

Love Azathoth Jump

Version 1.0

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Every universe in the multiverse has a different relation to the eldritch. In some universes the eldritch are nothing more than figments of imagination, half-recalled concepts that exist in the collective unconscious and give rise to the fear of strange things like fungi and octopi. In other universes the eldritch are their own faction of monsters, of existent beings, and of movers and shakers of the cosmos. In this particular universe, the eldritch are a mighty faction composed of everything from minor monsters weaker than humans to immortal, primordial gods who shape celestial bodies. And Azathoth, the greatest and most misunderstood of these incomprehensible monsters, has just slept with a mortal…

Have a link to the inspiration/source material for this jump!

Origin/Divinity:

You can decide your age and gender freely so long as you are an adult, as this is a NSFW jump.

Elder God(Free):

Elder Gods comprise the lowest tier of the eldritch bureaucracy that helps Azathoth and her peers run the universe but do not think of them as weak on a cosmic scale. The most human-like, human-sized, and the only type of eldritch divinity that can be mistaken for human in their eldritch forms (depending on the specifics of their build), these creatures are capable of fine, precise control of their abilities and have the easiest time interacting with humans and other mortals safely. They can take on monstrous forms as easily as they can take on human or human-like forms. These are the members of the eldritch bureaucracy that are the most likely to be stuck on a single planet.

Great Old One(Free):
This is the middle ground between the human-ness of the elder gods and the supreme cosmic might of an outer god, great old ones have truly mighty monstrous forms and can use their powers to project lesser versions of their forms to those they wish not to drive to madness. These creatures struggle with taking human form, though it gets easier the more often you do it, but they excel at converting mortals into loyal servitors and followers of eldritch beings and the eldritch bureaucracy. These divinities can usually tank nukes, with some members of their community even being empowered by them, and they can be mighty terraformers but they tend to excel at terraforming the sort of environments they deem their natural habitats.

Outer God (200 EP):
This is the mightiest tier of the eldritch community as well as Azathoth's faction and family. These beings tend to be the size of moons at the smallest and planetoids at the largest (though larger outer gods do exist, they are just an extreme rarity). Outer gods are almost conceptual embodiments of ideas and concepts, and the oldest outer gods tend to have connections to various ideas and things that can be or at least seem esoteric. As an outer god you will be able to send dreams of you that you control across the cosmos with ease, and if not for the fact that you are a jumper taking on a human form would be a long-term goal. Outer gods both purposefully and accidentally create cosmic bodies, and when their body parts are severed or their blood is spilled it is not unknown for new life to spawn from them. It is extremely likely that outer gods will cause unintended mutations or insanity if exposed, accidentally, to mortals and lesser life forms.

Starting Location:

1. **Your Apartment**

When this jump begins you find yourself waking up in a quaint apartment on some version of Earth. Memories of a lifetime of normalcy, aside from a lifelong interest in eldritch topics such as cosmic horror, fill your mind as you turn and see a figure in your bed. For a split second, you think you see a cute girl, someone you met yesterday and had an instant, mutual attraction to, but for some reason when you take a second to stare at her your perception of reality suddenly and violently changes. You find yourself floating in the cold vacuum of space and you see a strange being that you recognize as *The Daemon Sultan*, *The Blind Idiot God*, Azathoth itself. It turns and looks at you, and you feel fear, unlike anything you've ever felt for a few heartbeats… And then you are back in your bedroom and the cute girl is apologizing profusely.

What she spends the next few minutes explaining sounds impossible but when she's done you consider the vision of Azathoth, of *her* and realize that despite it all you believe her. According to this cute girl she's Azathoth, the queen of the eldritch community, and she's spent her whole life looking for something... For someone. For *you* though she didn't know she was looking for you until she met you. She wishes to be your wife, and to convert you into an eldritch divinity, though the specifics of that transformation will be up to you (and decided down below).

Perks:

Eldritch Form:

Eldritch Basics (Free): This suite of powers are the barebone basics of your eldritch physiology. There are other freebies you get that require you to make decisions so we'll begin with the most basic of the fundamental powers that define you as an eldritch being.

To begin we've got ***Eternality*** a perfected sort of immortality that not only makes you eternal but even grants you a healing factor and acts as a 1-Up that if activated (such as by being destroyed) will freeze the "clock" that ticks down every second you're in a jump but will not freeze the jump itself. You will slowly recover from your destruction in a way conducive to things you've chosen to be fundamental to your particular eldritch nature, such as by involving the terrain you've chosen as your preferred terrain. Very importantly your worshippers or eldritch allies can speed your resurrection.

The next power all eldritch gods have by default is the ability to be empowered by ***Worship***. This will be the focus of a later part of this document, but given the particular nature by which you have become an eldritch god, you are guaranteed to have at least some worshippers. Basically, for every worshiper you have, for all the sacrifices you get, for all the prayers you receive, you gain small boosts to your power, which can do things like speed your regeneration and even resurrections.

In this world and universe, psionics exist. Both eldritch beings and mortals are capable of psionic feats, and one of the reasons why mortals on Earth are so spooked by eldritch beings is that their, your, minds are filled with incredibly powerful ***Mental Shields*** which do an incredible job. These shields both trap those trying to mentally assault you and also render such attacks useless, guaranteeing a morbid fate to anyone who dares launch such an assault on you.

Eldritch gods also possess immensely powerful ***Mental Abilities,*** especially telepathy. Your default telepathy is so mighty it can cross the cosmos with ease, but it's also incredibly dangerous to reach out to mortal minds with this ability. Your mental presence is corrosive to the sanity of mortals, and this is especially true when you try to contact unprepared mortals who are not strong willed. Elder Gods are much better at using this telepathy without harming those they contact but even they can deal permanent harm to those they reach out to if they aren't careful.

You have gained an ***Eldritch Mind***, a mind predisposed to interacting, safely, with all sorts of eldritch beings, information, and vistas. This means you cannot be driven insane by or otherwise harmed by things mortals ought not know, or any other sort of forbidden things.

The final trait that doesn't involve more decision-making is ***Electric interference***. Something about mundane technology just doesn't work with the overall atmosphere of cosmic spookiness that eldritch gods give off. Eldritch beings eventually developed the ability to scramble technology in close proximity to themselves. This doesn't shut off said technology, but it does mess with the effectiveness of technology, doing things like interfering with a camera's ability to take pictures or record videos, and significantly reducing the ability of a cell phone to make calls or accurately convey audio in either direction.

Physical Nature (Free): One of the most fundamental questions for all eldritch divinities, beyond their specific branch of divinity (Elder God, Great Old One, Outer God), is their physical nature. This refers, broadly, to what you're made of. There are eight options here; **Flesh & Blood**, **Plants**, **Solids**, **Liquids**, **Gases**, **Plasmas**, **Incorporeal**, and finally a **Hybrid** option.

Flesh & Blood; your body is organic, and this makes you the easiest to injure but also the best at regeneration and you have the easiest time taking on a mortal form (this issue is not an issue for you as a jumper, but if you're strictly sticking to in-jumps abilities this is handy).

Plants; This form is only available for elder gods, and with it, if you get sufficiently injured you can fall into a regenerative hibernation. This form is capable of being subtly camouflaged in the right environments, and you can decide if your form is more wooden or leafy.

Solid; These kinds of forms are made of solid material that has been endowed with eldritch durability (which is based, in part, on the tier of cosmic divinity you possess). Regenerating from harm can be difficult with these forms (requiring that you or servants attain the type of material you use for your form and graft it to yourself), but these forms also have incredible durability. You can select something for this like ice, and still have incredible durability with it thanks to eldritch physics.

Liquid; This form is not available for outer gods, and you cannot choose water (or anything as abundant AND fluid as water) to make up your form. Other than this you can select anything that oozes and flows to be what makes up your form. Regeneration is, in theory, quite simple: find samples of what makes up your form (such as lava) and absorb it. That said, if your contents are boiled or frozen that deals damage to you.

Gas; This form is not available for great old ones. This kind of form is nearly impossible to assault physically but it also makes it quite hard for you to interact with the world physically. These kinds of forms are great for subtlety, as they can be extremely difficult to notice when you desire stealth depending on your composition and you can get almost anywhere on planets with great ease.

Plasma; This is a high-risk, potentially high-reward, form type made up of pure energy of some sort. With this, you can absorb your type of energy (electricity, nuclear, and solar are all appropriate types of energy for this), and you can use your type of energy up. Your own energy can be absorbed and weaponized against you if you are not careful.

Incorporeal; Not available for elder gods. This form is made up of something more conceptual or esoteric like light, darkness, nightmares, void, etc. These kinds of eldritch gods are trickier to deal with, since they can influence the world through manipulation of their concepts, but have a hard time bringing their full power to a fight.

General Shape (Free): This determines the overall shape of your true, eldritch form. This does not reflect your true size, but rather the sort of imagery your presence may evoke and how to most easily visualize yourself when you are thinking of your eldritch form. Each option is free, but only one may be chosen and is permanent once chosen, barring something like a meta-perk that lets you go through this more than once.

Humanoid forms are those that resemble, roughly and in general shape at least, those of humans and human-like creatures. You have arms, legs, and while you still have eldritch tentacles this form is, in all likelihood, the one closest to your base form even if you are still celestial in scale.

Terrestrial forms are those of earthly, non-human, animals but with eldritch addons. You are not a one-to-one recreation of an animal, but when people spot you they will absolutely get the vibes of the animal you chose due to your rough shape, especially if they see your silhouette as opposed to you in some sort of appreciable lighting.

Polygon forms are those where either a significant part of your body or a distinctive feature of your form is a distinctive shape such as a sphere or a pyramid. You could have a body that is a floating pyramid, a square with legs, or a head that is a rectangle made out of the material you chose for your physical nature.

Mass forms are those that are clunky masses of their chosen material, such as a chaotic, oozing collection of magma or a mass of ice. Azathoth's true form is considered a mass of flesh. This can be a general lump of your chosen material or stretched out into an odd form that comprises a default for you that you will slowly turn back too even after you change your form (but not to an alt-form, obviously) so long as you aren't maintaining your current shape. A large enough mass can be mistaken for a weird celestial body…

Amorphic forms are those where your form constantly, passively changes over time. These changes won't be gigantic, but you won't appear exactly the same if someone sees you one hour and then sees you again in another. For more fluid beings, such as those who have liquid or gaseous material compositions this makes you completely fluid, if you want it too.

Bizarre forms are the choice for the hybrid or otherwise *odd* appearances. If you want to do something like appear like a mobile sun or a spaceship or like facets of two options here, this is the option you want to take.

Locomotion (Free): This is how you determine your method of travel. ***Each option here is free, but you may only choose one***. With the proper limbs, you may use other options beyond what you pick, but your chosen method will be your fastest and default movement method as well as the one that is prioritized when you recover from paralysis-inducing injuries or injuries that otherwise cripple you. Additionally, other than Elder Gods, most eldritch divinities are pretty capable of maneuvering through space unaided by others, but their exact means differ from eldritch to eldritch. It's worth noting that these options do not limit your limbs in any meaningful way, they simply dictate how you most easily get around.

Flying eldritch have wings of some sort and use them to maneuver pretty freely through both the air and the void and vacuum of outer space. They can also turn into fins to give you more maneuverability underwater.

Hovering with or without wings you have some mechanism that allows you to hover. This is in defiance of gravity through some outright supernatural means. This is not freeform flight unless you have the telekinesis eldritch power.

Floating eldritch may seem similar to hovering eldritch but as a floater, you are defying gravity through the usage of some sort of gas or energy as fuel, and this does allow you to replicate flight. If you get injured in a way that damages your energy regeneration capabilities or ruptures the organs that produce gas, you won't fall instantly to the ground but you will need to descend and work to recover from the injury before you can float again.

Biped eldritch maneuver in a manner very familiar to the lion's share of humans; walking on two legs. Two limbs of some sort do the majority of the work when it comes to enabling you to move around.

Quadruped eldritch use four legs of some sort (including tentacles, but such tentacles are specialized and are both visually and functionally distinct from other tentacles), which can be very helpful if you have a large form or have an unusual composition. Each leg you use to get around can be very distinct from the others.

Polyped eldritch have multiple legs or leg-like limbs. In much the same way as quadruped eldritch, your legs don't have to match if you select this option.

Slithering eldritch are perhaps best conceptualized as serpentine eldritch who can use their whole bodies to move rather than specific limbs.

Rolling eldritch can also be sliding eldritch and while this form of movement is slower than most of the other options here it is also very stable and versatile. Eldritch with this option tend to

either be able to use their masses to ooze around like a fantasy slime or be able to roll like a ball.

Tentacle Accessories (Free): For reasons that elude even the most learned eldritch scholars, all eldritch divinities have tentacles that sprout from some part of their bodies. Eldritch beings of decent intelligence inevitably become at least moderately skilled at manipulating their tentacles over the course of their lives. Additionally, eldritch divinities can manifest biological accessories on their tentacles, with **Elder Gods being able to manifest one type**, **Great Old Ones being able to manifest two**, and **Outer Gods being able to manifest three**. You select what type of accessory/accessories you can manifest from this list based on the origin you chose.

Claws are accessories that add a level of danger to your tentacles, giving them a weapon that allows you to do more than raw kinetic or bludgeoning damage by simply slamming them with your tentacles. These things can be dulled or sharpened at will, in order to reduce the chances they harm things or to improve the damage they deal.

Pincers are fantastic for grabbing things and can be about as deadly as claws in the right circumstances. That said, adjusting to these objects can take a bit and if you are not careful you will deal significant damage to other creatures and objects when first using them.

Stingers are great at targeting very specific weak spots and dealing deep, internal damage to foes in ways that other accessories aren't. Also, these can be a handier, more subtle version of claws.

Thorns are stunningly effective when used in battle, be it as a defense against corporeal enemies trying to grapple you or as a weapon to cut into foes when tentacles are swung at high speeds. These are little barbs that jut from your tentacles and can be used by clever eldritch to easily deal critical damage to those they wrap up in their tentacles.

Suction Cups are a type of accessory that is incredibly effective at grabbing large objects without breaking them and make for a decent weapon in battle with enough applied pressure.

Hands are an eerie, visually disturbing accessory to have on tentacles but they are undeniably handy, if you'll pardon the pun. These objects can have as many fingers and thumbs as you wish.

Mouths are odd accessories but they are stunningly useful as you can use them as weapons, to actually eat, or even talk through them. These can be any kind of mouth with any kinds of teeth.

Feelers are strange accessories that serve as extensions for your sense of touch and one other sense of your choice, which can be heat, taste, sound, or even more esoteric and specific senses.

Eyes are another sensory organ, one that you can see through instead of feel through. Eyes can be used to perceive a range of different sorts of vision, and you can change between vision types at will but each time you change vision types you need to shut all of your eyes for a full second, but you can create false eyes that you don't see through that can remain open to trick would-be attackers into thinking you can see them while swapping out vision types.

Ooze accessories exude a slime-like material that can be controlled, to some extent, by the eldritch exuding it so long as they stay in contact with it or in contact with ooze in contact with it. Severing contact with the ooze is not harmful, and if you touch ooze you severed contact with you can regain control of it.

Other: some things don't fall under the above options this is for that. These options cannot confer significant advantages, but can include a range of benefits.

Elemental Aura (Free/50 EP): All eldritch divinities naturally radiate an aura of SOME sort, and this section allows you to determine what sort of aura you generate. You can suppress this in your immediate vicinity but you cannot turn it off when you are peeking through a window (described in detail later on). Clever eldritch divinities either pick auras that are explainable as other phenomena or they pick auras that somehow synergize or are canceled out in some way by their powers, such as an eldritch who generates matter generating something they can destroy with telekinesis or another such power. ***This section is also free, and all eldritch divinities pick one type of aura to possess. If you wish to purchase more than one option, you can do so for 50 EP each, and can toggle between them at will.***

Frost auras are auras that produce a thin layer of ice in your immediate area, growing thinner the further stuff is from you. How long this layer persists depends on the environment it's in, but it is explicitly supernatural so it will exist, for a short while, in impossible places.

Scorch auras are not auras that set things ablaze but they are auras that leave whatever you get close to significantly warm and things you touch outright are left with visible, burning marks. The marks can be removed with great effort but the temperatures of touched objects will be hot for a day.

Darkness auras strengthen shadows and allow them to linger supernaturally, even if exposed to direct sunlight for a short bit. Thankfully mortals tend to be skeptical when they hear of these kinds of events.

Light auras can actually inspire awe and radiance if used properly. These auras strengthen light sources and if you are in utter darkness you can affix your aura to an object which will cause the object to glow unnaturally for a time.

Matter Generation auras generate some sort of matter which you decide when you select this aura. Many types of solid matter are selectable for this aura type, and mortals in the know may well elect to try and weaponize this against you or other eldritch beings. Eldritch divinities are

not affected by this, but lesser eldritch beings including spawnlings can be susceptible to this kind of attack.

Radiation auras generate deadly amounts of a type of radiation of your choice. These auras are dangerous, but two handy facts about them are that they discourage mortals from investigating your areas of influence and they are also easily explainable, at least in modern settings by sufficiently knowledgeable mortals.

Vermin Attraction auras attract a type of vermin of your choosing (when you select this aura type). Vermin frequent areas you frequent, are friendly to you, and over time become somewhat smarter thanks to their exposure to your aura.

Fear auras are the default for most types of eldritch beings. These auras cause areas you frequent to become associated with terror and to exude a subtle weight on the minds of mortals in the area. Enough exposure can cause long-term side effects such as nightmares and hallucinations.

Other: some things don't fall under the above options this is for that. These cannot be powerful auras, but they can create or attract a range of things such as subtly coaxing people to feel certain emotions other than fear, or induce the effects of harmless recreational drugs.

Preferred Terrain (Free): Every eldritch being of sufficient power has a terrain type that they are powerfully associated with, a sort of natural habitat for them. These do not confer any unique additions or come with any special caveats so we can safely just list them off. ***Select one.*** Deep sea, Deep space, Underground, Volcanic, Arctic, Desert, Forest, and Ruins.

Reality Window (Free/50): Eldritch divinities sometimes struggle with manifesting their full, unvarnished presence in areas beyond where they are physically but every kind of eldritch divinity can perceive and even interact, to a limited extent with areas where a "Reality Window" exists. Many types of "reality windows" can be created unintentionally, but over here you can select one type of "reality window" that you and your minions can always reliably create. Beyond the one you select here, others will occur at significant moments, such as a child or descendant of yours spontaneously becoming a reality window for you or a weapon that dealt you a significant blow becoming a window for you, or even a place you are summoned becoming permanently tethered to you. More specific windows provide you greater clarity of remote sensing and allow you to flex more of your power with greater ease. ***Pick one of the following six options for free, and add 50EP per purchase after the first one.***

Location These kinds of reality windows are the strongest, due to their specificity. These are extremely specific places where you can flex a fraction of your might for about thirty meters out of the epicenter of the window, and you can flex less power the further you get from the epicenter up to a mile away. After a mile you can no longer perceive anything or flex your powers.

Items These are specific items intentionally made by your cultists or you and you can flex your power through them in subtle, corruptive ways. These items withstand most forms of mundane scrutiny, are very hard to destroy, and the less of them there are the greater power each individual one can exert. You can use these as vectors for your influence with ease.

Settings These are specific kinds of settings, such as a grove under the light of a blue moon, or the burned out remnants of a house where a murderer was slain in vengeance. The kind of power you can exert through these windows is subtle and invasive, corrupting people. Those who linger long enough in a reality window like this can be driven to fanatical insanity.

Events Uncommon events, such as the proper alignment of planets or specific types of crimes committed by specific types of criminals, can become reality windows through which you can alter reality and make contact with those in the area. The more specific the type of event you decide to use as a reality window the more power you can exert through it.

Tome A bit of an odd option, as any and all applicable tomes can serve as reality windows. This includes the Necronomicon and other similar tomes. People who read sections in such books on you will feel a bit of your influence wear on their minds. These are common enough that they won't grant you much power, but you can whisper in the minds of those who keenly feel your influence or resonate with you.

Descendants Any mortal children you have will be immune to insanity caused by your presence and will serve as reality windows for you, with how strong a given offspring is determining how strong their window is. You can use reality windows to impregnate mortals, and mortals who sire children with you or who are bred by you can serve as lesser conduits.

Eldritch Children (Free): This section is purely informative, and involves informing you as to the six best, most reliable methods for eldritch beings to reproduce. This differs from having children with mortals, as that process is unchanged; you have sex with someone and if you and the person you have sex with have appropriate, compatible genitalia then you can have children with them. For eldritch beings… Well, for eldritch beings the process is not the same.

There are many general methods of eldritch reproduction, but we will focus on six here, and group them up with the six most common types of eldritch childhoods. Unless you choose a style of childhood for your children that synergizes with a method of reproduction, the childhood of your eldritch children will take a long time, several jumps at least. If you choose a method of reproduction and nature of childhood that synergizes then the childhood is significantly reduced, taking only the length of a jump (or a decade, whichever is shorter). We will share information on a method of reproduction and then immediately follow it up with the synergized childhood. You can select a different method of reproduction and childhood for every eldritch child.

Two Parents: Standard reproduction for many types of living and some unliving beings across the universe. This can involve sex but it doesn't have to. Children produced this way have a 50/50 chance of inheriting powers and other traits from you and the other eldritch involved in

spawning it, OR it becomes something entirely new. The synergized method of childhood here is **Sapient Humanoid;** the child is born possessing an almost or even entirely humanoid form and they possess a keen, matured mind that can quickly learn mental abilities.

One Parent: This method means that a child will be born from you, growing off of you and eventually taking on a life altogether it's own. The synergized childhood for this option is an **Advanced Spawnling**, recognized by other spawnlings you produce as a sort of alpha spawnling and possessing both the powerset of your spawnlings as well as powers enhanced beyond their lesser kin.

Spontaneous: Perhaps unsurprisingly spontaneous children arise unexpectedly from severed bits of you or spilled bodily fluids such as shed blood. These children can be completely unplanned but also still recognize you as a parent, and the synergized childhood is that of **Monstrous Beasts**, such individuals are powerful monsters that take centuries to become sapient, barring them being synergized, but thankfully can defend themselves.

Mind: These are thoughtform children, though they may or may not be created purposefully. Their initial forms, personalities, and thoughts revolve around which thoughts and feelings were the onus for their birth. Their synergized methods of childhood are those of **Ravenous Humanoids**, which are powerful but desperately hungry beings who can grow but suffer from chronic hunger, invariably for something unique from ravenous humanoid to ravenous humanoid.

Created: A purposeful, intelligent infusion of eldritch energy into something, followed by deliberately molding the energy and the infused object results in a new, living eldritch entity. Eldritch entities created this way respond best to the **Blank Slate** childhood method, which gives you the most control over their starting shapes, souls, and minds, and start off three times stronger than peak humans in every respect, but their personal power grows at a slow rate. That said, they are incredibly loyal from the start, even without baked-in loyalty.

Nihilo: Sometimes eldritch children arise from nothing. Despite how odd this feels these children do have parents, of a sort, and both parents and the child in question recognize each other on sight, and somewhat fittingly their powers are more likely than any other child-type of an eldritch being's to be completely unrelated to their parent's powers. Their synergized childhoods are **Tiny Adults**, which are exactly what they sound like; they have mature bodies and minds, but ones that grow in size and physical strength steadily, while they explore the cosmos in search of places to fit in.

Elder God Perks:

Safe (100 EP): Elder Gods are the weakest of the trinity of eldritch divinity types. This is not always a weakness, despite how it may sound, as it allows them to be comprehended by mortals with as little unintended risk as possible to the mortals unless they aspire to cause harm to mortals. This trait is one that you have honed to an extreme, and with this perk, you excel at not causing unintended harm, able to finely control all of your abilities and even passive traits so that you do not do any more harm than you intend. You'll only do the harm you intend to do from here on out.

Heavenly Build (100 EP): There is something stunning about your true form. It can easily enthrall non-eldritch beings based on how beautiful, if vaguely unsettling, it is. You have a profound effect on people, especially those that are superficially inclined, and can easily lure people into your clutches.

Appearances Can Be Deceiving (200 EP): Elder Gods are, despite their appearances, profoundly powerful. They are only weak in comparison to other eldritch divinities. You are a master at looking harmless and can make yourself seem approachable, and even awe-inspiring, which can be valuable for eldritch divinities who more often than not inspire fear in non-eldritch.

Humanly Bliss (200 EP): You are fantastic at sex, both conventional and eldritch, and you specialize in philandering with mortals. Those who lay with you will want to do so again. And again. And again. Additionally, this renders those you sleep with more susceptible to your influence.

Efficiency (400 EP): Due to their relative weakness when Elder Gods combat other eldritch divinities, especially Great Old Ones and Outer Gods, they need to get the most out of their lesser amount of strength. Every blow counts when you're fighting beings the size of natural disasters or celestial bodies and this perk makes you a master of squeezing out the most possible from every attack of yours. You also have minorly enhanced luck which is best when it comes to arranging circumstances that will let you get the most out of your abilities.

The Same Stuff (400 EP): Elder Gods can be considered the most human of all of the eldritch divinities. While you are not actually non-eldritch, your similarities to them allow you to take what you know about getting your rocks off and apply it to others. Moving forward, you are more skilled at pleasing others based on what they have in common with you. If you are both ghosts you'll know the basics of how to please them. If you share more similarities than just your species/type of creature this effect will grow in potency.

Precision (600 EP): You have learned how to have exact, minute control over every facet of your abilities. With this, your abilities are well and truly under your control, and you can tinker with applications of your powers even on the fly, able to use telekinesis strong enough to move cities to hold a baby without harming it or use surgical telepathy to explore minds and leave them untouched aside from the exact memories you want to steal or modify.

Experimenter (600 EP): There are different kinds of charisma and you possess one especially unique brand of it. You are incredibly talented at persuading people to try something new, and you have a powerful instinct for predicting whether or not someone will enjoy a specific new thing which increases in effectiveness based on how well you know them. If you know someone well enough you'll absolutely be able to predict any and all kinks they may have but just don't know about!

Great Old One Perks:

Awe-Inspiring (100 EP): People love the Great Old Ones, despite the danger that that poses to them. For some reason, the Great Old Ones are the kind of eldritch divinities that have the easiest time amassing large cults of mortals and now you do too, regardless of whether or not you are. You are stunningly good at inspiring worship, and those whose sanities you damage invariably become changed in ways that render them more susceptible to your influence as opposed to insensate or dangerous, unless their being insensate or dangerous is somehow beneficial to you or conducive to your goals.

Group Play (100 EP): Who says intimacy is best enjoyed one on one? As befits your nature as a popular, very possibly iconic being, you are a master of group play. Somehow, perhaps thanks to finesse with your tentacles, you are an expert at group intimacy and you know how to ensure that none of your lovers are dissatisfied after a romp with you.

Prodigious Projector (200 EP): The chief talent of the Great Old Ones that they can use to showcase their power with somewhat a lesser risk of driving mortals to insanity is to project lesser versions, avatars, of themselves. This is a skill you are tremendous at, serving as, functionally, a cloning perk with the caveat that the clones cannot be as strong as you are. The less powerful they are, the less unintended damage they can do to the psyches of those who witness them, and while you start off only able to manifest one, over time you'll become able to better manifest multiple and sustain them concurrently.

Creative (200 EP): As a former mortal turned Great Old One you have had to get up to speed with your new anatomy really quickly. Thankfully you are *creative* and in no time you mastered the aspects of your new, very different, form and are now strikingly adept at using your new limbs, your new size, and your other new abilities in a range of creative ways.

Environmentally Minded (400 EP): While every eldritch divinity has a preferred environment, and a special link to their chosen biome, you have taken this innate link and turned it into a thing of beauty. When in your chosen environment you are especially powerful, and every facet of yourself is enhanced. You can also naturally command lifeforms native to such biomes, though sapient ones can choose to disobey you (however even they are easily awed by you and can be persuaded with considerable ease to obey and serve you).

Omnisexual (400 EP): Great Old Ones can be said to exist at a sort of halfway point between the relative humanity (and weakness) of the Elder Gods and the cosmic-ness (and might) of the Outer Gods. Because of that they catch everyone's eyes, be they eldritch or not, and can easily awaken forbidden desires in those who look at them. You are especially appealing to non-humanoids that are not eldritch (such as elves, and other fantasy races), and can easily attract such mates.

Shaper (600 EP): You immediately show yourself to have an unusual, legendary skill with terraforming. You are capable of shaping environments with stunning finesse and can easily find work shaping even entire planets, once word of your skill gets out. You are quite good at using

your powers artistically and non-violently, and can easily change entire regions with thoughtful applications of your eldritch abilities.

Endurance (600 EP): Great Old Ones are tough. Your toughness is holistic, and you are enduring in every respect, from things like having the mental stamina to traverse the void between worlds, to having the “stamina” needed to properly love cosmic beings.

Outer God Perks:

Malleability (100 EP): You have an internal structure which can be controlled with a thought. This can be an incredibly creative power, allowing you to transport people inside of your Outer God form, and can allow you to serve as a living settlement, since you can devise structures inside of your true form with ease. You can project a sort of consciousness-self into yourself to communicate with those who live in your true form, and even when you take on human form they remain inside of you, but shunted to a sort of unreal space, protected from harm and able to continue working.

Hybrid Harem (100 EP): For some reason halfbreeds, hybrids of mortals and eldritch beings, are incredibly drawn to you. When questioned it seems that such hybrids are fascinated by your nature as a pseudo-hybrid, someone who started off mortal and then became eldritch, and your cults will naturally attract such individuals who tend to have bizarre powers all their own. You also learn ways to push hybrids in one direction or another, and are good at providing comfort to such individuals.

Beneficial Mutator (200 EP): Outer Gods are extremely likely to cause mutations, and the greatest of them can cause a surge of mutations even from planets away. With this perk you are good at causing mutations that benefit you in some way, with precisely how this manifests depending on your attitude. If you are a benevolent healer then this perk will cause mutations in nearby (cosmically speaking) mortals and non-divine eldritch that make them better at healing and allow them to recover from illnesses, and harm far more easily. If you are a warrior these mutations will cause those they affect to be better at war and battle. Those who like their mutations will instinctively sense that you are the cause of said mutations and will naturally be inclined to like you.

Eldritch Idol (200 EP): Everyone wants a taste of the new eldritch on the block. You are remarkably attractive to monsters of all stripes, all of whom become easier to command and far, far easier to please in bed. You gain an uncanny talent when it comes to understanding precisely how to please inhuman lovers, and the more monstrous someone is the more you can pleasure them.

The Craft of Love (400 EP): Outer Gods are great in bed, but for them to show their skills to mortals invariably comes at the cost of the sanity of the mortals in question. Not so for you, as you can now show off your sexual talents without harming others, so long as you are focused on matters of sex and lust you can easily and effortlessly rein in your normally destructive nature allowing you to engage in profane, debauched rituals with mortal followers without harming their sanities. You are uniquely proficient at this, and can take this skill to other forms such as those of a succubus or incubus and can do things like feed on someone without harming them as a demon of lust.

Selective Physics (400 EP): Smaller outer gods are still the size of moons, and that can have… complications with regards to physical laws. This perk reflects a talent that many outer gods have become proficient in: how to exist in reality and in relative proximity to nearby planets

in such a way that you do not disrupt their orbits or cause unintended effects on things like tides and other facets of physics governed by gravity. Unless you want to affect the physics of other celestial bodies, you won't do so regardless of your size.

Loving Place (600 EP): Insanity you induce can cause people to become loving rather than hateful or just angry. This can work to any extent that you want, from turning a bigot into a champion for the oppressed to turning a chaste nun into a lustful nymphomaniac. This can also work on eldritch beings weaker than yourself, though eldritch divinities are nearly immune to this.

Dead & Dreaming (600 EP): Huh… That's odd, this kind of thing is associated with both Great Old Ones and Outer Gods in other verses, not just Outer Gods. Oh well. You have a very handy ability in the form of the power to project your consciousness into the dreams and trances of other beings which can be incredibly handy for communicating with your cultists or any other mortals you need to speak to. This is the least harmful way you can show yourself to other people, but it is still a bit difficult for you to control with finesse, at least initially.

Eldritch Powers

Every origin has a unique stipend here. **Outer Gods get 750EP, Great Old Ones get 500EP, and Elder Gods get 250EP.**

Elemental Invulnerability (50 EP): There are five applicable elements with this power: lightning, earth, water, air, and fire. This power grants you full immunity to these elements, with each element costing 50 EP. This is a boost to the passive resistance all eldritch divinities have to nearly any environment. Elder gods can only purchase this up to a maximum of four times, and the remaining element will be a bit more damaging and effective against them.

Telekinesis (50 EP): You can exert physical force equal to that of a peak human on anything up to twenty feet away from you, and you can exert half of that force on anything in any range you can perceive. This power can also be used through any reality windows you are responsible for, and can be used through mortals that you have completely driven insane. You can purchase this again and get the ability to exert as much force as is necessary to bend and snap steel, or if you wish you increase your range to a fourth of a planet, and if you purchase it three times you can get the benefits of both upgrades. Outer Gods can get both benefits for the cost of only one upgrade (spending 100 EP in total to get the maxed version possible).

Controlled Insanity (150 EP for Outer Gods, 100 EP for Great Old Ones, 50 EP for Elder Gods): This causes mortals that have lost their minds due to contact with you to not become insane in any traditional sense but rather causes them to lose their free will. Instead of becoming gibbering messes, those you drive mad become utterly obedient to you and lose their sense of morality. This also renders people more susceptible to mutations, with the stronger you are the more inhuman the mutations they suffer will be.

Camouflage Coping (100 EP, Great Old Ones get this at a half-off discount): This toggleable ability allows you to travel through mortal lands unimpeded by shocked onlookers. With this, you can make it so that mortals perceive you as something else, something explainable and believable. What exactly mortals perceive you as will depend on the nature of your form and your size, with humanoids of human-size looking human or like some other humanoid, while eldritch divinities the size of Cthulhu tend to look like natural disasters or structures that fit their size and form, and outer gods (or other eldritch beings of comparable size) will look like cosmic structures or objects. Recording devices do not pierce this illusion.

Dimensional Cloak (50 EP, requires Camouflage Coping, and Outer Gods automatically get this, for free, if they take Camouflage Coping): This lets you travel through the world without disrupting existing, mundane reality. You are able to traverse the world and exist in part in another reality which allows you to explore even settled places in your true form without causing unintended destruction. You can still affect the psyches of mortals who perceive you, but you won't destroy buildings or harm civilians unless you plan to (though if your concentration is broken you might leave footprints, or break things). More peaceful-minded eldritch who find themselves fighting often try to fight with this on, though it is invariably disrupted at some point during most fights.

Tech Jamming (50 EP, Incompatible with Cyber-Abominations): This odd power's exact form depends on your origin. Elder Gods with power can selectively shut off anything relatively nearby running on electricity, and when this power is used 25% of nearby electronics are shut off as well. Outer Gods have the ability to shut down and fry electronics in a given area, which must be the size of a town at the smallest and the size of a small country at the biggest. In this second version of the power, fried electronics might be salvageable though the odds that they are depends on the range of the ability's use so if you fried a small town then affected electronics probably won't be fixable (1% they can be salvaged), and if you fried a whole country there's an okay chance they can be fixed (33% chance, specifically). Great Old Ones need to pick a form of this power and they cannot pick both.

Cyber-Abominations (50/100/150 EP): Somehow you've overcome the normal eldritch aversion to technology, and your followers are capable of mixing eldritch rules and technological convenience with ease. You and your followers alike can fuse and integrate technology and metal into your flesh to create eldritch-cyborgs. Your strongest followers will find technology and metal automatically fusing to them to protect them, and you yourself can incorporate, modify, and remake technology when fusing it with yourself. How effective this is for your followers depends on how many points you spent to acquire this power: if you only invest 50 points then your followers can replace limbs for the sake of getting minor improvements, if you invest 100 points then much of the bodies of your followers can be replaced, and if you invest 150 points to get this power then you can replace the entire bodies of your followers while implanting their consciousnesses into bodies of eldritch metal.

Spawnlings (150 EP): You can sacrifice a chunk of yourself to create your own eldritch race. This race will be based primarily on your form and the environment you first formed them in, but you can take and use the vital energy of some animals to push your spawn in a certain thematic and aesthetic direction. Your spawnlings will always be loyal to you, but that loyalty will differ from spawnling to spawnling, so some will be fanatical zealots but others will only be casual worshippers. You can only make one race with this, but you can spawn new groups of spawnlings every jump, and you will be somewhat weakened for a short while afterward.

Genesis (250 EP, not available for Elder Gods): You can expend a significant amount of power to cause life to appear on a world. If the world already has life this will diversify said life, but this can also be used to create hardy life that can survive on any sort of world. This significantly reduces your power, but worship can restore your power, and your Genesis-spawned creatures will be friendly to you and understand your desires to a small degree, even if they aren't sapient. This can only be done a handful of times a jump.

Minion Glamour (100 EP, discounted to Elder Gods): You can use this to cloak conspicuous minions of yours, be they monstrous but sapient spawnlings or mutated humanoids. This gives them a thorough illusion, one that will hold even if your minions are rambling, deranged individuals, or if they touch someone, but shatters the moment that the minion attacks someone else. This can affect twenty minions that aren't spawnlings, or one hundred spawnlings.

Slow Insanity (50 EP, free for Great Old Ones and incompatible with Conversion Whispers): Normally eldritch entities instantly shatter the sanities of mortals, but eldritch creatures with this ability have finer control over the ways their induced-insanities afflict their victims. If you have this ability you can use it to control the nature of the anxiety and terror you inflict on your victims, and can even opt to spare people of this at all. Sparing someone still has a chance to mutate them and grant them access to magic, as well as ensures that they are more visible and noticeable to eldritch entities, but with this you can protect your loved ones from the insanity you would otherwise inflict on their mortal minds.

Conversion Whispers (50 EP, Outer Gods get this for free, and this ability is incompatible with Slow Insanity): This is another power that alters the way your presence affects mortals. This ability causes mortals you are close to it, or opt to affect, to begin to hear voices in their heads telling them of why they should worship and serve you. This power will slowly wear at their sanities, and while it can be resisted by the strong this ability's persistence can be powerful in and of itself over time, and can be aided by you personally making them believe you are not evil or making them doubt their current beliefs. Displays of power speed this up, and this power doesn't drive people insane only to worship of you. This is not used for actual communication, and the voices those affected by it hear are yours, your lovers, your servants, and any created creatures you can make.

Durability (100 EP): This greatly improves your innate toughness, with how effective it is depending on your origin. Assuming your toughness is not affected by either out of context or in context perks, as an **Elder God** you could shrug off most gunfire and withstand small explosions and tank rounds, as a **Great Old One** you could shrug off missiles and withstand low-to-mid grade nukes, and **Outer Gods** can shrug off nukes and withstand world ending attacks. Outer Gods can also spend 50 EP to get a boost to their regeneration rates which make them comparable to Wolverine.

Possession (100 EP for Great Old Ones and Outer Gods, and 50 EP for the weakened version of this that Elder Gods can buy): Outer Gods and Great Old Ones with this power can straight up possess their mortal cultists, though doing this repeatedly to the same person or doing this for a long time to one person will inevitably result in the insanity or death of the person you're possessing. You can only possess one person at a time. Elder Gods, with their weakened version of this ability, cannot possess a sapient mortal but can possess up to three different kinds of animals at once or a single pack made up of members of a single species.

Reality Warp (200 EP): This power is a bit odd, and is very situational and origin-specific in its usefulness, as every origin has different abilities with regard to this power. **Elder Gods** can create small objects, such as food or weapons. **Great Old Ones** can use this to move from planet to planet, teleport entire cities, and create new, general landscapes. **Outer Gods** can move entire planets and hop between realities with some level of thought. You can spend additional points to get extra upgrades, spending 50 points to negate issues with control, or 100 points to purchase Great Old One scale abilities (as an Elder God) or Outer God scale abilities

(as a Great Old One). Outer Gods can spend 100 points to get the ability to use either Elder God level abilities or Great Old One level abilities.

Reality Field (300 EP): This is a very quirky way to get something approaching invulernability (against non-magical, non-eldritch foes). This power allows you to render yourself immune to all conventional weapons, for a time (specifically five minutes, eight seconds, with a recharge of only five seconds). This power does come with a weakness, though, in the form of a god-weapon and a mysterious element somewhere in the universe that can both easily cleave through this field. Reality field vs reality field causes both to cancel out, and if you are surprised by enemy attacks the field automatically goes up.

Circle of Life (200 EP for Outer Gods, 100 EP for Great Old Ones, and 150 EP for Elder Gods): This is an enhancement to any sort of 1-ups you possess that don't function by preventing your destruction. What this does, when activated, is freeze the timer that keeps you in a jump for a certain duration, while causing your soul to enter the womb of someone in your bloodline, who will spontaneously become pregnant with you. They will give birth to you, and it will take you decades (or just a few years if mortal cultists sacrifice regularly to you) to regain your full power. When you do the timer that this jump operates on will resume. If you are slain while regaining power that counts as a jump (and probably chain) fail unless another 1-up activates.

Flesh Sculpting (50 EP for Elder Gods, 100 EP for Great Old Ones, and 200 EP for Outer Gods): You can control the sorts of mutations you induce in non-eldritch beings. If you repeat these mutations on the children and parents of creatures you can cause them to become genetic. This works on nearly all sorts of non-eldritch animals, with the sole exception being platypuses. This limitation only exists in this setting, in future jumps you can flesh-sculpt platypuses to your heart's content. This can be used passively, thus allowing you to not have to use this on every follower of yours, or every animal that wanders too close to your true form.

Spawnling Design

This section is only applicable if you meet any of the following criteria: you took the Spawnling power, or you completed the Black Goat scenario. If you meet either, or both, of the criteria you can use this section to design your spawnlings. You also get a stipend here, one that does not change depending on the origin you selected. You get a **300EP stipend** for this section. All of these options have a default selection which costs nothing, and can be downgraded to get EP or upgraded at the cost of EP **which can be spent elsewhere in this section** (and no other sections) to strengthen different facets of your spawnlings. If you are designing a second spawnling race, such as through the redesigning perk given in the Black Goat scenario or as a reward from the Next Humans scenario you can use the 300EP stipend plus any bonus EP you get from scenarios to design your new or modified spawnling race.

Habitat: By default this is your preferred terrain. If you wish, you can spend 50 EP to change said habitat, or you can spend 100 EP to add a habitat. You can gain 100 EP if you make your spawnlings habitat a space outside of reality, or you can gain 50 EP for this section only to give them one emergency habitat in reality and a primary habitat outside of it.

Diet: For free all spawnlings are omnivores, eating whatever they can whenever they get hungry. If you spend 50 EP you can improve their metabolism so they only need one meal a day, and you can spend 50 EP to make them eat unconventional, potentially harmless foods such as dreams, some metals, or light. To gain points you can make your spawnlings always hungry (for 100 EP), or gain 50 EP to give them a specific diet (unless you make them crave the flesh of sapient mortals, in which case you gain 100 EP).

Lifespan: At a base spawnlings live 80-120 years, but this can be upgraded to 500 years (at the cost of 100 EP), 10,000 years (for 200 EP), or they can be made immortal (which puts a hard cap on their planetary population based on their size, and costs 400 EP). If you want points instead they can live for 50 years (+50 points), 25 years (+100 points), 10 years (+200 points), or even 1 year (+500 points).

Durability: By default your spawnlings are about as durable as humans. You can upgrade this, 50 points to give them the ability to resist sustained gunfire, 100 points to resist explosive shells and bunker busters, and 250 points to resist anything as destructive as lower grade nukes. You can also degrade this, gaining points instead. You can gain 50 points by making your spawnlings have low pain tolerance, 100 points by making them three times as fragile as a human, and 150 points to make them stunningly indurable, barely able to survive a punch from a weaker than average human.

Natural Weapons: This refers to their natural weapons such as spokes, tusks, and bone protrusions. One set of natural weapons is free, but beyond that you need to spend 50 EP for more natural weapons, 50 to sharpen them, 50 to have them regrow over time, 100 to give them a poisonous or elemental effect, and 100 EP to have them have a small, 1-in-100 chance of converting those who survive them into more spawnlings.

Mental Weapons: This refers to the otherworldly traits of a spawnling's mind, not their raw intelligence. By default all spawnlings cannot be naturally tamed or trained, and some can even minorly project their minds outward. If you spend 50 points spawnlings can get lesser versions of Slow Insanity or Conversion Whispers, for 100 points they can get both. For 100 points they can cause illusions and hallucinations to aid in stealth and hiding. For 150 points you can devise a hivemind that links all spawnlings together.

Size: By default spawnlings are the size of humans or horses. You can spend points to change this. For 150 points spawnlings can be the size of bacteria or blue whales, for 100 they can be the sizes of insects or dinosaurs, for 50 points they can be the size of dogs or elephants, and for 200 points they can be as big as kaiju.

Survivability: This refers to their ability to endure damage that goes past their durability. For free spawnlings can tank crippling wounds if only one is sustained at a time, but you can upgrade or downgrade this to buff or weaken it. If you spend 50 points they can survive major organ loss, for 100 points they can survive brain loss, for 100 points they can regenerate in days, for 150 points they regenerate in minutes to hours, and for 300 points they have the starfish regeneration with whole new spawlings growing from severed limbs. On the opposite side of the spectrum, you can gain 50 EP to make them about as sturdy as a human, 100 points to make them dependent on all organs, and 200 points to make breaching their durability crippling and life-threatening.

Birth Rate: So spawnling reproduction is more an art than a science, with how they reproduce depending on their form and how rapidly they breed being up to you. They start off roughly as active, breeding wise, as humans, but with a higher chance of having multiple offspring in one go. You can spend or gain points to change this, spending 50 points to have pregnancies last three months, 100 points for one month pregnancies, 100 points to have large groups of offspring (up to a dozen at once), and 200 points to have huge groups of offspring with the exact number determined by their size (larger spawnling have fewer offspring, having only dozens with the biggest spawnlings, and thousands with the smallest spawnlings). If you want to gain points, you have spawnlings only mate once a year for 50 points, or 200 points for only twice a decade. You can further manipulate these pregnancies by having them only have one offspring per pregnancy in exchange for 200 points, make pregnancies vulnerable in exchange for getting 150 points, and 400 points in exchange for making spawnlings only mate once. You can also gain 500 points if you make mating fatal for male spawnlings and birthing fatal for female spawnings.

Growth Rate: By default it takes a spawnling two years to mature. You can degrade this, making it take five years for 200 points, or making it take seven years for 300 points.

Sapience Level: This determines how sapient most of your spawnlings are. At a base spawnlings are as sapient as pack creatures like wolves or lions. You can gain 50 points to reduce them to drones, extensions of your will. If you spend 50 points you can give them human level sapience, and another 50 points for rapid learning capabilities. Such individuals will create

a semi-modern civilization in a few centuries without external guidance and direction. 100 points spent will give them beyond human level sapience, causing them to reach and surpass humanity in 2024 in less than fifty years. You can spend 100 points to remove up to three human concepts from them, or create and implant three new concepts foreign to humans.

Sapience Rate: Not every spawnling is about as intelligent as every other spawnling, and by default 1 in 10 spawnlings is smarter than the average member of your created race. If you invest points this can be upgraded, investing 50 points for 1-in-4 spawnlings being extra sapient, 100 points for 50% of the spawnlings being extra sapient, 150 points for 75% of them being extra sapient, and 200 points for your spawnlings to have the potential to evolve over generations. Conversely you can gain points to lower the number of extra-sapient individuals. You can gain 50 points to make the rate of extra sapient individuals be 1-in-50, 100 points to make them 1-in-100, 150 points to make them 1-in-1,000, and 200 points to make them 1-in-1,000,000.

Assimilation: Your spawnlings can turn other beings into more spawnlings if you take this option. Such converted individuals are as loyal to you, as intelligent, and as powerful as other spawnlings are. If you take this, you need to invest points to determine how your spawnlings do this. As far as targets go: for 50 EP you can target nonsapient OR sapient creatures, for 100 EP you can target both, for 200 EP you can target plants, and if you want you can invest 150 EP to give your spawnlings bio-equalizing abilities: they can turn sufficient large targets into multiple spawnlings. As far as speed goes, the free option is a week, you can gain 200 EP if you make the process take a year, 100 EP if you make take half a year, or 50 EP for a month. You can invest 50 EP to make it take a day, 100 EP to make it take an hour, or 150 EP to make it take minutes. The default method is special poison, but you can spend 50 points to make it be caused by contact with contaminated blood, 100 points to make it contact with spawnling flesh, 100 points to make it any wounds caused by a spawnling's body, or 200 points to make it prolonged exposure to spawnlings.

Possession: If you take this option your spawnlings will possess the power to possess mortal lifeforms. For 50 EP this will work on animals, for 100 EP it works on weak-willed sapients, for 150 EP it works on average willed sapients, and for 200 EP it works on all but the absolute strongest willed of sapients. For 100 EP it works on the dead, and slows their rate of decay to 20% what it would otherwise be. If your spawnlings can do this, they will for free only know what they already know how to do with regards to how to behave. For 100 EP they are moderately good at imitating victims, and for 150 EP they instead can perfectly imitate victims. For 200 EP injured spawnlings can use possession to turn their victims bodies into new spawnling bodies for themselves. This kills the possessed person.

Environmental Infection: This ability causes spawnlings to slowly mutate the environment around them over time, making it more amenable to their needs. There is a default tier available for free, but for 50 points this can mutate plants which will guard the territories of your spawnlings with poisons and vines. For 100 points this can mutate animals making them more

dangerous and aggressive to those the spawnlings don't know or dislike. For 200 points this mutate the water and earth around them into substances corrosive to the sanity of mortals.

Culture Corruption: This ability allows your spawnlings to affect reality in ways either subtle or large depending on the powers of your spawnlings and how many points you invest here, through depictions of them. Basically, depictions of your spawnlings act as small reality windows for them. If you spend 50 points on this, your spawnlings can appear and move within pictures taken of them, if you spend an additional 50 points they can move and appear in drawings of them no matter how bad. For 50 points spawnlings can infect other nearby pictures or drawings, and for 150 points they can infect internet sites or forums mentioning them. As far as their capabilities go, for an additional 50 points beyond the free ability to appear and move within images of them they can haunt places housing their images, or induce waking visions (or for 100 points they can do both). For 100 points they can haunt the dreams of people who look at their images, and for 200 points they can gather fear they induce, and use images as a doorway to enter a place housing an image of them or appear next to technology where images of them are stored or posted.

Eldritch Knowledge: This option refers to how natural a spawnling's eldritch abilities feel to them and how intuitive they are for the spawnling to use, as well as knowledge regarding what your cultists look like and what their fellow spawnlings are like. This is free. If you want to gain points, 250 EP to be exact, then you can disable this, and spawnlings will need to learn how to use their powers themselves as well as gain other knowledge on their own such as who also follows you, which can lead to accidental friendly fire amongst themselves and even your cults.

Eldritch Toms: This unusual ability is not available by default, but if you grant it to your spawnlings (which costs 50 EP and gives them access to one reality window at a time) lets them use reality windows of yours in addition to you using them. If granted, spawnlings can use a single reality window of yours for a few hours at a time, and they can step through them and spread your influence further. You can upgrade their access to your windows (costing 100 EP for the sake of allowing them to access all windows, and 50 EP to allow them to roam the space that connects windows, though you can gain 50 EP back if you make it so that each time they use a window the destination is random), and how long they can affect the world around a reality window before being shunted back (if you spend 50 EP they have several days, for 100 EP they can stay a year, and for 150 EP they can stay permanently, allowing them to use reality windows to replicate the effects of the summon spawnling miracle). Normally if spawnlings create more spawnlings while in a window when the time they can spend is over the created spawnlings (including assimilated spawnlings that are the result of spawnlings and cultists interacting) will go with their parent spawnling whenever the spawnling is from, but for 50 EP these new spawnlings can stay in their birth world.

Cult Customization

Cults are important for eldritch divinities. Each eldritch god, no matter their tier, gets power from worship, and by organizing cohesive cults an eldritch divinity can begin to accrue power which eldritch gods can use to perform miracles or do other divine things. Very critically, the followers of eldritch gods can also be given knowledge of how to do things like create reality windows and also allow you to indirectly influence regions of reality. Additionally, cultists are usually better agents for interacting with mortals than spawnlings.

Each origin gets a distinct stipend here. Elder Gods get 300 EP, Great Old Ones get 450 EP, and Outer Gods get 150 EP. That said, many options in this section are free (and mutually exclusive), so make sure to note which sections have an EP cost, and which ones do not. Each of the free options has significant effects on your ability to generate worship points, and offers free boons and sometimes drawbacks to your cults.

Transparency (free, pick one and only one, though you can toggle which you pick between jumps): This refers to the secrecy of the cult in question. Each of these options affects the growth of the cult and how easily the cult generates worship points, the energy you spend doing miracles. **Hidden (Requires: Sacred Sites):** This option makes your cult a secret one, one that can only meet once a week but in exchange, your cult has an easier time creating sacred sites and the worship energy you generate is multiplied by five. **Discrete (Requires: Rituals):** this is a balance between **Hidden** and **Open** which strikes a healthy medium between the two options, and it causes the cult to hide the strangest facets of the faith from the public, as well as makes the cultist tend to be private spiritually but still mostly honest about their faith. This does not change the base formula for how you get worship energy and you can select one miracle category to have a discount on, cutting the prices for every miracle in half. **Open (Requires Holy Book):** this option is for when you want cults to be honest and transparent about their faith, and it causes them to seek to live faithfully and openly. When it comes to affecting worship, with this option you select between having a day of the week where all points from activities are doubled and you get points hourly instead of daily (a day of worship), or you create 10 holidays wherein you get to have your points be multiplied by 10 (or a single holiday where your points are multiplied by 200).

Cultist Unity (Free, pick one and only one): This refers to how unified the cultists are across cultural boundaries, and how each cultist is most likely to try and spread the cult. **Cells** are the most individualist of the options here, with each cult cell being its own group of worshipers who may worship you in different ways from their fellow cultists. As far as worship goes, each cell generates its own pool of points that cannot be used to aid other cells, and cells that defeat other cells absorb 75% of the slain cells points plus 500 points per dead cultist on both sides. Points are lost when a cell is wiped out by anything other than another cell. There is both risk and reward to having competing cells. **Interwoven** is a mix of **Orthodoxy** and **Cell**, and makes your cultist community overall function more like cities of the same state, where while there is some degree of difference and sometimes even minor rivalries there is real cohesion and a sense of unity and belonging. As far as worship points go this option still has individual groups gather individual pools of points of worship this lets you pool points into a sacred site for the

sake of having a safe bank that will keep the points if the group is destroyed, and lets individual groups of worshipers transfer points to other individual groups but at a 10% loss of points (as in if a group transfer 100 points to another group 10 of those points are lost in the process). Rituals can also be done using shared pools with contributions from multiple cooperative cells. **Orthodoxy** is the most conventional option here, and consists of having the faith be one large group of fairly unified individuals and organizations that are fairly rigid with as little deviancy as possible. This creates one massive pool of points, and prevents the death of cultists from negatively affecting said pool, but points fade at a rate of 5% per year. All miracles can be done at a range of about 100 feet around any cultist, spawnling, servant, or avatar, and the cult itself is highly unified and able to weather most any direct threat once it becomes popular enough.

Cultist Mindset (Free, pick one and only one, though you can toggle which one you've selected between jumps): There are three options here, **Zealot**, **Loyal**, and **Casual**. It's worth noting that no matter which option you pick the other two will appear just not as often. **Zealots** are endlessly loyal to you, willing to do anything you ask of them, and can still function in mundane society for a few years before their devotion to you drives them insane. They generate ten times as many base points, but have a 10% chance of going insane or suffering from mutations which make them unable to function in normal society each year. You get the **Visions** and **Sacrifices** perks for free, and the death of a zealot contributes an incremental amount to a pool meant to power a 4th tier miracle. **Loyal** cultists are devoted to you and more driven or steadfast than unrelentingly mad like a zealot would be. They will follow most commands from religious leaders in the cult except for those that involve the loss of a loved one or something similarly jarring and are quite loyal to each other as well as to you. Followers grant 3 times the base value of their worship, or 5 times when in war. 1 in 250 might defect from the cult, but will usually come back a few months or years later, sorrowful for their defection and renewed in strength religiously. You can upgrade any cult perk worth 100 points for free, taking a cult perk like marriage and boosting it from its 50 point tier to its 100 point tier for free. **Casual** cultists are surprisingly more loyal and pious than you may think, resisting prosecution steadfastly, but they are more relaxed in their day to day beliefs and spiritual practices than members of the other options are. This option does not come with a base increase to worship points from day to day life, but increases how much one-time activities generate by half (a sermon that generated 20 points would now generate 30, for example). You can remove the negatives of one free cult perk that you gave up (such as removing the effects of not having a holy book on cult cohesion and uniformity). These kinds of followers are the least willing to go to war for their faith, or do other such risky and potentially immoral activities.

Cult Perks:

Holy Book (free): This is a sacred text that explains the tenants of pious, proper worship of you. This uniformizes worship of you, and amplifies the amount of energy worship creates. This allows you to create specific rules for your faith, and impacts the worship points your cults create by giving them an additional .5 factor to the base number generated daily, and when used in sermons verses from it automatically generate 1 point per verse. Stories from it generate ten points per time cited. You can choose not to have a holy book, which makes the

traditions and worship your cultists practice more organic and gives you 100 EP to use in this section, and this section only, but reduces the effectiveness of attempts to organize your faith, making such efforts a bit less potent than they'd otherwise be.

Sacred Site (free): A sacred site is a holy area where a concentration of devotion to you has thinned the barriers between realities, allowing you to more easily influence the world around said site. As cultists gather and renew their commitment to you, places become saturated with the vestiges of the energy they produce. This has interesting effects on the acquisition of holy energy. If a cultist spends three hours in the site the energy they produce for that day is doubled, and all one-time events (Sermons, sacrifices, rituals, etc.) will produce twice as much energy as they otherwise would. You can choose to make sacred sites much rarer while still taking this perk, and gain 100 EP to spend elsewhere in this section. If you do so, it doubles all energy produced at actual sacred sites, and gives you the ability to spend 20K worship points to create sacred sites that can themselves discount miracles when said miracles are performed in them. Once a miracle has been performed in an artificial sacred site 1 year, 2 years, 4 years, or 6 years for 1st tier miracles (Financial Boost, Virility, Resurrection, Portals), 2nd tier miracles (Martial Boost, Healing, Restoration, & Spawnling), 3rd tier miracles (Charisma Boost, Love, Incarnation, and Servants), and 4th tier miracles (Great Wisdom, Power, Avatar, You) respectively.

Religious Rituals (free): You can devise rituals for your followers to enact that they will do their best to perform when you stipulate. This can be as broad as chanting for a few minutes, or as specific as celebrating the downfall of a powerful foe. If you don't direct this yourself when you select this option, your cultists create rituals that tend to be homages to activities of yours in past jumps. This does not provide a continual boost to your worship, but instead provides you with 500 points every time a ritual is performed, though if 100 cultists perform it then the ritual instead provides you with 1000 points instead. If multiple cells, as per the cult unity option, are gathered for a shared ritual then you get points as though each cell did an individual ritual. If the unity option is orthodoxy, it instead counts as another ritual per 1K cultists participating in it. If you refuse rituals, you get 200 points, and rituals do nothing for you worship-wise, but instead all other one-time acts get a 25% bonus to how many points they generate for you.

Brainwashing (50 points): Your cults are skilled at various means of manipulating and programming mortal minds, which can powerfully boost the loyalty and faith of affected cultists. This provides cults with an additional factor of 0.5 to their base point production. It has a very small chance of failing on its own, and it can be undone by those skilled in mental manipulation, and unbrainwashed former cultists are vindictive and will seek to undermine the cult however they are.

Visions (50 points/150 points): You can, once per week (for free) send a vision to one of your cultists that allows you to speak to them though vaguely. This has no effect on worship, and if it is done vaguely then there is no risk to the cultist. You can spend 100 points to gain the ability to send a clear, direct vision that will hurt them temporarily but only a little, causing a headache. This boosted version has no effect on worship and can be used once a month per free and you

can spend 100 worship points to do it more than once a month. Lesser visions, the vague, harmless kind, can still be used.

Sacrifices (50 points): Sacrifices of any object, or non-sapient animal larger than a rabbit, provide you with worship power. How many points the sacrificed object depends on whether or not it is meaningless to the person sacrificing it, in which case it generates 5 points per pound, while lesser keepsakes generate 50 points per item, while items of true value generate 500 points, and something semi-vital generates 1.5K points. Sacrificing can be done via killing, breaking, or destroying the object or lifeform. They can also give you the object, if they are near your true form.

Marriage (50/100 points): This is a unique option for you, as an eldritch being whose eldritch nature was a wedding gift from your bride. You can bless weddings if you take this option, and at the 50 EP tier you can give minor blessings to weddings that invoke you, your bride, or some concept like unions and ties between lovers of different status. This has a passive effect on the worship you get from couples, boosting points generated by said couples by 0.5, and weddings that invoke you will generate 2.5K points, or 3K points if both (or all) people getting married are virgins. For 100 points, you can freely cast a virility miracle on the newly weds, and a discounted love miracle which makes their love more steadfast, and this doubles how many points they give you.

Burial (50/100/150 points): Death comes for us all, though admittedly for most eldritch death is just a temporary inconvenience. Still, even the eldritch understand how frustrating death can be, and how important it can feel to some mortals. Each tier of this perk refers to different facets of death. At the 50 EP tier this covers graveyards and results in many graveyards with the bodies of cultists becoming sacred sites over time, this also causes there to be a factor of 25% given to all daily, passive worship. At 100 points your followers become able to linger as ghosts, possessing mortals of their same race and spawnlings, though you must empower them at a cost of 20 worship points per night you allow possessions, this also gives you an additional factor of 25% to all daily, passive worship. You can also spend 100 Worship power per ghost to give them intangibility and hellish powers. If you spend 150 EP on this perk you can create an afterlife to house the souls of your worshipers, which will cause them to generate a 10th of the average cultist's daily worship points, and these points can be used anywhere even on cells that the cultists did not come from in life if you took the cell unity option. This afterlife will be filled with the souls of your cultists and also your sworn enemies (if they are sacrificed to you), and you can design it to be however you want it to be aesthetically.

Human Sacrifice (50/100 points): Your followers can perform human sacrifices without this, but if they do so they will only provide minimal points as determined by the sacrifice perk. This greatly amps up the power produced by the sacrifices. If you spend 50 points on this then your cultists only draw power from sacrificing meaningful souls, relative to you. The sacrifice of a cultist gives 5K points, though if they are a virgin this generates 7.5K points instead, and if they are a child then this generates 10K points total. A sworn enemy sacrificed generates 3K energy per enemy, but this jumps to 10K if they were a leader of a faction opposed to you. If you spend

100 points on this then anyone can be sacrificed. Complete strangers are half as valuable as cultists in terms of points, but cultists sacrificing normal people they love that are not involved with the cult will generate 15K points, while true family (such as a sibling, or parent) will generate 30K points, and a lover or child will generate 50K points.

Spawnling Aide (Requires Spawnling) (50 points): This upgrade makes spawnlings receptive to the needs of your cultists, and willing to aid them in most mundane or normal activities and even feral spawnlings can, with effort from your cult leaders, begin to worship you and engage in minor rituals themselves. This perk gives your cult leaders the knowhow needed for them to interact peacefully and mutually beneficially with your spawnlings, a task which can be easy or difficult depending on the intelligence of your spawnlings. This, very importantly shows your spawnlings how to worship you, and their worship is naturally greater than that of other worshippers (on average at least) due to their bond to you. Worship points created by spawnlings, even feral ones, is worth 1.5 what it would be for non-spawnling cultists, and events wherein spawnlings interact with other cultists generates more points (also a factor of 1.5). Sacrifices given to spawnlings, or devoured by spawnlings in the case of living things, fully doubles the points they would otherwise generate. Any single spawnling feature worth 50 points you pick can become something spawnlings can grant cultists, and this option grants you an additional 50 points to be spent in the spawnling customization section only.

Spawnling Integration (requires spawnling aide) (100 points): This is a direct upgrade to the mentor & ally relationship between cultists and spawnlings created by Spawnling Aide. At this point more sapient spawnlings live with and work alongside cultists, instinctively recognizing cultists as allies and even bonding with them (even if the spawnlings are otherwise non-sapient). A spawnling that bonds with a cultist will work to protect them, even dying to do so if necessary, and they can perform a free miracle that would protect their bonded cultist allies. This is such a profound connection that some spawnlings will defy your orders if you order them to not do this, and they will obey orders to do it even if it'd be ill-advised. Additionally this gives you 100 additional spawnling points, and you can select a feature worth 100 points your spawnlings have that they can now give to cultists.

Spawnling Rebirth (requires spawnling integration) (100 points): The final step in the integration of spawnling society and cult groups, now when your cultists of sufficient devotion die they can be reborn as spawnlings. Spawnlings born this way count as cultists for worship point purposes for the first five years they are alive and keep their individuality and sapience, even if your spawnlings normally are not sapient or individuals by nature, as well as life extremely long lives (300 years to 3,000 years, at your discretion) even if the normal spawnling lifespan is not that long. You gain an additional 100 points to invest in your spawnlings, and you can pick a feature worth 200 points that spawnlings can teach your followers how to manifest, which will be partial transformations for your cultists and that some exceptional cultists can learn how to trigger without external aid. Additionally reborn spawnlings can be turned into avatars or incarnations at half cost and without having to go through a resurrection or reincarnation.

Miracles: All of these options are free and available to all eldritch divinities, though whether or not they can be used at any given time depends on your total accumulation of worship points (which persist across jumps if you have unspent points at the end of your stay in a setting). There are four miracle trees, **Mind**, **Body**, **Life**, and **Summoning**, and those who selected the **Discrete** transparency option can select one miracle tree to discount.

Mind Miracles:

Financial Boost (1K first tier, 5K second tier, 20K third tier): This miracle can be used on someone to boost their level of financial wisdom and luck when it comes to money. At the first tier you make someone thrifty, forever. At the second tier you give them enough wisdom to start and run a successful business. At the third tier you make them a stock market genius.

Martial Boost (10K first tier, 50K second tier, 100K third tier): This miracle boosts someone's abilities in a martial context. The first tier gives someone basic combat skills and heightens their reactions. The second tier allows them to instantly master a martial art. The final tier turns them into a one man army, or gives 100 followers temporary basic combat knowledge.

Charisma Boost (50K first tier, 100K second tier, 200K third tier, 500K final tier): This miracle allows you to improve a cultist's interpersonal skills, and allows them to invoke some degree of your overwhelming presence. The first tier makes them able to keep up morale and motivation amongst other followers of yours, the second tier boosts their deception skills, the third tier makes them able to inspire conversions amongst large groups, and the final tier allows them to force those they hold to experience a mental connection to you which will invariably turn them inside or into zealots, or both.

Great Wisdom (1,000,000 points): This catch-all miracle allows you to impart vast but general wisdom into a cultist to make them a great leader or advisor or give them in-depth information on one specific subject, raising them up to the level of a consummate professional on the subject. This would not make someone a doctor but you could give them enough knowledge to be a skilled professional at one specific facet of the medical profession.

Body Miracles:

Virility (100 points for first tier, 1K for second tier, 2K for third tier): This is about sex. These miracles are all about boosting one's endurance or fertility/virility. The first tier of this allows you to triple someone's sexual endurance for a single night. The second tier makes the effects of the first tier permanent. The third tier magnifies someone's fertility/virility by 99% all but guaranteeing that they will impregnate someone/become pregnant with someone's baby. If you spend an additional 1K worth of points you can increase how many babies they'll have.

Healing (10K, 20K, 50K, and 100K, per tier respectively): These miracles are all about undoing damage to the body. At the first tier this heals all cosmetic damage and minor mundane injuries. The 2nd tier heals mild cuts and up to 2nd degree burns. The third tier heals one major

injury, 3rd degree burns on a limb, and any non-dismemberment-inducing cut. The final tier cures a terminal illness but doesn't undo the damage already caused by said illness.

Love (100K, 300K, 500K, for first, second, and third tier respectively): These miracles induce love, though how costly they are reflects how difficult said love was to induce in the first place. At the first tier this induces love between two compatible people. At the second tier this can induce love between any two people who don't hate each other. The third tier can induce love even between mortal foes. If you wish to lower inhibitions and issues when others interact romantically with your cultists, you can spend 50K to give cultists an aura that makes it easier for those they interact with to accept any oddities that stem from being one of your cultists, like religious differences, cultural biases against polygamy, or anything to that effect.

Power (500K, 750K, 2,000,000 points for first, second, and third tiers of this miracle): These miracles allow you to safely give mortals some variation of your powers, as well as more power in general. The first tier of this gives mortals peak physique (physically and mentally) for their species, and it is unaffected by age. The second tier of this lets you give a cultist a power of yours worth 50EP but each time they use it they are at greater risk of death and/or insanity. You can invest 250K worship points into them to address one of these issues, but not both.

Life Miracles:
Resurrection (5K): Resurrections themselves are fairly simple, at least for eldritch divinities. The complication with this particular miracle is that a resurrection alone is typically not enough to ensure longevity in the individuals you resurrect, and that's where more costly miracles typically come in. An additional problem with this miracle is that it only works on the very recently dead (48 hours or less), and with damage no more complex than say two gunshot wounds, a snapped neck, or poison. This can also be paired with **Incarnation**.

Restoration (1K/5K for first tier, 10K, 30K, 50K, and 100K for 2nd, 3rd, 4th, and 5th tiers): This miracle is about fixing things that healing cannot repair. At the first tier this repairs simple mundane items, and if you spend 5K instead of 1K you can repair highly modern items or mystical equipment. The second tier allows you to fix digits and eyes, including the creation of missing ones. The third tier lets you restore one missing limb or repair a non-vital organ, while the fourth tier lets you fully repair a vital organ (including the brain). The final tier lets you fully restore a target's body, and can be paired with **Incarnation**.

Incarnation (500K): When you are invoking this miracle you must pair it with **Resurrection** or **Restoration**, or it must be used on a reborn cultist (via **Spawnling Rebirth**) and it turns the target into an **Incarnation** of you. This makes them an otherworldly being with 150 EP worth of your powers, as well as makes you able to resurrect them for free once per jump, and for 150K worship points after the initial resurrection. **Incarnations** are considered servants for all intents and purposes, and when you leave a setting you can take them with you and import them as followers into new settings.

Avatar (1.5M): This has the same base requirements as **Incarnation**. Avatars are followers who are deeply, profoundly linked to you. They can detect your will and will speak it to your followers, as well as having lesser versions of your powers and an eldritch form that is modeled after yours. They also possess eternality, and when you go to a new setting they follow you, but have to be resummoned (which costs one twentieth the cost of summoning you, which is itself dependent on your origin) but they can still minorly act in a setting doing things like interacting with cultists through dreams or telepathy. If they are slain you can resurrect them for one twentieth the cost of summoning you as well.

Summoning Miracles:
Portals (1K, 5K, 15K, for first, second, and third tiers): You can bend space and time and create rifts that allow for items to be transported or for people and spawnlings to travel. At the first tier this is for anyone on a specific world to travel to anywhere else on the same world (and you can pay an additional thousand points to transport more people at once), at the second tier this is for travel from one world to another in the same solar system, at the third tier this is for anything else with no limit on items. You can also spend one thousand points to send a personal possession of yours to one of your followers no matter what world they are in.

Spawnlings (5K for one spawnling, 20K for a dozen spawnlings, 50K for a large group, and 100K for an army, summons last for 13 hours, but doubling the costs of each tier can make the summon permanent): Spawnlings only naturally appear on the planet you create them on, unless they are intelligent enough to travel the stars on their own (or are aided by someone smart enough to do that). This miracle allows your cultists to summon them across the vastness of space, summoning a number of them depending on how many points you spend when performing the miracle.

Servants (cost depends on the number of servant slots, and is servant slotsx250K to summon a servant for an hour, double that to make it last five years, and quadrupled to make the summon permanent. IE: to summon Ta'lanurgatlau for an hour it'd cost 250K points but to summon Tghanlhu for an hour it'd cost 500K points): This lets your minions summon your servants, unique, powerful eldritch beings who possess vast power, in some cases even surpassing you in raw power depending on your origin, build, and the nature of the servant in question.

You (12M, 27M, and 42M, if elder god, great old one, and outer god respectively): This miracle summons you, in the fullness of your glory and power, to a planet. And it will undoubtedly result in hundreds of thousands, if not millions or billions of conversions in the minutes, and hours after you appear. This miracle is a game-changer, and it is appropriately stunningly expensive as a result of that.

Items

All origins have a rolling discount here that they can apply to any single item per price tier (You can discount 1 100 EP item (making it free), 1 200 EP item, 1 400 EP item, and 1 600 EP item)

Abandoned Hideout (100 EP): This is a series of abandoned places across a setting. These locations are nexuses of eldritch energies and naturally attract those interested in forbidden or maddening topics, and they can easily be turned into sacred sites for cults. How many places this is per jump differs, ranging depending on how large the setting in question is, but there'll always be a fair few.

Bountiful Region (100 EP): This is a number of environments that, coincidentally, are perfect for your spawnlings or the spawnlings of your allies and spouses (if applicable). These places will always have abundant food for your spawnlings, and will easily mutate in their presence to better help them. These places will be usefully located for your purposes and for the habits of your spawnlings, be they miners who devise advanced technology and thus need mountains and stone, or be they underwater geysers for more aquatic eldritch spawnlings.

Dark Tome (200 EP): This is a collection of texts perfect for you to read that are filled with accurate knowledge regarding occult topics. These books update as you go from jump to jump, and are filled with all sorts of esoteric lore that you and your cultists can use. Your personal dark tome is a perfect repository of eldritch knowledge and the ones belonging to your cultists are filled with just enough eldritch knowledge to not drive them mad.

Anti-Eldritch Weapon (200 EP): This is a small arsenal filled with weapons and materials for forging weapons that have anti-eldritch properties. These will not work against eldritch divinities, or against particularly strong spawnlings, but most eldritch races will have at least minor susceptibility to these weapons and your cultists will quickly become stunningly proficient with them.

Eldritch Society (400 EP): You have found and become the leader of a haven of eldritch beings after a short, easy adventure probably involving keeping the society secret. Some of these will be eldritch divinities, the majority of which will be on the weaker side (being Elder Gods). These are peaceful eldritch beings, and they will live in a serene, picturesque region (for eldritch beings). This region will be happy to exist under your rule, and you will be able to live here amid your fellow eldritch in peace if you desire to retreat from cosmic politics, and under your aegis only the bravest or most deranged eldritch divinities will target this place. In future settings this place will remain as safe as it does here.

Harem of Slaves, Cultists, & Pets (400 EP): This is a community's worth of lesser eldritch beings that are already loyal to you and eager to worship you placed somewhere on Earth. In actuality this is Aza's attempt to jumpstart your cult, and also provide protection for some eldritch beings that were the victims of nearly successful genocides on various worlds. While the

eldritch beings here are all women and already in human disguises, none of them are actually human, and all of them seek to breed either with you or with humans they lure into the town. They will worship you however most pleases you, and they will follow you into future jumps, along with their children and any spouses they may gain over the course of the next few years.

An Empty World (600 EP): This is a long abandoned, plain world the size of Jupiter that can easily be terraformed and could serve as a perfect habitat for cultists, spawnlings, or both. You can have any of the items you purchase in this section placed on this planet, if you wish.

Eldritch Befriender (600 EP): This is not for you, but for your followers. With this item your followers have some sort of mechanism that makes feral and otherwise non-sapient eldritch passive. They'll still defend themselves if attacked, but this guarantees that your mortal followers won't risk attacks from eldritch beings solely because they are mortals daring to interact with eldritch beings. This will protect them, or at least ensure that curiosity does not get them killed or driven insane.

Companions & Followers

Import (50 EP): You can import a companion and they gain all the freebies, discounts, and get to pick an origin themselves, as well as 600 EP to spend themselves on perks, and items. Companions cannot take drawbacks.

Fellow Apotheosis Eldritch (50 EP per companion, maximum of 300 EP for eight companions): You can import an existing companion and they receive an origin of their choice (including Outer God, though if they take that one they must pay the EP necessary to do so) as well as any stipends that said origin receives and a budget of 600 universal EP to spend however they wish. These companions are considered your groomsmen, regardless of their (or your) actual genders, and can complete quest scenarios but not romance ones, and receive said rewards. They cannot take drawbacks.

Most Loyal & Charismatic Cultists (Free): A handful of your most devoted cultists can follow you along your chain to jumpstart new cults in new jumps you visit. These cultists will be small in number, but make up for it in their piety, and they will devotedly inspire at least a handful of new followers to join your cults wherever they are imported, provided other people exist there at all. Count as followers, unless imported via companion rules in future jumps.

Spawnling Sages (Free if you have spawnling): This is a single pair of unusually intelligent spawnlings who attain immortality, perhaps being given it through loyal service to you or as a gift from Aza, and who swear to stay by your side and aid you. These spawnlings are seemingly inspired by the Black Goat and they reproduce rapidly and, if possible, regularly, though whenever they reproduce they only create a small handful of spawnlings. They are both charismatic and wise, and can inspire people to follow you with ease. Count as followers unless imported via companion rules in future jumps.

Servants:

The eldritch beings in this following section can all be gained as servants by using a stipend or by paying normal EP costs for them with the following formula: 50 EPx # of servant slots they take up (a servant that costs one slot would cost 50 EP, a servant that costs 3 slots would cost 150 EP). You have a stipend that is origin-specific in this section as well, with Elder Gods having 15 slots, Outer Gods having 10, and Great Old Ones having 5. Some servants will be available as scenario rewards. If they are and you purchase them as servants here then you will be refunded if you take and complete the scenarios that offer them as rewards. Other servants or followers are available as scenario rewards. Romances can be initiated with any of the eldritch beings here, so long as they are considered adults (so not Tlaghunshanuun or Tghanlhu), and romances would be taken into account for Aza's scenario but romances are not necessary and take active action on your part to initiate.

Lovedritch (50 EP each, or one servant slot per individual/group of linked individuals): Each set of individuals here counts as both a wife (or wives) and a servant, for the purpose of Aza's romance scenario. These are eldritch divinities that are unlucky in love, and are eager to find mates. They include the outer gods: Mother of Pus, The Blackness From The Stars, the

Great Old Ones: Volgna-Gath, and the Triple Gods of Chaos, and the Elder Gods: Bast and the Star Mother (who is an Eldritch Divinity with the ability to ascend through the ranks of the eldritch hierarchy with time and energy accrued by cultists). You can also purchase Cxaxukluth the *Princess of the Eldritch* who is a strange progeny of yours and Aza's and counts as an outer goddess as well as costs 100 points and is not a wife (at least not by default).

1 Slot Servants (50 EP each, once you've used all of your slots or if you intend to save slots for other servants): This is the lion's share of servants available to you that take up slots at all. These individuals count as followers, unless you import them into a setting as companions. This tier includes Ta'lanurgatlu, Thaghhu'ugat, Ftagxurshagaalga'k, Liallasur'Yog, Aftftshasnaftst, Infesta, Nusha'urraatst, Gacthaurshaaftxtt, Shathxthfta, La'Gusuun, Gugurshaguastghuug, Nctosa & Nctolhu, Ftu'gurshanattanga', Tnukauragat, Ghuftrshasg'unkt, Nanaftall, Tthiaftlsu'ftaftugh, Thuftftathsu, Rani, Amala, and Tia"ugasa.

2 Slot servants (100 EP each if using EP for them): These are also followers, and have unique powers or traits compared to the less costly servants. Servants in this tier are: Tghanlhu and Tiara'tnuananx.

3 Slot servants (150 EP each if using EP to purchase them): Rashunftattaxa is in this tier.

4 & 5 Slot Servants (200 EP or 250 EP depending on the number of slots taken up by the servant in question): Tlaghnunshanuun and Utftangshasut are 4 slot servants. The one five slot servant is Aftlhaangunaga.

An Eldritch Friend (50 EP per person): This is the export option. You can select a friend you make during this jump and if you can persuade them to come on the chain then they can come with you (when you ask them they will be rendered immune to mind control and other such things, giving you a genuine, considered response). This can be any person you meet here, so long as they are not tied to a scenario (so individuals like Aza, Cthulhu, Hastor, and any of the potential romance options tied to canon characters cannot be exported to future jumps with this). They will join you along your journey. If you fail to persuade anyone this'll get refunded to you and you spend those points elsewhere.

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 Eldritch Verse 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 if you wish, which amps up the difficulty of the scenario and still gives you extra points. If any scenario says a drawback is required, then the scenario is unavailable unless that drawback is taken.

Quest Scenarios:

These scenarios are more adventure-based than the romance scenarios and can be solved without complicating each other and without complicating the romance scenarios. For every four quest scenarios you complete you can add 50 EP to your total budget to be used at the end of your jump to further customize your build. Additionally, any rewards that constitute something that you've already purchased results in the EP you spent being refunded and becoming able to be used right when you leave the jump to further customize your build going into future jumps.

Unique Servants:

Hiana, Barana, The Servant, Amirga, Andihce, and Angi, are all potential servants that have unique circumstances behind them. Whether it be Hiana's hatred of the eldritch, Andihce's unusual destiny, or any other such circumstances this scenario is a repeatable scenario that consists of you accepting the work that it'd take to address the circumstances behind the servant's abilities and the risks that come with recruiting them, and dealing with them. This is a freeform scenario as all of the unique servants can be taken without spending slots and their problems can be addressed in a multitude of ways.

Rewards:

The loyalty, friendship, and service of whichever woman you decided to tackle when you took this iteration of this scenario. You could romance them, but it's not necessary to do so, and these women will follow you along your chain as followers that provide their unique skills to your cultists, spawnlings, you, or any member of your eldritch court as necessary. If appropriate/not dealt with while recruiting them, you still have to deal with the banes of the unique followers, but you can iron those out in any way that makes sense thematically.

Void Worms:

Some particularly powerful or durable creatures require the personal attention of eldritch divinities to tackle. These specific beasts are sapient monstrosities that feed on eldritch energies and attempt to devour eldritch gods, sometimes even succeeding! They are "eternal" albeit indirectly, possessing the ability to merge their minds with their descendants if slain, which makes them capable of learning a great deal over the course of eons. While durable they can be slain if subjected to the attention of a Great Old One or even an offensively focused Elder God. Nonetheless your mission is to wipe them out which is daunting.

If you have the following facets of your build this is much easier: Thagghu as a servant, you are not an elder god, spawnlings with space habitat and/or maximum durability, the minion-glamour and cyber-abomination powers. Each of these things being part of your build makes this scenario much easier.

Rewards:

For completing this scenario you can gain 1 servant slot.

Eldrititans:

The term *Eldrititans* refers to a restless, ambitious faction of eldritch divinities who aspire to be the new top-gods and top-gods in the eldritch bureaucracy. These individuals wish to overthrow Aza, and to become the new rulers of the universe. This scenario requires that they be dealt with, be it by war or by diplomacy.

The following options make this much easier to do: Ta'alans and/or Agna as servants, you being an elder god, possessing the slow insanity power, having a humanoid eldritch form, or having cell unity other than cells.

Rewards:

You can select two by default, with one more reward available to you per item you had from the list above this. Lesser/Eldrititan Form: functions as an avatar but slightly stronger. Multi-form: As an Outer God with this reward you can gain forms that you can customize as per the eldritch form designer earlier in this jump but that are Elder God (two forms) & Great Old One (one form) respectively, all three of the origins take the same time to shift to their other forms: three months. If you select the multi-form power, go through the free eldritch form customization section and design your new form or forms. Eldrassassins: some of the defeated/humbled/pacified members of the eldrititans join forces with you, serving as assassins, spies, and bureaucrats in your service. You can also choose to gain Thagghu or Tiarra as servants for free (or both for two rewards).

Mad Gods:

In addition to the eldrititans, there is also this group of enemies. There are three main Mad Gods, though others exist, and all of them have their cults though their ability to use their cults differs from Mad God to Mad God.

The three big threats are: Uvhash, the blood-mad god of the void a vampiric eldritch who only wants to drain the life from the cosmos, his spawn are the infamous Star-Vampires. Cyaegha, the destroying eye and the waiting dark, a gargantuan eyeball with tentacles that desires to nihilistically destroy all things. The final Mad God is Ngyr-Korath, the Ultimate Abomination, and son of the Unnamed Darkness. This Mad God hates all mortal life, and especially despises you not only for being the mate of his grandmother Azathoth but also for being an ascended mortal.

The following options in your build make this much easier: Nusha as a servant (for dealing with Uvhash), Tlagn as a servant for dealing with Cyaegha, Hiana as a servant for dealing with Ngy-Korath, being an Outer God, possessing the Durability and/or Reality Field eldritch powers.

Rewards:

By default you can pick two of these, but for each of the recommendations up above you have in your build you can pick one more.

You can take the evolved, matured Nusha (who is now the goddess of the void, and is considered the mistress of the star vampires) as a servant for free, or the Reborn Korath who has already been resurrected after falling in battle (albeit in a weakened state, and trapped in the form of a female human. She has amnesia, and is still battle-crazed and bloodthirsty, but understands that you are her mentor and will more or less obey you, at least initially). You gain a hybrid nature that incorporates the incorporeal physical nature with your original physical nature (or removes the downside of incorporeal as a physical nature if that's your default physical form), or you can have Amirga as a follower but without her first and third banes.

Those who will escape:

Ithaqua is not the only eldritch prisoner, and most eldritch prisoners are a lot less willing to stay prisoners than she is. This quest will revolve around either making sure that the following three eldritch beings are kept imprisoned, or dealing with the fallout when they escape as you recapture them.

Nyctelios the Cyclops was once a mighty Elder God who grew arrogant and created a servitor race to dominate the Earth. He was defeated and imprisoned, but his power has grown since then and he is on the cusp of becoming an Outer God. If he does then he will escape and attempt to plague the planet and unleash his servitors.

Nycrama the Zombifying Essence is a former Elder God who has become something akin to a Great Old One and was banished to a parallel reality that occasionally touches South America. If he escapes he will zombify all mortals and lesser eldritch he meets, and try to turn the world into a necropolis.

Uitzilcapac is the Lord of Pain and a powerful, and sadistic, Great Old One, sealed out of Space-Time by a mysterious figure most believe to be Yad-Thaddag. He is believed to want to torture all living things, eldritch, divine, and mortal alike.

The following requirements make this task much easier and grant you one additional reward per requirement you have: Nanaft, Tghanlhu, and Barana as servants, not being an Outer God, Interwoven cult unit, and Max Elemental Invulnerability.

Rewards:

By default you can pick two rewards: Yad-Thaddag (a strange being that is seemingly a clone or lesser form of Yog) or Yhagni (a cousin of Cthulhu and Hastur, and an incredibly strong Great Old One, that is completely insane. She is nonetheless loyal to you since she loves the idea of an ascended mortal being the ruler of the eldritch community) as servants, a colony of Nanaft's people, or a new miracle: sealing. Your cultists help you seal away other entities, costing 100K for Outer Gods, 10K for Great Old Ones, and 1K for Elder Gods, as well as 100 points for any beings weaker than an Elder God.

Battling the Abyss:

Reality is strange in this setting, and there is a region known as “The Abyss” in which the rules which govern the universe are flexible. This region is beyond the ability of mortals to perceive and is home to many eldritch communities as well as many eldritch divinities. Most eldritch make use of this region to traverse the cosmos with ease as this place compresses space and allows even Outer Gods to more easily explore the universe.

Of special note as far as local inhabitants go are The Darkness and The Mist two of Azathoth’s children that have a fascinating relationship: they love and hate each other to extremes, and they have created two spawnling races, one of anti-matter and another of anti-energy that, lacking direction from their creators, attack anything that is not like them. Aza and the people living in the Abyss want help, and ask you to see if you can reconcile the two eldritch goddesses and get them to be diligent leaders of their spawnlings, which would make the Abyss much safer.

If you have Tiarra as a servant, are an outer god, have an aura of darkness or light, have spawnlings that live outside of reality, have an incorporeal form, or have the dimensional cloak power it’s much easier for you to solve this problem.

Reward:

By default take all of the following options (for each recommended build suggestion you have, pick an additional reward): Mist and Darkness (two of Azathoth’s children, powerful goddesses who are fascinated by you) as servants, the ability to have spawnlings be partially made of anti-matter (and thus able to dissolve most material) or anti-energy (making them able to absorb and negate energy) or both (turns spawnlings into living bombs that can reform sometime after exploding).

Culling of the Yith:

The Yith are a troubling race of eldritch that have a nasty ability to swap minds and bodies with unprotected aliens from across the cosmos. Sometimes by accident (and sometimes not by accident) groups of Yith have swapped places with entire cults, making them nasty threats to lesser eldritch gods. By force or by diplomacy you can try and help your eldritch allies deal with them.

The following things make this easier: having Lialla as a servant, not being an elder god, having an event reality window, having the possession or conversion whispers eldritch powers, having spawnings with the ability to possess beings or with the slow insanity and conversion whisper mental powers, as well as having the upgraded visions cult perk.

Reward:

You earn both rewards no matter how you completed this scenario. Your cultists can access the library of Yith by trading bodies with the eldritch aliens (with permission from the cultists), which

will allow the cultists to learn perform two miracles at the cost of 1/10 the worship points. Another quest is also easier to complete, which results in you gaining one more reward from it.

Dhole Extermination:

Dhole's are a powerful eldritch species that is ravenous and large enough to threat entire planets. They can be destroyed with relative ease by powerful eldritch, but they are animalistic and need to be dealt with before they become a threat to even more worlds. No one knows, or at least admits, who created them as the creator was either malicious or is now embarrassed to admit their mistakes.

The following things make this easier: having Ftagxu or Thagghu as servants, being a great old one, having a vermin attracting aura, having an underground preferred terrain, or having spawnlings with regeneration.

Reward:

By default you earn two of the following rewards, with you earning more based on how many build options you have from the list above this. Your spawnling birth rate is improved by one, you can gain the genesis eldritch power, you can use the genesis power five times as often, you can give Ftagxu and her children a destroyed world to use as they please (which would cause Ftagxu to join you as a loyal follower for free), and you can bind a subspecies of Dholes as living weapons and lesser spawnlings, these Dholes are as strong and as big but are less hungry and have a low birth rate, making them handy terraforming or destructive tools.

Shoggoth Patron:

Creations of the Elder Things, the Shoggoths are a servitor race that was created in the primordial past. They revolted against the Elder Things and killed them off, but are now going extinct. If you opt to step in, accepting this scenario, you'll be tasked with gathering the ones that remain and restoring them as a species.

The following build options make this much easier: having Thuftt, or Ftu'gursha as servants, being an elder god, having an amorphic eldritch form, having a non-open cult, having the visions cult perk, and having spawnlings with sapiency that evolves over time.

Reward:

You receive all of the following things. Your cultists now possess minor shapeshifting, which allows you to receive the benefits of being both open and hidden. You gain the Minion Glamor eldritch power. And you gain the Shoggoths as servants, Shoggoths are immune to eldritch-induced insanity, they can shapeshift, and breed with anything, though unless their lovers are shoggoths or eldritch gods their children will be the same species as the other parent.

R'lyeh Rises:

Your dedication to the rescue of R'lyeh inspires a rush of eldritch activism as brownnosing eldritch and those curious about you flock to Earth to help the city rise out of the ocean.

Coordinate efforts to free Cthulhu and his kin, and see the whole eldritch community come to respect you more.

The following facets make this easier: Having Rashun as a servant, being a great old one yourself, having the upgraded reality shift power, spawnlings that dwell in the deep sea, cults with spawnling integration, and spawnlings with eldritch knowledge.

Reward:

Chose two of these, unless you have one or more of the facets that made this easier (in which case go ahead and take one more per facet you have). Tthia, R'lyeh citizenship: your cults can come to R'lyeh and other eldritch cities, though doing so is difficult (all cult activities there generate 5 times as many points as other, though this doesn't stack), amphibious: either your cultists or your spawnlings are amphibious, or Age of the Eldricities: R'lyeh's rescue inspires eldritch architects to go ahead and build more eldritch cities across the cosmos. Such cities are welcoming to your servants, and their activities are boosted by 10 times the amount of points instead of five.

The Next Humans (This requires Spawnlings):

Many eldritch beings are tired of humans being one of the most common races for their cultists. Help out with efforts to devise a new species to commonly turn into cultists! When you create a new template species for eldritch gods to act through, this is considered complete.

The following build facets help tremendously with this: having Shathx as a servant, not being an outer god, cultists playing god perk, spawnling rebirth perk, spawnlings with environment infection, and spawnlings with sapiency at human level or higher.

Reward:

As a reward you get both of the following things. You can design a second spawnling race, and you can create one fantasy race with Shathx's help (or with the help of another powerful follower if you don't have Shathx as a servant) per jump, as well as have her/them create a fantasy world using a supercharged version of Genesis.

War in the Deep:

The depths of the oceans of various worlds are connected through a series of oceanic portals in the wake of the sinking of R'lyeh and the war between Cthulhu and the Elder Things to help keep eldritch birthed from the mixing of so much monstrous blood from ravaging any single world.

The depths of the oceans are filled with powerful eldritch beings, and while they normally contain each other by killing themselves in battle, sometimes a leader arises or a number of them become problems by being too powerful. Aza asks you to try and see if you can find a permanent solution to this, to make the depths of the ocean floor of dozens of planets safe again.

The following things make this easier: Having Utft as a servant, being a great old one, having a preferred terrain/spawnling habitat of the deep sea, Kaiju-sized spawnlings, natural weapons

worth 50 EP or more, having the human sacrifice cult perk, or having pincers or suction cups as tentacle accessories.

Reward:

You get both of the following things as rewards for completing the scenario. You can take the Lord of the Deep (an eldritch with multiple parents, and an untrained Great Old One that has learned to fight as a result of navigating the chaotic depths of the ocean who is eager to be of aid to you seeing as you have helped protect the eldritch oceans) as a free servant. You have also purified the Cosmic Seas letting normal eldritch of all sizes and power safely roam the oceanic portals connecting various worlds.

Wielder of Ruin (This requires Angi as a servant.):

You have somehow discovered Anga's destiny: to be bound to you so that her ruin and destruction can be directed, and so you can spare those you would protect. To bring this future to fruition the following build facets help tremendously.

La'gusuun as a servant, The Servant as a servant, being an Elder God, and having the Zealot cultist mindset all make the task of helping Anga control her power and bind herself to you much, much easier.

Reward:

You get the reward here, so long as you complete this scenario. You can take Anga the Ruiness (this is a matured Anga who has come into her own power and knows how to control that which is occurring inside of her, she is bound to you and loyal to you for helping her) as a free companion.

Reforming the Heavens:

This unusual option delights Rani and if you take it you attempt to get eldritch gods to more commonly take human form. This is difficult as many eldritch find the forms of humans difficult to adjust too, but it can be done by a patient and diligent spouse of Aza.

The following things make this easier: having Rani or Thai as servants, being an outer god, having the flesh sculpting eldritch power, having cultists who are not casual in terms of their disposition, and having spawnlings with culture corruption.

Reward:

By default pick two of these choices (getting more for however easy it was to do this scenario, as determined by how many build facets you had from up above): a perfect human form, all miracles costing half as much, 2 servant slots, and the gods of Earth join you as allies in imposing your rule over reality joining you as followers.

Xada-Hgla:

Azathoth tells you of her cults, which include entire races at times. One such race is the Shan, who are an insectoid race and have long since scattered across the cosmos as refugees, even to Earth. They have also, for the most part, stopped worshiping Azathoth since they did so following the leadership of Azathoth's only avatar Xada-Hgla, who was a beloved worshipper of Aza. One day the homeworld of the Shan was destroyed, and Xaga fled in shame and has wandered the cosmos as an eternal, mournful being awash in misery. Aza asks you to find her and heal her.

The following build facets make this easier: Gactha or Amala as servants, being an outer god, having a preferred terrain of Outer Space, having Eldritch Toms spawnlings, or the Genesis Eldritch Power.

Reward:

By default pick two of the following options (as usual, gain one more per build facet that made this task easier): Xada-Hgla (a formerly crustacean avatar of Azathoth who is loyal to you and is into extreme physical and psychic BDSM this option also includes the Shan as a servitor race if you regathered them), a new cultist perk in the form of teleporting temples that you can be teleported across worlds at the cost of Worship Points, a free maxed out spawnling possession power (that cannot possess bodies, or regenerate new forms from possessed victims, unless bought separately), and an ability to make your avatars not look like you but instead be practical for the world they come from in life.

Romance/Friendship Scenarios:

These scenarios revolve around romance & friendship and are known to you in advance, even in-jump, thanks to the intervention and aid provided by "Narly", *Nyarlathotep*. Some of these scenarios will only be considered complete by making it to the end of the jump, while others can be completed in weeks, months, or years. That said, these scenarios DO offer unique rewards and in some cases can be done without being considered a romance (to a certain extent at least), and if you complete any scenario here to the point of it being considered a romance keep track of that in whatever you use to track jumps as that will be an important facet of determining how you do in Aza's romance scenario.

Conquering Chaos

Nyarlathotep, the most chaotic and disruptive member of Aza's family, as well as one of the more knowledgeable, is given to your custody within hours of you accepting Aza's request to become her spouse and join her family. At the time, if questioned about this, Aza and her less ridiculous relatives and friends explain that Nyarlathotep is less evil than she seems and more… chaotic, and that they hope that she can learn from you or at least that the notion of being controlled by a former mortal amuses her enough to get her to self-regulate. You are given permission to do whatever you want to her, and told that she will accept it in her own way, as well as taught about the prison-realm she exists in, her suit, and her collar, all of which can do various things to her at your discretion.

During your first interaction with Nyarlathotep, which almost certainly happens before you visit her deliberately, she introduces herself and assures you that she is your slave and eager to serve. She may not seem trustworthy, but during this time she pledges allegiance to you and offers to help you or serve you however you wish. She also offers to show you the keys to solving various issues that will arise in the future, giving you glimpses of situations and crises that will arise in the future during your time here.

At some point in your time here, possibly hours, possibly years (depending on your personality), Nyarlathotep either gets discovered for what she is by you or is forced by her relatives to reveal her truth to you: she is a sadomasochistic submissive who has had plenty of chances to be sadistic and not nearly as much chance to be masochistic as she'd like. She is eager for you to dominate her, and gluttonously accepts punishments as much as she accepts rewards.

This scenario is completed when she reveals her true nature to you, or when you discover it yourself, whichever happens first.

Reward:

Your reward here is the sort of relationship you have with Nyarlathotep. You can keep her in **Total Isolation**, let her be a **Mouthy Slave**, use her as an **Attack Dog**, a **Mighty Slave**, or even a **Slave Wife**. If she is a **Slave Wife** then she is a romanced figure.

Additionally, you learn to **Expand her prison**, **Remodel her prison**, **Control her prison**, **make more of her collars** (which sadly only work on mortals, eldritch that are not gods, and willing eldritch gods)**,** and eventually learn the fate of her **Million Favored Ones** (only available if she is a slave wife). The MFOs are the million spawnlings and cultists of Nyarlathotep, and when you claim Narly as a wife, while still keeping her as a slave, they die instantly. In time they will be reborn as your children, all of whom have human-to-humanoid appearances, and they include (among other apocalyptic figures): the four horsemen, the three ladies of sorrow, N'Rath-Gol the chaos embodied, and the Lurker in the Star Pool.

Regardless, you can take Narly as a follower for free and can import her into future jumps as a follower with no issues (and can import her as a companion, if you wish, by following the jump's companion rules), giving her authority over spawnlings and/or cultists with ease. She will be a loyal, though at times mischievous, follower who will dutifully do your bidding when it matters and be as chaotic as she feels she can get away with when things aren't so pressing. She is a charismatic leader and will worship you, generating worship points.

Time After Time

Yog-Sothoth, the Key and the Gate itself, is a conceptually breathtakingly powerful eldritch with power over time itself. Nonetheless, despite her immense power she is fallible and while she is one of your greatest allies (so long as you don't abuse Aza or her other relatives) she could use your help from time to time as well. One particular peculiarity about this eldritch being is that she has a nasty habit of redoing things over and over, and normally even Outer Gods only sense the

biggest changes to time, half-remembering them, but ones like Aza, and now you, are fully aware of the ways she uses her domain to subtly adjust reality itself.

This scenario begins if you make a fateful decision: to call out Yog on her timeline trickery. If you do, how you handle her reaction to this news and the sequence of events it triggers, all of which revolve around Yog coming to you for help with various things and learning to slowly abuse her powers less and less determines when the scenario is completed, and what sort of rewards are available to you.

Please note: while you're in this jump Yog is an ally (unless you abuse Aza and her other relatives) and will subtly (and at times not-so-subtly) work to aid you however she can, but she is a busy woman.

Reward:

For free, and regardless of which tier you complete you gain Yog-Sothoth as an importable follower who'll join you on your chain. As usual you can import her as a companion by following a jump's importable-companion option.

How far you go in this scenario is up to you, but Yog counts as a romance if you go to or beyond the Best Friend and Occasional Lover tier. The tiers, which each come with real rewards, are **Official Ally and Good Friend**, **Best Friend and Occasional Lover**, and **Wife**. OAAGF gives you Yad-Thaddaq as a free follower. Yad-Thaddaq is a lesser form of Yog that lacks her ability to alter time itself, and will be considered either a servant or a twin/second body of Yog depending on how you handle the first part of this scenario. Another reward for this tier is **Time Viewing** which lets you view the entirety of the past in any setting you visit (so long as you are not restricted to your body mod or anything like that), which functions like a TV system in your head. This does not show very recent events or aborted timelines. BFAOL gives you **Time Control** though only on planets your cults have completely conquered or that you've been summoned too by your cults. This power can vaguely sense your actions, but only eldritch gods can really recall the time you have changed and controlled, and normally you can only rewind time up to a week, unless you're averting planetary destruction (in which case you can only go back in time two days). If you marry Yog you get the ability to command her very unusual spawnlings, the **Hounds of Tindalos**, hound-like monsters that live in the Angles of Time which lets them sense time travel and appear at any place with an angle of 120 degrees or less.

The Black Goat

The Black Goat of the Woods With A Thousand Young, perhaps the most recognizable of all eldritch other than Cthulhu in the minds of mortals, Shub-Nigurrath herself. This motherly eldritch woman was the first of the eldritch to attempt the complex art of taking mortal form, though she did it as a black goat. This confused her eldritch brain, and when a goat happened across her and mounted her she did not think to fight it off, which caused her to become pregnant with her first spawnlings, the sometimes adored and sometimes dreaded beasts known as the Dark Young.

This scenario revolves around cultivating a relationship with Shub, one which stay platonic but which could very easily become both romantic and deeply sexual. This scenario begins with you asking Shub to help with your spawnlings, or her coming to you and asking for a favor: help of yours with her own spawnlings. You determine how far this relationship goes, though expect to have to make a decision regarding whether or not you wed her if you go to the Loyal Friend and Babysitter tier, and offer some advice regarding her feelings towards her daughter, Ithaqua.

Reward:

Regardless of the tier you reach you can take Shub as a follower who is happy to spread her Dark Young in other settings and who joyfully aids your spawnlings and cultists. Shub is only a romance if you marry her. The tiers available this time are **Mother Hen and Spawnling Helper**, **Loyal Friend and Babysitter**, and **Wife**.

For making Shub a MHASH she grants you the ability to **Control Your Fertility**, though only in the sense that you can determine the kind of child you have when you impregnate someone or otherwise have a child (through the eldritch methods described earlier in this document). She also teaches you her signature ability the **Animal Form** power, though your form will be that of an animal that suits you not that of a goat (unless a goat suits you, which would intrigue and excite her, though she may hide it). If she becomes a LFAB she teaches how you to **Remake Your Spawnlings** once per jump, though you cannot change them in such a way that the point total you would spend exceeds the initial number of points you invested in them. This also gives you the ability to create spawnlings of your own if you didn't buy the **Spawnling** power, but your build must not exceed the stipend you have for creating spawnlings. If you marry Shub then you gain the power to **Create a handful of spawnlings every few months**, which can be incredibly powerful. Additionally Shub's birthed spawnlings from your couplings resemble her Dark Young but with traits of your spawnlings mixed in as well, such as enhanced size or a greater level of sapience depending on your build.

A Lonely Goddess

Yidhra, the lowest thing to a kindred spirit you're likely to find in your first few weeks as Aza's mate and spouse, is another mortal who became eldritch albeit in a way different from how you did it. Still, Yidhra is very likely to try and connect with you, so that she finally has a friend among the courts of Azathoth and other mighty eldritch beings. You could easily take advantage of this… Or you could help her, and sincerely make her life better. The choice is yours.

Reward:

As usual taking and completing the first tier of this scenario, becoming Yidhra's **Confidant and Defender** (and her becoming yours in turn) causes her to become a follower who can be imported into future settings. It also causes you to gain Ayi'ig, an **Advanced Spawnling** of Yig (Yidhra's ex) the snake god as a follower and "Fiance", and you learn **Form Mastery**; the ability to take on a variety of mortal forms and walk among cultists without fear of harming them… Which you can already do, as a jumper with alt-forms. Still, this also makes you a skilled teacher able to more effectively help other eldritch divinities figure out this challenging skill. If Yidhra and you become **Staunch Allies and "Secret" Lovers** you learn how to **Commune** with your

others to share memories and thoughts, and you gain the ability to teach a version of this that is weaponized to your followers, allowing them to share and steal memories (and potentially create fake ones!). Additionally Yidhra experiments with Ghuftrshasg'unkt, turning him from the "Wolf that Drinks" into "The Thing", granting him new abilities and allowing you to gain him as a follower for free. If Yidhra becomes your **Wife** the two of you eventually learn, through experiments, how to properly **Mind Sculpt** which allows you to rebuild the minds of insane worshipers, reversing the damage your presence or abilities do to them and prolonging how long they can be functional.

A Mother's Plea

Kassogtha is the most diplomatic of the early eldritch you meet, and is especially eager to be of use to you. With a little bit of investigating you can learn why this is; her children, Nctosa and Nctolhu, are extremely mischievous and have (as far as anyone can tell genuinely unintentionally) caused numerous disasters that have gone beyond the intended confines of what they planned.

They are in the midst of being transported to Jupiter, about to begin the eldritch version of solitary confinement for a while and Kass is beside herself with concern. Nctosa and Nctolhu are being fairly well-behaved right now, and if you use your servant slots or otherwise take them as followers Kass will effectively begin this scenario for you by approaching you wanting to learn what you hope to gain from them, and if not she will attempt to persuade you to let them be with her in something akin to house arrest, or to take them as servants so that they can be out in the universe and learning from (and teaching) you if you seem like the sympathetic or wise sort. How will you react to her pleas? Are you sympathetic to a worried mother?

Reward:

Completing the first tier of this, either by taking the twins as servants and then speaking to Kass when she discovers this, or by offering a verdict regarding the intention to imprison the twins on Jupiter, is enough to gain the twins as free followers, and Kass as a free follower as well. Kass, the **Desperate Mother and Subject** is a skilled diplomat and healer (as well as an eldritch of diseases who can freely create sicknesses), and the twins are chaotic eldritch skilled in a range of areas and disrupting the actions and plans of others. By turning Kass into an **Ambassador and Sorrowful Associate** you gain the power to **Summon or Banish Diseases** and you can also have Kass do it for your cultists, and you can summon her to groups of cultists for the cost of summoning a spawnling, however your cultists are not automatically immune to said diseases. To most eldritch, especially divinities, diseases and plagues are akin to recreational drugs and aphrodisiacs. If you make Kass or the twins your **Wife and Daughters-in-law** or **Mother-in-law and Wives** then you can learn how to have your children be born having **Spawn-siblings**, a spawnling race of their own that also constitute them being your children and thus the child's siblings.

A Sheltered Princess

Cthylla is the sweet, innocent, and sheltered daughter of Cthulhu. She was born with a special version of the **Circle of Life** power and, to the regret of Cthulhu and his wiser followers and

allies, is treated as a valued necessity and something too important to freely risk. That said, everyone involved in the life of the gentle eldritch feels a pang of pity regarding her life, something she tries to assure them is not necessary but she isn't very convincing. Over time the eldritch princess has become more and more rebellious, but only in slight ways. Still, everyone wants to give her a better, less sheltered life. In you, they see an opportunity to let her go free and explore the cosmos in safety… How will you react to this?

Reward:

Cthylla is more than happy to join your chain and becomes a follower just by making her your **Maid**. Additionally, she reveals to you the secrets of **Irregular Synergy** a way to make any eldritch method synergize with any eldritch nature as far as children go, something truly revolutionary that would shake up the eldritch world if it was disseminated widely. If Cthylla becomes your **Student** then you can take her siblings, Ghatanotha, Ythogtha, and Zoth-Ommog as followers, which allows them to become summonable by your cultists and gives them a chance to become subordinate deities and heroes in your cult. Additionally you'll learn the key to **Generational Spawnlings** together with Cthllya which lets you figure out how to link your true children with your spawnlings, which causes your spawnlings to serve your children until your children can create spawnlings of their own (if they ever can). If Cthylla becomes your **Wife,** a romance option, then the two of you learn the **Circle of Life: Spousal Edition** power, which lets you be birthed by a spouse. Aza insists that she birth you, if necessary.

A Pitiable Prisoner

You meet Ithaqua, daughter of Hastur and Shub, early on during your stay in this setting. She is an especially mighty outer goddess of ice who is being kept prisoner, of her own volition, in Earth's arctic circle, and Narly eagerly shares why if you'll let her. If not you'll learn this shortly into your stay in this setting anyway.

Ithaqua, desiring to impress Cthulhu and the other inhabitants of the eldritch city of R'lyeh, accidentally caused a catastrophe that sank the city and trapped Cthulhu and other noble eldritch in the city. They live, and indeed even Cthulhu only got stuck there because he tried to help other eldritch escape, but raising the city from the depths will take millennia barring something like your direct, deliberate aid, as many eldritch not local to Earth are fairly indifferent to the city. If you help deal with the city, and address Ithaqua's feelings on the matter… you may end up with someone who loves and adores you more than Aza does!

Reward:

In keeping with the trend established by past romantic scenarios, Ithaqua becoming your **Prisoner** is enough for her to follow you on your chain as a powerful, though anxious follower who can do incredible things to nature. Completing the part of the scenario that it takes to even get her to this point will also ensure that Hastur becomes your follower as well, while still dealing the consequences of being forcibly gender-swapped and she is a charismatic, artistic, theatrical follower who delights in leading cults and in having her followers put on plays. Additionally Ithaqua teaches you about **Elemental Supremacy** if you accept her friendship and guidance, making you a powerful elemental manipulator in an element of your choice, to the point of

manipulating planets worth of the element at once. If Ithaqua is a **Lonely Girl Of the Ice** then she can show you how to ensure that your children with mortals are actually mortal themselves. If you make Ithaqua a **Toy or Weapon** then she gives you the **Chains of Borea** the chains used to lock her up, which were ordinary chains long ago but have since soaked up vestiges of her power due to her willingness to stay chained up, and are now capable of holding anything short of Azathoth herself, and are able to regenerate. You can use them as though they were tentacles of yours, or give them to Ithaqua for her to use.

Mother & Daughter Reunited At Last

This is, potentially, a simpler quest than the other romance/friendship scenarios have been but it's also more of an adventure. By taking on this scenario you quickly learn of a strange eldritch child, one with a form resembling a dryad, living amongst a tribe of bunny-amazons in an isolated island. You meet with them, with Aza, and the plight moves you to see if you can help them in any way. Shortly after putting out the word out, an eldritch goddess of nature, E'lior, rushes to you and informs you that she is the mother of the diminutive goddess you've met. She asks you to persuade the bunny girls protecting her daughter to allow them to meet. If you do so, the scenario is completed successfully.

This is much easier if you are an elder god, have the visions cult power, have a plant eldritch form, and/or have Gugur or Ghuft as servants.

Reward:

Upon reuniting the Green Goddess, still a nameless eldritch child, with E'lior, the scenario ends. Both the goddess and E'lior swear loyalty to you (becoming followers), as does the Tribe (who begin a cult devoted to the mother and daughter and to you and Aza), and you gain 150 points to gain new cult perks, as well as gain a unique cult perk of your own: the ability to make food mutagenic substances that can turn cultists into half-spawnlings. You can romance E'lior, who will happily reciprocate and joyously become your lover. The Green Goddess will likely develop a bit of an infatuation with you, which will blossom into something deeper when she matures, which can happen surprisingly fast seeing as she is an eldritch being and for them growth is at least some part intentionality and desire, and when she matures she will desire to be named by you. She will reject any other name given to her, even one given by E'lior, seeing you as a hero once she is taught the full scope of what you did.

No matter what E'lior and the Goddess will see you as family and wish to be together with you in some capacity, even if you romance neither of them.

Hastur Rehabilitation:

Hastur has disappeared! The Great Old One turned Elder God is a decently powerful eldritch who was slain sometime ago by Old Man Henderson, and he reappeared and began to grow unusually powerful, all things considered, some time ago before just vanishing recently. Aza and Hastur's relatives all ask you to try and track the Elder God down.

When you track him down he decides to confide something in you… He is now a she! The forcibly gender-swapped divinity has odd feelings about his transformation, which are part of why he can't quite become a Great Old One again. Can you help him… them get their groove back?

The following things will massively help here: Tia, Nctosa and Nctolhu as servants, being a great old one, having the marriage cult perk, having the camouflage coping and flesh sculpting eldritch powers, and having spawnlings with a 100% sapience rate.

Reward:

No matter how you complete this scenario you get the following rewards. First and foremost you get the Queen in Yellow servant (Hastur in her new form, still fond of theater, drama, and her friends and family, more than able to use her powers on your behalf, and ready to be an artsy patron to your cultists), and you get a boost to your regeneration and resurrection that makes both operate three times as fast.

The Daemon Sultana

This scenario is only complete at the end of your stay here, and begins immediately when you enter the final day of your stay. Only someone who does Narly's alternate scenario and does not romance Aza will not complete this scenario one way or another.

On your last day Aza asks you about monogamy and your feelings on it. At this point she can sense that something is about to happen, even if you have not told her about jumping or the concept of a jumpchain. She listens to you, and accepts whatever you have to say while sharing her own thoughts with you freely: she is fascinated by monogamy and dreams of it, but she is not interested in making you be monogamous if you don't wish to be. This scenario is completed, one way or another, when the jump ends. This scenario is also available for those who took the Romance of the Ages scenario.

Reward:

This scenario is the Aza-follower scenario if you opt to follow the rules of the base CYOA and become an eldritch by accepting her offer. If you do so, this scenario automatically rewards you Aza as a follower and as a spouse, though how many of her marriage booms you get depends on… well, you. For everyone you romance other than Aza, it becomes a bit harder to gain access to the ultimate rewards.

If you romanced no one else other than Aza, Aza retains her full power in future jumps and retains her **Retrograde Reality** power in future settings, letting her retroactively change the past through her dreams, and you can use her as a **Throne** which lets you perform any miracle for free on any world successfully claimed by your cultists even if you are far from the world, and allows unlimited reality warping on any world you are physically present in. She will also be an attack dog that can stop attacks aimed at you and smite those who dare to try and harm you.

If you romance other individuals, she is still deeply in love with you and fine with polygamy, but for her to retain her full power in other jumps you must convince her of your feelings regarding polygamy. How you do this is up to you, and perks can help but only somewhat. Nonetheless, what Aza wants is your joy, and if you can be joyful while spreading joy to other eldrich, and are sincere in your desire for their happiness, then Aza's love for you and her joy at seeing her fellow eldritch happy will allow her to keep her full power in future settings. If not she is still an incredibly powerful outer goddess, she just lacks **Retrograde Reality** and the ability to be your throne.

A Romance For The Ages (Required Drawback: Cryptic Chaos) (Mutually exclusive with the Single & Ready To Spook Scenario & with Extended Stay drawbacks):

You begin this jump in your apartment, but you never meet Aza in her human form. Instead, the day you should meet her you are dragged into Narly's prison-realm, and she introduces herself saying that your benefactor gave her the power to infuse you with eldritch divinity even through her prison. Apparently they infused her with this power for the purpose of changing this universe, and to give you a chance to grow into an eldritch divinity.

She also explains that she will be stripped of her memory of this when you're done devising your build and ascend. You can still devise your build as you wish, but when you leave Narly's space you'll lack the patronage of Aza, which will wildly transform your time here.

This setting is fairly safe, despite the high power of the characters, because you're the spouse of the queen of the cosmos. Sure, some fools will still want to take you on, and fight you, but they are rare. In this version of the setting you lack the backing of the queen of the cosmos and thus are seen as another spontaneously ascended divinity akin to Yidhra. That said, this scenario will still have you romancing Aza and other eldritch divinities, and ends when you and Aza get married, at which point the jump itself will end a decade later. In exchange you have as long as you need to fulfill that objective, rather than staying here for a decade, or however long you'd otherwise spend here. Once you wed Azathoth you begin the normal duration this jump would last, letting you spend ten years with your wife/wives before you embark on the rest of your chain. You can also do the other romances that would normally begin after you wed Azathoth before you begin to romance her, letting her get to know you as a friend and as a member of her court before your one-night-stand as per canon.

This is for the romantics.

Reward:

In addition to getting to do everything else this jump normally lets you do in any order you wish, you also gain the **Power of Love** perk for successfully completing this scenario which strengthens your romantic connections to others, making you able to romance even eternal beings with hilarious ease. Additionally, the **Power of Love** lets you matchmake with ease, and draw bits of power from love.

Single & Ready To Spook (Required Drawback: Cryptic Chaos) (Mutually Exclusive with the Romance of Ages scenario):

In terms of beginning the jump, this drawback is very similar to the Romance of Ages scenario. You start off in Narly's space, she informs you of the fact that you're about to ascend and that she will forget you when this is over, and from there you're free to roam about this setting and do what you wish.

This scenario is an alternative start to this jump and lets you be in the jump, get the perks and stuff, and doesn't lock you into being here until you wed Azathoth, nor give you the other passive benefits that come with being Aza's spouse automatically. Instead in this version of the jump you are a normal eldritch divinity that lacks the prestige of being your wed to your spouse. If you want to experience this setting like a normal jumper with a drop-in origin would, this is how. **You can still romance Aza in this version of this setting, you just aren't required to do so, nor does it happen through fiat-backing.**

Reward:

You get the following reward for completing this jump with this start condition: **Unsponsored & Unbothered**. This perk lets you get by without a sponsor or patron's protections, and makes you better at figuring out how to be a normal member of a society or civilization without protectors, mentors, and other such allies. You also gain the **Power of Love** if you do this AND you romance Aza.

Drawbacks:

Extended Stay (Varies): This is a handy drawback for any CYOA 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 EP 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.

Stereotypes (100 EP): 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.

Anti-Eldritch Weapon (100 EP): Somewhere in the cosmos an eldritch super weapon was created the moment you ascended. This weapon is keyed to you and can shred through supernatural defenses with ease, even if you didn't take the **Reality Field** eldritch power. If an enemy discovers this they'll have a hell of a weapon against you, but this item can also be recovered by your followers if found and spirited away. If found and kept this weapon can be keyed to someone else in future jumps.

Eldritch Fan Club (100 EP): A faction of earth humans discover your ascension early on into your jump. They become big fans. They include artists, and people willing to commission art, and they frequently make somewhat embarrassing art of you and your exploits and they have a weird gift when it comes to thinking up storylines for their art that touches on your past adventures and adventures you have during this jump. Enemies of yours will learn about this eventually and may try to target the fan club to manipulate or enrage you.

Sanity Shatterer (200 EP): Something about you, perhaps your nature as a former mortal, makes you absolutely corrosive to the sanity of mortals. You can shatter weak wills within seconds of encountering mortals who lack backbones or who are made of weak stuff, spiritually. This is not something you can weaponize effectively, and it is so strong that it weakens perks that should prevent you from hurting people unintentionally, though not completely. This drawback makes gaining mortal cults exceedingly difficult unless you are quite creative.

Hentai Horror (200 EP): You attract a certain kind of mortal far more easily than you'd like, and mortals who worship you tend to be cursed to be of a certain disposition… Your cultists enjoy the thought of using you and being used by you regardless of their gender, and even those with innocent dispositions tend to find that being your cultist awakens something in them. If your spawnlings have features associated with more… risque depictions of the Lovecraft mythos, expect them to be sexualized as well. This trait is more common in humans, but other mortal humanoids like some types of elves, dwarves, orcs, and gnomes are also susceptible to this.

Dramatic Bastard (200 EP): 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 an Eldritch deity can be quite annoying since worship empowers you.

Sly Snake (400 EP): 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.

Spawnling Surprise (400 EP): Early on in your time here you are attacked and dealt a real blow. You survive, but you lose a limb in the process, and the limb transforms into a spawnling progenitor with random traits from the spawnling customization table and a desire to feast on things that have connections to you. This spawnling can produce more of itself if it eats enough, and is ravenously hungry. If captured this being could possibly be befriended, but doing so would be very difficult and the monster will still desire to feed constantly.

Cryptic Chaos (400 EP): This drawback supersedes the normal beginning of this jump by making you gain your powers and eldritch ascension through Narly as opposed to Aza. This is done secretly, and even Narly forgets about it when it occurs, and this leaves you free to roam

the cosmos without Aza's protection and supervision. This means that any impressions you leave on Aza's court are the results of your own actions, and it also means that you lack the protection of the eldritch rulers when it comes to dealing with beings like the Mad Gods or the Escapees, as well as other eldritch races like the Yith, or the Gugs. **This effectively makes you a drop-in**.

They Know You (600 EP): 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.

Courage, and Stupidity (600 EP): This makes eldritch beings far, far more reckless. Those that hate Aza are considerably more likely to rebel against her, the Mad Gods and the Escapees are far stronger, and also far more foolhardy. Being a member of Aza's faction is normally a thing that protects lesser eldritch from her many foes, but in this case it makes enemy eldritch more likely to target them if they sincerely believe doing so will hurt Aza and they think they can win the fight. Expect Shub, Yidhra, Yog, and the other goddesses that are friends with your spouse to have much busier lives. This also increases the likelihood that eldritch beings of significant power will target you. Though if you are unaffiliated with Aza, as per **Cryptic Chaos** this only somewhat increases the likelihood that you'll be targeted and won't put a special target on your back from Aza's most violent enemies.

The Abyss (600 EP): The Abyss starts to seep into the material universe as fighting between Darkness and Mist gets worse. Their spawnlings start to disrupt reality and dissolve matter and nullify energy. The universe will get a LOT weirder if you don't handle the fighting between Darkness and Mist, and as their fighting gets worse the Abyss will seep into reality faster.

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.
Stay Here:
Take another 500 EP and add any final bits to your build you wish, in exchange for making this universe your new home.
Continue Your Journey:
There are many more places to go and people to see. Go on jumper, show the multiverse eldritch might.

Notes & Mini-Changelog

-This is the first of what is intended to be multiple jumps in the… Akumakami-verse. Other intended recipients for jumps include the Emperor's Harem and 12 Days of Yule Raiding, and maybe a supermarket take on some of the smaller jumps.
-In-universe the CYOA effectively begins when the protagonist agrees to marry Azathoth. That can take one life, or multiple, with her reappearing in your life (but accepting a rejection whenever it occurs), so I'm opting to write this jump from the perspective that you accept Aza's offer. This is what inspired me to have the drawbacks and scenarios that change the opening context of the jump for people who want a different experience.
-On June 29th, 2024 we transitioned to the 0.3 stage of the jump. In Luciano-speak this means that we're beginning to see a bit of the source material in the jump, and there's enough stuff for people to be able to see what the final jump MIGHT look like. It's also the first tier of progress where jumps get shared publicly.
-On August 10th, 2024 we transitioned to the 0.5 stage of the jump. This means we've started to accrue a decent amount of both original material as well as translations of in-setting things. The jump is beginning to materialize.
-On August 20th, 2024 we entered the 0.6 stage of the jump meaning the simplest section, perks and powers, have been completed and the remaining sections are some of the complex areas of the jump.
-In its final form I expect this jump to also include the Lovedritch CYOA stuff as well. Have a secondary link to that
-There will be two perk lines in each origin, one which will be SFW and focus on the details given in the source material and another which will be NSFW and will be more creative but based around Cosmic Horror NSFW things.
-This jump is committed to faithfully translating the CYOA in question into a jump. It will include original elements, but the main intent is to take Akumakami's fun CYOA and make it easier for a jumper to experience it in a way that is faithful to the CYOA while being part of a chain.
-Expect an extensive section here for scenarios, & companions, and followers in the final jump. The source material here has extensive, detailed areas for both quests and companions, servants & followers, and I hope this jump ultimately does them justice.
-Keeping the stipends in addition to the natural budget jumpers get was an interesting choice but I want to give people incentive to use this jump, and this allows jumpers to come up with interesting strategies to overcome the normal limits eldritch-protagonists face during the course of the CYOA.
-Some sections of the spawnling section were adjusted to balance out the fact that the default length of time in a jump tends to be a decade.
-The names here are ROUGH and while I, the jump author will do my best, fully expect there to be errors.
-Even in the base CYOA quests/scenarios can be done if you lack the requirements. As a jumper you're even more free than the base CYOA protagonist would be, assuming this isn't your first jump (and even if it is, depending on whether or not you have stuff from your pre-jump life or frontloaded into you you'll still have extra tools), so you have a potentially infinite variety of ways to handle the scenarios. But having the extra build stuff recommended by the CYOA still makes it easier.

-Mechanically, the Romance scenarios that are not original (Yog, Shub, Yidhra, Kassogtha, Cthylla, Ithaqua, and Aza's base scenario) follow the same chain of events in the actual CYOA so for more details check those out. They all require you giving advice to your would-be lovers, and are less adventure-centric than the quest scenarios.
-I made a decision to not make Aza's full power stuff be locked behind monogamy because I don't… love that, both thematically, and in the context of jumping, I just don't love it. Jumpers can be anything from the Anael from the Troyverse (working on that jump), to conceptual deities of love, I think if they are sincere and loving something like this should be possible. Of course, whether you maximally succeed in a scenario is always up to you and I value that freedom so I am happy to help you keep it by offering multiple ways through scenarios instead of singularly locked canon paths.
-I decided to try and make drawbacks interesting and worth taking, and make them more than just negatives. Let me know what you think!
-**Extremely important tidbit:** In keeping with my love of freedom, I also devised scenarios for those who want to explore this setting without the boons and challenges of being Aza's spouse, whether you want to romance her yourself instead of it just happening through fiat, or if you like this place but don't want to deal with romance at all. **Make sure you check out the last two scenarios for those options!**
-If you have out-of-context things that allow you to pick normally exclusive options, things cost the same just make sure you note which versions of what powers, items, scenario rewards, perks, or companions you have somewhere.
-Version 1.0 of this jump was published on August 21st, 2024. Future updates might be published in the days to come, but for now consider this jump complete.
-If future updates are published, expect more items, scenarios, and drawbacks.