and such but it'll take days to do so and you are completely immune to diseases short of ones used by ascendants or other equally powerful beings and even then you'll recover in time unless the ascendant is personally powering the disease). You are naturally skilled in song and dance and you are proficient in all fields of magic. You also don't need to breathe and can substitute sex for things like food, water, and sleep. You are always clean and your nails and hair never grow longer than you want or lose their luster and sheen.

As a being created from a wish that was both heartfelt and horny you also have other traits as well. Your vagina adapts perfectly to your lovers, tasting perfect for them and squeezing or otherwise interacting with their sexual organs in ways that are optimized to them (if you have a dick somehow, such as through magic or through a perk, these rules are slightly modified and work for your dick). You can also lactate a nectar that causes its drinkers to become happy and you have an auric nimbus that induces happiness and can even cause orgasms to occur in those who feel its light on their skin. You can control your fertility and can reproduce via lesbian sex (including with non-Elurii other than the Zenith King), and your children instantly mature to adulthood in every way. **All of these traits apply to every Elurii** regardless of caste or whether or not they have two Elurii parents (Elurii always breed true and always have daughters).

If you wish, you can spend 100 MP to be a Zenith Elurii, becoming one of Lalulia's twin sisters who awakens at the start of the jump.

Daemon (Free):
Daemons are immortal, mischievous, and possess a collection of traits associated with genies, angels, demons, and faeries, at least if your point of reference is that of Earth's human mythologies and cultures. These strange, nature-attuned beings have a very wide set of dispositions, just like humans do, and tend to exist most frequently in places where nature's strength is strong and/or where civilization's impact is minimal. Daemons also frequently have horns.

All Daemons have a Daemon's physiology, and if you select this origin you get that physiology as well. You become immortal, gain a form that is in line with your idealized self, and gain a natural attunement to the material world that allows you to use magic related to the elements and the physical realm with enhanced ease.

Viya (Free):
Viyas are the least common of the four major humanoid races on Mars, and they are attuned to magical energies by default. This gives them powerful sorcery and allows them their signature skill of sight through the arcane rather than seeing with their eyes. They have powerful abilities related to truth discerning and lie detection, and they can even do things like see through walls

and illusions. Some say this mysterious race was first created by the mysterious aliens who built the Geoseeder, or maybe even are the result of the Geoseeder being used on Mars!

As a Viya you gain **Magic Sight** as part of your new physiology, letting you see the truth of things (piercing through illusions and automatically detecting lies told in your presence). Your base physique is that of an above-average human in every physical sense, and you can expect your life to last centuries without worrying about age, and it's entirely possible to become immortal with the right spells, technology, or even alchemical processes.

Orenar (Free):
Orenar are a mostly female race of humanoids living on and around Mars. They are a socially and technologically advanced species, having developed post-Earth-levels of technology and are the primary function of technology and science wielding humanoids on Mars. Their women have physiques that are near Olympian level, and their men are somewhat weaker, shorter, and smaller, as well as tend to be treated as servants by women (though it's possible for a male orenar to overcome this stigma without much difficulty if they are ambitious and talented). Your physique would be in the upper edges of a woman's physique for this species regardless of your gender, and you can live longer than humans do without worry of dying of old age (though such a fate would eventually befall you sans perks or the right treatments, if you stayed in this form for over a century and a half).

Zenith Human (-200 MP)
You were born on Earth, and lived there until you were at least eighteen. However, at some point after that (determined by you), *something* occurs and you have a strange encounter, right as this jump begins. Following a very surprising encounter with a stunningly beautiful woman on Earth you have found yourself on Mars and given kingship of a beautiful, verdant, untamed patch of wilderness. It turns out that you are something known as the *Zenith King* (or *Zenith Queen*, or even *Zenith Monarch* if you're not into gendered labels), and as such you are the rightful ruler of a sizable stretch of undeveloped paradise, protected by millions of women all of whom are eager to be your loving, devoted wives. Your wives also tell you that in time more of them will reappear, having returned to Quentra once they hear of your return. Beyond that you are quickly told that diplomats will likely appear here soon as well, eager to make alliances and test the waters regarding your rule of the territory your wives have kept safe and independent for you.

You are… *More* than a bog-standard human. You could be considered a **Zenith-Human** and that would and will come to mean something to those sufficiently wise. Following your encounter with Lalulia, you immediately gain new abilities that constitute your base physiology as a **Zenith Human**.

For starters your very base physiology is twice as strong as that of the Elurii, granting you immense strength and speed (you are much, much faster than a car and can effortlessly throw them around), and any physical and psychological defects you have are healed the very moment you remember your past life. You gain **Memories** and the very act of **Remembering**

empowers you. Your first memory is that of **Fate** which gives you an Aegis of fate granted to you by a glorious goddess of fate who was fond of you, giving you **Plot Armor** which guides you towards grand destinies, fun adventures, and works to protect you from fates worse than death. Once per jump or once per ten years (whichever comes first) this **Memory** acts as a 1-Up, protecting you from certain death, and you can control how strong it is at will (though ascendants and beings on that level of power can override it). Your second memory is that of **Form**. You remember what you looked like before you perished, and can take on that form at will, which is a perfect reflection of your idealized self, grants you immortality, and porn physics and porn biology, which extends to your lovers (if you want it too).

Your third memory is that of **Satiety** which allows you to forgo breathing completely and allows you to replace eating, drinking, and sleeping with sex, and your hair and nails never lose their sheen, luster, or grow longer than you would like. You have gained the **Memory of Expertise**, a set of memories that relate to real practical combat experience, granting you experience akin to military basic training and two years of real field experience, as well as gaining a 5x learning and training booster in general. The final memory you recall in the immediate wake of meeting Lalulia is that of **Cantrips**. You instinctively recall a wide-variety of low-cost, simple spells allowing you to do things like fire off basic blasts of magic, and perform basic magical effects like short-range teleportation, make yourself invisible, clean, cook and other such feats. Your mana pool is quite large and all of your spells are low-cost, and as a final boon you have access to and power over a pocket dimension where you can store and retrieve a variety of items, with as much as space as several large luggage bags. You will always have perfect knowledge of what's in there, and you can send things there with a thought so long as you're touching them.

Starting Location:

Your starting location is determined by your origin, and any human can choose anywhere on Earth behind the veil, while any Martian can choose any public place on Mars or in Mars' orbit.

1. **Mars (If Not Human)**

The Red Planet. Mars is not a barren, inhospitable world, it only looks that way to humans stuck on the mundane side of the ancient and alien device known as The Veil. In actuality Mars is a beautiful, verdant world, covered both in unspoiled nature (in some places) and in advanced, glimmering city-states (in others). Jumpers who elect to be non-humans begin their jump here, though the exact location they start off in is up to them. Perhaps they wish to start off on a pilgrimage to Mars' World Tree (located atop Olympus Mons)? Maybe they wish to start off in one of the beautiful, technologically advanced Orenar city states? Hell they could even elect to start off in Mars's orbit, in a castle on Phobos or even aboard the mysterious ship known as the Geoseeder?

2. **Earth (If Human)**

Earth… This unusual world is a semi-frequent tourist destination for foreigners from other solar systems, galaxies, and even universes. This planet is home to humans, humanoids of middling

genetic luck (though greater than some other humanoids on a purely physiological level, they lack the lifeforce and raw magical power of many other humanoid races, or even the raw physical might of rarer humanoids), who for some reason are the ones the veil here is primarily protecting. The veil's effects are stronger on Earth than they are elsewhere, protecting humans from supernatural life, though on occasion veil-straddlers are born; humans who can naturally see through the veil to differing extents.

If you are a human then you begin your jump here, but you don't stay here for long. A stunningly beautiful woman approaches you as you initiate your jump, and calls you her "Master". This stuns you for long enough for her to use a magical spell to teleport you to a distant place… The surface of a planet with red dirt, where overhead you spot two moons drifting through the sky. You instinctively understand what has occurred… You've been taken to Mars. This woman introduces herself as Laluia, explains that she is a "Elurii", specifically a member of the "Zenith" caste, and that you are the reincarnation of her master, an ancient and unbelievably skilled adventurer who made a deal with a Djinni of the Clearbrass Estate. The Djinni fulfilled a wish for the adventurer, creating "Quentra" (the name of this place, according to Laluia) and the first Elurii, to be the adventurer's home and his wives, but the Djinn was a deceiver. He betrayed the adventurer, planning to feed on his lifeforce, and his deception was only stopped when his own daughter betrayed him and helped kill him.

Nonetheless the ritual DID create the Elurii and Quentra, but on Mars, behind the Veil. The adventurer knew the place, and the women had been created but did not know where in the multiverse they were located. He swore to find his home and his brides, and in the meantime he continued to adventure and to help people where he could. One day he came across a dying queen, a skilled stateswoman who was dying from the curse placed on her by a petty king and jealous rival of her skill in politics. He valiantly sacrificed his life to give her enough energy to overcome the curse, and so he perished, satisfied but not having ever found Quentra. He swore he would find his home in his next life. And that, it seems, led to you reincarnating on Earth, as a veil-straddler, and now Laluia, and soon the rest of the Elurii, will be able to smother you in love, and affection, and you can take your rightful place as a ***King on Mars***. Laluia is so very excited to bring you to the rest of the Elurii!

Perks:

General Perks:

Troyverse Physiology (100 MP): This perk grants you absolute control over your fertility, your attractiveness is boosted enough to at least make you an 8/10, you are perpetually clean, and you gain an ability to learn languages spoken by others through physical touch. More intense kinds of physical touch can grant you greater knowledge of languages, but we're applying a very loose definition to the phrase "more intense". If you are giving someone a massage that is considered "more intense", as is engaging in an unarmed brawl, and, of course, dancing and other fun activities can also be considered "more intense". The other person doesn't sense anything supernatural when this occurs. You can also have hybrid children with others that

inherit the best possible traits from both parents (this effect tapers off and loses potency when it comes to traits like Omega Sparks and Ascensions, not guaranteeing such effects but somewhat boosting the odds children inherit those things when they are inheritable).

This perk also lets you always control your gender and sex, letting you be a male Elurii, if you wish to be. People will also disregard cultural norms when it comes to matters regarding your gender and sex, ensuring no one persecutes you for your gender and/or sex.

Multicultural (200 MP): The nations of Mars, for the most part, tend to be racially diverse. This perk lets you tap into that, granting you an appreciation for the true diversity of Mars and making you able to quickly befriend people from cultures different from yours.

Heroic Soul (400 MP, Exclusive to non-humans): This unusual perk ensures that you are always the reincarnation of a powerful hero in future jumps. This also lets you know sacred processes that will allow you to tap into your past life's memories, which will invariably allow you to passively remember your past self's skills and gain experience in impressive adventuring skills. This can let you step into roles meant for others, and find yourself gaining what they should have gained in their stead as you take their duties from them and do what needs doing.

Elurii Perks:

Caste Specialities (100 MP): The four castes of the Elurii are each genuinely different. Dawns are beings of happiness and life, with the most powerful nimbuses of joy and the most innate connection to magic of the (non-Zenith) Elurii. Dusks are physical beings with the best innate martial skills and physiques (not counting the Zeniths). Midnights are sensual and social being the most charismatic and empathetic, as well as the most attractive (again, not counting the Zeniths). This perk enhances your connection to your caste, or (if you are not a Elurii) allows you to select a caste and gain skills in their speciality. Dawns gain greater magical power and their nimbuses become ones of euphoria, Dusks gain greater strength and an updating mental encyclopedia of martial arts that gets regular updates, and Midnights become even more beautiful and gain the ability to see auras around others which convey their emotions to them and which allow the Midnights to be 100% certain of someone else's emotional state. If you are a Zenith Elurii you can select any two of the bonuses given to the other Elurii castes and get them. Regardless of your chosen caste, this also greatly enhances your musical abilities, granting you the ability to mesmerize people with your singing and to make them want to dance with your dancing.

Joy (200 MP): You are a being born of a wish for happiness. This means joy is a fundamental, critical part of your nature. You have now internalized that, and even without your nimbus you are exceptional at bringing happiness to other beings. You innately understand what it would take to make someone smile, and with a bit of studying, even just minutes of it, you can come up with strategies to make other people experience real, meaningful happiness. You are the bane of despair.

Blend (400 MP): It seems that your nature as a jumper has interacted with your nature as an Elurii in a fascinating way. You possess a unique ability and can, once per day (at first at least) swap your caste. If you are a Zenith Elurii you can become any of the castes, and if you are not a Zenith you can become any non-Zenith Elurii. This also swaps out the buff you get from the **Caste Specialities** perk to reflect the appropriate caste. With training you can learn to change your caste more than once a day, and this power allows you to swap your caste equivalent in other alt-forms as well, though not every alt-form will have something akin to castes.

Soul Mate (600 MP): The Elurii are an entire race of individuals created to be the vast harem of a single person. By purchasing this you get to take that trait with you moving forward, and once per jump can select a single person in the setting to become the perfect soul mate for. When this person sees you they'll feel an instant, profound connection, and when they kiss or touch you for the first time they'll fall in love instantly. You instantly, instinctively understand them on a physical level, and you are physically perfect in their eyes, looking almost mesmerizingly lovely to them. You'll have a deep, instinctual, instant knowledge of how to support them and how to bring joy to them.

Daemon Perks:

Attunement (100 MP): You can attune to the physical world in a keen and decisive way. When you perform a ritual involving natural components you can gain a sense of the health of an area around you (the size of which is determined by your overall power), and you can learn how to help strengthen nature, heal it, and commune with it, by focusing on the area you're attuned to.

Wild Wishes (200 MP): Wishmagic is a very rare thing among Daemons, as daemons aren't actually genies, but you have somehow awakened the ability to use wishmagic. This is not as strong as a true genie's wish magic, but you can take something from someone and use it as fuel to grant wishes, though how strong this is will be dependent on you, the wisher, the wish, and the object you are using to grant the magic in the first place. The results also tend to be unpredictable, so be wary before you utilize wish magic, but it can be a powerful bargaining chip.

Horned (400 MP): Your horns are unusually majestic even for a Daemon. People admire them, and they radiate magic, as well as quickly growing back when damaged or even lost. You can use them as powerful alchemical or ritualistic reagents and they enhance potions or rituals in ways that reflect your own powers and personality.

Patron (600 MP): In the distant past, both before and immediately after the Veil was erected over the solar system, ancient Martians prayed and made offerings to powerful Daemons in exchange for their support and blessings. Strong Daemons could, and some still can, become conceptually tied to certain concepts. This is normally more symbolic than anything real, but it seems that this power has emerged fully in you. You can select a concept, once per jump, and become tied to it in a real way. If you do, and you inform others of this, they can choose to pray to you and make offerings to you, and you can bless them, granting them buffs related to your

concept. If you are a patron of music you can offer musical blessings, if you are a patron of life you can boost someone's fertility or virility, that kind of thing.

Viya Perks:

Truth (100 MP): Viyas are trusted and relied upon by non-Viyas throughout Mars. As a member of this species you have an aura of dependability and when you tell the truth people know you are telling the truth. This does not mean you are correct all the time, as you can have a belief you genuinely believe in that does not reflect reality, but when you speak the truth as you understand it people will know you are being honest and trust you.

Sight And Spellcraft (200 MP): Seeing in magic allows you to visualize it extremely easily, and leads to you naturally understanding magic in ways that baffle even archwizards of other species. You are very capable of understanding magic that manifests physically, and can even learn to edit some types of physical magic such as the spell circles used by Owl House witches, or runic alphabets.

Private Historian (400 MP): The thing about being able to see through lies and illusions is that such talents naturally lend themselves to certain careers. You have the makings of a spectacularly skilled private investigator, or historian, or any other research and investigation career. Your skills at research are unmatched.

Honest Happiness (600 MP): This… is a strange power. Perhaps it has to do with the overall theme of this setting? Somehow you have attained an ability to make people feel joy when they are honest, be it with themselves or with others. The more honest they are, the happier they feel. This power has a lot of potential, but it's so odd. Hmm…

Orenar Perks:

Power of Science (100 MP): You are an exceptional scientist in one of the following areas: teleportation, energy generation (which is clean!), transportation, weapons and armor, artificial intelligence, & robotics. In the area you specialize in you are an incredible genius, capable of revolutionizing your area, while you are also quite adept at the other areas. Your scientific inventions are cheap and reliable allowing you to not only invent cutting edge gear but also create stuff that can become commonplace. You can repurchase this perk to gain new specialties from the list above, and each purchase only costs 50 MP.

Civilized (200 MP): You have a way of building and leading civilizations that is quite remarkable. You can get people to cooperate and work together for the common good of all extremely easily, and you can bring out the leadership qualities in others with uncommon ease.

Businessperson (400 MP): The art of business is a difficult and complex one to master, but you're giving it a remarkable go. You are an immensely talented business person, who knows the exact sweet spot of how hard you can push your workers and how much you can pay them to maximize both profitability and employee happiness. This means that businesses that you lead can hit the perfect, highest levels of both productivity and employee safety. You can both

get a profit and have happy workers who'll push themselves for you even without you telling them to do so.

Respected Leader (600 MP): Somehow the people you lead are remarkably happy. Those you rule over are joyous and happy to be a part of your kingdom, state, or even town. You know what needs to be done to keep your people alive and well and when you do your job as a leader your leadership skills get boosted and you get lucky breaks more often. It's all curious, but perhaps someone in your fate was blessed by a goddess? Maybe some deity of joy and leadership? Who knows? Regardless of the source, this is consistent and if you wish you can leverage it to expand your kingdom! In time you'll guide even more people to prosperity and purpose.

Zenith Human Perks:
Special note: All perks here are exclusive either to **Zenith Humans** or those who purchased the **Heroic Soul** perk.

Remembering (100 MP): The act of remembering strengthens you in ways both big and small. When you remember your past life, power begins to flow into you, and now you can do this again and again. In future jumps, you will find that your past lives offer you a kind of odd power. Your past lives subtly empower you, and by remembering where you've come from and where you've been you can grow in power. By meditating and/or exploring places where your past selves wandered you'll gain small amounts of power and minor thematic abilities and can gain more over time. Every jump you will start off remembering one of your past lives ("Your" in this context refers to the person you become in the jump), and from there can begin to remember more by meditating on what you already know. Additionally, you can further speed up this odd method of growth by diligently utilizing the powers you've gained.

Destiny (200 MP): Your plot armor is strengthened and refined in a rather peculiar way. You can see how destiny itself weaves around other people and can see various possible destinies that people may unknowingly pick for themselves. You can help solidify and nudge people towards certain fates through subtle and not-so-subtle manipulation, such as training someone who could be a famous boxer in boxing, or finding a potential archmage and teaching her exciting spells.

Glory (400 MP): The strange goddess who blessed you long ago seems to have a particular fondness for glory. You find yourself naturally drawn to power, and people recognize an inherent… nobility in you, eager to come out. Your plot armor, if allowed to operate without constraints, will naturally guide you to opportunities to rule and exert power over others, making your destiny grander and more glorious. You also have a natural talent for rulership that gives you a healthy boost to your ability to exercise authority over others and learn the ins and outs of leadership (translating to a 5x learning boost when it comes to social skills).

Zenith Harem Protagonist (600 MP): You are a being of great love and joy and it seems fitting that you would have a harem. You naturally excel at harem management and can expertly delve

into the careful nuances needed to successfully maintain healthy and happy polyamorous relationships, even able to naturally urge people in your harem to develop relationships amongst themselves. Additionally, the joy you cause, be it sexual or otherwise, has a long-lasting and profoundly positive effect on those who feel it, empowered in such a way to help them overcome despair and to push them towards positive, productive, joyful behaviors in the future. Your presence really is positive and can help others become better versions of themselves.

Veiled Adventurer (600 MP): Now this ability is odd. You, due to a confluence of factors, have the unique ability to not only pierce through the veil in terms of your sight and physical presence, allowing you to move through and past the veil freely, you can give this ability to others. You can give others the ability to see through the veil and interact with things on the supernatural side of it. In future jumps this translates to an immunity to magical and technological barriers meant to contain people, such as force fields used to capture people, as well as an ability to share that power with other people.

Memories:

This section is exclusive to those with the Zenith Human origin OR those who have the Heroic Soul perk after they complete the Coming Home scenario.

This section contains the powers that the Zenith Human/the Heroic Soul is destined to reawaken over time. These powers come with memories of centuries of adventuring and to remember them is to draw upon their power again. If you purchase these right away and thus gain them from the second you Lalulia explains your past to you that constitutes you having a stronger connection to the memories Lalulia awakens in you with her gaze, her touch, and her kiss. These powers are also purchasable with points you earn from adventuring throughout Mars and the Veiled Solar System.

Memory of Euphoria (50 MP): You gain an upgraded version of the Elurii Nimbus of Joy ability. You exude an aura that magnifies all positive emotions and sensations (including your own), which will passively make yourself and others happy. You also glow slightly, which you can choose to increase in intensity up until it becomes a blinding light or any level of intensity you wish, and you can choose which colors you wish your goal to be at will. A choir of angelic voices accompanies you which you can allow others to hear with a thought, which will rise and fall in crescendos to suit the moment.

Memory of Sufficiency (50 MP): This is a direct upgrade to your **Memory of Satiety** free memory (if you have it). You no longer need any kind of sustenance, and are always clean and immune to the effects and discomforts of extreme temperature.

Memory of Unity (50 MP): When you orgasm your lovers in your presence orgasm as well, just as intensely and potentially even more so. This also links you to your Elurii so they can sense what you would like in any situation.

Memory of Strength (150 MP): You regain your past life's physical prowess. This makes you strong enough to bench press battleships, fast enough to weave between hails of bullets in the equivalent of bullet time, and tough enough to withstand cannon shells to the fast without a scratch. You also possess a fully active healing factor that allows you to regenerate instantly from any wounds that do deal you harm but that does not kill you instantly.

Memory of Magic (150 MP): The full measure of your aptitude for magic, or rather your past life's aptitude for magic returns to you. Your mastery and skill with magic surpasses Lalulia, allowing you to conjure storms of fire and winds miles long and heal dozens of people at once. You do not require words, gestures, or materials for your spells, though such things can heighten the potency of your arcane techniques.

Memory of a Million Battles (100 MP): Your combat prowess has become as legendary as it was in your past life. You are an unmatched master of fighting, regardless of the weapon type (even ones you've never used before). You are also an excellent tactician, with a grasp of tactics greater than those of the greatest generals in Earth's history (including its supernatural history!). Your awareness and senses are sharpened, allowing you to be perpetually aware of the state of your surroundings.

Memory of Virgins (100 MP): When you take someone's virginity they are left significantly, permanently empowered. This boosts them in every way, but it doesn't grant them any new abilities in and of itself. When you get this power you can have it apply retroactively to people whose virginities you've taken. This will also enhance those you've had sex with who are not virgins, but only a quarter as much.

Memory of Virility (100 MP): When people see you have sex they are left awed and impressed by your virile prowess and will view you with much more esteem and respect. Your partners are overwhelmed with pleasure when you fuck them, and they are left wailing in ecstasy and begging for more. This also increases a lover's level of submission to you (unless you wouldn't want it to), and your lovers are even more devoted to and adoring when it comes to you both in and out of the bedroom.

Memory of Indomitability (150 MP): A unique interaction of your nature as a jumper colliding with your nature as an adventurous reincarnate who reincarnated on the other side of the veil. This power allows you to nullify the abilities of other people and things in your presence, whether these abilities are supernatural or not. You can opt to decide whether or not this is permanent when you activate it, and you can undo any permanent nullifications you wish at any time. Very importantly this power actually does work on anyone lesser in power than a Veil Spirit, which means this actually works on ascendants and other such beings.

Memory of Passion (50 MP): When you orgasm you are filled with a pure, intense joy beyond anything that can be succinctly described and this sensation persists for a long time afterwards.

Your cum or other sexual fluids have the same effects on those who take them internally, and has a lesser but still notable effect on those who get your fluids on their skin.

Quentra:

This section is exclusive to those who have selected the Zenith Human origin OR those who have the Heroic Soul perk after they complete the Coming Home scenario.

Quentra is the home of the Elurii and the kingdom of the long-awaited Zenith King. Even in its most untamed state it is a place of heart-rending and awe-inspiring beauty, patrolled and safe-guarded by millions of Elurii: warrior women with a variety of abilities. This place will naturally follow the **Zenith Human**, or any non-human with a **Heroic Soul** and over time naturally morphs into a form more in keeping with the aesthetic ideals of the Zenith King/Heroic Soul.

At the time of the jump's start Quentra is untamed and while magic protects it from disaster that magic does not ward away monsters if anything it seems to draw them in. That said, Quentra even in this weakened and incomplete state has one powerful supernatural effect: all positive emotions and sensations are magnified within it. It is also a verdant paradise, though one that is untamed and indeed untamable without the correct person at the helm, guiding the place's magic. As you adventure throughout Mars your magic will suffuse the place passively, and even from a distance you will gradually guide Quentra to the perfect paradise it is meant to be, as you define concepts like "perfect paradise", and as you grow in power so will Quentra grow in resplendent beauty and magnificent utility. The aforementioned utilities of Quentra will hereafter be referred to as Desires, and by purchasing them here (if you purchase them before starting the jump) they become automatic and inviolable, taking effect the very second you home to your new, true home. All aspects of things in this section of the jump doc are controllable by you and can be dialed up or down in intensity, even to the extent of being able to exclude people (even yourself if you want) from the effects of these customization options. If you use MP acquired through scenarios on this section each bit of MP counts as being twice as much as you used (I.E.: if you used 50 MP to purchase Desire for Comfort, you can also purchase another 50 MP desire, such as Desire for Beauty).

Taking even a single perk here guarantees Quentra and the Elurii can follow you along your chain. This creates a place in your warehouse where Quentra will be located unless you import it, which you can do with a thought in future settings.

Desire for Comfort (50 MP): Quentra is blanketed with an aura of comfort, which will have many effects though the greatest of them are the following: every uncomfortable sensation (including pain, but the body still informs the mind of any harm suffered) is removed, there are no insects (which magically has no downsides on the ecology), and scents and temperature are ideal, as determined by you.

Desire for Beauty (50 MP): Quentra is transformed into a lush paradise of eternal summer where flowers are always in bloom and even babbling brooks are aesthetically and acoustically

refined and beautified. The weather will always be perfect. Plus whenever you leave Quentra life will bloom in your wake. Flowers bud, plants sprout, trees bear fruit, which will never have a negative effect on the environment and the newly created plantlife will sustain itself in your wake even after you leave.

Desire for Life (100 MP): This power awakens natural spirits within Quentra, causing sylphs to fill the air, dryads to pace between trees, and naiads to be lounging in pools and streams. All of these awakened spirits are extraordinarily beautiful, legendarily passionate, have powers appropriate to their type, and are eager to revel with you (however you define that). These spirits are fully loyal to you as well. When you leave Quentra you can retain this powerful magic over life and awaken, even automatically if you wish, such spirits in other places which will bring such locales to vibrant life. Spirits you awaken this way will be just as beautiful, just as devoted to you, and just as eager to revel as spirits in Quentra.

Desire for Sanctuary (150 MP): This makes Quentra truly inviolable, and as a jumper this has special meaning. The only beings who could enter Quentra against your wishes would have to beings empowered by drawbacks. Additionally, nothing can affect Quentra against your wishes either (again, short of something empowered by a drawback) even if they are inside of Quentra. This is true inviolability.

Desire for Infinity (150 MP): A powerful boost to Quentra's dimensions, this makes Quentra infinitely large on the inside (though its external dimensions do not shift). Travel within Quentra is facilitated by magic and reality warping, preventing the infinite size of the plane from becoming a problem through fiat.

Desire for Charity (100 MP): This perk allows Quentra to become an afterlife, specifically a paradisal afterlife that your loved ones and followers will live in when they perish. This can even be used retroactively to allow people who have already moved on past the veil and to an afterlife of some sort to be called here. Those who accept will come here and get to spend eternity with you. Lovers of yours who have moved on can become fully tangible and living beings by becoming Elurii once you have this. Additionally this area can be folded and molded in such a way that you can have separate areas in Quentra for different beings so that spirits here don't intrude on areas uniquely for the living (if you don't want your deceased parents to accidentally crash an orgy you're having with Elurii or other partners of yours, this is for you). Additionally living guests in Quentra, including partners and other lovers, can stop aging while here.

Desire for Grandeur (50 MP): This causes a massive and unimaginably luxurious open-air palace to appear in the heart of Quentra for you and your harem. This palace is extremely beautiful in ways that are in line with your tastes, and it is perfectly integrated with the environment around it. Everything here is automatically maintained, cleaned, and delicious feasts can be conjured at will within the palace which are incredibly delicious and nourishing. This palace can also turn into a fortress at will, for any reason you wish for it to do so.

Items:

Elurii Items:

Crystal Weapon (100 MP): Ah, it seems someone is liked by Jaeryn! This is a handy, simple crystal weapon created by one of the foremost crystal-smiths of the Elurii. You can specify the design of this tool however you wish, but it's not incredibly strong by itself. Still it'll do handy damage to living beings, including robots, and can even interact with and shutdown some magic. If you channel magic through it it becomes sharper and the magic becomes more effective.

Flowers (200 MP): This is a supply of flowers grown by Yzmelie, a talented Dawn florist. She has grown a number of flowers with restorative and beneficial passive effects and given them to you, to help keep you safe. Being in the presence of these flowers is enough to feel their effects, but if you twine them in your hair you get even greater versions of their effects.

Contacts (400 MP): It seems that you have the gregarious nature of a midnight, don't you? This item is a set of contacts that owe you favors of various sorts. These individuals will be positioned throughout class and social structures from various worlds in the Veiled Solar System and when you call in the favors they will answer. In future jumps you'll have a small collection of favors that people around the setting will owe you and be able to collect on those favors pretty easily.

Soulmate Finder (600 MP): This item is… unique. It is keyed to you specifically and is a powerful tool you can use to find anyone's soulmate. You can also give it an alternative mode of use that lets you use it to find someone's ideal partners rather than a single soulmate. Yes, you can use it on yourself if you wish.

Daemon Items:

Bandits (100 MP): This is a clever and skillful band of ruffians and ne'er do wells who are eager to do your bidding. This pack of warriors is made up of skilled and loyal individuals, and even if they fail and fall they'll respawn in a week. They take their share of spoils, but the lion's share of goodies acquired in battle or during the course of their illegal activities go to you.

Tribe Of Your Own (200 MP): This is a tribe of your very own, made up primarily of other daemons with attitudes and viewpoints similar to yours. The tribe numbers in the high dozens and they can be organized into a fierce force if you lead them directly. If you are a patron or a deity of some sort then you can have this tribe start off worshiping you. By default, this tribe will live somewhere undeveloped and pristine in future jumps.

Phobos (400 MP): This moon is home to many brilliant and beautiful castles run by daemons. These castles are where the Daemons converge every century to reorganize themselves into new courts, societies dominated by daemons and their fascinating whims. As the owner of Phobos daemons will respect you and are less likely to try and mess with you when you make it clear that you are serious. You also directly and personally own many distinct castles and palaces on Phobos, which you rent out or can personally use as homes. In future jumps you can import Phobos into the setting where it'll orbit your home/starting world. People will not find this odd. A few million Daemons will also stay with you across your chain, and though they are otherwise free-willed they will do their best to not disrupt you or your plans. At the start of every jump, or part way through the jump, the daemons will converge on Phobos to talk about forming new courts or keeping courts the same, with your voice being an influential one in these proceedings.

World Tree (600 MP): This verdant and massive tree is a world tree, a life-sustaining and life-giving powerful being and spirit. It has a near infinite amount of energy to give out and can be tapped into with advanced technology to efficiently and painlessly draw out some of the excess energy to use in productive ways elsewhere on and offworld. In this jump this translates to a map of the facilities inside of the World Tree which can make the World Tree scenario much easier.

Viya Items:

Blindfold (100 MP): Like many viyas you prefer to see the world through magic and nothing else. This is a fiat-backed blindfold that will enhance your innate magic sight and always remain clean.

Trust Fund (200 MP): Some viyas are quite wealthy. It seems that you are one such individual, and that you've inherited much of your wealth. This is *narrative* wealth, the sort that is conceptual and goofy in its weight. Every jump you start off with enough wealth to purchase a small country, and a collection of artifacts and trinkets that reflect your nature in some way.

Perhaps these are historical trinkets you'll squirrel away somewhere, or perhaps these artistic works depict a busty goddess or hunky god. Depends on you.

Grand Archives (400 MP): The archives of Kharfim the Enkindler, a complete and accurate physical archive of the history of the solar system. This is a quasi-sacred place and the exact location is lost. That said, it is now a touch easier to find. With this Kharfim can more easily come to recognize you as a scholar, historian, and erudite soul (and kindred spirit), and can more easily be swayed to allow you to run the archive as you see fit. In future jumps this archive defaults to being placed somewhere in your library and contains complete and accurate histories of the settings you visit.

Geoseeder (600 MP): This ancient ship is the vessel which, in a display of its powerful terraforming abilities, shaped Mars into its current form and created the first Viyas. In this jump this is an accurate map and set of digital keys for the Geoseeder, which can be used to safely explore it. In the future, this becomes a way to keep the Geoseeder and its terraforming and bioforming capabilities on your chain, which you can use to terraform new worlds and to powerfully seed them with life. Life created by this machine starts off loyal to you, and the machine itself now gains fiat backing.

Orenar Items:

Raygun (100 MP): Rayguns are basic weapons and tools among Martians. You have a very handy, very stealthy raygun with unlimited ammo that is perfectly silent. This weapon is not incredibly strong but make no mistake it packs a deceptive punch and you'll always be able to summon it to your hand at anytime, granting you a real and permanent immunity to being truly disarmed (short of something like drawbacks).

Silvermere (200 MP): This is a lake of *silvermere* the water of Mars. This is located in a scenic place and the water here is supernatural, beautiful, and endless. You can make a pretty penny selling this, if you wish, and can also find some more creative uses for it if you want.

Queendom (400 MP): Oh hey, you're royalty! You are the monarch of a small but loyal nation somewhere on Mars. Your nation's people are loyal to you, talented, and despite the small size of your queendom, you sit on a plethora of natural resources that give you bargaining power and an ability to hit somewhat above your weight class. Still, do be careful as your nation is far from invulnerable. In future jumps, you'll be able to insert your monarchy somewhere and it'll have a history that befits the setting as well as acquire new natural resources (including magical ones) native to the setting.

Nexus (600 MP): In future jumps you will be the recognized owner of a network of interconnected portals that connect far-flung parts of the world. This network is as publicly known as you wish for it to be, and it is governed and managed however you wish. For the duration of this jump, you have a map of Mars that lets you know where each portal in the Nexus network leads and how to turn it back on.

Zenith Human Items:

Stylish Shifting Suits (100 MP): This is a unique set of clothes that always subtly enhance your appearance while keeping you looking good. It is designed by Elurii handmaidens coming together and combining their skills to be a sort of dowry for you, and you can always find more of these suits if needed in a place like an inventory of yours. These suits are also protective things that help keep you safe.

Pleasure Sheath (200 MP): This is a set of technology and spells that allow you to have a lover safely affixed to you in such a way that you can always be having sex with them and this won't disrupt your ability to travel, think, or even fight. This is perfect for the adventuring horn-dog on the go, and any of your Elurii would love to be strapped to you this way.

Afterlife Portal (400 MP): This is an unusual one, this is some sort of permanent, persistent portal to the afterlife, perhaps given to you by Evriedne. With this you can visit the afterlife of Mars where all Martians (barring unusual individuals and strange destinies such as those in Quentra's afterlife) go when they die. In future jumps this connects with the afterlives of the settings you visit, and allows you to more easily and naturally tie together different afterlives and even allow spirits to travel from one afterlife to another, so long as the lords of all afterlives agree.

Love Lute (600 MP): This mystical instrument is handcrafted by a number of Elurii and is an artifact of love. It is a musical tool that channels the artistry of all of the Elurii, making it an incredibly powerful tool when used to play songs of love. It can also play itself but when it plays itself it lacks the same umph as when you play it.

Companions & Followers:

Import (50 MP): You can import a companion and they gain all the freebies, discounts, and get to pick an origin themselves, as well as 600 MP to spend themselves on perks, and items. Companions cannot take drawbacks. Only one individual can have the Zenith Human origin, but multiple people can get the heroic soul perk if you want, and that can easily be flavored as the Zenith Human's adventuring companions reborn at the same time as them.

New Friends (50 MP if non-ascendant, 200 MP if they are the protagonist of another powerful CYOA 300 MP if ascendant): This option is for companioning other Troyverse beings. If you wish to invite new friends along your chain, as companions, you need to pay 50 MP, unless they are the protagonist of a CYOA like Star Nephelim, Emperor of Etherscape, or the Last Of the Omega Lords, in which case you need to pay 200 MP, or if they are an ascendant you need to pay 300 MP. That said, such individuals can be companion-ed in this jump, if you are willing to invest the proper points.

Supplement Mode:

You can use this as a supplement. If that is what you wish to do, import another jump of your choice and fill out both jumpdocs. Remember to keep the point totals separate. This setting and that setting will then fuse, though you can select the extent to which that occurs, such that if you want only the tracest elements of the Troyverse will affect the other setting, or vice-versa.

Scenarios:

Failure in this scenario only results in a failed scenario, unless the scenario description says otherwise. You can take on associated drawbacks, and/or rivals, if you wish, which amps up the difficulty of the scenario and still gives you extra points.

Coming Home (Requires Heroic Soul):

In this scenario you are a native Martian, one who was born and raised on Mars. You have lived a life on Mars, and are just coming into adulthood. On one of your first forays far from home you end up coming across a fallen figure in the wilderness of Mars. You approach the wounded individual and are stunned to meet a beautiful woman, one who is healing before your very eyes but at a rate that is slow enough to cause her to be concerned. You call out to her, and instantly feel a strange connection to the odd warrior. She senses it too, and the two of you strike up a conversation as you help her. You offer to take her to wherever you're staying and keep an eye on her as she heals. She accepts this offer and the two of you take off to wherever you're staying in this strange wilderness between nations and cities.

Along the way she introduces herself. Her name is Evriedne, and she is an Elurii, specifically a member of the Dusk caste. She tells you what that means when your look of puzzlement is noticed by her. When the two of you return to your camp or any other accommodations you have she begins to contact her sisters, hoping to tell them of her success in her mission and you go off to do some other things. The next time you see her she has a look of concern on her face and explains to you that something odd is happening in her home. She asks you to accompany her, explaining that she needs to go home and that she hopes to see to it that you are rewarded. If you accept her request the scenario begins in full. To complete it you must arrive at Quentra, only doing so after a journey that has you cross alien, beautiful Martian landscapes, and encounter all sorts of Martian life. When you arrive at Quentra you get to meet Lalulia, and in doing so discover something incredible… You are the Zenith Monarch, the quasi-mythic king of Quentra! The Elurii accept this joyously and welcome you as their monarch with open arms, and many questions, and you yourself begin to come into your power as a consequence of **Remembering** your past life.

Reward:

For completing this scenario you have access to Quentra, and the resources and power of the Elurii. This also unlocks access to the Quentra & Memories section of this jump document.

Questing:

This is the scenario that encompasses all of the CYOA quests that exist in the source material. In the CYOA for completing the quests you get to select a number of unique rewards and a number of **Power Points**. In this jump the **Power Points** get converted to Martian Points, at a scale of **1 Power Point** to **50 Martian Points**. These points can be used to purchase anything from the jump doc that is accessible to you (I.E.: Zenith Humans & those who have the Heroic Soul perk and have completed the **Coming Home** scenario can purchase anything here, while everyone else can complete the quests and purchase stuff not in the Zenith Human origin or the Quentra & Memories sections).

Reward:

As a jumper there may be any number of ways you address the quests in this section. To reflect that you can take any of the unique rewards that make sense depending on how you solved the quest in question. To illustrate an example, if you kill Szaeryd or Cleopsut during the course of the **Fire Ruby of Yerathor** quest you cannot take them to bed as part of your unique reward, but if you are a seduce both during the course of your journey, you can gain them both AND Rishme as well, as followers and lovers (if you would want too, of course). And regardless, for completing the quest you gain **1 Power Point** which gets converted to **Martian Points** and can be spent somewhere in this document.

As a handy shortcut and guide for math here is how the quests & their point rewards break down.

Fire Ruby of Yerathor: 1 Power Point
Canal Saboteurs: 2 Power Points
Bacchanalia On Phobos: 2 Power Points
Secrets of the Ancients: 4 Power Points
Earning Tribal Respect: 5 Power Points
Renewing the Dryad Queen: 5 Power Points
Restoring the Martian Nexus: 3 Power Points
Venusian Medicine: 1 Power Point
Find the Grand Archives: 3 Power Points
Stop the Sky Pirates: 1 Power Point
Saturnian Diplomacy: 2 Power Points
War for the Valley: 5 Power Points
Quentran Safari: 1 Power Point
Total Power Points: 35 (Martian Points = 1,750)

Long Deserved Rewards

This scenario can be started alternatively depending on whether or not you are the Zenith Human. If you are, this scenario begins when you decide to investigate your past life and see who all from that era of multiversal history is still around. Your investigation leads you to discover that, of all the people that could still be around, the ancient queen you perished to save is still kicking! If not then this scenario begins with a friend from outside of the Veiled Solar System talking to you about the greater multiverse and inviting you to the monarch he is from.

You exit the Veiled Solar System and, with a contingent of loyal friends and allies, make your way to a distant queendom in a far away universe. When you arrive there you find yourself landing in the capital of a prosperous queendom about to commence a festival celebration: that of the anniversary of the day the Queen's life was saved by the sacrifice of a noble hero. If you are the Zenith Human (or otherwise have the soul of the ancient hero) then you recognize this figure as yourself. If not you are struck by how handsome the warrior who gave his immortal life so that the queen may live happens to be. Either way you are invited by friendly locals to participate in the festivities.

One of the things that occurs during this week long festival is a grand tournament for the honor of performing a play in honor and remembrance of the hero's sacrifice. You win the scenario by winning the tournament, the reward for which is the chance to play one of the characters in the play before the queen herself. If you succeed…

Reward:

If you are the Zenith Human/are the reincarnated hero, the queen recognizes you when you stand before her performing the play. Even if you are not, the queen is awed by your performance and wishes to converse with you in private.

Regardless of your identity Sheba Starlight is dazzled by you. She is fascinated and wishes to know you better. If you wish you can invite her back home, and potentially take her as a lover. If you are the Zenith Human/the reincarnated hero she blushingly confesses to having had feelings for you long ago, even before you gave your life for hers.

With or without Sheba Starlight's friendship (and maybe more), for this scenario you receive the **Royal Aura** perk, a perk which makes you more dazzling to royalty.

Reunion (Requires Zenith Human/Having Completed the Coming Home scenario)

Towards the end of your stay in this setting you begin to be filled with an urge to understand your destiny. This leads to you pouring over old tomes, going to places like the Grand Archive (if you've found it) and otherwise doing research into the ancient past.

Eventually you begin to come across certain recurring words in your research. One word, you are fairly certain, is a name, Kallalasi. The other word is one you are familiar with, that of Glory,

but… it's used AS a name. And somehow that specific name fills you with an emotion you can't quite name.

Sooner or later all roads lead you to the same destination: the Clearbrass Estate. The home of the Cosmic Genies, the mightiest kinds of genies to be widespread enough to constitute a relative *Kind* of genie. You eventually leave Mars to travel there, destined to reunite with the daughter of the treacherous Djinn lord who tried to betray you long ago.

Once in the Clearbrass Estate you must discover what happened to the woman who helped you long ago, which can be done in as many different ways as there are different jumpers. The information you eventually recover is simple and cryptic. You are given coordinates to a far away place in a remote universe.

When you travel to the place you arrive on a quant world named Elaestiel. And after searching the peaceful world, you eventually find Jaslinth in a place known as the Font of Elaestiel. Jaslinth recognizes you, seeing your soul and not your body, before she begins to weep golden tears of joy. The two of you reunite in front of a statue of Kallalasi AND Glory, who Jaslinth explains to you is one of the omnipotent daughters of the Archdeity of Eternity.

As you approach the statues and Jaslinth you remember a secret memory. Long ago you were blessed not by ONE goddess of fate, but by two. Both Glory and Kallalasi. And as you approach her, you remember the feelings the beautiful Aspara inspired in you, and the ones she is even now inspiring in you.

Reward:

Finding Jaslinth was no small feat. For finding her you gain the perk known as **Heartguide**. This lets you find those you love, and those who need rescuing and love, with but a thought and a willingness to go where the heart guides you. This can guide you out of mazes, illusions, unreal places, and can help you find those you love or would love if you knew about them.

You can also take Jaslinth with you, as a lover, friend, or anything in-between. Jaslinth is an apsara, a type of genie that is not known for their wishmagic but for the loving beauty of their radiant hearts and the gentle goodness of their spirits. Additionally, now armed with knowledge of Glory and Kallalasi, you can spread worship of the two goddesses of fate, and if enough people worship them then maybe they'll come down to meet their little evangelist.

One Mars:

This scenario is simple. You must unify all of Mars under one banner, yours. How you do this is up to you, you can do it through outright conquest, through tactful diplomacy, through marriage pacts, or in any other way that leads to all of Mars being united under your banner.

As you near completion of this goal, or perhaps right after you attain it, something strange will occur. One day you will exit your royal palace and find that no one can use their powers. All technology has shut down (exempting that which is tied to life-saving medical equipment), and no one knows why.

You explore this changed Mars, and eventually come across a radiantly but simply beautiful woman wandering the streets of the capital city of your Martian monarchy. She spots you and smiles and asks to have a quick chat. She introduces herself as Gaia, and you instinctively realize who she is: *the* Gaia, the veil spirit. She explains that she wanted a chance to meet you and see what you were like. You can sense the implied threat there.

The two of you converse for a while. And eventually she leaves. If the powers of your forces return, then you succeed and can continue on your conquest. If not, you'll soon find that the powers of your forces return when they are attacked, allowing you to keep your territory but not expand any further. If you impress and humor Gaia she has subtly seen fit to give you her blessing and allow you to rule over Mars!

Reward:

Mars can follow you on your chain! This is a fiat-backed version of Mars that follows you along your chain, can be imported into future settings, and retains changes. This is a planet-wide monarchy under your rule, one multiple billions of people strong, all of whom are loyal to you and ready to do as you command.

Beloved One (Requires you not be the Zenith Human and not have the Heroic Soul perk & the first tier of the Age of Myth drawback be active):

You are an Elurii (or an ally of the Elurii) on a mission. You are determined to find the Zenith Monarch!

How you do this is up to you. There are multiple viable pathways to achieving this goal, not the least of which is the appropriate perk or item. But if you take this scenario, the Zenith Monarch exists somewhere in the greater cosmos, perhaps in the Veiled Solar System, perhaps not, but they do exist. You must find them and reunite them with their brides (including you, if you wish, regardless of your origin).

Eventually you will find the lucky person about to marry millions of eager, lusty women. Once you do you must bring them back to Quentra. During this tense time you will face harassment and assaults from the last vestiges of the individuals loyal to the Djinni lord who betrayed the Zenith Monarch in their past life! As the fight draws to a close Lalulia appears before you and helps you vanquish the attackers, before pulling the Zenith Monarch and you to Quentra. This completes the scenario, and grants you the reward.

Reward:

You have gained the friendship and loyalty of the Zenith Monarch, who can join you and your cohort of companions for free. This is an immature version of the Monarch, but in time they'll grow and regain their memories (and thus their powers). Additionally this person brings a simplified version of Quentra into your warehouse, along with all of the Elurii handmaidens as followers. This person might also be your lover, in which case they have and use their physiology freely to pleasure you. Additionally you gain the **Soul-Seeker** perk which lets you more effectively search for specific people, particularly people with special souls such as the reincarnated Zenith Monarch.

Drawbacks:

Extended Stay (Varies): This is a handy drawback for any Troyverse jump as ten years here is not very long. Each purchase you select allows you to stay for another ten years and gives you 100 MP each time. You can take this multiple times, but stop gaining points after the 3rd time you use this to add to the length of your stay here you stop gaining points.
Subtle Despair (100 MP): The antithesis of this adventure, despair, seems intent on showing its ugly face in this jump. It seems that without a healthy exposure to the powerful joy-inducing abilities this setting offers, despair will subtly, slowly, and continually try to creep into your heart. That's not great, but this is a good setting to begin and try and fight that at least.
Unimpressive (100 MP): Darn. Somehow, no matter how much of a stud muffin you should be, your sexual powers always seem to act up here. It is easier than ever to make you have a not stellar time, sexually, in this setting.
Stereotypes (100 MP): How this perk manifests depends on your personality, dear jumper. Whatever you are like, in terms of your most basic skills, people will assume the opposite. If you are a warrior they will think you are a pacifist, if you are a general they will think of you as a novice soldier. Going further though, people will be opposed to your goals on the basis of these stereotypes and will often need supernatural persuasion to be convinced to be at least neutral towards you.
Remote Reaches (200 MP): The corner of the multiverse Mars is located in is an unspeakably vast distance from other places in the multiverse and for some reason teleportation infrastructure and some devices have the hardest time with you. Enjoying spending your decade just going to places, almost always after something cool happens.
Anti-Magic Age (200 MP): Somehow the anti-magic your foes has tends not to work on your allies but on you… Well, on you anti-magic seems to go berserk. It's very inconvenient to you and your allies. If you can catch your enemy off-guard then you can protect yourself from your enemy's ability to counter their magic.
Realism (200 MP): This world is a little less happy bright now. People are more cynical, harder to sway to optimism, and minor QOL perks work less effectively. For an additional 200 MP this becomes full on pessimism, making this tonally a very different setting with gritty realism, cutthroat politics, and edgy backstories.
Dramatic Bastard (400 MP): Something about you refuses to do things small. You are an immensely annoying showboat, especially when it really matters. This does not affect talent, so a talented performer can get away with this to an extent. It's still really annoying though, and

people who are unphased by your acting or musical chops will really hate this. This can be kind of kick ass at the end of big, really cool moments though, but on occasion you'll deeply embarrass yourself, which for a Martian of sufficient strength can be a powerfully negative fate.
Sly Snake (400 MP): This is the opposite of the drawback just over it. You loathe people and the public eye and are a recluse broadly. You even use your powers to avoid detection, and are a silent, deeply graceful warrior, who goes out of your way to avoid being the center of attention.
Sexism (400 MP): This is real sexism. People will actively view you in the worst light regarding your sex, and that will always be used against you, especially with regards to first impressions. This can make staying in this setting rough regardless of your sex.
Age Of Myth (600 MP (Exciting tier) or 800 MP (Epic Tier)): This drawback brings the Troyverse to full, stunning life, and over the course of your time here more and more characters from Troy's CYOAs will slowly awaken. If you take the first, merely exciting tier of this drawback, this only causes characters from the ascensions and below to awaken and come out of hiding. If you take the epic tier this full awakens and excites characters from the other, higher tiers. These tiers include the Grand Adonis, the Anael, Joy, Glory, and even, potentially, the Archdeity himself. This does not guarantee you will interact with these figures, but it's entirely possible that you could encounter them.
They Know You (600 MP): This drawback automatically informs any enemies you make about you, complexly, instantly, and thoroughly. This doesn't automatically mean a victory is impossible, but it certainly shores up the challenge. If you know about some of your foes, this means your foes do also, which means team-ups between foes who survive your actions are possible.
Empowered Locals (600 MP): This greatly enhances the competency and power of the locals. Orenar queendoms become far more seriously run, and far worse for the environment. Viya enclaves practice powerful magics and see into the distant multiverse in isolated pockets of Mars, and they know you barring some sort of immunity to scrying magic. Daemons keep the untamed parts of Mars from being developed and urbanized. Events don't seem to care for you anymore, and for the duration of this jump politics and power will always be happening and changing hands. This setting just got a lot more dynamic.
Limited Resources (600 MP): Resource scarcity got really scary, really fast. Now resources, like Silvermere, are much rarer and fought over far more fiercely. Rivalries between queendoms, nations, and even local groups are a lot more cutthroat and people are quick to act to receive even slight advantages over their rivals.

Ending:

Return Home:
Return home after your long journey. By selecting this option you take everything you've earned on your chain with you, including what you selected here. Will you be a benevolent ruler, or the sort of sage who changes the world? I suppose your people will find out soon enough.
Stay Here:
Take another 500 MP and add any final bits to your build you wish, in exchange for making the

Troyverse your new home. This is an infinite omniverse, so while you probably won't reach the heights of power some jumpers attain before or after Sparking, but there's more to reality than just being strong.

Continue Your Journey:

There are many more places to go and people to see. Go on jumper, show the true omniverse how Martians do it.

Notes & Mini-Changelog

-Version 0.3 of this document was shared on October 7th, 2024.
-Version 0.5 of this document was attained on October 7th, 2024. This version contains all of the perks, powers, and upgrades to Quentra that the jump will contain, but lacks items, scenarios, a completed companion section, and a completed drawback section.
-Version 1.0 of this document was published on October 7th, 2024.
-This is inspired by the A King On Mars NSFW CYOA by TroyX. That said, this is a bit unusual because it is a full jump with multiple non-protagonist origins, perk trees, and item trees. It is intended to be a wee bit unusual and experimental. Please let me know what you think!
-For some additional fun math (if you want to do more mental math after the Questing scenario), to fully deck out Quentra costs 650 MP, and to get all of the memories unlocked costs 950 MP. This means that everything costs 1600. You can become a Zenith Human by paying 200 MP, or you can get the soul by paying 400 MP, which means your total for a maxed, all powers, type deal can either be 1800 MP or 2000 MP depending on whether or not you take the origin.
-There are many references to the Anael CYOA here. That is partially because a King on Mars, somewhat purposefully, feels like a baby version of the Anael CYOA, and also partially because I like linking lore across CYOAs. Many of my jumps in the Troyverse feature characters from other CYOAs in prominent roles in scenarios, and I usually try to pick characters from the same CYOA to feature, hence why Kallalasi, Sheba, and Jaslinth all got featured here (The font is also a reference to the Anael CYOA).
-The purpose of stuff like the Heroic Soul perk is to ensure a wider variety of fun build combos is possible, as well as to give people the option of not dealing with the King part of this CYOA if they don't want to. It's my attempt to give people a wider array of ways of getting the fun goodies they want without trapping them in a specific build.