

Entropist CYOA Jump
v1.0
Original CYOA & Concept by EntropistAnon Jumpdoc by Sin-God/LJGV

Welcome to *The Father-Verse*. In this odd verse *Father Entropy* is one of a class of primordial spirits, and in his case is the progenitor of death magic. By entering this setting you become one of his children, one of his *sons*. For the next decade, you'll be here as one of *Father Entropy's* beloved *sons*, spreading his peaceful but dark power and the unholy splendor of entropic magic.

Take **1000 Entropist Points** to fund your adventures.

Author's Note: This is a CYOA conversion jump of a CYOA by EntropistAnon, have a link to the source/inspiration. This initial version of this jump document is also a straight conversion of the source material focused on what is within the bounds of the actual CYOA. Please note; that there will be differences between this and the source material to reflect jumpchain conventions and to give players more freedom.

In the future there may well be an expansion or a secondary jump set within this same verse for options other than the base material of the CYOA (I.E.: jumps to become a minion of a *Son* or even a *Daughter* of the *Mother* as per the fan-made *Harmonist* DLC) someday but for now this is very focused on being an Entropist.

Starting Location

There is a single starting location in this setting; that of Earth.

Earth

You initiate your decade here in a mundane home in a seemingly mundane world. It is late at night and you are on your bed, having been worn out by another shift at an ordinary but grueling job. Within seconds a strange pain begins to course through you, or at least a sense akin to a great pain. As it courses through you it suffuses your entire

soul, filling you with pain and also with strange comfort. You deal with this odd pain for hours, until you feel something new.

Your consciousness fades and you find yourself in a timeless, void-like space where your spirit surges and swells, filled with power. Your mind is now filled with a powerful understanding of what has happened; you have connected with who and *what* you truly are. You are a *Son*, a soul lovingly touched and crafted by a primordial being known as *The Father* or more properly as *Father Entropy*. He gently assists you, spectrally, as you come to grips with who and what you are, and when you awaken your time in this jump will truly begin, and you will have what you selected as far as perks and other such things go.

Age and Gender

You can be any age so long as you are an adult. By default your gender is that of a man, though if you have perks that override that then terms like *Son* become detached from their gendered connotations for you.

Origins

Son [Free]
You are a *Son*, a mortal shell possessing a soul handcrafted by *The Father*. You are the first and only *Son* on Earth, a remote world in an unremarkable section of the multiverse.

To learn more about what it means to be a *Son* proceed to the large *Son Customization Section* beneath this.

Son Customization Menu

Please note: the Son origin gives you an evolving form that in all likelihood, barring powerful perks or opting to stay in this setting for an incredibly long time will not reach its apex in one jump. The options available in this menu are meant to be remembered and for a Son to unlock them over the course of their chain, maturing and slowly moving towards a vaster, higher state of power. Son-jumpers who absorb souls or patiently wait to use the energy generated by Entropic Soul to attain Soul Points can spend them on these powers in future jumps. This does not include everything in this section, beginning with Perception Change and ending with Extra Lives are only selectable during this jump, and they embody special talents Father Entropy has given you his beloved son.

Additionally an imperfect image to text program was used to convert the truly massive amount of text on images in this CYOA, specifically in the bits that outline a Son's powers, abilities, and minion types into text that can be pasted here. Some text will be missing and will be confusing. If something like the cost of an ability or the power needed to summon a minion type is missing, please go to the notes section at the end of this jump document which also catalogues the prices of things for the sake of convenience. If you spot a typo, which there will almost assuredly be, that confuses you please default to the CYOA first to see what it says.

If confusion persists feel free to contact me to ask questions. Beyond that there will be significant departures from how the base CYOA goes about things for the sake of making a *Son*-jumper feel meaningfully different from someone who adventures here using something akin to the Generic CYOA jump and to give someone incentive to come here this way.

Each *Son* benefits from three free abilities. These abilities are universal, and represent facets of the central physiology of a *Son*. If you wish, you can reject these abilities but this is a permanent decision and does not afford you any benefits.

Ascended Spirit
Your identity and soul are beyond mortal touch. You still depend upon your corporeal form to interact with the world, but you are immune to things like the impact of brain damage, you possess an eidetic memory that you yourself can edit, and are exceedingly resistant to purely mental attacks as well as outright immune to spiritual attacks. Your soul is nearly impossible to hostilely tamper with and will recover if given enough time from any damage that does not outright destroy it.

Knowledge of the Father
You are the first user of death magic in your world and you have an instinctual knowledge of your powers and magic. You are almost akin to a *Sorcerer* from the likes of Dungeons and Dragons in that you innately understand your powers. You can still construct and perform elaborate rituals to construct more complex effects, but you do not need to study and research to utilize your powers, and you can sense and see magic, spirits, and soul-related energies. If you gain new abilities in the future you can instinctively sense how to use them and have a passive boost to abilities similar to the necromancy you're learning here.

Entropic Soul
Your soul is a powerful thing that is perpetually trying to expand, and in doing so produces enough excess soul energy to count as five regular souls for the sake of utilizing your eerie entropic powers. Death magic, the magic keyed to your soul due to your connection with *The Father* and innately part of you, tends to be fueled by such soul energies, and you can contain unlimited amounts of such energies as well as passively produce them. You can easily absorb the souls of the recently deceased by slightly focusing on them, so long as you are within ten meters of the body.

This next section is devoted to Powers, each of which has both a different EP cost and also a different cost in *Soul Points*. You have a stipend of 10 *Soul Points* to use here, and can gain more by converting EP to Soul Points at a ratio of 50 EP equals 1 Soul Point. Additionally, you can gain Soul Points by absorbing and *Burning* souls, which returns their protean energies to *The Father* sans identities. To gain a Soul Point you must burn 5,000 souls. Hereafter Soul Points will be referred to as SP. **The powers you purchase right now using your base stipend and any points you gain by converting EP to Soul Points cost half as much soul power as they otherwise would (meaning that, for example, a power that costs a soul's worth of energy that you purchase right now would only cost half a soul's worth of energy).**

<u>It is worth noting that with enough time and enough absorbed and burned souls you can theoretically unlock everything here. That is by design, though it does differ from the actual CYOA, as the actual CYOA places a cap of 50 SP worth of power on you.</u>

Active uses of powers, in many cases, also cost soul energy or some other equivalent energy (if you have the right build and perks). By default, sans perks, every single day you produce and store an amount equal to the energy stored within 5 average souls thanks to **Entropic Soul**. The costs of each power will be detailed in the ability's description. Many abilities also possess relevant modifiers that can be purchased with SP, and if a modifier doesn't list a cost then it is free in terms of SP but it can still modifier how much energy is required to use the modified ability.

Soul Drain (Free)
Drain a target's soul through magical lightning coming from your fingertips which ages and damages the victim's body until they perish and their soul is absorbed. This process may be made painless if you wish and has a range of 3 meters. It is free to use unless you utilize a modified version of it.

Empower (1 SP)
This allows you to select two of the following modifiers for soul drain: range 15 m/125, multiplying the speed of the drain by 5 or 25 times, or bolstering the number of targets at once by either 3 or 9 people.

Invisible (1 SP)
You can make your lightning invisible and silent, but at the cost of halving their power. Magically gifted people can still perceive them. This makes it cost 1/100th of a soul's energy.

Drain Life (1 SP)
Your beams now drain the vitality of a target, causing you to rejuvenate, regenerate, or even heal yourself from diseases and poisons. The more healing you need the more people you must drain, though 10 should be enough to heal any injury, disease, or otherwise revert you back to your physical prime. This costs 1/100th of a soul's worth of energy.

Reap (1 SP)
Summon a ghostly weapon, of the melee variety, which bypasses all nonmagical materials and if it hits a target absorbs their soul. This is effective against spiritual beings, and powerful beings can resist but will still have their souls damaged. This costs 1/100th of a soul's worth of energy per minute it is in use.

Ranged (1 SP)
You may summon a bow, crossbow, or respawning javelins. This does not not modify the base cost by itself but each shot costs 1/100th of a soul's worth of energy.

Weapon Master (1 SP)

You become a master of the weapon you choose to summon, in terms of skill. This also enhances your physical abilities, pushing them to peak human levels. This makes this ability cost 1/10th of a soul's worth of energy.

Physical Attacks (1 SP)
Your attacks become solid, material, and able to interact with the physical world. Your summoned weapon becomes supernaturally tough, heavy, and sharp (if applicable), while being weightless in your hands. This makes this ability cost 1/10th of a soul's worth of energy a minute.

Eldritch Blast (1 SP)
You fire a blast of pure, entropic energy, massively harming biological lifeforms. Beings killed with this power instantly have their souls absorbed. This costs a 10th of a soul's worth of energy every time it's used.

Powerful (1 SP)
This massively increases the power of a blast, and makes it explode in a wide radius which causes great physical destruction. This makes this power cost as much as a soul's worth of energy.

Death Storm (1 SP)
This attack unleashes a massive number of eldritch blasts which fly around you, increasing in speed and flying further away from you as long as they don't hit a target. This makes the ability cost as much as 10 souls total energy.

Blood Magic (1 SP)
You can suck a living being's blood to absorb their soul. Drinking the blood of sentient beings now slightly rejuvenates, heals, or cleanses you (requiring 40 victims for a full heal), and can taste delicious depending on the victim. Draining one person dry gives you the nourishment you need for a week. This ability is free to use.

Blood Pact (3 SP)
You can create a magically binding contract that every party must sign in blood. Breaking the contract allows you to take the soul of the breaking party, even over vast distances, and if you break the contract you must transfer an agreed upon number of souls to the other party/parties. All parties must be in natural agreement (i.e.; not supernaturally controlled) to make the agreement valid, though coercion counts as natural agreement here. These contracts are nearly impossible to dissolve unless all parties are willing to dissolve them. This is still free to use in terms of actual soul energy usage.

Blood Control (1 SP)
You can control the blood outside of a body with expert accuracy, and you can do feats like make targets bleed more profusely from existing wounds. You can also store around 100 liters of additional blood, which lets you consume it for sustenance or painless expel it from your body for use in blood magic. This costs 1/100th of a soul's worth of energy per minute of active control.

Blood Alchemy (1 SP)

You can alter the properties of blood, and with control, you can even create blood armor and weaponry. Your blood storage capacity is increased by 100 liters. With time you can learn to change more minute properties, making blood magically conducive, flammable, and even healing. How expensive this is in terms of energy use depends on the changes you cause.

Necromancy (1 SP)
With this staple, classic ability for a necromancer you can easily reanimate dead bodies to serve as your loyal minions. These simple undead can only follow simple commands and stop decaying after they become ensorcelled. You can make bodies take the forms of skeletons regardless of how fresh or decomposed they are. This basic ability only costs one tenth of a soul's worth of energy.

Bone Golem (1 SP)
You can fuse and combine different skeleton parts to create giant bone creatures and chimeras. This makes the base necromancy ability use up as much as 1 soul's worth of energy.

Experts (2 SP)
Your undead beings can now be specialized in three different roles; servants, soldiers, and assistants (artisans, architects, and lab assistants). Beyond this they are no better than regular skeletons or zombies. This makes the base necromancy ability cost a single soul's total energy.

Rejuvenate (2 SP)
You can now return corpses to their original shape before their death and make them possess a mimicry of life. They are incapable of reproduction but they can do all other biological processes (though they don't need to do so). This spell is also a necromancy healing spell for undead creatures, but will likely need more than one cast to fully heal an undead creature. This can make the base necromancy ability cost as much as ten souls worth of energy.

Soul Magic (1 SP)
You may directly manipulate and alter souls you possess, and those of living beings provided they're sufficiently weakened or much weaker than you. This power requires a decent amount of concentration. Taking away souls is possible but it is a very delicate and exhausting task.

Alter Soul (1 SP)
While you can already alter the appearance and "outside" of souls, this lets you alter the memories, personality, and other aspects inherent to the "inside" of a soul, and properly used, can be an effective form of mind control. This can be done effortlessly to souls you already possess, but it becomes much more difficult to do so to living targets. Sleeping, immobile and impaired targets are easier to alter in this way.

Seance (1 SP)
Contacting the souls of the recently deceased is already simple for you, but this will allow you to recall souls that have passed away long ago, unless they have reincarnated or gone to an afterlife.

Architecture (2 SP)
You can summon and solidify soul energy and can create equipment and structures with it. These materialized souls are fairly high-quality materials, that can serve almost any structural purpose with sophisticated enough designs and alterations. They are easy to enchant as well. Unlike most entropic powers, manipulation, speed of usage and construction using these materialized souls requires training, experimenting, and studying, as material manipulation is beyond the ken of entropy. It would be difficult to use offensively without using other powers to complement this modifier.

Apocalypse Magic (1 SP)
After channeling entropic forces for 30 minutes, summon a massive blast of pure destruction capable of leveling a mid sized town. You must have a clear, unobstructed vision of the epicenter of the blast, and while channeling, around the location where the magic will take place, the area will begin crackling, glowing with magic, changing the weather in unnatural ways. The channeling of this spell is very noticeable, with wide noises and displays of color surrounding you while the spell is casted.

Precise Channel (2 SP)
Every 2 additional hours of channeling can unlock any of the following three modifications

Sap
10% of all deaths in the blast are absorbed by you.

Targeted
You may choose what targets will be affected. This can let you wipe out all life while leaving structures intact.

Massive
Increases the strength and are of effect by a significant margin, enough to envelop a medium sized city.

Consume Soul (1 SP)
Consume a stored soul to either rejuvenate, heal or cleanse you. You'd need to consume around 15 souls to fully heal yourself. Each consumed soul can also sustain you for roughly 3 days (this includes the need for air, but not sleep).

Share (2 SP)
You may feed souls to other beings, though revitalizing effects on them will be around 1/3 as effective.

Boost (1 SP)
Consuming souls now increases all of your physical attributes by x2 over the course of an hour.

Type Alter (2 SP)
When consuming a soul, you may gain for 15 minutes a "type" affinity according to the nature of the soul consumed. This depends on the power and rarity of the soul

consumed, but it generally translates into an effective boost against all attacks from that enemy type, and an increase in your power's efficacy against them. Normally consuming a soul takes 15 seconds, but when using this modifier it takes 40 seconds, as such it is best used before beginning a battle, and not in the middle of it. Consuming soul energy stemming from yours by entropic energy slightly increases your effectiveness against all types of energies.

Blood Ground (2 SP)
After making a large, complex sigil using your own blood, every being that dies inside a sphere with a 500m. radius using the sigil as the center, will immediately have their souls absorbed by you, as long as you're in the same dimension as the sigil. After completing the sigil, it becomes highly resistant to damage, but it is not indestructible and it is easily dispelled.

Object (1 SP)
You may instead apply a smaller sigil to an object with a mass of 100kg or less. The smaller the sigil, the more difficult it is to implement, though Blood Control can make this process nearly instant. If the object is destroyed or taken out further than 500m away from where the sigil was applied, the Bloody Ground collapses.

Empowered (2 SP)
Spells used inside the Bloody Ground are 10% stronger and cost 10% less souls to use. Your minions heal very slowly while inside it.

Spirit Chains (1 SP)
Conjure ethereal chains made of pure soul energy to bind an object or enemy. These chains are especially effective against living beings, though the more powerful the soul, the more difficult they are to bind. Through these chains, you may apply an empowered version of soul drain, at roughly 3x base power. With practice, you may bind multiple creatures, and deploy the chains faster and with longer range. Chains can be easily dispelled with anti magic, as long as the caster or source of the dispel ability comes from outside of the chain's target.

Weight (1 SP)
Your chains have a physical aspect to them, allowing them to be used as weapons or to interact with the physical world. They can also hold solid objects effectively, however they can now be broken through physical means as well.

Seal (1 SP)
your chains may be made permanent, and bind beings that are unable to overpower them. Bound beings can be passively drained over time, allowing you to absorb large souls of sufficiently weakened entities without having to actively try to take them. With practice, you may bind specific aspects of a being's soul, denying them certain abilities, skills, powers or even physiological functions, acting as a curse of sorts.

Create Phylactery (2 SP)
By condensing a large amount of souls into a small object, and binding it to a sufficiently powerful soul, you may create a phylactery. This phylactery allows you to

resurrect at its location, destroying the phylactery in the process. Phylacteries must have under 10 kg of mass to enchant, and emit a powerful magical signal. In order to be effective, phylacteries must be in the same dimension of your death. A phylactery can only be allotted to a single soul. It takes an hour to create a phylactery, and one day for it to properly attune to the linked soul.

Reinforce (1 SP)
By placing the majority of the phylactery in the astral realm, you greatly increase its physical defense, nearly making it immune to mundane, non supernatural attacks. Increase the number of phylacteries you may have linked to any one soul by 2

Link (1 SP)
Allows you to create phylacteries for any creature, not just those with immensely powerful souls. This stronger link allows you to resurrect to any phylactery of your choice, not just randomly between them, as it would normally be the case. Also, should your death occur in a dimension with no phylacteries, you may still resurrect by using a phylactery in another dimension, though this will destroy all the phylacteries linked to your soul, and will stop you from creating new ones for at least half a year. Increase the number of phylacteries available by 2.

Power Word (1 SP)
Focus completely on the connection to the Father, and speak as he would. All who listen to these mighty words are compelled to listen, and understand what you state regardless of language or physical barriers. These words also allow you to claim Truth; if you wish to, all things you consider to be true when you speak will be known to the listeners that you consider them as true. This won't convince others, but will let them know intrinsically that you're not lying.

Diminish (2 SP)
Your words can be used to diminish others' aspects, abilities and magic. Stating "SLOW" for example, will reduce a being's or attack's speed. The more powerful the person's spirit and vitality , the less you can diminish their essence. This is specially useful to dispel magic, but you must understand the underlying principles behind them to truly dispel it, not just diminish its effectiveness.

Kill (3 SP)
Draw upon your sovereignty over oblivion, and command an entity to die. This effect instantly kills those weaker than you, and can only target one being at a time. Against more powerful beings, this will have no effect unless they've been sufficiently weakened or their spirit is broken. You intrinsically know when your words may kill, or be ineffective. An intense feeling of dread will fill all those who listen to the void made reality coming from your lips. Even for one such as you, the words of the Father cannot be spoken so casually, as such you may only use this skill once every 5 minutes.

Essence Enchant (Requires Fire Magic) (2 SP)
Imbue souls to objects as enchantments. The details of the enchantment depend on the properties and nature of the soul used. The soul of an artist could make a ring give its wearer a small boost to dexterity, or allow you to change the colors and appearance of certain spells. The soul of a fire dragon could give a sword flaming attacks

and increase its overall potency. Objects can only hold one enchantment at a time. This is free to use but the souls used are destroyed when using the power, and you cannot destroy objects to reclaim souls.

Stillness (Requires Water Magic) (2 SP)
While standing still, make anything in a radius of 5 meters around you as if they were receiving the immense pressure of the depths of the ocean. Spells can also be affected, making it very difficult for them to reach you. While activated, you have access to divine and complete knowledge of anything inside the area of effect. The properties of spells, intentions of those inside, the materials. You can even intuit fragments of the memories and past of beings inside. These are all within your reach. You have perfect control of the pressure inside this area, and know exactly how much to apply to crush someone, or make them kneel. The shape of the area of this ability can be altered with training, but not the total size.

Winds of Death (Requires Wind Magic) (2 SP)
Conjure a gale of death infused winds, that kill all lesser or weakened entities in their path. Even those not directly killed by them will find their morale and resolve tested. Inside these winds, enemies are more vulnerable to your spells, and your minions are stronger. All your minions also heal while inside it, this ability can be used to restore them to full health. The more powerful or injured the longer it takes.

Evil Spirit (Requires Earth Magic) (2 SP)
Coalesce the lingering memories of death in an area into an evil, physical spirit. There are no two evil spirits alike, and they all vary in terms of powers, abilities, personality, goals, appearance and strength. All these aspects depend on the area and history of the place the spirit was created from. Each area can only ever produce one spirit. What defines an area is loose, but cohesive enough that you'll have a somewhat accurate idea on what you might create from it. While evil spirits are compelled to obey your orders, their goals, loyalty and opinion of you is not guaranteed to be favorable. Stronger Evil Spirits tend to focus on one theme, usually coupled with an unique ability or technique.

Wither (2 SP)
Emit a shockwave of gray mist that ages all beings and objects it touches. This has no effect on immortal beings, but even mighty magical artifacts would find their enchantments and magical reserves at least somewhat lessened, provided Wither ages them sufficiently enough. This power is slower the more souls you've put into it, but will never be slower than 2 meters per second. This shockwave spreads in a cone shaped emission by default, up to a range of 400 meters, but training will allow you to alter the way you emit it, from small puffs of mist, to a concentrated ray meant to snipe a particular object, though its max range cannot be increased. Positive effects that some beings may acquire by aging will not occur, as this is a force meant to bring all things closer to their physical end.

Aligned Magnificence (2 SP)
Your soul now aligns with the essence and future echoes of the end of all things, the predestined finality that assaults all that exists. When the conditions are right, this

ability may activate and greatly increase the effectiveness of an attack, spell, or ability. You cannot use this power at will, and while at first it may appear to occur randomly, with intense training, and as you gain combat experience, a better understanding of your powers and how the structure of existence works, you will be able to pull it off more frequently, and have a better grasp on when you would be able to activate this skill. Another major advantage of this ability is that it allows you to affect enemies that would normally resist certain powers, as your aligned abilities effectively work as if they were several times superior to what they are; you could for example use Power Word Kill on an opponent near your level of power, or instantly Reap a powerful being's soul that would normally resist the soul stealing element of that power until it was weakened enough.

Reverberating Harpoon (Requires Soul Magic) (2 SP)
Summon a large construct made of hardened soul energy, attached to one of your arms. At the end of the weapon, you may form a powerful harpoon that can be launched at high speeds when imbued with soul energy. This harpoon bypasses all defenses and obstacles; it can only be stopped when it strikes a soul, though it can be dodged, as it follows a straight line of fire. Enemies struck by the harpoon receive no physical damage, but notice a powerful impact that staggers most creatures when the attack lands. Enemies struck by the harpoon are connected to you by an ethereal spirit line, that comes from the end of your arm to the harpoon itself. Through this connection, enemies may be subject to a variety of effects: they may be dragged around or to your position physically, you may use Soul Drain instantly on them and with greater effects, your attacks gain a much greater chance to hit as they home through the spirit line towards the harpoon, or the harpoon itself may be detached from the connecting line, leaving it imbued in an enemy's soul, which causes the enemy to be crippled magically (more difficulty and cost to their spells, as well as more vulnerable to soul based attacks) and leaking easily trackable traces of their soul wherever they go. The harpoon can be destroyed or dispelled with effort by a
third party, though this is extraordinarily difficult to do so by the one who has been struck by the harpoon, as it melds with the being's soul. The spirit line can also be severed, but this requires tremendous precision and ability with soul magic or dispelling skills, making it something that is not practical to achieve in the middle of battle. You can have one harpoon loaded at a time. It takes 30 seconds to create and load another harpoon. Targets struck by multiple harpoons are easier to drag and manipulate through the multiple spirit connections established. Destroying your harpoon launcher will sever all connections, but it is extremely sturdy and resistant to magical and elemental attacks, and can actually be used effectively as a shield of sorts.
Harpoons travelling through water have their cruise speed increased immensely while traveling through it. More powerful opponents are more resistant to physical displacements from this ability, but under enough harpoons will eventually become vulnerable to these effects. With all its modifiers, and under perfect usage and circumstances, this is likely the single most powerful single attack you'll likely have access to, and it is famed for bringing down Grand Demiurges and Ancient Dream Gods, as the trajectory of the harpoon can even pierce into the Dreamlands and the Weave Between Worlds when expertly aimed.

Reverberation (2 SP)

you can load up to three souls into your launcher. It takes 30 minutes to load a soul into your construct, but souls stay loaded even when the launcher is unsummoned (e.g. you could load all three souls in the morning, unsummon your launcher, and when you fight the next day and resummon your launcher, it will have all three souls ready). When establishing a connection with a target, you may forcefully transfer a loaded soul to your opponent. This action generates a powerful spiritual reverberation, as the soul you sent and the opponent's are forcefully attempted to meld with each other. This deals colossal damage to the enemy, and generates a powerful physical and spiritual shockwave, that also destroys all the harpoons and connections you have with the target. Enemies caught in the shockwave that have also harpoons in them, whether dislodged or currently connected, will have their harpoons explode as the rumble of spiritual vibrations reaches them, dealing significant but considerably less damage than the target of the reverberation. The souls cannot be made of condensing raw soul energy, such as the energy you passively generate every day; they must be individual souls from beings you have absorbed. As such, only powerful souls can be loaded into the launcher to inflict reverberations. Some very powerful beings will require multiple harpoons and/or spirit connections for you to be able to use Reverberation on them, as attempting to do so with an unstable or weak connection, product of a particularly mighty being's spirit interfering with your links and landing points, will not allow the ammunition you launch to reach and damage the target's soul, exploding midway in a colorful spirit explosion, before the attack reaches its target. The rumble of the Reverberation is beautiful and unique, with wonderful variations according to the positioning of harpoons, souls used to cause it, the spirit of those affected, and the number and types of targets affected by it. Some use this ability to create exquisite noises and impossible music, spending immense amounts of time and resources to create the perfect Reverberation. This addictive aspect of it must be considered when used with frequency, lest one falls to its siren song

Fated (2 SP)
Your harpoons home into enemies that have already been struck by an attack or spell from you, or been in your presence for too long, following remnants of your entropic energy. The greater this remnant, the more precise the pursuit. Enemies who you've been fighting for long enough, are all but guaranteed to be struck. Fated harpoons must be created with this modifier for it to activate; it does not affect the shooting portion of Reverberating Harpoon.

Echoed Roar (1 SP)
Channel the echoes of all souls that have perished in your vicinity into a grand roar that, while physically harmless, beckons all recently deceased souls in a 1km radius to you, absorbing them all over a period of roughly a minute. These souls must be “fresh”, and while the timeframe for absorption availability varies depending on a multitude of circumstances, on Earth it is roughly 4 hours from the moment the individual has perished.

Booming (2 SP)
Your roar may also affect physical objects and creatures, letting you damage structures and unprotected beings with it. This is especially powerful against large enemies, structures, and constructs, rending even magically protected machines and automatons, but focused usage will also deal heavy damage to all manner of foes. Roars with this

modifier inflict dread on all those you consider enemies that hear it. Echoed Roar now has a4 hour cooldown, and can hold 5 charges.

Rallying (2 SP)
Your roar boosts all the abilities and physical stats of minions and Gifts to 30 minutes. This also applies to you, but to a much smaller degree. Double the range of your Roar.

Perish Song (1 SP)
It was the Father that first bestowed language upon all of existence, and it was his song that was first heard upon reality. You may channel a portion of this miracle into a beautiful elegy that brings all that listen to it to their final rest. All those that hear your song from beginning to end, and are within 100m of you, have their souls instantly absorbed by you the moment you finish your singing. More powerful beings need to be weakened first for this to take effect, however if they're truly mesmerized by your song, this is much easier, as such training and improvements of your singing will let you use this ability to its full effect even against beings that would otherwise resist it. While singing, you cannot move from your position, and cannot use movement displacement abilities such as Blink. Being moved more than 10m through outside forces will break your song. The length of your song can be customized but must be at least 3 minutes long for it to work. By default, your song is a beautiful but haunting melody, but with effort you may customize it according to your personality and the characteristics of your soul.

March (1 SP)
You may now move and use displacement abilities such as Blink while singing. If you have Power Word with all its modifiers, the minimum length of your song is now halved to 90 seconds, and it is more beautiful and easier to customize than before.

Dual Form (Requires at least two Minion purchases) (2 SP)
<u>This power's nature has changed for this jump to reflect differences between this jump and the CYOA.</u>

Normally, you can only transform into minions you've summoned this jump, but this power lets you select a minion type and lets you transform into them, by half the cast if done for ones you can't/haven't summon yet (and is free if you're turning into a type of minion you can summon AND have summoned). This ability lets you transform once per day and it can take up to an hour to cast this ability. Abilities acquired as a minion of one type do not transfer to the other (such as extra magic systems learned as a Lich, or extra level ups and Entropic Imbue acquired while being a Death Lord), but they are not lost, as you may once again use them if you transform into the minion type that acquired them.

Extra Forms (1 SP)
You gain an additional transformation option. May be purchased multiple times.

Extra Transformations (1 SP)
You gain an extra transformation charge. All transformation charges recover after 24 hours from the last time you transformed. May be purchased multiple times.

Void Cutter (2 SP)
Materialize an invisible force of pure void, of unimaginable sharpness, cutting almost anything it comes into contact with. Powerful magical defenses and skills must be used to diminish or nullify the power of this attack, as such most opponents must actively defend against it. This attack comes out nearly instantly by default, and can be materialized anywhere 60m from your position, and does not need to travel from you; it appears where you will it. Unlike most entropic powers, this ability does not come to you naturally, and must be trained and studied extensively and with tremendous diligence to alter it and for it to be used at its full potential. It can be used once every 5 seconds, and can be channeled between 0 and 10 seconds to increase its power.

Channeling requires complete and utter concentration (at least at first), and makes the attack easier to dodge as entropic energy gathers in the place the cut will happen, but the resulting attack will be much more powerful and will be able to cut through sturdier defenses. The less time you spend channeling, the easier it is to land the attack, but at the expense of power and ability to cut through defenses. Enemies killed with this attack cannot have their souls absorbed, as the purity of the entropy used in it comes grey, from the Father himself.

Rain (2 SP)
You may use any number of cuts without adhering to the cooldown limit, and can launch these modified attacks even while your base Void Cutter is on cooldown, and with immense practice, while channeling a normal Void Cut. These cuts cannot be channeled, are more resource intensive, and are slightly weaker than base void cutter attacks. It is very difficult to manifest multiple at the same time, and even more arduous to use them precisely, but with tremendous training you can improve your number of cuts and their precision indefinitely (this is still extraordinarily hard to achieve). Ancient masters of this skill can wipe out everything in a sphere around them, using thousands of attacks at once, and multiple cuts expertly layered on top of each other
can dismantle defenses and destroy even highly resilient foes and magical barriers.

Parry (2 SP)
Use a cut to intercept and nullify an incoming attack. Cannot be modified with Rain. This is very difficult to do, as it not only requires mastery of Void Cutter, but also knowledge of the properties of the incoming attack, and the timing and how much power the cut must be imbued with to nullify it.

Malevolent Territory (4 SP)
After several seconds of profound concentration, summon a structure to your location crafted and representative of your very soul. This Sinister Mausoleum must be the size of a small house at its smallest, and the size of a large shrine at its biggest, and its details, decoration, appearance, and architectural style are dependent on your personality, ambitions and power choice. Your Mausoleum is the pillar and center of your Territory, covering a 100m radius. Inside your Territory, your attacks with range limits can extend themselves up to the maximum range of the territory (Soul could have a 200m range, from one end of the territory to the other, for example), though physical attacks and powers are not affected by this (for example, Dark Smite would not be affected by this range increase). All your attack's “hit rate" also increase, as your attacks slightly home in and weave through defenses to strike opponents.

Concentrating inside your Territory is much easier, allowing for faster and more precise usage of incantations, spells and abilities. The barrier covering your Territory is almost impossible to breach or dispel from the outside, making it nearly unassailable from the outside. From the inside, it is easier to dispel or destroy the barrier, though it would require an extreme amount of firepower and magic to do so. The only ways to deactivate this ability are: by killing you, destroying your Mausoleum (which while weaker than the barrier, it is still fairly durable, especially against ranged attacks),
breaking the barrier, you leaving the Territory, or you consciously deactivating the Territory. Enemies cannot use teleportation, planeswalking or any spells to escape the Territory. Your Territory lasts up to 4 hours. It can be used once a day. You must give your territory a name relevant to its usage and aesthetics, and you must announce it, verbally and clearly, before activating it.

Parade (1 SP)
Your Territory no longer needs a barrier to be formed, and its range doubles when not using a barrier. When under the effects of this modifier, you can telekinetically move your Mausoleum (which is otherwise immovable no matter the circumstances) up to 1m/s in any direction.

Fortress (1 SP)
Your Mausoleum's integrity is linked to yours. As such, whenever it or you takes damage, this damage is reflected upon each other. However, your Mausoleum's defenses increase immensely, and you can now attack comfortably from its inside, as its walls become selectively intangible to allow your attacks and powers to pass through, and it also becomes immune to attacks and effects stemming from you. The inside of your Mausoleum is now filled with amenities, utilities and comforts of your choice, and can be easily customized. Your Territory can be transformed into various forms of natural but mundane landscapes, such as beaches, forests, lakes etc. The time your Territory may remain active doubles. You can see through walls, objects and the terrain inside your Territory with ease.

Sanguine Evolution (Requires Blood Magic with all modifiers) (2 SP)
After absorbing 2 liters of blood from one creature, you may over the course of 3 days acquire traits, mutations and abilities related to the creature. These all vary greatly depending on which creature's blood you take and allow for complete and perfect usage of natural abilities, as these mutations go beyond the physical, as your body merely reflects changes from your soul. You can hold these mutations for as long as you like, until you decide to replace them or deactivate this power. Replacing a mutation takes 3 days for the new mutation to take effect as well. While convenient, there's a major drawback to this ability. All mutations come with negative side effects and weaknesses that cannot be alleviated without diminishing the strengths of the mutation as well. The blood of a red dragon could give you flight, fire resistance, fire breath and greater affinity for fire magic, but would also give you a weakness to cold magic, less affinity when it comes to its usage, would make you weak to anti-dragon attacks, and you'd be slightly slower on land to accommodate for your new biology. Fleshwarp can help customize what mutations you get and how prevalent they are, though doing so requires much study and experimentation, and would greatly increase the time for a mutation to

take hold. warp cannot diminish the negative effects of mutations without diminishing its strengths. You can only have mutations from one source at a time.

Instant (2 SP)
You may choose to activate a mutation with just 5 seconds for the traits to fully take effect. Such mutations are inferior to normal ones, as their strengths are slightly lessened, and weaknesses enhanced. A mutation acquired with this modifier cannot be replaced with another instant one: you must either replace it with a normal mutation, or dispel it and wait 3 days for your body to be able to accommodate a new mutation. However, an instant mutation can replace a normal one without problems. You can only have one Instant mutation active at a time.

Chimera (1 SP)
You may now hold an additional mutation. The strengths of mutations do not stack, but weaknesses do (for example: a red dragon and fire mage chimera would give you the fire affinity that is highest between the two mutations, but the weakness to ice magic would be that of the two combined). As such, chimeras must be planned for and carefully studied in order to draw out their fullest potential. May be purchased up to 3 times.

Grim Puppeteer (Requires Necromancy with all modifiers) (2 SP)
You can now puppeteer and control corpses and undead creatures you have created that are within sight. Controlling them is easy and effortless, however the number of corpses you can control this way depends on your training and the power of the corpses being controlled. You may use and channel your abilities through these corpses, though their strength, precision and effectiveness depend on the nature and power of the corpse that uses them; Red Dragon would be able to use fire elemental simulacrum spells without many issues, but a mundane skeleton would be unable to use any such spells. You can use Rejuvenate to heal corpses you control from range, though they can only be healed this way once a week (each corpse and undead can normally be fully healed with Rejuvenate only once every three days; using Rejuvenate again on them inside this timeframe won't have any effects). Corpses are controlled until you break concentration or line of sight for a significant period.

Explosive (1 SP)
You can explode your controlled corpses for massive damage, depending on how powerful the corpse being used is. You can also now "store" up to 30 corpses in a pocket space, which you may summon at any moment, though summoned corpses cannot be stored this way again once taken out.

Distance (1 SP)
You can now "enter" your consciousness into a nearby corpse or undead, and puppeteer and control it from any distance. You can only use the base abilities of the puppet, and whatever abilities it could realistically use from your set of powers. You can sever this connection at any time. Your soul and spirit cannot be imprisoned or take damage in any way by targeting your consciousness inside the puppet.

Plutonian Dream (Requires Nightmare Magic with all modifiers) (2 SP)

Whenever you sleep, you can normally choose between normal sleep (where you're protected from any dream-based attacks) or sending your spirit to the Dreamlands. This ability gives you access to a third option: Pluto's Den, a separate dream dimension that can be accessed from anywhere in existence but cannot be used to travel to different locations than from where you accessed it. This realm is ruled by Pluto, an ancient Son, one of the few with powerful dream abilities. It takes the form of a dimension the size of a large city, made up of an array of interconnected tunnels, giant domes, and caverns full of warm lights, peaceful natural environments, and fantastical, friendly beings. It is prohibited to coerce, mind control, or use violence here, and Pluto can kick out anyone that breaks these rules instantly. Inside this realm, there are several ambassadors and great merchants from different multiversal and dream factions, which you can approach and deal with as you please. They are also willing to
trade souls for artifacts, favors and information. You can bring up to two beings with you as retainers to this realm. As a Son, you have access to the exclusive Club of
Dreams, where Pluto and 5 other Sons with dream abilities (these are rare amongst Sons) often meet to share stories and discuss all manner of affairs, as well as occasionally trade with each other. You will also be attended to by all manner of servants here, and will have access to a large archive full of multiversal information
and maps of reality, as well as other facilities focused on leisure. Pluto himself is a gracious and earnest host, and all the Sons that belong here will welcome you as a new brother and member. To reach this realm implies a deeper level of connection to the Dreamlands, and as a result, while your overall power level remains unchanged, your defenses and magical intuition greatly increase while inside the Dreamlands. Just having access to the Club of Dreams will open all manner of doors inside and out of the Dreamlands, being a position of extreme prestige, as all their members are fairly sociable, approachable and diplomatic, at least as far as Sons are concerned, and exercise considerable influence on all manner of organizations and multiversal powers. You retain your connection to this place in future jumps though it is filled with new creatures in each jump (though you are guaranteed to be kin to powerful members of this society).

Golden Truth (Requires Power Word with all modifiers) (6 SP)
Your connection to the end of all things allows you to even convince natural, abstract concepts, non-sentient objects, and phenomena of the truth of your words. By speaking in gold, you may alter reality, if you truly believe this truth in the depths of your heart, your will overpowers the nature of what you intend to change, and
your usage of Power Word is sufficiently mastered to allow for such a miracle. Your understanding of Power Word, and what you intend to change with it, must be at
the level of a master for you to even contemplate using this ability. A master may tell the sun to no longer give light, for the seas to no longer be liquid, for mountains to
come alive as sentient beings. To tell an immortal being of its mortality, to put an end to something that is endless by convincing it of the impossibility of it, to persuade an opponent that magic isn't real, and he cannot use it. This is the most difficult, but potentially most powerful, ability an Entropist may learn. Be wary, as the Golden Truth may backfire on you, plan for its usage meticulously and with careful deliverance. You must live a multitude of experiences and witness all manner of things in existence
to truly understand and master the Golden Truth. It was the Father that used this same power to place a limit on all suffering in existence and molded the origin of souls

with it. Elder Sons with a mastery of this ability may help you in guiding the development of this ability. There are currently no Dragons that have access to this power.

Elder Ink (Requires Arcane Magic) (3 SP)
You may coalesce spells you know into Elder Ink, made from raw death magic. You may paint your body with complex lines of said ink with concentration, representing the spells stored within them. These tattoos may be spent to instantly cast the spells stored in them. The more complex and powerful the spell, the more surface of your body it covers. Once put into your body, you may alter these spells by adding additional Elder Ink designs to the patterns and drawings they show, though this will require much experimentation and study to do so effectively. Preparing spells this way takes roughly x5 as much time as the time it would take to normally cast the spell. It can only be used for non-entropic magics and magical systems you have learned, as the Ink itself interferes with entropic properties that may be assigned to these stored spells. You may eventually learn to write down these spells in grimoires for others to use using Elder Ink, though this will require much study to do so, and the spells will be by default slightly weaker and less precise when cast from a grimoire. Once a spell is used, the Ink disappears from the grimoire or from the body it was used from. Be wary, perceptive opponents may be able to discern the nature and qualities of the spell by merely looking at the patterns of the drawing.

Oblivion Strike (Requires Physical Empowerment) (2 SP)
Your physical attacks can be imbued with the essence of oblivion, allowing you to gouge physical objects and magic from existence upon striking them. Some objects, beings and spells have a heavier metaphysical "weight" to them, and won't be affected by this ability, unless you use it while at sufficiently high levels of Physical Empower.

Objects are generally “lighter" this way than spells and enchantments, which are likewise lighter than the "weight" of living beings, as far as this power's effects go. This power takes several seconds to activate and must be used while using the level of Physical Empower you wish to use it in (so activating it at fevell 3, and then boosting yourself immediately to level 5, will deactivate this power). This power has a degree of fate tied to it, embracing the destined end of what it strikes, as such the hit rate of your attacks when imbued with this ability is increased, drawing foes into your blows and grasp. Hitting an enemy while imbued with Oblivion Strike stops them from using teleportation abilities for several minutes.

Legend of Mirth (3 SP)
You can now call upon fate to grant the wish of someone who clearly asks it of you. To grant a wish, the asker cannot have been coerced, manipulated, mind controlled in any way for it to work: it must be an earnest wish born from the individual without your manipulation. You cannot use this power for Gifts, Minions, or Yourself. This wish cannot directly affect or boost you or your fts in any way: permanent boosts are impossible for you and Gifts. Besides the usual soul cost, this ability may require specific souls of a particular type for different types of wishes, requiring a large variety of powerful and rare souls to be able to grant more powerful wishes, and the more powerful the one who asks, the more costly or rarer souls the wish will require.

You cannot control the way the wish is granted as you're merely the battery and conduit of it, the wish coming from fate tied to the predetermined end of all things, but it follows the spirit of the request in a comprehensive and benevolent fashion.

Pain (1 SP)
By focusing on a soul within 50 meters of you, you may inflict immense pain upon it. This pain lasts for as long as you concentrate on the target, and increases over time, doubling every 30 seconds or so, reaching the maximum amount of pain a soul can be inflicted with in about 20 minutes. The source of this pain is transcendental and impossible to block (except by fellow Sons and all as well as some soul magic based ability users), and even forces entities that would not have the concept of "pain" upon them, making this attack specially devastating against ascended types of beings as they usually are not accustomed to pain like mortals are, potentially being crippled and devastated upon being afflicted by this ability, while a rugged farmer or soldier with a high tolerance to pain, used to all manner of suffering, might be able to resist it to some extent.

Spread (2 SP)
Your ability may spread to other nearby souls, without limit to the number or distance between you and the furthest affected target. Your main target is the primary node where the ability spreads from, and afected souls must be within 50m between them and the nearest afflicted soul. You can choose which souls are not affected by this ability, but can still be used as nodes to spread Pain.

Spirit Armor (1 SP)
Conjure a ghostly suit of armor tailored to your tastes. This armor diminishes the effect of magical attacks, and makes you immune to most environmental hazards, but has no effect on physical attacks. This armor can be made invisible, deactivates when destroyed, and cannot be resummoned for 30 minutes in that case.

Physical (2 SP)
Your armor becomes real and visible to all, greatly increasing your physical defense on top of the spirit armor's magical defenses. In addition, it gives a small boost to all your physical abilities. Your armor is very comfortable to wear, perfectly sealed and you can breathe comfortably inside it, allowing you to traverse inhospitable regions without issues.

Auto (1 SP)
your armor activates immediately when in danger. You can deactivate or customize the parameters for this application.

Entropic Imbue (2 SP)
Imbue spells, your body or objects with entropic energy, making them more deadly. Objects and your body become harder and more powerful, and spells are more effective. This imbue is especially powerful against living beings.

Anti Magic (1 SP)

Entropic imbued attacks can already damage elemental, ethereal and magical creatures, but with this modifier they'll deal additional damage to them and will also chip away at spells and enchantments.

Blast (Requires Physical Empowerment) (1 SP)
concentrate raw entropy into a single point and unleash a powerful short-range blast of entropic power. The power of this blast scales with your level of physical empowerment and is effective against draconic foes, peeling away their scales and dealing vicious damage.

Drain Nature (3 SP)
Craft a totem using the bones of creatures whose souls you've taken, and imbue it with a sapping curse that will wipe out all animal and plant life in a 5 kilometer radius.
The totem will absorb most of the life energy in this area, leaving it desolate and completely unable to nurture life after about a year of creation. Sentient beings inside this area are unaffected, as well as sufficiently powerful souls. The amount of souls absorbed depend on the area and existing life inside it: an average forest could yield 300 souls, while a wasteland would just about break even.

A magical jungle could yield 1000s of souls, though the chances of your totem surviving in this type of area for a year are slim, as totems are fairly fragile, easily dispelled and generate a very noticeable magical emission over a large area. You must claim the totem to acquire the souls it has absorbed.

Sturdy Totem (1 SP)
Your totems are now resistant to physical damage, and cannot be casually dispelled. Concentrated assaults will still break them. They also slowly mend over time. Totems with this modifier are immediately created, and do not need to be crafted.

Bound (1 SP)
Implant a beast or being that has submitted to you with the curse of this totem, sapping the life of any location they visit at a rate roughly 3x as fast as a base totem. These totem cursed souls are free to move around, but require roughly 50% of the soul energy absorbed as sustenance, stockpiling the rest. Killing these creatures lets you absorb all the souls stored this way. Each being can hold 1.2x(10**)their base soul would normally give you (a bird with a soul worth * could hold 12 souls, an average human of your world with *** could store 1200). Going beyond this limit will kill the host.

Aura of Dread (1 SP)
Emit the true nature of your spirit forward, enveloping yourself in an aura that causes fear in the hearts of others. It would take true courage to even dare to face you. This aura will make dark aligned creatures immediately recognize you as true nobility, an object of fear and admiration to their kind.

Majesty (2 SP)
Envelop yourself in the beauty of departed souls, granting you an aura that inspires a profound sense of majesty on all those that witness you. This aura lends a deep weight to your words, and makes you more charismatic. It also slightly increases your physical

beauty, but beings that find magic and auras attractive will find you irresistible regardless of physical appearance.

Power (2 SP)
Entropy is the greatest force in existence, forcing the chaos of life into an eternal stillness. You embody this power, and all those who see you feel your strength. Great warriors and powerful beings acknowledge you as a peer and respectable figure. While using this aura, your physical attributes are doubled.

Nightmare Magic (1 SP)
Enter the dreams of living beings within 10 km of you. You may subject beings whose dreams you enter to horrible nightmares, in an attempt to break their spirit. If successful, you can read their memories and intentions, and will be able to use Manipulate Soul on them freely, though you'll be unable to absorb their souls. You may also visit the Dreamlands, and contact and broker deals with the inhabitants of those realms.

Sap (1 SP)
You may absorb the souls of those whose will you break through Nightmares. You may visit as many beings as you want as long as you don't wake up. You cannot infiltrate the dreams of multiple entities at once. You may now bargain souls with Dreamland dwellers.

Range (1 SP)
Your range increases infinitely, allowing to visit the dreams of any being inside the dimension you're currently in. However, the further they are from you, the more difficult it will be for you to break their will, as you'll only have access to progressively weaker nightmares. You'll have to be more resourceful, crafty and possess a deep knowledge and sufficient experience as to what makes an individual break, to make the most use out of this modification. You're now more powerful in the Dreamlands, and will exude an air of nobility in the eyes of its inhabitants, making negotiations easier and more favorable for you.

Dark Smite (2 SP)
Focus the divinity of the Father coursing through you to deal a devastating blow that sunders all but the most powerful defenses and magical barriers. Beings that survive your smite are cursed with diminished physical might and magical power, and their willpower is sapped by their brush with death. Your divine energies must be accumulated to perform this skill, as such you can only smite once every 2 minutes, and each being can only be struck once by this attack unless their curse is lifted. This attack is specially powerful against Holy and Light aligned beings.

Break (1 SP)
Your smites now scale with physical strength, and can cause powerful shockwaves that deal massive physical damage and drag down enemies nearby. You may pick what beings the shockwave does not damage.

Fallen Angel (2 SP)

Coat yourself in the longing of Entropy, and summon dark wings of pure magic. These wings allow you to fly at great speeds and can be used to shield yourself from magical attacks. While using this ability, your speed, agility and dexterity are greatly increased. If your wings are destroyed, you lose the ability to fly and must wait 30 minutes to resummon them. Your wings cannot be dispeled by others.

Holy Resistance (1 SP)
Your wings are now highly resistant against holy magic. They also camouflage your magical essence, giving the impression you're a being of Holy magic aligned with the Mother, instead of the Father. Perceptive beings will be able to tell something is off, and Sons will always recognize you.

The following abilities are still **powers**, however they are non-entropic and are more challenging for you to master. They are also less efficient than entropic powers, as you convert souls into mana to use them, nonetheless they are highly versatile and can be quite powerful. These abilities may prove easy for certain, arcane-ically gifted jumpers to use and master… These powers also have modifiers you can purchase with soul points.

Elemental Simulacrum (5 SP per purchase)
Elemental magic is an entire school of magic in and of itself, with a rich tapestry of abilities you'll have to train and research on your own to achieve. Beyond their most common uses, such as the creation and manipulation of the associated elements, the main elements also cover domains not strictly linked to their natural characteristics, and sufficiently advanced users may unlock additional spheres of magic depending on the element they have mastery of.

Fire
Fire users may “temper” themselves or things, granting stability and permanence to almost anything, as well as increasing damage. Fire users can boost their Strength using fire magic. Additional sphere: Creation.

Earth
Earth users can "root", granting increased resilience, endurance and making whatever they use it on extremely tough to move through external force. Additional Sphere: Enchantment.

Wind
Wind users can “Stream”, increasing the speed, precision, and ease of use, of their abilities and whatever they use their wind powers on. Additional sphere: Illusion.

Water
The element of “Flow”; facilitating the return of aspects to their original states, reducing our outright dispelling corruption, and other negative statuses. Additional Sphere: Healing.

Each of the following *Advanced Elements* costs 2 SP, rather than 5, and correspond to an element you already purchased. *Fire* gives *Metal*, *Earth* gives *Nature*, *Wind* gives *Lightning*, and *Water* gives *Ice*.

Metal
Metal users can solidify aspects and metaphysical concepts and imbue or use these materials to craft powerful artifacts.

Nature
Nature users acquire a talent for gravity magic, with a special ease in applying gravitational effects on solid, inorganic objects.

Lightning
lightning users obtain an instinctual form of divination magic, giving them with training a “danger sense", and may in time use multiple "actions" at once.

Ice
Ice users can slow and sap the energy of all manner of beings, spells, and materials. Advanced ice users may even extend this effect to time. It is especially easy to keep sufficiently weakened creatures and materials in stasis. Applying these effects to your entropic abilities is easier than using other types of advanced magic on them.

Telekinesis (4 SP)
Move and interact with physical objects up to 80m away from you, using your soul as a conduit for psychic powers. You may interact with them with up to the level of your current strength. Different from magic, this is a skill you can train and improve, though you possess no special talents when it comes to psychic powers. Applying this power to yourself for flight is fairly easy, but requires much training to use with precision and agility.

Emit (Free if you’ve taken teleportation, 2 SP otherwise)
Concentrate your psychic energy for several seconds into a single point and unleash it. With training and experimentation, you may alter these blasts. By default, they take the dimensions of an invisible fist, that has a range of 150m and hits with a force 5x that of your strength. These projectiles are slow moving at first, and require training to improve their speed and area of effect.

Teleportation (4 SP)
After 10 minutes of concentration, open a gateway taking you to any place you've been to in your current dimension. This gateway is 3x3m, and lasts for 1 minute, but for each additional * added to the base cost, you may choose to increase the size or time the portal is open by 10x.

Blink (Free if you’ve taken telekinesis, otherwise 2 SP)
Instantly teleport to any location in sight, with a maximum distance of 25m.

Fleshwarp (2 SP)
Alter the physical composition of organic creatures. This spell can easily alter the appearance of other beings, but requires extensive research, practice, and experimentation to significantly alter the biology of creatures. It requires great concentration to use and will require expensive and rare regents to apply magical effects on whatever creatures and chimeras you create.

Plague (2 SP)
Apply your necrotic powers to create magical diseases. The avariety of effects available are nearly limitless, but more complex, subdued, and targeted effects require considerably more effort to create, as well as exotic materials. As you specialize in entropic magic, death and soul altering diseases are easier to create than other types. Physically treating these diseases is difficult, but methods that use magic would be very effective against them. These diseases are nearly impossible to craft on the fly.

Arcane Magic (5 SP)
Arcane Magic allows you to manipulate magic in a more intricate fashion, such as converting souls into mana more efficiently, facilitating the creation of magical items and machines, helping to dispel magic, manipulate enchantments, use raw arcane magic offensively, and even perform feats of meta magic at higher levels of skill. By itself, arcane magic is terribly lacking in any one particular area, but it shines when combined with other types of magic and is always a useful toolbox to have access to.

Physical Empowerment (5 SP)
Boost your physical stats utilizing souls. More precise usage of this skill allows you to entirely focus your boosts in one area (such as eyesight, reaction speed...). With effort and training, you may unlock spirit-based attacks and create skills based on them. Training and experimentation will make this type of magic more effective and efficient. Properly applied, the Cost would be around * for a global x2.5 boost to your body per 10 seconds of usage. This stacks multiplicatively, so at *** you'd have a x15.625 boost. With a tremendous amount of training and battle experience, you may “level up’, effectively granting you the effects of using one * without using any mana to empower you. Each level up requires exponentially more effort than the last. Channeling to higher levels take longer the less proficient you're with this ability, and the lower your base level.

Shadow Magic (4 SP)
This magic lets you manipulate, summon and control shadows. Advanced users may extend its usage to more conceptual abilities relating to the term "shadow". At higher levels, users may obscure large areas, create physical objects made of shadow materials, cover themselves in protective shadow veils, and perform the infamous "shadow step", where they insert themselves into a shadow and jump from one to another. It is extremely easy to hide your magical signature with Shadow Magic, letting you give the appearance of a much weaker mage, or even pretend you're completely devoid of magic.

True Resurrection (2 SP)
You may perform True Resurrections, returning spirits that have not yet passed back to life in a magically created body equal to their original one in their prime, completely healthy, and rid of any defects. This is an exceedingly rare power, and almost unheard of amongst Sons of the Father. It is always in high demand across the multiverse. If you purchased the power Phylactery, you may now have an extra 2 phylacteries.

Sex Magic (2 SP)

You now have access to just about any imaginable spell related to sexual acts. From orgasm and fertility control to sensitivity changes, to alterations in the size and elasticity of sexual organs, to pheromones, all are within your grasp. This magic has next to no uses outside of sex, regardless of how much you may attempt stretch its applications.

Utility Magic (1 SP)
Summon wisps that clean any object or surface. These wisps can be used on beings to clean them as well, as if they had taken a thorough and refreshing bath and will even keep their mouths clean and fresh. These wisps can also organize and maintain objects and rooms as you would like them. You may convert these wisps into mundane but nutritious and delicious food and drink. They may also be imbued into any smaller electric device, maintaining, repairing, and constantly providing them with electricity. If you have Elemental Magic, you may imbue wisps with different elements, allowing them limited utility and offensive elementally based abilities.

Sleep Magic (1 SP)
The stillness of sleep may be accessed through some vestigial connection with Entropy, allowing for the usage of Sleep Magic. You may force beings into a deep sleep that is difficult to wake up from. Sleep magic is easy to dispel, and powerful consciousnesses may awaken on their own before the duration is over. Damaging a sleeping target also makes them liable to wake up. Targets under this effect are extremely vulnerable to Nightmare Magic. Your overall power in the Dreamlands is increased.

Warded (1 SP)
The target of this spell is much more resistant to damage while under its effect. They also become nearly invulnerable to environmental damage, requiring no sustenance and air while asleep. Beings affected by this modifier are much more difficult to wake up, and dispelling the spell becomes a complex endeavor.

Nurturing (2 SP)
Sleeping targets may heal from any wound and curse, provided they sleep enough. 8 hours of sleep should be enough for most wounds that do not require regeneration. 24 hours should cure any disease and regenerate any lost body parts. Curses may take anywhere from 1 hour to an entire year. Mental damage, while not completely cured, is heavily mended. This modifier is especially good for children and babies, as under this sleep they'll develop in a strong and healthy fashion. One hour of this modifier counts as 8 hours of normal sleep.

Barrier (2 SP)
Utilize mana to create barriers that ward off physical attacks or spells, which you decide when creating the barrier. It is more difficult and more costly to create barriers that block more things, and barriers are best when they are created with intent and specificity. How costly a barrier is to maintain depends on its size, strength, and complexity.

Pillar (2 SP)
You may install permanent barriers in areas that consume soul energy based on their size and strength. Deployment time depends on your training but it always takes longer than deployment of temporary barriers.

Auto (1 SP)
With training you can gain the ability to deploy barriers instinctually in response to attacks. You can queue up to five barriers which will deploy themselves in accordance with the type of attack you are facing to protect you as effectively as possible. This makes each barrier added to the queue a touch more expensive than they'd be if they create and cast normally.

Ascension (1 SP)
This lets you uplift beings to the level of the average mage, including bestowing magical potential in any being. This is not an instant process, and how much magical potential they'll get, as well as the specifics of how their magic will manifest, will depend on facets of their souls. This costs 100 souls worth of energy.

Immortality (1 SP)
You bestow agelessness, immunity to mundane disease, and eternal youth upon a target. This costs the amount of energy contained in 100 souls.

Divine Promotion (3 SP)
You can mix your own essence and power into a large amount of soul energy, which you can then imprint on someone, which gives them 5 SP worth of powers you already own. Targets must have average magical potential, cannot be another *Son* or their *Gifts*, and you can do this to your own *Gifts*. Someone can only be affected by one *Divine Promotion* set of abilities at a time. The following powers cannot be granted by this power: Walk Blessed, Power Word, Dark Smite, Reverberating Harpoon, Dual Form, Plutonian Dream, Legend of Mirth, Ascension, no Sanctum, Planeswalking, or Minion summoning based powers can be granted by this. This costs the same amount of energy contained within 1000 souls.

The next section describes your **Sanctum**. All *Sons* have a **Sanctum** for free and by default, one which is located within the inside of your soul and acts as a demiplane. It starts off as barren, and inside of it all the souls you've acquired but not burned will take the shape of small wisps of light which you can concentrate on to give a shape similar to the soul's shape in life.

Such souls can use any supernatural abilities they have, but only at your discretion and you must supply any relevant energy if their powers take it, though gifts lack any such weaknesses. All souls in your sanctum are bound to you and must obey you.

While your mind is inside of your sanctum your body remains outside of it and is left defenseless and unconscious but does not require sustenance and time spent here counts for you as though you were sleeping. Your sanctum is barren and is a nondescript wasteland in the rough shape of a 5 km sphere.

You can modify the shape, terrain, and objects of your sanctum for a cost equal to how dramatic the changes you're enacting are in soul energy. A full makeover, for example, would cost 10,000 souls worth of energy. You can create impossible shapes and structures in your sanctum but they may require soul magic for you to do much with them other than have them physically exist and take up space. You can also use all of

your soul-based abilities inside of this place, and can fly, teleport freely, and are invulnerable inside of it. You are, for all intents and purposes, the god of this place.

You can create and manipulate water here more easily than you can create and manipulate other materials, which lets you easily create oceans, rivers, and lakes. You may store an infinite number of souls here, using them however you see fit such as making them resemble stars and flicking them to the edges of your sanctum. You can enter your sanctum by concentrating for 80 seconds, and you can return to the real world instantly at any time. If in a space such as your warehouse you can send your soul to your sanctum instantly.

Nonetheless for it to be truly useful you need to invest SP into the following options to refine, improve, and alter the sanctum.

Expand (2 SP)
You can increase the radius of your sanctum by 500 meters. This can be purchased indefinitely.

Transmute (5 SP)
You can alter the materials of objects in your demiplane at a cost; with more valuable, magical, or rare materials costing more. Objects in your demiplane can be repaired, though how costly this is scales with the value and magical power of the material in question.

Absorb (4 SP)
You can absorb real-world objects to use in your demiplane. When you do this the object disappears in the real world. The more valuable, more magically charged, and larger the object the longer it takes to transfer. Living beings cannot be absorbed, and absorbed objects do not disappear piecemeal, either something is successfully absorbed and disappears entirely or it does not work and the object does not disappear. Understanding how something works speeds up your ability to absorb it.

Food (2 SP)
You can create food and drink in your sanctum, for percentages of a soul's energy. Eating and drinking in your sanctum sends the sustenance to your body outside of the sanctum. This food does not possess magical properties, and you can recreate any meal you've had.

Summon (10 SP)
You may summon objects from your sanctum to your hand outside of the sanctum. How many souls it costs to do this depends on its complexity and value as you are effectively creating the object through the usage of soul magic. Objects taken this way can be absorbed to be returned to your sanctum.

Life (6 SP)
You can coalesce the essences of different souls to create pools of life energy that can produce living beings shaped to your desires, the local geography of your sanctum, and the properties of the souls in the pools. It costs soul energy for these creatures to reproduce but you can shape their offspring to your whims, and you can even cull them

to use their souls in different pools. You can have multiple pools at once that produce different types of lifeforms

Weather Control (4 SP)
You are granted great control over the weather of your sanctum, to the point that you can weave different weather for different places in your sanctum. This is very cheap in terms of soul energy, and having places that are chilly, cold, and even freezing are all free.

Palace (3 SP)
You can create a massive palace at the heart of your sanctum, which grows more opulent the more souls you spend on it or invest in it. It can be customized freely, but by default it is naturally attuned to your tastes with aesthetics that you'd enjoy. The palace will maintain itself and repair objects in it for free, and you can repurchase this to acquire more palaces or to expand existing ones.

Afterlife (20 SP)
You can touch and mark living beings which, provided they consent (and are not under mind control or otherwise supernatural persuasion), guarantees they come to your sanctum when they die. Your descendants can freely enter your sanctum, and leave (while they are alive), through the same means as you.

Alert (3 SP)
While in your sanctum your body is afforded a powerful danger sense which gives you 30 seconds of advanced notice whenever your body would be in danger, and even lets you know the nature of the danger you are in as well as its general direction.

Resilient (5 SP)
Your body becomes supernaturally resilient whenever you are in your sanctum. You become immune to environmental hazards, and highly resilient to physical blows, requiring immensely powerful mundane blows or powerfully supernatural attacks to harm you in any way while you are in your sanctum.

True Shift (Requires Create Phylactery) (10 SP)
You can use a phylactery as a way to physically enter your sanctum, disappearing into it instead of only being there astrally as you normally are. If your phylactery is destroyed while you are using it this way you will be instantly slain unless you have multiple phylacteries, in which case you'll be teleported away from your sanctum and shunted out of one of your other phylacteries. You cannot bring others into your sanctum with you through this.

All Sons eventually gain the ability to traverse the empty spaces between worlds, jumping from one dimension and/or world to the next. This ability is called *Planeswalking* and by default each instance of it lets you go to a neighboring plane. This process happens automatically when a Son has burned enough souls to have gained 50 SP. This process is still difficult and costly, requiring two hours of focus and enough energy to connect to the energies that fill the empty spaces between worlds. This requires an amount of energy equal to that contained within 100 souls. Once you've concentrated for long enough you'll create a small rift which will remain tiny and

unusable for roughly a week before opening into a medium sized portal that will take you to a nearby plane, though the portal will only be open for 30 minutes (and can be dispelled or even physical collapsed through physical disturbance). The following modifiers make this ability easier or otherwise better. **All of these modifiers, aside from *Impossible Journey*, make Planeswalking cost 1,000 souls worth of energy, with *Impossible Journey* making it cost 10,000 souls worth of energy. If you mix in multiple modifiers each bumps up the total needed soul energy by a multiplier of 10.**

Precise (15 SP)
Your rifts can now be directed to let you go anywhere you've been inside a plane. You can also use rifts to instantly travel anywhere you've been inside of your current dimension.

Stable (20 SP)
Your rifts last longer; up to a whole week from the moment they become functional. You can even increase their size, though doing so makes this more costly. Permanent gateways can be made but are extremely difficult to create requiring materials, spells, and conditions that are unique to each world or plane you seek to connect to.

Swift (15 SP)
This makes this faster, letting you channel your entropic energies for only 30 seconds, after which you create an immediately functional rift.

Hidden (20 SP)
Normally your rifts are detectable by sufficiently magical or technologically advanced civilizations or individuals but with this they become hidden things that no longer emit any magical or dimensional signals which allow you to pass undetected whenever you jump between worlds.

Impossible Journey (40 SP)
Normally you can only go to nearby dimensions, worlds, and planes, but with this you can jump anywhere in the local multiverse. This significantly boosts the costs of the ability, when invoked, but can save a ton of time and trouble.

The following options are unique mini-abilities or skillsets that a *Son* sometimes acquires upon awakening to their true nature. Select 3 for free, and the remaining options are purchasable, costing 100 EP unless otherwise stated.

Perception Change
This ability allows you to modify your perception of the world to make it more aesthetically pleasing to you in a variety of ways. Others cannot perceive the world how you perceive it, however your words and actions acquire a magnetic flair and quirks that would normally see, unsightly to people will now be somewhat endearing to those who like you. Naming attacks and abilities and loudly declaring them in advance with increase their potency somewhat, though *Malevolent Territory* is more powerfully boosted by this than other abilities. This can be shared with Gifts.

Feast of Evil/Feast Of Virtue

This perk causes you to get a taste for devouring evil souls, and souls that were sinful in life get boosted in terms of how much energy they give you based on the number of sins they have committed. You can instantly tell the multiplier a soul has just by looking at someone. Feast of Virtue is the opposite and counts as a separate ability as far as purchasing abilities go. You can purchase both if you wish.

Dolls
You can create dolls for a single hundredth of a soul's worth of energy and insert souls into them which lets them pilot and use the dolls as physical bodies. Dolls surpass the average skeleton or zombie in terms of physicality and can be repaired manually without too much effort, but cannot be rejuvenated or affected by most necromantic abilities (unless they can affect constructs). Dolls can be made into artifacts, magically enchanted objects that generate their own magic, and can be enchanted and imbued as normal objects. Soul magic can allow you to boost and install unique and altered souls into dolls, allowing for a wide variety of skills and abilities. You can also alter the composition, mechanisms, and frames of dolls, to pretty extreme degrees, using the Architecture modifier of soul magic.

Void Adaptation
You can now dwell in space or any elemental plane (that you don't have some innate weakness to) without any effort. This removes your need for air and makes you immune to environmental conditions, as well as gain a slow form of telekinetic flight which is mostly useful for stability or staying still in the air. Provided you purchase this option here instead of acquiring it through transformation into a minion type you can acquire one of the following abilities for free: *Essence Enchant*, *Stillness*, *Winds of Death*, or *Evil Spirits*.

Novelty
This immunizes you from feeling long-term boredom. In the short term repetitive tasks may bore you, but if you give something a break it will regain the ability to stimulate you, and you can share this perk freely but not with *Sons*.

Talented
You become extremely talented when it comes to learning new skills such as swordsmanship or how to play musical instruments. You reach the level of skill of a master in a fraction of a percent of the time it takes normal humans, and you can continue to improve to superhuman levels though doing so gradually becomes more difficult.

HUD
You acquire a display that overlaps with your natural field of view and feeds you relevant information about materials, locations, and beings you witness with it. it comes with a multitude of options such as internet and device connectivity, maps, notes, and access to the internet. While possible, it will be difficult to see the weaknesses of powerful creatures, as well as details of great materials, spells, and items. This can be shared with *Gifts*.

Pocket Space

You gain a 12 by 12 by 12 meter pocket space inventory. Items placed inside are slowly repaired and may be instantly summoned, letting you equip weapons, clothes, and armor instantly rhis way. In order to store an item you must open a portal connecting to the space with a split second of focus and physically store it in the portal. You gain better control over your *Telekinesis* power, or powers, if you have any.

Harem
You do not need to fulfill the requirements of individual gifts (Such as Alta and Elaine requiring that you have Death Lord minions) in order to be able to select them. This also discounts how much it costs to summon gifts (cutting the costs to summon or resummon them in half), and makes it so that your gifts are more cooperative, not jealous, and can even welcome new harem members (who also receive these benefits). You can even decide to make any number of your minions much more romantically inclined towards you.

Invisibility
For up to an hour a day you can become invisible and noiseless. This invisibility extends to clothing and items and will even fool weaker magical detection abilities, as well as lets you hide your magical signature effortlessly. This boosts *Shadow Magic* as well.

Commander
You can now purchase up to 3 minion choices without fulfilling any non-SP requirements (though you've still got to pay their SP cost). This also makes it so that all of your minions, including those not in this jump-doc, are more disciplined, cooperate, and have better morale. This does not include your gifts.

Alchemical Mastery
You can now weave spells as potions, storing them for future usage or letting others use them. You can even mix in souls as well as sufficiently thematically appropriate ingredients, which can alter and empower your spells. This synergizes incredibly well with *Elder Ink* and discounts it, letting you purchase it for 1 SP instead of 3.

Beauty
Everything about you is beautiful. Your visage, your spirit, your actions, you are touched by beauty on an esoteric, conceptual level. You are stunningly attractive to people attracted to your gender. You now have 1 extra *Gift Point*.

Communication
You can speak (as well as read and write in them) all languages, and gain telepathy. You can create magical spheres that can send messages to each other across any dimension or distance for a cost in energy equal to the amount contained in 1,000 souls, for each sphere. Your gifts can now visit your sanctum from anywhere in existence.

Sleepless (Costs 200 EP)
You do not need to sleep, and when you sleep all of your sleep abilities are empowered and you become more powerful inside the Dreamlands. You can still sleep, falling asleep instantly whenever you wish. You can grant this power to others for a cost in soul energy equal to the energy contained in ten ordinary souls.

Extra Lives (Costs 200 EP)
You gain an extra life every three years, up to a maximum of three extra lives. If you die you may resurrect in a safe place in a location of your choice in the same plane you perished in. You start with all three extra lives available.

The next section here is that of Minions. You get a special stipend of 10 SP that can only be spent on minion choices. Minions you purchase right now, thereby unlocking them right away, cost half as much energy to create and are a little bit stronger than they should be.

As a *Son* you have dominion over a variety of monstrous, eldritch, demonic, and undead servants. Minions you create, or convert in some cases, are loyal to you and must obey direct orders (though more powerful minions can twist wording to suit their individual attitudes), and by default view you as their creator and lord. All minions are also ageless and have no sustenance-based needs by default.

If a minion is killed and not keyed to a phylactery they die in ways beyond the touch of a Son. They can be bound to Phylacteries which will work as normal. You can dismiss minions at will, and they go to your sanctum, but to resummon them you have to pay the full costs of their summonings, effectively the same as creating a whole new minion. Many minions can store souls and can transfer souls to you, though this slow (1 soul every ten seconds) unless they have *Easy Transfer*, a power which lets them transfer souls to you very easily (1,000 souls per second). The minions with this skill are Death Mages, Liches, Dracoliches, Entropy Heralds, Hitsuji, Dark Valkyries, and Ascended Masters.

Minions can be customized, though they face decisive limits based on their species. You may transform into any minion type you have summoned or created for free (this is a major departure from the base CYOA), but you do not get abilities they possess when not in their forms, and you do not start off with them but rather can gain them over time. If you yourself truly possess the powers the minions have, you find the powers are easier to use.

You can uplift willing mortals into minions, though this still costs energy to do, and to transform them into superior minions (Elder Vampires, Death Lords, Liches, Black Dragons, Ascended Masters, & Reflected Matrons) they need to have some latent magical potential. Superior minions are also nearly completely immune to mind control, passively sense magic, and at least possess both void adaptation and all of the required abilities of their classes.

Create Undead (Requires Necromancy) (1 SP)
Create a zombie or skeleton to serve you. With Rejuvenate, you may choose their appearance and build, provided it is of a humanoid sentient species.

Create Undead Animal (2SP)
Create an undead animal of any type. With Rejuvenate, they may be brought back to a false life. With Bone Golem, you may alter them into chimeras and even create ancient or magical creatures, though those will require to be imbued with a powerful

soul, and are more expensive to create. Legendary beings, such as dragons, are impossible to create with this spell.

Spirit Warrior (Requires Soul Magic) (Free)
Create an ethereal spirit warrior, resistant to physical attacks, but weak to magical based ones. They may interact with the physical world, have peak human physical stats, summon their own ethereal weaponry, and make for competent, if dull, soldiers. They have Void Adaptation, Reap and Spirit Armor for free.

Familiar (Requires Arcane Magic) (2 SP)
Familiars are beings that can be bound to a soul, boosting and assisting them in different ways. All familiars have human levels of intelligence and are capable of speech. Familiars make for useful companions and minions, but work better together
with a master rather than alone. A bound familiar, when slain, will return to its master's soul, and regenerate over the course of a month. Each soul may bond with two Lesser Familiars, or one Grand Familiar and Lesser Familiar at the same time. Familiars cannot be assigned to other familiars. Once a day, you may summon a bound familiar to your location.

Lesser Familiar: Cost **

Create any of the following types of magical familiars: snake, crow, cat. These creatures will boost whatever being they're assigned to in the following ways:

Snake: increase the master's agility, stealth and grant them the ability to imbue attacks with poison. Snakes may become invisible and can attack others with poisonous attacks, making for formidable assassins.

Crow: boost their master's perception, speed and grant them the ability to communicate with their familiars over any distance. Crows may fly indefinitely and under foul weather, and make for excellent scouts.

Cat: their master's dexterity and acrobatic ability are increased, in addition to allowing their master to jump from any height without suffering damage. Cats may learn low level spells, and make others in their presence more suggestible and willing to trust them, all skills which are best suited for espionage.

Greater Familiar: Cost 10 souls worth of energy to summon.

Greater Familiars are formidable creatures that boost their masters in significant ways. All are about as large as the tallest of horses, are supernaturally strong and can be ridden. There are three types: Horses, tigers and giant bats.

Horses: boost their master's endurance and resilience, and grant them the ability ‘Trample; while riding their bound horse, they may boost their strength according to their own, letting them perform powerful charges that scale with the strength of their master, Horses are unrelenting and may cross any type of terrain, even being capable of flight (though at a pace slightly slower than their ground speed). Horses may be covered in Spirit Armor if their masters have it.

Tigers: boost their partner's attack and battle instincts, and grant them the ability First Strike: the owner's first attack against an enemy deals extra damage and is much more difficult to block or avoid. Tigers are mighty predators that work well when pursuing targets, and in combat instinctually know how to best compliment their master's attacks. Tigers have Physical Empowerment if their master possess it, using it whenever their master uses it for free, and gaining levels as they do.

Giant Bats: boost their master's magical dexterity and control, and grant them the ability Dust Shield: the master may once a day block an incoming magical attack of their choice, regardless of strength. Giant Bats are solid swift combatants that focus on defending their masters in combat, and can transform into a smaller cloud of bats at will. They gain Blood Magic with the modifiers Alchemy and Control, if their master has them.

Vampire (Requires Blood Magic) (1 SP)
Create, or transform a mortal into a Vampire, compelled to obey you as its creator. Vampires have access to Blood Magic, Blood Alchemy and Blood Control, being capable of storing up to 20 souls. They also are roughly 15x as fast, strong and durable as a peak human, but become 5x times weaker under the sun. Vampires are capable of swift telekinetic flight, and may use weak psychic charms to seduce and influence others. Vampires also possess one lesser vampiric ability, such as turning into bats, briefly becoming mist, controlling beasts, etc. that depend on the characteristics of the vampire's soul and personality. They're supernaturally beautiful and charismatic. Vampires are skilled artists, spies and diplomats, and tend to be cunning but debauched. A vampire's bite creates undead that follow them. You may also transform undead into vampires, uplifting them in terms of intelligence as well, but they must have been Rejuvenated first. They have the perk Novelty.

Death Knight (Requires Spirit Armor) (1 SP)
Transform a mortal or undead into a Death Knight, exceedingly powerful, master warriors, bodyguards and tacticians, that can command your undead soldiers with great efficiency. They're resilient towards most magic types, and are roughly 20x stronger, faster and more durable than a peak human, resistant to mental effects, and outright immune to intimidation or temptations of any kind. They have access to Reap and its Physical modifier, which they may use for no soul cost. They also have access to Spirit Armor with all its modifiers, the base version of Aura of Dread, and can use the base version of Soul Drain. They can also use Physical Empowerment. They’re able to store up to 10 souls. Death Knights are disciplined, courageous, unrelenting and very loyal. They work well with all minion types. They are excellent combatants that can pick up new skills quickly, can improvise effective techniques on the fly, and are adept at just about any skill related to warfare.

Death Mage (Requires Necromancy) (1 SP)
Transform a human or undead into a Death Mage. Death Mages are highly competent magicians, talented when it comes to researching and using entropic magic. They have no particular talents regarding combat, but could function as adequate managers, and can handle logistics well. They have access to the following spells and all their modifiers, provided you already know them: Necromancy, Create Undead and Soul Drain. They can store up to 1000 souls, and can learn other types of magic in different worlds, up to the

level of an average wizard of that particular dimension. They can only learn up to 2 additional magical systems in this way. In addition, they have up to 8SP worth of points, that you may freely allocate from powers you have purchased, with the following exceptions: all Sanctum and Planeswalking options, all Minion Creation Powers (except Spirit Warriors), Dark Smite, Walk Blessed, Power Word, Aura of Dread, Ascension, Golden Truth, Dual Form, Sanguine Evolution, Plutonian Dream, Legend of Mirth.

Elder Vampire (Requires Vampire) (3 SP)
Create an Elder Vampire, nobles and rulers of the vampire world. Thy're immune to the weakening effects of the sun, and roughly 10x physically superior in every way to normal vampires. An Elder's bite may create normal Vampires, if the mortal is a virgin with enough magical potential to survive the transformation. Vampires created this way are beholden and obedient to the Elder that created them, but do not have to obey you. Elders are resistant to most magic types (except Fire, Life and Holy) and possess psychic powers depending on the personality and potential of the Elder, such as illusions, mesmerize, and telekinesis, but they all have a faster, superior version of a base Vampire's telekinetic flight. They have Aura of Majesty. Elders also regenerate from any wound over the course of 1 hour. They may store 10x the amount of blood a normal vampire can, as well as 400 souls. Elder Vampires are intellectually superior to normal Vampires and are supernaturally talented at all manner of dexterity-based tasks. They have an urge to create their own covens, taking control of whatever nation or organization they infiltrate. They have an immense sense of pride and will regularly compete and sabotage each other, making cooperation amongst Elders a difficult and volatile task. They have Sanguine Evolution, and as they age, they will unlock its modifiers over time.

Death Lord (Requires Death Knight) (3 SP)
An impossibly powerful combatant, nearly immune to most magic types, immune to mental effects, and 8x superior to Death Knights in every way, Death Lords are nearly impossible to defeat in a straight battle. Death Lords can store up to 300 souls, and have access to Consume Soul and its modifier Boost, as well as Aligned Magnificence. Their combat skills are beyond comparison, and they only get better as they become more experienced. They're effective rulers and extraordinary generals, and can even keep some semblance of order with other Superior Minions. Death Lords will obey any order you give them, and try to fulfill it as best they can. Left to their own devices, they will begin grand campaigns to conquer as much as possible in your honor. They work well with each other and know how to perfectly manage all your minion types, and are especially adept at commanding Death Knights. Death Knights working under a Death Lord will become stronger and will acquire combat skills based on the Death Lord's fighting styles. If a Death Lord has battled a large number of sufficiently powerful opponents, they will unlock Entropic Imbue, and will also unlock its modifiers over time, provided they keep on training and gaining experience.

Lich (Requires Phylactery and Death Mage)
Liches are masters or entropy, conduits of death and pure magic. They have access to all the spells that Death Mages have by default, as well as Phylactery, with all the modifiers you may have purchased for it. They can receive up to 14 SP worth of abilities that you have purchased, with the same limitations as Death Mages, except they may purchase

Feasting Choir, Power Word and Aura of Dread, along with any of their modifiers. They can store up to 20000 souls, and have the potential to becomes masters of other types of magic with enough study. They may study 4 systems this way. Liches take the form of skeletons, but with Rejuvenate, they may recover their flesh bodies. They may create soul gems, magical items that can store up to 10,000 souls. These cost double the maximum storage available to the gem. Liches prefer to be left to their studies and own devices, but are largely agreeable and obedient, being capable enough to craft complex plans and effectively achieve long term goals. They may perform experiments while fulfilling your orders, so supervision may be required. Liches, while rare, are widespread throughout the multiverse, and are universally feared. This infamy means that while there are many that actively fight them with sophisticated and well researched methods, there are also many who will seek them out for assistance.

Black Wyvern (Requires Power Word) (1 SP)
Black Wyverns are vicious, powerful creatures, about as intelligent as humans, but incapable of speech. They can emit short spurts of entropic breath, aging and severely ravaging organic materials. They produce a sort of necrotic venom that they can use with their biting attacks. In terms of raw power, they're the strongest of all base minions. They can fly in the air indefinitely, and are highly resistant to physical damage but are weak to Fire and Holy magic. They can store up to 5 souls, have access to Consume Soul, Void Adaptation and Echoed Roar. Black Wyverns cannot take on humanoid forms. Black Wyverns fight best in packs, where the strongest of them takes the role of leader. These packs can perform complex maneuvers and make for excellent hunters, scouts and a solid air force. Black Wyverns are violent and cruel, and will eat and kill as they please unless reined in. They can bond with Death Knights, Death Lords or you as mounts, and become capable of slowly regenerating from damage when bonded. They can be coated in Spirit Armor by a rider, despite not having it intrinsically themselves. They cost 10 souls of energy to summon or create.

Black Dragon (Requires Black Wyvern) (3 SP)
Black Dragons are massive creatures of mythical power, immune to any form of status effect, highly resistant against all magic, and nearly immune to all but the most powerful artifacts, courtesy of their immense magical might and legendary scales. They're incredibly powerful, can store 80 souls, and not only have access to a flaming, stronger version of entropic breath, but 5 times a day the may use true dragon breath in the form of entropy flames, that not only cause immense devastation, but also absorb the souls of all killed with it. They have Power Word, Aura of Dread and Aura of Power. They also acquire resistances based on which elements you have access to with Elemental Simulacrum, and shed a Black Wyvern's weakness to Fire. Black Dragons are highly intelligent and capable of speech, but while loyal, they are cruel, selfish and will not work well with other minions without direct supervision, with the exception of Black Wyverns, who they control as cruel pack leaders. Black Dragons cannot work with each other, as they would fight over every single instance where they would be forced to cooperate, sometimes to the death. Unlike Black Wyverns, they cannot bond with any rider other than you, or your two death lord gifts. With Rejuvenate, they may take on a female humanoid form with draconic characteristics of your choosing, as all Black Dragons are female, with you as an exception should you transform yourself into into one. Black Dragons may have children with you in that state. While in human form, the powers and physical attributes of Black Dragons are 50% weaker. They, and

their breath, grows bigger and stronger over time, and gain Echoed Roar's modifiers

Entropy Heralds (Requires True Resurrection or Void Cutter) (2 SP)
Heralds are charismatic preachers of the Father's religion. They make great cult leaders zealously loyal to you, with a focus on gathering souls for your usage.
Heralds can take the souls of all that die around them, up to a 30m radius. If you have purchased Afterlife, they may mark souls to go to your Sanctum with the same limitations you have, though souls marked this way by Heralds can only go to your Sanctum when you're in the dimension where they died, otherwise they're transferred to the Herald that marked them. They can store up to 5000 souls and can transfer them to you from large distances by performing lengthy rituals, as long as you're in the same dimension as them. Heralds can use True Resurrection at no cost of souls once every 5 years (they do not need to wait 5 years before they use True Resurrection for the first time, again another departure from the CYOA). They have Fallen Angel with Holy Resistance. They're very skilled warriors, about x10 superior to humans physically, and can use Void Cutter. They are also cunning and perceptive orators, adept at worming their way into positions of influence, and can manage a cult or large scale religion effectively. For you and your forces they're knowledgeable and wise advisers, who can even somewhat influence Black Dragons into being less impulsive.

Succubus (Requires Sex Magic) (2 SP)
Succubi are beautiful sex demons that may absorb the souls of those they have intercourse with. They have access to Invisibility, Consume Soul, Fallen Angel, Sex Magic, and Utility Magic. They can also have Sleep and Nightmare Magic along with all their modifiers if you have purchased them. They can store up to 50 souls. Succubi can use charm magic to great effects, and are by default flirty, sensuous, and seductive. They're adept aerial combatants, 40x the attributes of a peak human, and are good at manipulating their victims to do what they desire. They're loyal and obedient, but may have to be put in their place, as you're the ultimate object of their desire, and can be... forward, to say the least. You can fully customize their appearance before creating them. They have slow, limited shapeshifting abilities, relegated to humanoid appearances.

Hitsuki (Requires Sleep Magic) (1 SP)
Hitsuji are sheep-like beings that mostly dwell in the Dreamlands. They're excellent scouts, agents and are widely popular there. They can easily guide you and are excellent at finding paths through the Dreamlands, and can quickly establish favorable relations with the beings and powers that dwell there. As they can come and go physically from the waking world to the Dreamlands, they can travel between dimensions without planeswalking. They have Sleep magic with all their modifiers. They have no combat utility, but can carry a large number of souls, with a soul capacity of 10,000, letting you send souls all over the Dreamlands, or in a pinch in the physical world, as they can fly, are fairly fast, stealthy, can hide their magical signature and possess Void Adaptation. As such, they can carry souls across the multiverse to you, though they might need some protection for this. They're smart, but pacifistic and well intentioned, unable to fight even when ordered to do so.

Whispers (Requires Nightmare Magic) (1 SP)
Whispers are ethereal beings that mostly dwell in the Dreamlands. They have Nightmare Magic with all their modifiers and can greatly assist you in breaking others through

dreams. They don't have a defined form, and can take any shape in the Dreamlands, while in the physical world they take the shape of ghostly, ash like clouds.
They're powerful combatants and retainers in the Dreamlands, but in the physical world they're much weaker. In the waking world, they're nearly immune to physical attacks, but are very weak to magic or energy attacks of any kind, however they can use a long range, powerful disintegrating ray sparingly with great precision, making them passable ranged minions. They regenerate over the course of 30 minutes.

Deep Ones (1 SP)
Deep Ones take the form of a diverse assortment of large, humanoid fishmen, that make for excellent combatants when fighting underwater. They generally use spears and polearms. Deep Ones are very self-sufficient, being capable craftsmen and hunters. Deep Ones are sturdy thanks to their scales, and slowly regenerate over time. This combined with their other skills, makes them excellent and persistent raiders, being able to do so for long periods of time over long distances. If left to their own devices, they'll begin their own unholy underwater kingdoms based around your worship, as they're the only minion type that can reproduce, though do not have access to sustenance. They have no souls, and their descendants are not your minions, but will likely be taught by their forefathers to serve you. Some of their descendants can learn the magic of the world they live in, as well as Water magic.

Tahneem (Requires Hitsuji or Whispers) (2 SP)
Tahneem dwell in the deepest oceans of the Elemental Planes, and are formidable beings of primordial power. They take the form of giant alien octopi, with uncountable tentacles. If a tentacle has not been cut for a long time, they become sentient, and the tip takes the head of a sea serpent. These sentient tentacles are powerful creatures by themselves, capable of using Ice and Water magic with great effect. If cut, they become full-fledged Sea Serpents, under the command of the Tahneem that spawned them. Tahneem can use Telekinesis, Water, _, Sleep and Nightmare Magic, with all their modifiers. Tahneem use mana, not souls, to fuel their abilities, and can use them almost indefinitely, and need no sustenance nor sleep. They also have Void Adaptation.
Tahneem are physically powerful and regenerate from all damage over the course of a day, but their greatest strength lies in their psychic abilities, capable of telepathy and mind control against those with weak wills. They can destroy the minds of those they put to sleep, and have a powerful presence in the Dreamlands, where they're even more powerful than in the waking world. They're weak to Fire and Lighting magic,
and they rely on their regeneration and lack of weak spots in their body for defense, having no special resistances against anything other than Entropic, Psychic and Water attacks. They can telepathically command Deep Ones, Astral Fish Whispers and Hitsuji effortlessly, and are great strategists for these minions, though their tactics are alien and useless for most other minion types. These minion types have all their powers slightly boosted when under the command of a Tahneem. They see you as their god, but their sense of morality and thoughts are difficult to make sense of, though they seem to be fairly benign if left to their own devices. They can take on humanoid, scylla-like monster girl forms if you have Fleshwarp, but all their powers are halved in this state.

Einherjar (1 SP)
Einherjar take the shape of very large, heavyset, horned men, with armors seemingly being part of their bodies in a strange spirit like fusion. They are powerful and sturdy

warriors, roughly 30x stronger than a peak human, though a bit slower than one. Their bodies are highly resistant to elemental attacks. They're good combatants that excel at sieging and destroying fortifications and have access to Earth Magic. Each one can summon a mighty spirit horn once a day, which they may blow once before it disappears, increasing the attack of all the minions that hear it for several minutes (this effect does not stack with multiple horn blows). The sounds of these horns damage nearby structures. They have Reap with all its modifiers, and are especially good at throwing axes imbued with Earth Magic, to destroy large beings or fortifications. They have Sleepless and never get tired, and can store 20 souls each, passively generating 2 souls worth of power every day. They can't transfer souls to others. They can be assigned to work under an Elemental Giant, and perfectly complement their abilities, being excellent workers, soldiers, and assistants under them.

Elemental Giant (Requires at least one purchase of Elemental Simulacrum) (2 SP)
Your mastery of the elements has allowed you to command mighty Elemental Giants. Each purchase of Elemental Simulacrum unlocks its associated giant. The abilities and skills of elemental giants vary, but by default they all have the following as base: they're 4 meters tall when first summoned but grow over time up to 10x their height, over the course of a century. They have access to their associated elemental magic, and use mana instead of souls to use it. They can heal when exposed to natural or outside occurrences of their element; healing from their elements cannot come from themselves or other giants. They're slightly more intelligent than the average human, with perfect memory, and are highly skilled craftsmen that get better over time at their associated crafts up to divine levels if given enough time and materials to practice with. They're strong and resilient, at x25 the level of a peak human, but grow stronger over time, up to x20 this level after a century. Giants cannot be summoned using souls as they're beings unrelated to entropic forces, and instead must be summoned through one of the following methods: summoning 1000 einherjars, 10 Dark Valkyries or by coalescing a lot of the appropriate elements to form one.

Forge Giants (Requires Fire Magic):
These giants take the form of stocky humanoids, with metallic-like black skin. They can convert their bodies into flaming lava and are extraordinary smiths. They are good enchanters and inventors as well, capable of using Metal magic but only for crafting processes. In battle they use ranged lava attacks, and are competent close quarter combatants, disciplined and steadfast, though usually their taciturn disposition and tendency to grumble about make them seem ill-tempered. They can "repair" and modify each other with different materials, allowing them to alter their capabilities. They're the slowest giants.

Mountain Giants (Requires Earth Magic):
These giants take the shape of large, bearded men and muscular women. They're x2 the size of normal giants, and are x3 as strong, with defenses to match. In battle they throw giant boulders made of Earth Magic and swing clubs and trees with destructive intent. They can create massive earthquakes to shatter defenses. They are excellent builders and architects. They can use Nature and Gravity magic but only when building, letting them create impossible structures. They take great pride in their work, being supreme craftsmen, and strive to make their constructions and monuments as beautiful and aesthetically pleasing as possible, which belies their slow, jolly, easygoing dispositions.

Winter Giant (Requires Water Magic):
These giants take the shape of lithe, elegant, beautiful, men and women of delicate proportions. They're only 2.5 meters tall, and the weakest giants physically, only x6 the level of a human. However, they're excellent mages, with full access and mastery of and magic. They are highly intelligent researchers and archivists, capable of creating, expanding, and maintaining large libraries and archives. They have Arcane Magic, and can create powerful and convenient Arcane, ice, and water`1. and magical items. In battle they focus on magic-based attacks, but are lackluster combatants compared to the rest of their brethren. However, they can channel their magic collectively, letting them create massive blizzards and other catastrophic spells if enough Winter Giants are together. Winter Giants are quiet, reclusive, and somber, but will fiercely debate and defend their philosophical positions and interests.

Storm Giant (requires Wind Magic):
Storm giants take the shape of heroic men and women, with athletic bodies of many colors. They're the fastest giants and are capable of agile flight. 'They're good combatants in close quarters, and even better archers, capable of shooting heavy, powerful arrows, with great precision, whose trajectory they can control using wind magic. They can imbue their attacks with light magic to greatly increase their damage and can also coat themselves in electricity to boost their defenses. They have powerful intuitions and a slight danger sense. Storm Giants are wonderful artists, musicians, and dancers, capable of creating works, using mundane and magical means.

Dark Valkyrie (Requires Fallen Angel and Einjerhear) (2 SP, unless you've purchased Elemental Giant, in which case it only costs 1 SP)
Taking the shape of elegant and beautiful female warriors, Dark Valkyries are resilient troops that buff your minions and act as pillars for your armies. They're talented combatants, roughly x20 times more powerful than a peak human, but much more resilient than this, closer to a fully grown Mountain Giant in terms of defenses. They can conjure spears of entropic light (Cost: 10 souls each spear), that cause heavy damage on those they strike, within a 10m radius of the attack. They have Fallen Angel, Echoed Roar, and Aura of Majesty. They can store 1000 souls. When using Echoed Roar, they can choose to raise the souls of powerful warriors as Einherjar, instead of absorbing them (if you have acquired the power to summon Einherjar). They have an ability called Hymn of Champions which is a song with a range of 300m, which gives a slow regenerating effect on all minions that listen to it, that also boosts their defenses. They can sacrifice themselves to fully heal a minion, or you, but the affected targets can only be fully healed by a Dark Valkyrie this way once a week. They're charismatic figures, capable of rallying most warriors even in the face of doom, but make for mediocre tacticians and leaders.

Blood Guard (Requires Death Lord and Elder Vampire) (1 SP)
A powerful mix of vampiric versatility and superior combat ability, Blood Guards are nearly unkillable forces that most opponents cannot defeat in a straight battle. They have all the powers and perks of Death Lords and Elder Vampires, with some exceptions. They can regenerate from any damage that doesn't instantly kill them in a matter of seconds, provided they have enough blood to fuel their regeneration. They're 400x more powerful than a peak human, though about as fast as Death Knights, and about as physically resilient as Dark Valkyries, as well as being able to hold 400 souls. However,

their true strength lies in their staying power, being tireless, and mixing Blood Magic: Alchemy with their Spirit to create an extremely sturdy layer of defense, as well as being extremely talented at using their abilities when it comes to defensive techniques. They have an ability called Raging Momentum, where they get stronger the longer they fight, which scales in intensity according to the strength of their opponents. They, however, lack certain aspects of their counterparts. On their vampiric side, they're about as charismatic as normal Vampires, cannot create undead or any servants, have the level of psychic skill of average vampires, have no access to sanguine Evolution and can store about half as much blood as an Elder Vampire. Their mastery of Blood Magic is somewhere in between that of a Vampire and an Elder Vampire. Their social skills, while good, are nowhere near those of an Elder Vampire's, and they are terrible at acting or lying, being severely surpassed by even normal Vampires in that department, as their pride is too great to allow for falsehoods and sycophantic behavior. As Death Lords, they cannot unlock Entropic Imbue, are around the level of a Death Knight when it comes to leveling up their Physical Empowerment and using it to create spirit techniques (with the exception of defensive techniques, where they slightly outmatch even Death Lords), are completely outclassed by Death Lords as tacticians, warlords and commanders, and cannot effectively manage minions other than Va: , Pale Butlers, Familiars and De: nights. They cannot bond with Black Wyverns. Their combat skills are somewhere in between that of a Death Knight's and a Death Lord's. They make for excellent guardians and “questing” knights of sorts, as they're unrelenting and can be a thorn on an enemy's side almost indefinitely. They're also extraordinary bodyguards and good attendants, especially in social scenarios, though too prideful to perform routine and servile jobs.

Dracolich (Requires Black Dragon and Lich) (1 SP)
An unholy mixture of Black Dragon with Lich, Dracoliches are abominations whose mere mention ruins hope of even the most magnificent of heroes, as a tidal wave washes away defiant mounds of sand. They inherit the might and scales of Black Dragons, with most powers and all their perks, their mastery of Power Word in particular helping to empower their spells with greater effects. As spellcasters, they can have 8SP worth of powers of your choice (with the same limitations as Liches), as well as most of the powers available to Liches, and they have Necromancy with all modifiers even if you don't have it yourself. They, however, lack certain skills that their parts would normally possess, making them better suited as good all-rounders rather than specialized servants. They do not grow larger and stronger over time as Dragons, and are limited to 2 Breath Attacks a day, and lose access to Echoed Roar's modifiers that a Black Dragon would normally acquire as it aged. They are also much slower than Black Dragons. Their scales lose resistances to Elemental attacks they would otherwise gain from Elemental acrum purchases, acquire a weakness to Light magic, and are slightly weaker overall, though since their bodies cannot bleed out and cannot be impaired by wounds or damage, they compensate by having more effective staying power. As spellcasters and magical researchers, they're somewhere between Death Mages and Liches in terms of skill and talent and can only learn two other world's magic systems. They cannot create soul gems. They can store 10000 souls. With Rejuvenate, they can take a humanoid form, but lose 90% of their draconic physical stats and abilities while in this shape. Dracoliches are more patient and cooperative than Black Dragons, however this dulling of their draconic instincts translates into them being much less adept at physical combat and usage of draconic abilities, when compared to their living draconic counterparts.

Pale Butler (Requires Vampire) (1 SP)
Taking the appearance of very large, unnerving, pale men, Butlers are the ultimate valet, squire, and assistant, all rolled) into a polite but ferocious package. They're 40x more powerful than a human, and can move without making any noise. They possess Blood Magic, Shadow Magic, Invisibility, which they use with great efficacy. They're masters of stealth and espionage, and very proficient assassins. While incapable of flight, they can silently crawl over any surface with unnerving swiftness. However, their true value lies in their abilities as assistants, being excellent at organizing parties, meetings, all aspects of running an estate, and can effectively manage large numbers of weaker minions in varied roles. They're excellent cooks and entertainers, as well as perceptive servants that can ingratiate themselves with all manner of guests and will follow any order with extreme diligence. Pale Butlers have Talented.

Nephilim Bannermen (Requires Death Knight) (1 SP)
Roughly twice the height of an average man, Nephilim Bannermen are imposing figures in battle, but where they truly shine is in logistics, being superior administrators, excelling at all aspects of coordinating campaigns and logistical endeavors, as well as managing complex mechanical and social systems. They're 5x more powerful than a peak human and have Physical Empowerment. They can teleport once a week, their gates lasting for 1 hour while being large enough to fit your largest minions through. This usage is free of cost. They also have access to Soul Drain. They have perfect memories, and are capable of performing complex calculations in an instant. In battle, they're still proper warriors, nearly as talented as Death Knights when it comes to combat. They can store 30 souls. They have access to H.U.D.

Feasting Choir (Requires Lich) (1 SP)
Ravenous woodland creatures, these monsters are x10 as strong as a regular human, but much faster than that. They have an ability that allows them to bind souls to corpses before the soul passes on, keeping the body fresh, and allowing them to bring corpses far and wide to their Lich masters. They are not very intelligent, but are very loyal and obedient, capable of working under any minion type they are assigned to. They can track enemies from long distances, using magical and physical cues, and have powerful instincts mixed with a certain savage cunning that allows for effective but primitive hunting strategies. They have Perish Song with its March modifier, however beings killed this way have their souls bound to their bodies instead of absorbed, as Choirs cannot hold souls themselves. While using Perish Song, the more Choirs that use it and join their perish songs together, the more powerful they become, increasing their physical attributes, and expanding the number of possible targets Perish Song can target, capping at around 100 Choirs using this skill in conjunction. They work well together, and left on their own behave as very bloodthirsty wolf packs.

Corpsemaker Serpent (Requires Black Wyverns) (1 SP)
Taking the shape of massive serpents of imposing sight, Corpsemaker Serpents are powerful predators that can traverse any type of terrain and are effective combatants in both land and water. They have Void Adaptation. They emit a powerful poison from their mouths and scales that transforms anything they kill into mindless, violent undead, that while they cannot be controlled, will not attack you or your servants. Serpents are very durable and strong, but are not agile (though their traveling speed is good), with the exception of their very swift and powerful lunging attacks that can be used whenever

they are stationary. They have a 100x10x10m pocket dimension inside their bodies, which while bereft of any comforts, is of pleasant temperature and atmosphere. Any changes made to it are permanent (though objects and food items will still deteriorate as usual), and with Utility Magic even utilities can be installed and used. When killed, everything inside the pocket dimension is expelled violently. They have Aura of Dread. They're lazy but are very obedient and get along with most other minion types with their laid-back nature. If left unmonitored, they will take over mountain ranges and forests, voraciously consuming all life dwelling in these locations, migrating when their disastrous meals are over.

Kannon Soldier (Requires Entropy Herald) (1 SP)
Taking the shape of hulking, multilimbed abominations, Kannon Soliders are powerful servants whose ability to detect magic is extremely powerful, capable of locating and tracking powerful magical objects and creatures in their dimensions, even seeing through most attempts at hiding magical signatures. They're 200 fold more powerful than peak humans (though only about as fast as one) can store 10000 souls, and can use Fleshwarp, though only on themselves to heal or add extra body parts. They have Perish Song with its March modifier. They instantly absorb the soul of any being that dies within 20m of them. They have Easy Transfer, but only towards Heralds and Ascended Masters. They can heal from any wound that does not kill them in an hour, but cannot regrow body parts. They're passable combatants, mostly relying on their raw power to defeat opponents. They have access to two forms that they can switch between once every 30 seconds.

Ten: in this form they become Invisible, ethereal (capable of passing through physical objects) and immune to physical attacks. They also gain Void Adaptation. However, they cannot physically interact with anything, lose Fleshwarp, their natural healing, and become extremely vulnerable to magical and spiritual attacks.

Chi: in this form, they become x5 as fast, and acquire resistance to most magical and spiritual techniques, though they are now vulnerable to physical attacks. They have a very powerful form of Aura of Dread while in this form.

They are diligent and will pursue targets with ascetic determination. Their morality seems somewhat alien, refusing to speak save for when they need to, and seem to have no feelings towards anything. When left alone, they sit down, in quiet contemplation, for as long as no new orders are given to them, or an enemy appears. If abandoned this way, they'll eventually haunt and kill beings in the area they were left in, without rhyme or seeming purpose.

Sylenos (Requires Succubus) (1 SP)
Depraved creatures, Sylenos take the shape of disgusting satyrs, that bring about their debased music wherever they go. They're around twice as powerful as a peak human, and are very strong inside the Dreamlands. They can go between the Dreamlands and the Waking World once a week. They have access to Perish Song (with March) and Sex Magic. They are all male, and women they copulate with give birth to more Sylenos, though these are incomplete creatures, unable to jump into the Dreamlands, and not beholden to you. They wield powerful Nature Magic, which they use to entrap

enemies, confuse foes, create mind numbing alcoholic beverages and food, and to poison others. They use a source of magic unique to the Realms of Pleasure instead of souls, called vitality, which they generate over time or as they perform lascivious acts. Sylenos are decent combatants, especially good at skirmishing, as they're naturally talented at shooting poisoned darts and throwing corrupting javelins, and are quick to escape into the forest, or back to the Dreamlands. Left on their own they engage in grand feasts and depraved orgies and will target nearby settlements to kidnap their women. For some reason they severely fear you, your gifts, and superior minions, and are easily pushed around by even the weaker minion types. They would rather die than incur any of their anger, making them very submissive, brute forcing their natural cowardly tendencies into pure obedience, willing to throw themselves to horrible deaths to avoid causing the slightest displeasure of their betters. Some minions will kill them out of disgust if not monitored, so they work better with their own kind.

False Demons (Requires Fleshwarp) (2 SP)
Horrible creatures, False Demons are minions geared entirely towards one purpose: the elimination of all life in a given world. They take the shape of terrible demons, with their true, emaciated, humanoid head, inside the maws of their false demonic body. They are around the level of a peak human physically and can store 500 souls. They can use Fleshwarp to alter their bodies, especially to adapt to whatever environment they're currently in. They can use Drain Nature, and can create a totem for free once a day (souls from totems can only be taken by those that created them). Their usage and talents regarding Plagues are focused entirely on the eradication of large populations, though they prefer less painful and sudden methods, generally using plagues that cause fertility impairments, as False Demons are surprisingly soft hearted and benign, despite the fact that they truly believe in the Father's goal to return all to Entropy. They can encase themselves in extremely durable, immobile shells, resistant to all manner of attacks, where they sleep for long periods of time as they wait and evaluate the effects and usage of their abilities in the pursuit of bringing about a quiet apocalypse to any world they inhabit. They are melancholic and depressive beings, that have trouble ignoring those suffering, particularly young children and animals, though their horrifying appearance means that such encounters usually end up poorly for False Demons. As such, they're best used under supervision, or with guards that can protect and keep them in line. While capable of self defense, they hate killing others in a direct fashion, and will refuse any order to torture creatures.

Spirit Roost (Requires Soul Magic with all modifiers) (2 SP)
Amalgamations of souls given a vague humanoid shape, Spirit Roosts are raw spirit power given form. They have randomized abilities according to the souls imbued into them, but are generally focused around using a single conceptual skill in creative ways (such as assigning colors to) an enemy or ally, granting different debuffs and buffs accordingly, or making so that one specific action an enemy can take has a 50% failure rate regardless of the situation). They can only be harmed with magical or spiritual attacks, and are very frail, though they regenerate quickly and are very fast. They can shoot soul beams made of parts of themselves as ranged attacks with great precision, dealing decent damage against all manner of enemies. You, a Gift or any minion of yours that has access to Soul Magic with all modifiers, can coalesce them into a small sphere of pure power, which they can then shoot as a beam of pure, unfiltered destruction, dealing devastating damage in a wide area

Astral Fish (Requires either Dream or Nightmare Magic in either case with all modifiers) (1 SP)
Astral Fish come in a variety of colors, shapes and sizes, whose general appearance is that of large, rainbow colored, feathered fish with large maws full of sharp fangs. They're very fast, much stronger than they appear, but frail and easily dispatched, though they're very resistant to magical attacks. They can weave in and out of the Dreamlands with ease, and can track any target they've been assigned to from the Dreamlands with perfect precision. Assigned targets must be near the Fish when assigned for the first time. Assigned targets can be attacked by the Fish both in their dreams and in the waking world, the Fish preferring hit and run tactics, striking viciously when the target is vulnerable and then retreating into the Dreamlands to avoid retaliation, doing this until they can finish their victim off in a vicious, coordinated assault, eating their targets down to their bones. Targets can also be assigned to be protected, where instead the Fish come from the Dreamlands when they sense their target is in danger, to block attacks for them and retaliate against their opponents. They can eat magical effects, items and enchantments, being especially good at defending targets from spells and magical attacks. They're very well coordinated with each other, and will sacrifice themselves to achieve their goals, and work very well with each other even in large numbers, though they're not very intelligent. They have Void Adaptation.

Ascended Master (Requires Heralds and Void Cutter) (Gain 1 GP) (3 SP)
Many Ascended Masters look human but have a sort of… otherworldliness to them. This is due to their innate connection to entropy. These creatures sometimes have non-human features with horns and extra arms being especially common among those who are visibly more than human. These monsters possess the Aura of Dread power, Talented, and Void Cutter, as well as Malevolent Territory, and True Resurrection (and if created from Heralds lose the Herald's ability to use True Resurrection). These mighty beings are superior to traditional sapient lifeforms and have an innate connection to entropy itself. Their version of Void Cutters costs them only one tenth of a soul's worth of energy to use, and instantly absorbs the souls of those they murder with it. There are two classes of Ascended Masters; Prophets and Popes.

Prophet: Prophets have Planeswalking (if you have purchased it), which they can use once a month (this usage is free of cost). They're even better at using Void Cutter than normal, and will eventually be able to summon their Malevolent Territory twice a day and once it is truly mastered, they acquire Aligned Maginifince. They lose Fallen Angel, but acquire instead very fast non-winged flight. They're 100x as powerful as a peak human. They're excellent at scouting new worlds, genocide, and at collecting souls.

Pope: Popes are masters at managing large religions, and possess great charisma, converting large swathes of people into the Father's religion. They absorb the souls of all that die in a 200m radius. They have access to Magic, and are excellent healers. They can be assigned 3SP worth of minions, that you have already purchased, that they are able to summon using their own soul reserves. These minions obey you and the Pope equally.

Ascended Masters look down on all creatures, except you, your descendants, fellow Sons and your Gifts, and are fervent believers of the Father. They enjoy fighting strong opponents and studying the intricacies of magical and fighting systems. They enjoy

giving you soul tributes, and will often compete with each other. They can work with, but never under, other minions, which they will use callously unless reigned in.

Reflected Matron (Requires Succubus) (Gains 1 GP) (4 SP, unless you have Bloom and Sex Magic, in which case it is discounted to 2 SP)
These supernaturally beautiful women are 100 times stronger than peak humans and have all of the powers of a succubus (aside from *Fallen Angel* but they can fly without wings) (they also have sleep and nightmare magic even if you don't) and they can use vitality; a sort of life energy, to fuel their powers instead of using souls. Their sex magic is especially powerful, capable of drowning their foes in pleasure. They are linked to the land of dreams and can weave in and out of it, and while in it they possess considerable influence and power. They have a unique ability in the form of *Reflection of Desire,* a power which lets them reflect the appearance and powers of beings weaker than them provided they touch their shadows first. They can shapeshift once an hour, but can only have 1 form they can shapeshift into equipped at a time (which they can shuffle once per day). These reflections are weaker than the real things due to them lacking the experience, inclination, and talents the real person has. They are also assigned 10 succubi at the moment of their creation, and when they die they take over the forms of one of the 10, that succubus dying but keeping the Matron alive as they gain a new body. This is permanent. The utility magic of succubi under their leadership is enhanced, as though the succubi had the full potency of the elemental simulacra elements unlocked. Reflected Matrons are normally alien and often seemingly illogical but your resonance with them has left ones you summon more devoted and disciplined, leaving them excellent servants who can easily discipline succubi and make them more focused and organized. This is the only type of servant you cannot transform into or make others ascend and become. They cost 10,000 souls worth of energy to summon.

The final section of this part of the document is the Gift section. Gifts are souls that *The Father* prepares for one of his sons; uniquely powerful and gifted individuals tailored to the powers and attitudes of a given son. These individuals have unique personalities and are often truly exceptional members of different minion-types, though several are completely unique beings as well.

You get a single **Gift Point** for free, which is effectively a token you can use to summon a single **Gift** that you meet the requirements for. All **Gifts** dwell in your sanctum, but are dormant until you summon them, which costs the equivalent of the energy stored within half a million souls to do so. There are also conditions which must be met to summon some **Gifts**. Once a gift has been summoned she is considered a follower, all gifts benefit from weaker versions of your free passive abilities, and it takes truly immense power to alter, control, or tamper with their minds and souls. Slain gifts return as souls to your sanctum (barring something like a phylactery), and they can be resummoned a year after they fall, but it still takes full cost to summon them like it would other minions. Your gifts are fully loyal to you, and deeply, profoundly love you. They are still their own people with unique personalities, and they can and will clash with each other, but above all else they will value, love, and respect you, barring truly horrifying behavior (which depending on the gift and the behavior in question may actually make them like you more). You also regain any gift points you qualify for per your build at the start of each

jump, allowing you to summon or resurrect a gift without using the power of countless souls to do so, a single time per jump. These points cannot be stockpiled.

All gifts can have children with you, who will inherit some of your power and some of their mother's power. They cannot change their appearance (unless otherwise stated) though dragon and lich gifts have humanoid forms in addition to their more monstrous appearances. They also have the max level of power of the minion types they are members of, with a much higher skill level at improving and using their abilities, as well as unique abilities. For the sake of brevity, we will simply state which gifts have requirements and which do not.

Requirement-less gifts: Astra, Ester, & Bloom (In the base CYOA Bloom is only an attainable gift if you take the *Pleasure Target* drawback, but that is not a requirement here).

Gifts with requirements: Kirilia, Sangra (Both require Elder Vampire minions) Falista, Ebon (Both require Black Dragon minions), Alta, Elaine (Both require Death Lord minions), Ectos, Drace (Both require Lich minions), Koryuu, & Nida (Both require Ascended Master minions).

You can purchase additional gift points for 400 EP (due to both the tremendous power of individual gifts and the fact that unlocking gifts through GP with this jumpdoc gives you both a perk and an item). In future jumps gifts are considered a special type of follower, and any summoned, active gifts remain active, auto-importing into the jump unless you'd rather they not be auto-imported.

Perks

Origins get their 100EP perks for free and the rest are discounted to 50%.

General [Undiscounted]

Necromantic Explorer [Free]
You are strikingly good at necromancy. You intuitively understand how necromancy works and display an unearthly level of natural skill with it. Beyond that you also grow in necromantic power at terrifyingly fast rates, effortlessly mastering even complex and advanced abilities. You are capable of commanding an unlimited number of mystically created undead, and can become the commander of undead created by others with an exertion of your will unless they are themselves intelligent, in which case it requires a small expenditure of soul energy.

Undead Ally [100 EP]
Undead beings are naturally aligned with you and wild mindless undead will never attack you first (though if they are being commanded by someone that someone can still command them to attack you before you attack them), while intelligent undead are naturally inclined to like you. Undead see you as like them in every beneficial way, naturally being inclined to view you as another undead being. Even the most hateful (towards life) undead beings will see you as another undead and be likely to be protective and friendly towards you.

Fond Father [100 EP]
This is a fertility control perk, allowing you to determine when and where you will have a family, granting you unusurpable control over your fertility. It also greatly buffs your parenting skills and makes you be seen as considerably more charismatic by your children than you'd otherwise be.

Universal Energy Source [200 EP]
Every Son is gifted with different knowledge and innate specialities by The Father. Yours, it seems, is quite special. You understand the sacred exchange knowledge needed to know how to convert other kinds of energy into soul power. This is difficult and costly, as the powers possessed by a Son are impressively heavy and wide in scale, but with this you can use your powers without burning souls, if you're willing to pay hefty costs in terms of mana, chakra, or some other supernatural energy. Very importantly, you also understand how to use soul energy to power other sorts of arcane abilities, and even a portion of a soul's energy can power impressive displays of mighty abilities, which is quite potent when mixed with something like the *Entropic Soul* power.

Necrobiologist [400 EP]
You are a curiously creative necromantic Son. You have an eerie proficiency when it comes to creating new types of undead beings. You are able to experiment with entropic energy and wield it to creatively modify assorted beings, such that you can imbue the undead with various entropic and life-ending abilities with frightening ease.

Efficient Necromancer [400 EP]
This power is a most curious one. With this you can learn how to reduce the starting effectiveness of your undead minions which sounds strange until you realize that this decreases the cost of summoning or creating them. You can weaken their starting effectiveness by as much as 50%, which makes 50% cheaper to summon. Beyond that once they've been summoned they'll be able to hone their skills and train and reach full effectiveness given time. This power also has a flipped version that allows you to strengthen the undead you summon, at the cost of making them more expensive and harder to summon, to the same extent (it'd cost 150% of the base resources to summon an undead minion that is 150% stronger than a normal member of its kind). This power only works on the undead, at first, but with diligence and training you should be able to eventually use it on all of your minions.

Trained Talent [600 EP]
It seems that your Father has given you one more mighty gift as a sign of his love and favor. You possess a most curious, and amazing, ability; the power to master your powers. The more experience you gain with an ability the cheaper it becomes in terms of any energy it requires or resources you need to use it and the less time it takes to prepare or actually use. This ability is invaluable to a Son, as some of the greatest powers available to a Son are incalculably expensive and are meant more as last ditch hail-Mary's than as normally accessible abilities. With this, with enough training and experience, even your mightiest powers can become things you can readily, and cheaply, unleash on your foes.

Deathly Affinity [600 EP]

You are a supernaturally charming figure to those attuned to and familiar with death. This is especially true and remarkably powerful when you deal with other wielders of deathly powers and embodiments of death itself. In the eyes of your fellow necromancers and those cosmic beings akin to your father you are remarkably handsome, witty, and fun to be around. You can rouse even mighty deathly beings out of cynicism and teach them how to enjoy life again, or easily befriend even misanthropic liches out to destroy and unmake the world. This effect even touches those who are acquainted with death, though to a much lesser extent than it affects those who wield or even are death.

Son Perks

True Son [Free]
You are a *Son* and in your case that has conceptual meaning. You are tethered to masculine in a uniquely positive way. You are more skilled at things that are considered masculine, and have a training booster when it comes to such things. This is culturally sensitive and as you meet different peoples in different worlds you'll find that what this boosts in a jump changes. You do not lose training and experience you gained while in this boosted state, though seeing as it changes each jump (and can change multiple times in a jump if you encounter cultures with divergent views on masculinity) you are keyed to what this is boosting at any given time. You retain this boost even if you are not in a masculine form, as this perk is always active. You also benefit from a small charisma booster when you do masculine-coded things, such that people see your efforts and are more impressed by them than they'd otherwise be.

As a son you also benefit from a father's guiding hand, and in this and each jump you go to from here on out you'll be gifted a father (or father figure) who'll take to you and guide you. You gain a considerable learning boost when learning from your father and also demonstrate natural skill in areas he is skilled in (though not to the same extent). Go forth jumper, and make your father proud.

Soul Strength [200 EP]
Your soul's potential might has been uncapped. Now you slowly but surely grow in esoteric strength, and actions and processes that improve your wisdom improve how much energy your soul produces. This means that over time how much energy you produce daily per *Entropic Soul* will gradually increase, and if you seek out methods of self-improvement then you might be able to eventually produce an amount of energy daily that equals the energy within dozens or even hundreds of souls. Self-improvement will pay dividends.

Soulful Sanctum [400 EP]
You have an exceedingly unusual ability in the form of a never before seen level of mastery over your Sanctum. Your sanctum is a thoroughly restorative place, one that replenishes everyone and everything inside of it. Souls are so imbued with restorative power that they can actually be used as fuel sources for powers multiple times, though it is difficult to use the same souls for power over and over in short succession unless you do not fully deplete the wellspring of excessive energy this grants souls in one go, which is doable for greater souls. Basically when you use a soul's energy to power your *Son* abilities you do not actually burn it out completely, though how long it takes for a soul to

recover is dependent on factors like the soul's strength and whether or not you used some energy from multiple souls to make it less burdensome on any single soul. Time spent in your sanctum is also deeply restorative, easily, swiftly, and profoundly healing you. You find that minutes in your sanctum cuts down the cooldown on your abilities (so long as they aren't abilities limited by perk/item descriptions) by hours, and that hours cut down weeks, and so on and so forth. Your sanctum is a place of rest, rejuvenation, and bliss.

Dark Father [600 EP]
You have a most strange, and oddly familiar, power. You can create something akin to *Sons* of your own. And not just in the fun biological way, either. You can touch willing souls, particularly those familiar with death and/or with you, and infuse them with a vestige of your own deathly might. You can take people, regardless of their gender and sex, and turn them into something resembling *Sons*. They do not have the same immense potential as you, as their builds are constrained by the CYOA's limits (Max capacity of 50 soul points to use on various things), but even that 50 SP limit is enough to bring worlds to their knees. Those you turn into pseudo-Sons with this power benefit from the three freebies of the CYOA, are loyal to you (but free-willed and can be convinced to turn against you) and it is immensely taxing to make use of this ability. It is only possible to use this ability at its full force a handful of times per jump, at first, but as you grow more powerful and familiar with your own powers as a *Son* this ability gradually becomes easier to use and you gain an instinctual sense for people for whom this power would most resonate. These individuals do not have sanctums of their own, instead connecting to your sanctum and whenever they absorb souls you have the power to automatically take half of the soul's energy for yourself (though the rest of the soul, or the whole thing if you don't take a tithe, is fully theirs to do with as they please). Each pseudo-Son can have one gift of their own, your powers mixing with souls and energy in your possession to configure a powerful bride for your pseudo-child.

In addition to the power to turn people into pseudo-Sons, you can use a version of this that is almost free in terms of the energy cost that achieves a noteworthy but still minor effect. You can reach into your own wellspring of magic and grant people something akin to *D&D* style warlock-hood, becoming a patron of theirs and granting them supernatural but not quite magical effects. You can give them their own, weakened versions of powers of yours worth 4 SP, and create rituals and rules they must follow to continue to receive your powers and blessings. Their souls also become yours when they die, and if they kill anything a bit of its soul energy is transmitted to you.

The final facet of this perk is that it gives you the power to draw soul energy from worship. Those who worship either you or the father because of you, unknowingly transmit a tiny amount of soul energy a day, maybe as much as 1/100th of a bit of soul energy a day if they worship you and 1/1000th if they worship the father due to your actions (or the actions of a minion of yours). Either way this power can add up more quickly than you'd believe, and gives you a renewable, non-horrifying source for power. Those you turn into pseudo-sons count as worshipping you, and those you turn into deathly warlocks count as worshipping the father through you for the purposes of this perk.

It seems, if the logical implications of this ability are to be believed, that *Father Entropy* has sensed your true nature as a jumper…

Gift Perks

Each of these perks is free if you use a gift point to summon the gift in question. If not they cost 200 EP per perk. If you use more than one gift point per your initial build you get more gift perks for free.

Capable Count (Sangra)
You have learned from Sangra the ins and outs of rulership. You are a capable leader, more than able to manage even a decently sized kingdom, be it one of life or of undeath, without the need for aid from your gifts or other capable lietuenants. You do specialize in leading dark kingdoms filled with necromantic horrors, but your skills can translate and prove nearly as effective in governing places that are brimming with life. Those you command also tend to be slightly better at necromancy and more accepting of both death and undeath.

Shapeshifting Stranger (Kirila)
You are an eerie phantom with a peculiar talent for shapeshifting. Like Kirila you can shapeshift into those whose blood you've drunk, and you are frighteningly good at impersonating people, especially those whose blood you've drunk. You also absorb information about people absurdly quickly, capable of learning about people's impressions of someone based on micro-expressions and body language alone.

Deadly Duelist (Falista)
You may or may not desire battle, but you are particularly good at one specific kind of confrontation; one on one duels. You are eerily good at drawing out your full power when you face someone one on one, and can decimate even opponents on your level if you can face them by themselves. When in one on one battles your power slowly, but steadily creeps upward and makes you more and more dangerous, though this effect is temporary and wears off between battles.

Evil Emperor (Ebon)
You have the countenance of a mighty and feared emperor, one who draws power from the suffering and fear your subjects, and enemies, feel towards you. Beyond that, the more like you someone is the more cowed they are by you and your presence, such that as far as this jump goes the more necromantically inclined, necromantically skilled, and in touch with entropy someone is the easier they are for you to cow and get to submit to you. This is powerful enough that someone being a member of a species you have an alt-form of is enough to begin to affect them, though for it to be really decisive you need more characteristics in common with them.

Crusading Commander (Alta)
You are a champion of battle on a grand scale, frighteningly, terrifyingly skilled at planning campaigns and at understanding the capabilities of those under your command. You precisely understand what your troops, and you, are capable of in terms of battle. Your mind is precisely tuned to the steady advancement of entropy, and you can speed along the relentless tide of death and the end by using your powers and troops.

Dangerous Damsel (Elaine)
You are martially skilled, a frightening and capable combatant even without magic. People will still tend to underestimate you, which is something you can certainly exploit even without much trouble. Every weapon you can get your hands on is deadly and is something you can use to terrifying extents.

Mystical Master (Ectos)
Your mind is innately keyed to the mystical arts. You have a strangely natural and refined ability to understand magic, and can learn it with frightening skill. You are dangerously skilled with necromancy, but with this your growth in necromantic magic is minorly keyed to other schools of magic. As you grow in necromantic skill vestiges of your skill will spread out to other schools of magic, even those wholly unrelated to this jump given enough time and skill.

Demon Of Disaster (Drace)
Demons sense the innate power you radiate, and are more inclined to do your bidding. You are no Demon Lord, at least not with just this, but even demons understand your entropic, life destroying might, and know that either they will respect it or they will be destroyed by an unending tide of entropy. You also know how to banish demons and how to exorcise them. Your magic is also especially effective on demons, and heals or hurts them nearly twice as much as it should.

Pinpoint Pleasure (Bloom)
You can, with a thought and some studying, figure out exactly what someone looks for in a partner. With a bit of expended energy, about the cost of 1/100th of a soul's energy, you can shapeshift minorly to take on traits someone else finds attractive, and with more expended energy you can take on more traits someone finds desirable in a partner. It'd take a few souls worth of energy to become an exact match for someone, barring things like acquiring powers keyed to someone's interests (each of which would make this power cost significantly more). This doesn't grant you permanent powers, but you can use this to temporarily gain appropriate abilities based on what the person in question would like. This ability costs some energy every day to keep up, though it's only a fraction of what it takes to become someone's exact match.

Cleric Of Cruelty (Koryuu)
You are able to instill a zealous faith in The Father in those you fight, each blow you exchange filling them with knowledge concerning Father Entropy, and improving their impression of you. Those you dominate in battle become filled with awe directed both towards your Father and you, and if you defeat someone and spare them they may well dedicate themselves towards the advancement of the end of all things, the quiet oblivion of Father Entropy's dark namesake.

Faithful Father (Nida)
You possess a powerful aura of religious might and holy glory. Those who see you are filled with subtle religious awe for your powers, and while it may take some effort if they are already religious, people you encounter who are left awed by your presence may well become zealous adherents of a faith devoted to The Father. They will see you as a

suitable recipient of their new faith and adoration, and will do what you command, in advancement of the ultimate goal; spreading entropy.

Dreaming Duke (Astra)
You are a being blessed with uncommon power over dreaming and the dreamlands. You can do a great many things while in the dreamlands, including truly rare feats like using the dreamlands to travel, stepping into the transitory realm in one place and exiting somewhere else in the same universe. This also makes you a lucid dreamer, and allows you to share lucid dreaming with others. You are stunningly charismatic to beings of dreams, and can more easily impress and influence those whose dreams you step into.

Imperial Ice (Ester)
You have a modicum of Ester's skill with the advanced element of ice. Your magic takes on vestiges of ice's conceptual elements, slowing and weakening your opponents with every cast spell that hits them and making places in your presence colder and slower. Your magic is a slow, dangerous thing, and those who feel its cold sting may never fully recover. You are also much better at utilizing water magic in general, such that you are an uncommonly skilled healer among your siblings.

Minion Perks
These perks are keyed to various types of minions. As per *Gift Perk* rules, these perks are free to you if you use the jump document's stipend of SP to gain the ability to summon and/or create the type of minion they are keyed to. You can purchase them individually if you wish, for 100 EP each. If you are transformed into the form of the minion that a perk is keyed to it grows stronger, if possible, becoming even more formidable.

Pain Begone (Skeleton/Zombie)
Like a skeleton or zombie pain is no longer disabling to you. You can take any amount of damage without it affecting your ability to function, and only wounds that truly cripple you in a meaningful way such as literal loss of limb impede your ability. You can logically intuit when you'd be in pain and do not suffer from loss of awareness, you simply don't feel pain as a sort of debilitating condition.

Son of the Wild (Familiar)
One would think that entropy would not appeal to animals and forces of nature but there's something about you… Animals and plant life are fond of you, allowing you to befriend animals with ease that is uncommon for a *Son*. With this you can also learn how to create more familiars with a wider range of abilities.

Going Ghost (Spirit Warrior)
You can, at will and for free, enter an ethereal, incorporeal state. In this state physical attacks have to be steeped in magical energy to harm you, while magical spells still hurt you as normal. This state lasts a few minutes and once you've exited this state you need to spend twice as long not using it before you can again.

Nocturnal Power (Vampire)
At night you are stronger in every respect, at least physically. The power of the moon fills your muscles, bones and skin, making you noticeably more durable, stronger, and faster. If you have recently, in the last hour or so, drunk or otherwise absorbed blood

this effect grows even stronger. This effect also applies in spaces where "Night" is harder to determine, such as underground or in the void of space, but it is somewhat weaker.

Death's Gift (Death Knight)
Different *Sons* have different gifts and innate powers, and while martial mastery isn't unheard of among *Sons* you have a fascinating martial gift. At a base level you are remarkably more skilled at waging war, but you also have a fascinating ability to grow more powerful and skilled with every life you take through pure martial talent. Enemies you face that you slay in direct martial combat give you a faint amount of expendible soul energy and you get an incremental amount better at all facets of direct martial combat (not tactics or logistics, straight blade to blade battling).

Mystical Appeal (Death Mage)
Sons are innately and intensely magical. And there is a certain appeal, a strange magnetism, to that. You are quite attractive to those who are fascinated by magic and fantasy, and who desire magical power. You're also surprisingly effective at teaching people how to use magic, if they already possess magical potential and if you use *Ascension* on them they gain a learning boost when taught by you.

Ruler's Debauchery (Elder Vampire)
You have a casual, heady aura of hedonism and might that is strong on normal people but hits nobles and other rulers impressively strongly. You can easily tempt nobles, royalty, and rulers to engage in hedonism with you, which will strongly improve their impression of you and in turn make them easier to manipulate.

Mystical Bulwark (Death Lord)
You are a steady, powerful wall against magic, one uncommonly good at simply shrugging off magic. It takes magic of tremendous power to affect you if you don't want to be affected by it, as you have a vessel of tremendous resilience to magic. Magic that hits you that fails to overcome your resistance gives you a buff to your speed and strength.

Entropic Titan (Lich)
All of your magic is touched and subtly enhanced by entropy. This works selectively such that even healing and life magic manages to get enhanced by entropy's clever tricks, with the entropy focusing on removing and destroying pain and weakness in the case of positive, restorative magic. More destructive and offensive magic is better enhanced by this, but you are a titan of the arcane so it makes sense that you'd be able to finagle a way to get past the apparent contradictions of melding restorative and life-affirming magic with entropy.

Bully Boss (Black Wyvern)
You are a master of bullies and those who seek to lord their powers over others. Such figures see and fear your might, so long as you are stronger than them at least. Those who are cruel and who small-mindedly wield their power as a crudgel to beat others with will sense your ferocious power and obey you, out of fear and, provided they have the right temperament, something more useful; desire. As an entropic being, being the lord of sadists and bullies has some fascinating uses…

Scaled Sovereign (Black Dragon)
Like black dragons you are an enduring wall of health and fitness. You have a curious healing factor that scales with your power and the amount of soul energy at your disposal (and is slightly enhanced by the number of dragons and wyverns who serve you), as well as a remarkable durability against status effects able to easily shrug off the lion's share of them and overcome the few powerful enough to affect you at frightening speeds even without supernatural assistance.

Apocalyptic Preacher (Entropy Herald)
You are a remarkable preacher and speaker. You specialize in fiery sermons about death and the end of the world, but you are also a thoughtful and compelling orator about other topics and can show people the beauty of the end as well as persuade people to no longer fear death but to embrace it when it comes. You are also a sagely spiritual advisor and can figure out ways to syncretize faiths such that people move towards the father, or you, without even noticing until they've embraced your vision so thoroughly that they delight when they realize the truth.

Soul Suck (Succubus)
This is a fascinating power… You have the ability to absorb the souls of those you are intimate with. You can feed off of someone's excessive spiritual energies while sleeping with them, and can, at the moment they climax, absorb their entire soul in one go if you wish. This process is not only painless it is extremely pleasurable, overwhelming the minds of those you victimize with this power with bliss.

Innocence (Hitsuji)
Innocent is not a word that describes most *Sons* and yet there are exceptions to every trend. You, like the Hitsuji who serve you, seem innocent, harmless, cute, and kind, and when you lean into that impression people find it hard to hurt you or even meaningfully oppose you, but that only lasts so long as you seem harmless.

Dark Fears (Whispers)
You are a master of dread and fear. Your powers over fear and dread are such that you can emit an aura of terror which causes those around you (that you choose to affect) quake in your presence and tremble at your passing. You can easily and passively cause people to have panic attacks and to otherwise be able to function as they ought to be able to when you fully unleash your dreadful powers. Pain you inflict is also much scarier and likely to unsettle people who feel it, even long after the actual cause of the pain has subsided.

Familial Subservience (Deep Ones)
As the lord of Deep Ones, one of only a small handful of minion types that can have children, it makes sense that you'd learn to take advantage of this peculiar ability. You are excellent at attaining the service not only of minions (both from this jump and others) but also of their children and families. You are excellent at being the kind of ruler and leader that whole generations of people wish to serve and faithfully follow. Minions of yours who have children find their loyalty to you reinforced for each child they have, and their children are incredibly easy for you to persuade to join you.

Entropic Tendrils (Tahneem)

Much like Tahneems you have control of countless tendrils even when not in Tahneem form. Unlike Tahneems your tendrils are summonable and to use them you have to expend a miniscule amount of soul energy for every few minutes they are active. These tendrils are remarkably long and a clever *Son* can find a number of uses for them, some of which are quite risque, others of which are potent such as using them as digits through which magic can be cast or as vectors for your senses, allowing you to hear and see everything around around a tendril.

Soul Sound (Einherjar)
You have your own version of the Spirit Horn ability that Einherjars can use. This sound is incredibly destructive to properties and also strongly buffs the offensive powers of all minions who hear it, especially when it comes to damaging non-living things. This effect is much more pronounced than when a normal Einherjar uses it, and those buffed by your version can still receive a mundane Einherjar's buff in the same day.

Elemental Protection (Elemental Giant)
You gain enough resistant to the elements of any types of elemental giants you can summon that you can feign flat out immunity to damage derived from that element (though you aren't quite fully immune to a given damage type). You also gain an affinity for befriending creatures affiliated with the element of the type of giant(s) you can create. Absorbing instances of elements you have power over can also increase your height and you can return to your normal height by unleashing bursts of the absorbed element (which will mix with entropy and be incredibly destructive as a result) or by consuming the instances stored within you which heals you and briefly strengthens you.

Chooser Of The Slain (Dark Valkyrie)
Like valkyries of folklore, you are remarkably good at sizing up warriors and can make accurate, insightful predictions into how battles will play out, both on large and small scales alike. You also possess a powerful supportive ability to bestow a dark blessing onto your minions, a sign of the love of the father, that keenly buffs their staying power and their loyalty, and the more you use this ability the stronger it becomes (though this takes some time before it becomes meaningfully stronger than it starts off).

Unstoppable Force (Blood Guard)
You have a frightening replica of one of the greatest powers possessed by Blood Guards; their ability to grow stronger the longer a fight lasts and grows faster the stronger your opponents are (as well as the more opponents you face). This dangerous power means that your opponents will need to face you down and take you out immediately, or else you'll grow in might and become able to overcome them no matter how strong they are.

Eternality (Dracolich)
Like a Dracolich you are incredibly resilient to harm and magic, and enduring, able to take even truly grievous injuries without letting people know that you have been harmed. You are also eternal, given a Vessel that ceases aging at the prime of youth, and is able to use soul energy to speed your recovery from damaging and harm with ease, accelerating your natural rate of recovery tremendously.

Elegant Evil (Pale Butler)

You are a classy sort of villain. Everything about you is touched by elegance and style, and you can make yourself and your minions more stylish, classy, and altogether more sophisticated. Those who appreciate such aesthetics and effort will have a greater respect for you. You are also markedly better at things related to being an assistant, butler, and valet.

Logistical Legend (Nephilim Bannermen)
Much like the Nephilim Bannermen you have a remarkable skill at understanding logistics and making sense of them. This skill set is notably less necessary for necromancers than it is for lords of living armies, but even necromancers can derive real and potent benefits from having an accurate and insightful command of logistics. You are also quite adept at understanding transportation and travel, and can use your minions to more effectively coordinate such matters and to easily ensure that schedules mesh and make sense.

Cannibal Chorus (Feasting Choir)
You have the strange primal instincts of one of the *Feasting Choir* monsters you can summon. These instincts grant you great knowledge of how to track things in the woods and other undeveloped, rural areas. Beyond that you have a strange ability to bite people and inflict a status effect on them that steals their sanity and fills them with a powerful urge to worship and obey you and which they can spread to others by biting them as well. They are also capable of gaining enhanced strength and durability by entering a rage which fills them with a cannibalistic drive, and while in this state they'll obey your servants and cooperate with minions.

Serpent of Gluttony (Corpsemaker Serpent)
You have a strange, though convenient, power. Within you there are, effectively, two stomachs. One of them is a *Pocket Space* style area that grows in size the more you consume and add to it over time, while the other is a traditional stomach. When you prepare to eat something you determine which stomach the thing you eat will be sent to, and things you draw into the *Pocket Space* stomach are not digested or harmed and can be painlessly and instantly summoned to your hand or called to your side, if you wish. People inside your *Pocket Space* count as being studied for any perks where that kind of thing matters (such as *Mirrored Self*).

Absorbative Foe (Kannon Soldier)
You have the Kannon Soldier ability to instantly absorb any souls within 20 meters of you so long as it is within that range when the vessel it inhabits perishes. This powerful ability should terrify your foes, as it means that combatting you is a risky proposition that can end any possibility that they'd go to the afterlife they want to go to.

Entropic Merrymaking (Sylenos)
You have a particular propensity for different facets of hedonism and debauchery, able to mix your entropic nature into various things with mystifying ease. You can mix entropy (using soul energy) into music you make, or alcohol and food you touch, able to use both to decimate inhibitions. You become eerily charming and can easily convince people to embrace a brand of nihilism that is powerfully hedonistic, and can help people embrace pleasure and relaxation. You are, like the Sylenos who serve you, skilled at inflicting pleasure on people. You are also genuinely quite skilled at making music with a

pleasant singing voice and uncanny skill with musical instruments even if you don't put entropy into it. Beyond this you can infect weapons you touch with a strange sort of vital entropy which corrupts those who get struck by them but live into debased hedonists more vulnerable to your influence and long-range abilities such as telepathy as well as who lose empathy over time.

Prince of Plagues (False Demons)
You are an eerie epicenter of epidemics. This perk radically enhances your skills with manipulation of sicknesses of all sorts. On a personal level you can make even the simplest sicknesses and infections unending by infusing people suffering from them with entropy, and guaranteeing that even if they don't kill someone the infected person will be suffering from whatever sickness they have for the rest of their lives. You can use souls and mana alike to create customized sicknesses with all sorts of status effects and symptoms you understand (or ones you don't understand if you invest sufficient energy into the symptom). You can also alter other facets of a sickness with investitures of energy, such as the contagiousness of an illness.

Spirit Beam (Spirit Roost)
You have a powerfully destructive power; the ability to directly convert soul energy into offensive blasts of eldritch entropy almost akin to a necromantic kamehameha. How strong this is depends on how much soul energy you use, but even weaker blasts are absolutely debilitating and the rare few who survive feel the damage for years and the pain for even longer. Non-living things damaged by this are dealt absolutely critical damage and if destroyed can never be truly rebuilt.

Magivore (Astral Fish)
Like your strange pets, the magical *Astral Fish*, you have an ability to sense and detect magic in a myriad of forms. And also like them you can devour magic, ending it and drawing a temporary sort of power from it (or converting it into soul energy, though the majority of the time the amount you'll get from this will be miniscule). Your… stomach for magic grows the more you magic you devour, allowing you to eat and thus end bigger effects, mightier spells, and more powerful artifacts.

Ascended Aura (Ascended Master)
Like the *Ascended Masters* who serve and follow you, you have an air about you that marks you as different. You can select a single Entropist ability you've purchased and master it such that it defines you. For you this power is cheaper, stronger, and has all of its modifiers, as well as colors something about your presence in a way that makes people vaguely feel an emotion tied to it when in your presence. If you select *Pain* for example not only do you well and truly master the power you make people feel afraid, causing them to passively and unconsciously remember the worst pain they've ever felt, and cause dull aches and pains they passively feel to grow in intensity and sharpness. You can toggle this aura on or off, and can make it selective in who it hits.

Mirrored Self (Reflected Matron)
You have a rather fascinating power in the form of an ability quite like that of the *Reflected Matrons* in your employ. You can take on the form and abilities of those you physically touch or whose souls you absorb and take the time to study. You have an inner… closet of sorts where you keep these "Outfits" which grows with time and

training (letting you have more of these costumes stored at a time), and when you reach into it and expend a bit of energy you can select a form to don, a process which takes a few moments from your perspective but only a few heartbeats for everyone else. The more you try to switch between outfits in a day the more energy this costs, but given that this only costs a sliver of an iota of a soul's energy you can switch fairly rapidly and have no issues. If you have someone's soul and study it within your sanctum you can learn their memories and use them while impersonating that person. You can also discard "Outfits" at will, but to reacquire them you must go through the whole process, including studying them all over again.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100EP perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

General [Undiscounted]

Soul Gem Supply [200 EP]
One of the quintessential items of liches, these objects can store souls within them and can be consumed to absorb the stored souls or to use the souls to power various abilities. This is a supply of gems that vary in size and storage capability. Soul gems normally cost soul energy to create, and they can store double the amount of soul energy used to create them. With this replenishing supply of soul gems you have an easy way to allow your followers to absorb souls, even ones that normally don't or can't. One small feature that makes these gems differ from the canon ones is that these gems can cast *Soul Drain* for the purposes of absorbing the souls of the recently dead, even when wielded by non-magical minions.

Dream Domain [400 EP, Discounted If You Have Astra as a Gift]
This is a powerful and influential thing. You have a slice of the Dreamlands you lord over. It is a small stretch, but it is a powerfully fortified and loyally staffed place where individuals from near and far can come to seek out your counsel, an audience with you, and to buy or sell goods as well as propose different sorts of alliances. This item follows you into future jumps and in future jumps this place ensures that the Dreamlands remains a place you can visit. In future jumps the Dreamlands takes on new qualities and becomes a place that stores local unique resources, particularly those related to dreams, souls, and magic. Sufficiently powerful, particularly if they have ties to dreams, beings will swiftly learn of your presence and powers and may well seek you out.

Son

Entropic Clothing [100 EP]
This is a small wardrobe that is filled with clothes for a range of situations and contexts that have been treated and imbued with entropy. These clothes are far more resistant to harm than they should be and are especially good at absorbing and mitigating the effects of magic. If one of these clothes is destroyed it will reappear the next day in the wardrobe good as new.

Small Presents [200 EP]
You have a special gemstone. This gemstone ensures the continued presence of Father Entropy along your chain in a very small way. Father Entropy's hand as a matchmaker and as an admirer of love and companionship follows you along your chain, and this gem subtly vibrates in the presence of those who are compatible with you and who desire you. These individuals are not on the level of *Gifts* in terms of powers and their devotion to you, but this helps you determine compatibility and those to whom it resonates are especially able to take to magic and entropy in ways that are unique and at times quite impressive. You can also temporarily attune this gem to others and it can determine their compatibility with people, giving Father Entropy a chance to flex his matchmaking skills.

Grim Palace [400 EP]
This is a strange palace or perhaps a small chapel that has a rather unique connection to a place of great importance. This place is connected, via a strange sort of entropic quantum entanglement, to your sanctum. This connection is such that you can passively call upon souls in your sanctum and allow them to manifest in this place, as well as give them illusionary bodies with which they can speak to others and interact, to a limited extent, with the living. They also gain enhanced charisma when it comes to convincing people to join you, or to serve you, especially if they are interacting with their loved ones.

Entropic Tome [600 EP]
This macabre book is filled with secrets and knowledge related to entropy and dark magic. It is a remarkable tool for learning and for connecting to Father Entropy in valuable, important ways. As you explore future worlds this tome's knowledge expands and you gain new entries in this tome detailing new and unique facets of local entropy. This can also serve as a focus for casting entropic magic, making it somewhat cheaper and mildly stronger, though both of these effects scale as you explore new worlds, gain new powers, and advance your understanding and mastery of entropy.

Gifted Items
These items follow the same rules as the *Gift Perks*; you attain the item keyed to a specific *Gift* for free if you use a gift point to summon them as part of your build. If not they can be purchased for 200 EP.

Crimson Crown (Sangra)
This sanguine colored crown is ornately crafted and somehow powerfully tied to the concepts of monarchy, kingship, and authority. Whenever you wear this crown your abilities as a ruler are dramatically enhanced, improving every facet of your leadership skills to a frightening extent. This dark crown also has a secret ability that is the source

of its mythic potency; it can absorb blood. If fed blood the people whose blood it is fed become bound to follow the orders of the people to whom it is attuned, so long as they are wearing the crown. By default it is attuned to Sangra and you, but it can also be attuned to your children. Your children, gifts, Sangra, and yourself are all immune to the dark power of the crown. Beyond that, it adds the leadership skills of anyone whose blood it has absorbed to its power, granting you even greater leadership skills if you let it drink regularly.

Blood Brush (Kirilia)
This scarlet brush is a fantastic, and shapeshifting, artistic implement. It defaults to being a paint brush of unbelievable quality, but so long as it's received a single drop of blood in the last week it can shapeshift and resemble any sort of artistic tool from a paintbrush to a guitar, to even things like costumes and props for plays (but it can't become an effective weapon, it is a prop and will act like a prop). This dreamy artistic tool will enhance the effectiveness of any art it plays a role in creating, and if fed someone else's blood it will take a portion of their artistic skill, making art it helps create even more amazing.

Apocalypse Horn (Falista)
This ebony horn seems to be a memento from Falista's past, though that should be impossible given the nature of gifts, of a prodigiously powerful dragon she supposedly hunted down and killed. It is a large, powerful, and impressive thing about the size of someone's arm. This strange thing can be used once a day, though it grows more powerful the less it is used, and if taken and stabbed into yourself it will painlessly disappear and temporarily imbue you with the powers of Falista's *Apocalyse Flame* ability; the power to exhale flames that can melt buildings, as well as imbue the fires into your other attacks. This effect lasts for the duration of a single combat encounter, and grows in power the longer the fight persists. A day later the horn will reappear in your warehouse, or somewhere nearby.

Serpentine Scale (Ebon)
This is a dragon heartscale, a powerful scale that protects the part of a dragon's body that is both external and the closest to their heart. This powerful relic is only usable once a jump, but it is a mighty object that will completely cancel out any attack that'd kill you and also summons a phantom black dragon, one with every ability that black dragons could possess to your side to attack whoever just tried to kill you.

Final Flag (Alta)
This flag carried on a pole has Alta's symbol etched onto it. It is a mythical artifact, known as the *Final Flag* to denote the fact that it is, in all likelihood the last flag that the Death Lord's enemies will ever see. This relic, Alta's gift to you, is a symbol that contains shreds of her supernatural charisma, and those who are loyal to her and you who behold it feel inspired. People loyal to you who see the standard will fight much harder, much more effectively, and will give you their all. Your foes will understand the weight of the flag and will be dismayed, their resolve shaken by its presence and they will find themselves unable to fight as hard as they ought to be able to.

Elaine's Kiss (Elaine)

This strange ring is a beautiful and useful relic. This ring is a powerful object that, with a flicker of intent (or in response to danger) morphs into a skintight but perfectly protective suit of armor that hugs your body and provides you with keen protection. This powerful suit of armor protects you considerably, not only absorbing a tremendous amount of damage you would otherwise take but also lowering the force of the blows in the abstract. The armor also feels pleasant to wear, as though Elaine were right next to you.

Ghostly Grimoire (Ectos)
A masterfully made grimoire created by Ectos containing the sum total of her magical research and every bit of notetaking she's ever done on magic. Ectos is a master of the magical, and she obsessively studies magic almost as much as she studies you if given the chance. Her grimoire will invariably fill up in days, filled to the brim with incredible observations about the details of any school of magic she is given the chance to study, and so it is a good thing that the book you possess is enchanted such that it will always create new pages when all available ones are filled up without adding to the book's weight or size. Secrets to magic will reveal themselves to you thanks to Ectos's intense obsession with the arcane, especially if you assist her in her research. If you wish, this item could also include a secret section in the book that is filled with copies of Ectos's diary. It is… quite detailed, and will contain a *lot* of her specific thoughts about you as well as many accurate observations and predictions she makes about you and your growth as a *Son*.

Hell's Hand (Drace)
This strange staff sure seems like the long arm of… *Something*. It is a potent artifact, and the arm of an ancient demon that perished long ago. This staff is a mighty mystical focus, and is especially attuned to magic that involves fire, causes pain, or twists minds. It makes such magic incredibly cheap and far stronger, as well as imbues those spells with elements of both *Entropy* and *Hell*, granting them a number of advantages such as an ability to burn people immune to fire and an entropic effect that eats away at the sanity of those who endure the attacks without dying.

Obsessive Locket (Bloom)
This curious trinket is a locket that can open and has a space for a picture of someone. If you put a picture of someone in it, something you can do by expending a tiny twinge of soul energy if you don't have a camera, the locket syncs onto that person and lets you know their location, their state of being, any status effects affecting them, their mood, and a range of other information. By expending an additional soul energy, you can use your powers on someone whose picture is in the locket. You can only change out the picture once per year.

Void Blade (Koryuu)
This strange device is the hilt of a sword but one that is curiously… bladeless. Holding this blade imbues you with a curious sense of calmness and an unnerving level of perceptiveness of your surroundings, and when you focus you can expend energy on it and cause a *Blade* of sorts to faintly and nearly imperceptibly appear. This blade uses up the same energy as a normal *Void Cutter* but is channelable and while not quite as strong or as far-ranged as a *Void Cutter* can be it replicates several of the attack's other properties, including how actively opponents must defend against it. One trick that

those who wield this blade can learn to use, eventually, is the ability to spend extra soul energy and allow a slash of this sword to produce a traveling wave of void energy that cuts through projectiles, solid objects, and even foes.

Saintly Staff (Nida)
This is a mighty relic, one that is imbued with a glowing aura of wisdom and serenity. It is an item of great power created by a truly wise *Ascended Master* and it is used to replicate some interesting abilities. This staff enhances your wisdom, buffs your charisma, and can be used as a mystical focus which gives you the ability to use soul energy to pull off feats that, on their face, seem holy. This staff can be used to empower healing magic and other things that seem antithetical to entropy such as fertility and protective magic.

Sleeping Key (Astra)
This ethereal key is large and a bit awkward to wield. In the waking world this key can be used as a strange focus to hit waking people with magical energy that causes them to fall asleep, or to open portals to the Dreamlands. In the Dreamlands this key can be used to teleport to known locations (even ones you've never directly visited before, provided you have an accurate description of them or have the memories of someone who has visited them before). In the dreamlands this is also a powerful weapon, morphing into something vaguely resembling a symbiote that attaches to you and is awake, and active. It can use itself as a weapon and is powerfully protective of you, as well as strangely wise regarding the Dreamlands.

Imposter Ice (Ester)
This is a fascinating reversal of one of Ester's signature abilities; that of *Royal Duplicates*. This is a supply of magically treated ice that can be shaped like humanoid silhouettes, and once given a shape of the right body types can be used in a variety of ways. One of the ways they can be used is if you infuse them with soul energy which allows them to become replicas of you in a manner extremely similar to the ability this is a copy and remix of. Alternatively if you've absorbed souls and have them on hand you can use this to give an absorbed soul a body, similar to a *Doll* if you have that gift, but with enhanced durability, natural regeneration, an ability to use water and ice magic, and a sort of physical immortality. You can also use this ice to create generic soldiers, or to create imposters by spending as much as five souls worth of energy and picturing the person you want the ice entity to impersonate. Once created these dolls will strive to hunt down and kidnap the people they replicate, unless given other orders, and if they successfully capture the person they'll use magic to absorb their memories and become perfect imitations of them. This item has enough ice for you to make six ice imposters and gain more once a month if you've used some.

Companions

Companion Import/Companion Creation [50-200]
With this you can spend EP to import companions into this jump, giving them 600 EP and the ability to devise a build of their own as either *Sons* or alternatively as *Son*-like but lesser mages and users of potent entropic abilities, perks, and items of their own but whose *Son Customization Menu* does not grant them the freebies afforded to Sons as well as only giving them half the stipends it gives jumpers and companions who opt to take

the *Son* origin. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 EP per person you do this for, or you can spend 200 EP and create or import 8 such individuals.

New Friend [50]
This is the option to recruit someone you met here. By taking this you get a token that if you give it to someone allows them to instantly understand what a chain is and what it means to be a companion and who is given the chance to come with you. If they say no you get the token back, it is recharged and you can give it to someone else. Each investment of 50 EP here gives you a new token. Each unspent token is refunded at the end of the jump. Anyone you meet here can be recruited using this option.

Gift(s) [Free]
Gifts are followers who auto import into future jumps. You CAN choose to pay or otherwise follow the rules of another jump document to grant them companion status and all of the benefits of that status.

Minion Legions [Free]
Minions you create using the *Son* powers afforded by this document are also followers who can be granted companion status. Minions you create follow you across jumps and can be imported freely into future jumps.

Scenarios
Each scenario, in addition to any stated rewards, grants 200 EP.

Entropic Eyes [First Jump Only]
This scenario is a little different. In it you gain Father Entropy as a benefactor, and you undergo your awakening either on your home iteration of Earth or on a mirror of your iteration of Earth. The purpose of this scenario is to begin one's journey as a jumper in an unusual way and this jump extends your stay until you attain the Planeswalking power (which occurs when you've attained 50 total Soul Points, regardless of whether or not you have them all at once and without expending 50 Soul Points). Once you do your jump either ends or any extended stay drawbacks begin to count down. Essentially you are a child of your father who has been asked to go and spread entropy and entropic magic into future settings, and Father Entropy is your benefactor who wants to see you succeed and spread peaceful entropy when and where you can.

Reward
In addition to the universal scenario reward of 200 EP, you also gain 5 extra SP to spend however you wish. Beyond that you gain the perk *Father's Love* which is a low power but handy perk that makes you aware that you are never alone even in the darkest, scariest parts of the omniverse. This is a handy power to protect you against despair, and to help you remember that you are part of a family.

Family Matters
Partway through your journey, your time here, you receive a message from one of your siblings. All *Sons* are brothers, and regardless of drawbacks or chosen powers at least a

handful of your siblings will reach out to you early on and befriend you, offering you advice, helping you somewhat adjust to your powers, and a small handful may offer add in exchange for a promise that if needed you'll aid them at some point. This is true regardless of whether or not you take this scenario. If you do take this scenario, some *Foe* of your father has kidnapped one of your siblings, be it Soleac, Karac, Petros, He Who Pursues, Pluton, or some other ancient and mighty sibling of yours. A group of your brothers has assembled and is seeking aid, hoping to recruit you and anyone else who'll answer the call.

The following conflict will be difficult. An enemy of Father Entropy who is both mighty enough to restrain and contain even a lesser *Son* and willing to stomach the consequences is either powerful or desperate, or both. Ultimately you must venture into the lair of a powerful foe, be it a servant of the *Perfect Prince*, one of the *Chosen Paladins*, the *Eclipsed One*, *BANS*, or some other mighty cosmic creature and if not bring them low and slay them at least weaken them long enough to free your brother and flee.

Reward
If you rescue one of your canonically detailed siblings you get the effects of their oaths, or the Dream Domain item for free (if you rescued Pluton). If you didn't save one of the canon siblings you get the ability to select either a single power you didn't purchase and unlock it for free (so long as you meet other requirements for it) or a minion type you couldn't summon before the scenario that you now can. Beyond that you can ask your rescued sibling to join you as a companion for free (they can take their gifts and their minion legions with them if they wish).

Events
Events are unique mini-scenarios within the CYOA itself. Each of these events alters the fate of Earth in a significant way due to your emergence as a *Son*. This scenario makes events optional, but also provides additional rewards for completing them as well as alternative ways to handle them. You initiate this scenario by selecting events during the moments you are designing your build for this jump. Please note that some events affect you for the entire duration of your stay in this setting so long as you stay on Earth, and for those events to be marked as complete you must spend a healthy amount of your time in this setting on Earth. Other events are considered complete so long as you defeat OR meaningfully deal with and react to the creature(s) at their heart.

Reward
If you select two events you receive the 200 EP reward attributed to all scenarios. Beyond that you get mini perks that strengthen your ability to react to and interact with the creatures or creature type at the heart of the *Events* you opted to deal with (this is true of all of the events, regardless of how many you complete), such as a perk that enhances your ability to fight and kill dragons if you defeated the mighty dragon at the heart of the *Draconic Conquistador* event. If you complete 8 or more events you get an additional 200 EP. If you complete all 16 you can select two minions types you couldn't purchase before to make them summonable (getting all their perks and other benefits associated with them if applicable such as GP).

Drawbacks

Another Universe [0 CP]
This is a supplement toggle. With this, you can attach this jump to another one and fuse the two settings into one to whatever extent you wish. Common supplement rules exist, such as you keeping point totals separate, and drawbacks taking precedent over other things like perks, and any and all drawbacks can still be taken though how they manifest may well be radically different if the two settings are different enough.

Extended Stay [Varies]
For each installment of this your time here is extended by 10 years and you get 100 EP. This can be used up to three times for points, and after that you can use it to simply extend the duration of your stay here without buffing your points.

Lockdown [Varies]
You have no Out-of-context items, powers, or warehouse. This can be reduced in intensity, making you lose access to your other perks, items, or warehouse, but not all three, in exchange for dropping how many points this gives you. If you only lose access to one of the three you only get 200 points, if you lose access to two out of the three you get 400 points, and if you lose access to all three options you get the full 600 EP.

Canon Problems [Varies]
The drawbacks in the base CYOA normally do not apply to you. Now, if you wish, they could. You can use them to get SP (or otherwise what they award you, as some award you other things like GP as *Pleasure Target* does), if you wish, or you can convert how much they of a given point type they give you into EP and use that more freely. In this instance consider GP to be worth 400 EP, and count perks or SP as 50 EP each. These drawbacks end at the end of the jump. Please note that the following drawback rewards are adjusted if you convert what they offer to EP; Mirror Assassin is worth 200 EP, Rabid is worth 400 EP, and Chosen Paladin is worth 600 EP.

Pizza Cutter [100 EP]
Nothin' personnel [sic] kid, but for so much edge you don't seem to have any actual points. But seriously you do seem to take the "conduit of death magic" a bit too seriously to the point of ridiculousness. You seem to suffer from a severe case of Middle School Second Year Syndrome.

Bad Impressions [100 EP]
This is unpleasant. Due in part to you having to adjust to so many new realities so quickly you have horrible luck when it comes to making impressions on people, particularly magically and otherwise fantastically powerful people. This won't often cause people to become hostile to you but it definitely sours relationships and makes building new alliances and friendships more difficult.

Home [200 EP]
For the duration of this jump you are bound to Earth and to local areas that can be reached via dreaming or through lesser portals to areas such as the plane of pleasure (or areas you must access as part of scenarios). Essentially you cannot use something like Planeswalking or any equivalent abilities to leave Earth and to go adventuring elsewhere in this multiverse.

Skepticism [200 EP]
You are a skeptic and have a hard time adjusting to this new reality. You are not so skeptical that you doubt your own abilities or things that people show you, but you are very skeptical of accounts of the supernatural and of the strange, real history of this world. You can be persuaded that legends and myths are true, but it takes effort on the part of those talking to you.

Unmiracle Worker [400 EP]
Holy magic is devastating to your minions. To the extent that even weaker instances of weaponized holy magic can kill even monsters as resilient as black dragons.

Yandere Gifts [400 EP]
This is… not excellent. Something about your nature has subtly morphed your gifts, transforming them into yanderes. Immensely powerful monster-women being yanderes may seem fun, and to some it even could be, but hopefully this being a drawback of this tier does not need to be spelled out. This also, unsurprisingly, worsens the catfighting between gifts and warps their senses of morality and ethics. Unlike the *Strife* drawback this does not require that you have 2 or more active gifts.

Brotherly Enmity [600 EP]
Whoa what is this one of the less fun arcs of Supernatural? There is, for some reason, a remarkable beef between you and one of your siblings. Your sibling doesn't want to kill you but does want to do something to keep you contained and to prevent your influence from spreading. This sibling of yours will have remarkable control over their powers, the loyalty of their legion of minions, and the backing of mighty gifts of his own. Dealing with this will be quite difficult.

The Other Family [600 EP]
And then there's them. The *Mother* and her court of *Daughters*. These feminine beings of life are not usually particularly hostile to *Sons* and their *Father* but for some reason they especially do not like you. The *Mother* is, in broad terms, a foe of the *Father* but has a gigantic empire and a massive set of domains and influence so she is not nearly as direct as she can be nor as focused, but with this drawback she becomes aware of you early on and you should expect her forces to react to you, some violently and some non-violently. The Mother's forces are large, and her empire has many resources she can effectively toss at you, so be prepared for that.

Decisions
You have three choices …

Go to next Jump
Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay
Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

General & Book Keeping Notes:

- This is an impressively popular CYOA and has a, as far as I know, unofficial addon/quasi-supplement that details lore and other WoG stuff. Have a link.
- I kept the stats of the monsters the same as in the base CYOA and the stipends the same due to the truly incredible power of these creatures. Even a single Einherjar is 30x stronger than a peak human. These undead, especially the stronger ones, are incredibly powerful. Some of these freakier undead here, such as *Death Knights* are actually extremely affordable. You can afford a Death Knight after two days with the base *Entropic Soul* ability and you can make five *Spirit Warriors* (who are solid warriors) a day.
- My decision to make this a mono-origin jump was not an easy one. Given that context I definitely wanted to add enough stuff for this to be worth visiting hence why I have the Minion and Gift perks and the Gift items. I think someone could make a number of really interesting builds with this jump.
- This is my 100th jump! Wild.
- If by completing scenarios you gain more points and use those to purchase more minions, powers, or gifts, you still gain any associated perks or items tied to the minion or gift.
- As a helpful guide for reading the base CYOA and its price scheme each asterisk adds an amount of 10x to the soul energy needed. 1 asterisk means an ability or minion needs 1/100th of a soul. 2 asterisks means something needs a tenth of a soul. Three asterisks, ***, means something costs as much energy as is in one average soul. From there you can add a zero to the end of the cost of everything per additional asterisk such that five asterisks, *****, means something costs 100 souls worth of energy while six asterisks, ****** costs 1,000 souls worth of energy.
- **Gonna go through and mark the price of the summoning/creation processes for the minions.** Just in case it's not somewhere else as I used an image to text software for a large part of the *Son Customization Menu* bit and it was imperfect.
- Create undead: 1/10th of a soul's energy (with the create undead animal modifier it can cost between a whole soul to several thousand or even a few million souls, if you use this on something gigantic with magical properties).
- Lesser familiars: 1/10th of a soul's energy, Greater familiar: 10 souls.
- Deep Ones, Hitsuji, cost 1/10th's worth of a soul.
- Feasting Choirs, Sylenos, Astral Fish, Spirit Warriors cost 1 whole soul's worth of energy.
- Vampire, Death Knight, Einherjar, Black Wyvern, Whisper, and Death mage all cost 10 souls worth of energy.
- Elder Vampire, Death Lord, Lich, Black Dragon, and Reflected Matrons all cost 10,000 souls worth of energy.
- Tahneems, Ascended Masters, cost 100,000
- Dark Valkyrie, Corpsemaker Serpent, Kannon Soldier, and Spirit Roost takes 1,000 souls worth of energy.
- Entropy Herald, Succubus, False Demon, and Pale Butler, all take 100 souls worth of energy.

- **<u>Gonna go through and mark the prices of active instances of the abilities that are detailed in the CYOA to make sure everything is properly outlined.</u>** I will not be calculating every possible cost, by incorporating every possible combo, but each modifier adds the number of asterisks to the total cost.
- Soul drain cost: free. If you empower it it costs 1/10th of a soul, if you make it invisible it costs 1/100th of a soul, if you use it to drain life it costs 1/100th of a soul.
- Reap cost: 1/100th of a soul per minute, if you use weapon master, physical attacks, or ranged the cost becomes 1/10th of a soul per modification.
- Eldritch blast: 1/10th of a soul with Powerful making it cost 1 soul, and Death Storm making it cost 10 souls.
- Blood magic: Free. Blood Pact: free. Blood control 1/100th of a soul per minute. Blood alchemy: variable cost.
- Necromancy: 1/10th of a soul. Bone golem: 1 soul per skeleton used, Experts: 1 soul, Rejuvenate: 10 souls.
- Soul magic: Free. Alter soul: 1/10th of a soul. Seance: 1 soul. Architecture: variable cost.
- Apocalypse Magic: 10 souls. Each additional modifier: 1,000 souls.
- Consume soul: Free. Boost: Free. Share: 1/100th of a soul. Type alter: variable.
- Blood Ground: 100. Object: 1,000 souls. Empowered: 10,000.
- Spirit Chains: 1/10th per chain. Weight: 1 soul. Seal: 10 souls.
- Create Phylactery: 1,000 souls. Reinforce: 10,000 souls. Link: Free
- Power word: 1/10th of a soul. Diminish & Kill: both 1 soul.
- Essence Enchant: free to use
- Stillness: 1 soul per second.
- Winds of death: 1/10th of a soul.
- Evil Spirit: Varies
- Wither: 1/10th of a soul for year of aging, and each additional asterisk of soul energy increases the effect by 10 times (making this cost a full soul means that this effect inflicts a decade of aging on those hit by it).
- Aligned Magnificence: Free
- Reverberating Harpoon: 10 souls to create harpoon, 1/10th of a soul to shoot. Reverberation: 10 souls to apply the reverberation, souls must be worth 1,000 souls to be usable. Fated: 1,000 souls to create a fated harpoon.
- Echoed Roar: Free. All modifiers: free.
- Perish Song & all modifiers: free.
- Dual Form & all modifiers: free.
- Void Cutter: 1 soul. Rain: 10 souls. Parry: 100 souls.
- Malevolent Territory: 1,000 souls. Parade & Fortress: 10,000.
- Sanguine Evolution & All of its modifiers: Free
- Grim Puppeteer: 1 soul per corpse. Explosive & Distance: 10,000 souls for each modifier.
- Plutonian Dream: Free
- Golden Truth: 1,000
- Elder Ink: 3x the cost of normally casting the spell and 5x the cost of inscribing it onto a grimoire.
- Oblivion Strike: triples the cost of the level of physical empowerment you're using.
- Legend of Mirth: Highly variable.

- Pain: 1/10th of a soul per second, Spread: 10 souls.
- Spirit Armor: 1/10th of a soul per summon. Auto: free. Physical: 10 souls.
- Entropic Imbue: Varies. Anti-magic: 1/100th of a soul/one more asterisk added to the base cost. 10 souls/four more asterisks added to the base cost.
- Drain Nature: 1 soul. Sturdy Totem & Bound: 10 souls.
- Aura of Dread & all of its modifiers: Free.
- Dark Smite & its modifiers: free.
- Fallen Angel: 1 soul per summon. Holy Resistance: free.
- Telekinesis: 1/100th of a soul per second but is variable. Emit: 1 soul.
- Teleportation: 10 souls. Blink: 1,000 souls.
- Fleshwarp & Plague: both highly variable but expensive without proper preparation.
- Arcane Magic: Varies
- Physical Empowerment: Varies.
- Shadow Magic: Varies but tends to be low.
- True Resurrections: 10,000 souls.
- Sex Magic: Varies but cheap, most of the time.
- Utility Magic: 1/100th of a soul per wisp.
- Sleep Magic: Varies. Warded: adds 1 asterisk. Nurturing: free for nascent souls (newborns, children, etc.), but otherwise adds 2 asterisks of souls to cost.
- Barrier: Varies. Pillar: Varies. Auto: guaranteed addition of 1 asterisk.
- Ascension: 100 souls. Immortality: Can be used separately, costs 100 souls. Divine Promotion: can be used separately costs 1,000 souls.
- In keeping with the earlier lore drop that I used an imperfect image-to-text program to help with the massive bits of text that are needed for this jump to be usable without visiting the base CYOA, some descriptions of various things in the *Son Customization Menu* are incomplete. The program that I used had a LOT of difficulty with non-black text and it tended to cause sentences to act wonky and miss words. The CYOA is safe-enough-for-work (though there are some mildly risque pictures, only one or two though) that you can view it so long as you wouldn't get in trouble for like being on your phone or something. If something here, in the jump, is wrong and it DOESN'T seem like an intentional shift default to the CYOA's description of stuff.

Setting Notes

- The setting is an open, expansive multiverse. In the base CYOA it is clear that through planeswalking someone can go to settings like *One Piece* or *Harry Potter*. That said, it's entirely possible you won't develop planeswalking during the time you're here in this jump (but as per the fact that this power set evolves even in future jumps and isn't static you'll EVENTUALLY unlock Planeswalking). However… others you encounter here might have such abilities and might let you use them if you aid them, befriend them, or pay them.
- I love this CYOA but I didn't translate some… *Questionable* elements of it into jump form. The *True Son* drawback is one of them. Look it up on page 10 of the CYOA if you are interested. Essentially the tl;dr is that for the sake of this CYOA being a woman and/or female is a nerf, and weakens you, and while that's thematic, I guess, it's such an odd choice that I will not be translating it into the jump. If you want you can take it as a drawback, I'm not gonna tell you how to run your chain, if you do… take a single one of the skill-set "Perks" for free (in addition to the base ones you get for free), and give yourself 200 EP. Technically

the drawback is so strong that inhabiting a female body and/or being a woman actually weakens you even without the drawback being active, but I'm gonna handwave that unless you opt to take the drawback or at least make it a canon part of your time here.