D&D/Pathfinder Gods jumpchain



By ProsecutorGodot with perks and items from Pokebrat's Generic Divinity Jumpchain

Contents

D&D/Pathfinder Gods jumpchain 1

Introduction 5

Divine ranking: 7

+Primordial: 9

Location: 10

1- Continent of Faerûn (Toril) – 10

2- Toril minus Faerûn - 10

3- Abeir (Primordial only) – 10

4- Underdark (Toril) – 10

5- Oerth 10

6- Krynn- 11

7- Eberron 11

8- Golarion 11

9- Darklands (Golarion) 11

10- Space (Starfinder) 11

11- Exandria 11

12- Other 11

Of Law and Chaos: 12
Law: 12
Chaos: 12
Neutral: 12
Of Good, Evil and Neutral: 12
Good: 12
Evil: 13
Neutral: 13
General Perks: 13
Law perks: 36
Chaos perks: 39
Neutral perks: 42
Good perks: 46
Evil Perks: 51
Items: 56
General Items: 56
Law items: 77
Chaos items: 80
Neutral items: 83
Good items: 85
Evil items: 89
Companions: 92
Free- Import Pantheon 92
Free- Create Pantheon 93
Free- Recruit canon gods 93
Free- Your Faithful 93
50 CP- Divine servant species 93
50CP- High Priest(ess): 94
100 CP- Mortal Champion 94
200 CP- Divine Consort 94
+200 CP Divine Family 95
200 CP- Divine Proxy 95
200 CP- Herald of Jumper 96
200 CP- Bullied Deity: 96
200 CP- Crawling Maid 97
200 CP- Elemental Lord 97

300 CP- Ancient Mind 98
300 CP- Divine Beast 98
600 CP- Apocalyptic entity 99
Drawbacks:..... 100
Scenarios:..... 105
The Dawn War: (Requires Dawn War Toggle)..... 105
Become An Overgod 107
War of Law and Chaos: 107
Battle Against Rovagug/Tharizdun: 109
End the Blood War:..... 110
Conquest of the Nine Hells: 113
Lord of the Asuras:..... 116
A True Rakshasa: 117
The Oni Emperor/Empress: 118
The Prime Archon/Angel: 119
Enlightenment of Nirvana:..... 120
Freedom of Elysium: 121
Priest of the Outer Ones: 121
Ascension into an Outer God: 122
The search for immortality Nindoru:..... 124
Destroy The Upper Planes: 125
Destroy the Lower Planes: 125
Chasing the Heart Of the Abyss: 126
Obyrith/Qlippoth Ascension: 155
Dominating the Market of The Lower Planes of Hades:..... 168
Claiming the throne of the Wasting Tower in Hades:..... 171
Ruler of the Beastlands:..... 173
Climbing Mount Celestia:..... 174
A search of Arborea 175
Rule Axis/Mechanus:..... 176
Tame Maelstrom/the Elemental Chaos/Limbo: 177
The song of Jandelay:..... 179
Ruler of the Elements: 179
Escape Carceri: 181
Rise of the Elder Evils:..... 183
A star of the Far Realm: 184

Ruler of Dread..... 185
Search of Unknown Kadath..... 187
Dominion of Astrals: 188
Ruler of the Mists: 189
Master of Dreams/Nightmares:..... 191
Chronomancer of History:..... 192
The Outer One:..... 193
A World of Mirrors:..... 194
Ruler of Serpents:..... 196
Ruler of Green: 197
Deus Machina:..... 199
Elven Salvation: 201
Dwarven Skyseekers:..... 203
Dragons of the cosmos: 204
Giants of the World: 207
The Legend of Goblin:..... 209
Rumble of the Orcs:..... 212
An Aeonic Moment:..... 213
Ruler of Therianthropes: 215
A Tale of the Outlands 216
Ragnarok Ysgard:..... 219
Save the Twin Paradises:..... 219
Collapse of Arcadia: 221
Fey Hunt:..... 222
Protect Creation's Forge/Positive Energy plane 234
Realm of Shadows: 236
Ruler of the Netherworld: 241
The Forsaken:..... 244
Ruler of the Fearscape:..... 245
Descent into the Void: 247
Guardians of the Boneyard/Fugue Plane 250
Apex Beast of the Depths:..... 255
A decisive victory for Acheron: 257
Taking over the Caverns:..... 259
Overthrowing the Tyrant (Banehold):..... 261
Secrets of Pandemonium: 262

Gehenna: 263
Trial of the Mordinsamman 265
A Gnomish Tale 267
Feast of the Halflings 268
Ruler of the Elves 270
Claiming the Demonweb 273
A New Ordning 274
Here Be Dragons 275
Walk like a Pharaoh 277
King of Babylon 278
Ruler of Disaster 279
Ruler of Undeath: 280
Ruler of the Celestial Court: 282
Azlanti Salvation: 286
Supreme of Arcadia: 289
Ruler of Oblivion: 293
Riders of Abaddon 295
The End of Everything (Endjump scenario): 307
Ending: 308
Go Home 308
Stay 308
Leave 308
Credits 309
Notes: 309
Changelog: 329

Introduction

Greetings jumper, have you ever wondered what it would feel like to be a god? to have such power at your fingertips and the reverence of countless people?

Well, worry no more for you shall now receive the opportunity to join their rank, more specifically the ranks of the gods as they exist in Dungeons and

Dragons as well as Pathfinder.

Now take this **+ 1000 CP**, you will stay by default in this multiverse for 100 years.

Now choose your path:

Choose your age and gender freely. You can choose to be a Drop-in or have an appropriate history and memories to the kind of God(dess) you are

Free – Deity:

You jumper are now in possession of a spark of divine power and can now call yourself a deity. A deity is a creature of divine power whose domain lies in either the planes, the Astral Sea or Toril. They also possess a hierarchy that you now get to be a part of.

Divine ranking:

Not all gods are created equal and thus have a divine hierarchy according to both their power level and influence, here you can choose to pay upfront to choose your divine ranking though nothing keeps you from rising through the ranks during the jump or after through whatever method you possess or find.

+300CP (+400 CP if Vestige) **Quasi-deity**

Quasi-deities are the weakest types of deities who are closer to mortals with divine characteristics such as immortality.

You are unable to grant spells but if you pay an extra 50 cp you can grant spells to your clerics as a dragon ascendant could. A Vestige would pay 150 CP to remove the disadvantage of being unable to grant cleric spells.

Vestiges are gods considered dead to mortals but whom can still be contacted through the appropriate rituals though your influence would be very limited.

Your cult is closer to a mystery cult with a few dozen members than a proper cult.

+200 CP for **Demigods/Exarchs and Titans**

Demigods and Titans are the second weakest among the deities:

Demigods are usually the result of the union of a deity and a mortal. Exarchs are equivalent to demigods and are powerful divine champions of the gods.

Titans are the result of the union of two deities, willed into existence by a god or born from their spilled blood.

Regardless of your choice, you are an ageless immortal and a true deity, are immune to mundane damage, polymorph against your will as well as magic damage from a non-epic source and can grant spells to your clerics.

Your worshippers number in the hundreds or thousands.

You receive four divine domains of your choice for free and three portfolios/ areas of concerns for free.

If you wish, you may gain an extra **50 cp** and instead be an existence similar to a daemonic harbinger, nascent demon lord… on the cusp of demigodhood though you would only gain two areas of concern instead of three.

Free **Lesser deity:**

Ranked higher than quasi-deities but still below the other gods are the lesser deities who generally have a number of faithful numbers in the thousands.

Your resistances are even higher than a quasi-deity's, you are as immortal as them, you can cast plane shift at-will as often as you want, are completely immune to any attempt to magically imprison or banish you and you can choose to appear as whatever average specimen of a creature you wish. You are of course much more powerful than a quasi-deity could hope to be.

Furthermore, in your divine realm(s)/territories you have claimed you become even stronger and capable of manipulating your realm as you wish.

You possess over 100000 followers.

You gain 6 divine domains of your choice for free.

300 CP **Intermediate deity:**

Above lesser deities stand the intermediate deities with worshippers in the hundreds of thousands and thus capable of great influence on the world as a well as in divine politics.

You gain even greater power than a lesser deity on top of the other abilities granted to lower ranked deities at an appropriate level for your station.

You receive 8 divine domains for free.

600 CP **Greater deity:**

Greater deities are the strongest and most influential gods barring overgods. They generally serve as heads of their own pantheons, possess millions of worshippers and command great respect among their divine peers.

However, greater deities tend to be the least interested in their mortal worshippers and are focused on larger matters in the multiverse.

You receive a whopping 10 domains for free.

+Primordial:

The primordials also known as Dawn Titans are creatures of god-like power and manifest entropy whose domains are the Elemental Chaos and Abeir who made war with the gods at the Dawn of Creation.

They possess domains that are thus aligned with Nature, the Elements…. As opposed to the gods who possess dominion over more artificial domains such as civilization, the forge…

You can thus choose to join their number for free with your divine ranking providing your relative power level and influence.

On the other hand, you could choose to become a deity who originated as a primordial and sided with the gods like Ubtao did.

Post-jump, your deity form and primordial form become alt-forms

Location:

As a god you are able to choose where your primary seat of worship originates though whether it conflicts with another deity's seat of worship is left to your discretion. You will by default enter at the starting date of whichever edition you choose.

Roll a 1d12 or choose as you see fit:

1- **Continent of Faerûn (Toril) –**

The continent where most of the action happen in the world of Toril, you are free to choose where on that continent lies your center of worship.

2- **Toril minus Faerûn -**

While the biggest players gather on the continent Faerûn on Toril, there exist other continents like Maztica or Kara-Tur who while lesser known are also home to cults of just as many deities as Faerûn.

3- **Abeir (Primordial only) –**

The world of Abeir is a mysterious world split between a Dragon empire and a Primordial Empire.

4- **Underdark (Toril) –**

Underneath the surface of Toril lies a gigantic cavern complex home to a huge variety of races such as the Drows,Dwarves,Aboleths,Beholders, Duergar, Illithids or Kuo-toa as well as various artifacts and ruins of great power and danger.

5- **Oerth**

The main planet of the Greyhawk setting, home to great wizards such as the Company of Eight as well as the lich Vecna.

It is also home to the famous temple of Elemental Evil.

6- Krynn-

The world of Krynn is the main setting of Dragonlance. It is home to 3 pantheons one good, one balanced and the last one evil, each with their own followers.

7- Eberron

The world of Eberron is the main planet of the titular Eberron setting. The gods such as the Silver Flame play a major role in the lives of their worshippers.

8- Golarion

Also known as The Cage, the main planet of the Pathfinder setting that also happens to serve as the prison of Rovagug destroyer of Gods.
Also, home to the cults of various gods, empyreals and archfiends.

9- Darklands (Golarion)

Similar to the Underdark of Toril. Underneath all the continents of Golarion lies a massive cavern complex home to dangerous cults of various archfiends as well as dread Rovagug's.

10- Space (Starfinder)

Advances in technology has allowed mortals to reach into space and invent interstellar travel. The faith of various gods still remains strong as ever even in the depths of space.

11- Exandria

The world of Exandria serves as the setting of the Critical Role iteration of DnD. It is home to deities you might be familiar with from other settings but with a twist. A powerful god devouring abomination is sealed within the planet's moon.

12- Other

If none of the settings shown so far interest you, you may use this option to choose any sort of DND/Pathfinder setting be it from a 3rd party, older canon versions of the game or homebrews.

Of Law and Chaos:

In the multiverse of D&D/Pathfinder cosmic wars are constantly waged between the forces of Law and Chaos, you may thus choose a side or remain Neutral.

Law:

You stand on the side of Law whether in the name of divine Laws for gods, mortals or ineffable cosmic concepts matters not.

Chaos:

You stand on the side of Chaos whether in the name of Freedom, Entropy or pure Chaos matters not.

Neutral:

You stand neutral in the conflict of Law and Chaos.

Of Good, Evil and Neutral:

Outside the wars of Law and Chaos, the forces of Good and Evil battle constantly for the souls of mortals and the multiverse. As such you may side with Good, Evil or remain Neutral.

Good:

You stand on the side of empathy, compassion, altruism and mercy. You oppose mindless destruction, tyranny and various forms of oppression.

Evil:

You may be a dastardly villain or a greedy and ambitious overlord. Regardless, you won't let anyone stand between you and what you desire.

Neutral:

In this conflict, you stand as a watcher, a passerby or a fair judge unmoved by the stakes of the conflict.

General Perks:

You receive 2 floating discounts per price tier.

Free - A spark of Divinity:

You are a god and so find your being changed. You are now made of pure divine energy which allows you to live indefinitely and become tangible or intangible at will.

Your manifestation at its weakest is akin to a Greek demigod outrunning the wind, uprooting trees like blades of grass and tossing giant boulders.

You no longer possess any biological needs such as eating, drinking breathing though you may partake in it for pleasure, have limitless stamina and produce no waste.

Faith sustains you, raising all your abilities and skills to ever greater heights.

Sufficient faith can even catapult you through divine ranks, perhaps even multiple ones, such as from quasi-deity to Greater Deity if you had enough followers.

A lack of faith would see your faith gained strength diminish over the millennia to its weakest as described above.

Post-jump faith can be used as a substitute for all your biological needs and refill all your reservoirs of supernatural energies such as magic, psychic power, spiritual power etc.... as well as your stamina.

Free- Beauty of A God:

Your classic beauty perk, you are beautiful, graceful, cute, handsome, sexy according to whatever beauty standard you may have to a divine degree regardless of whatever you are doing even covered blood, dirt and grime.

You do not scar and always heal perfectly unless you don't want to and the scars you do choose to keep always complement your form in a way that pleases you.

Your hygiene, teeth, gums are always perfect unless you don't want them to be and you either smell neutral or emit a pleasant smell. This perk can also be used to wash blood, gore and grime off your body.

Furthermore, you can dial your appearance to your maximum beauty, down to an unremarkable level functioning as a stealth field as long you don't draw attention to yourself or appear terrifying to onlookers.

Free - Divine Mind:

As a god you obviously require the mind of one, as such you receive a perfect unlimited memory with perfect storage, indexation and an infinite multitasking ability.

This allows you to keep track of all your followers simultaneously as well as your various plans across the planes.

Your mind is similarly immune to corruption, harm and damage against your will and can handle any sort of knowledge and memetic hazards that would drive a mortal to madness.

Free – Divine senses:

Your senses are enhanced to a literally divine level allowing you to perceive light in all its wavelengths, magic, supernatural energies, souls, illusions, hear

your name spoken across planes, see through walls and regardless of distance… Divine illusions may prove harder to notice unless you focus, however.

Free – Cosmological Constant:

You may be surprised by the sheer number of cosmological events that can lead even the Gods to their doom or to disappear from history forevermore. This perk protects you against this as you, your allies and properties/items are immune to all sorts of reality-altering, erasure, conceptual events and retconning in any way including time travel.

Free – Divine protection:

It may sadden you to learn that some gods discriminate based on factors such as gender, appearance or race. So, with this perk you and whoever you extend it to are protected from discrimination based on race, species, gender, sexual orientation etc.....

So, feel free to become a female archdevil in the Pathfinder Hell or join the Seldarine as a Drow deity. From now on, you shall only be judged based on your merits and personality.

Free/25CP- Class:

In the D&D/Pathfinder settings, characters including the avatars of gods have access to classes and now so do you.

In both your avatar and God forms, for free you gain access to the Cleric class at level 20 with the appropriate abilities and feats to signify your ability to channel your divinity.

For 25 CP, you may buy 10 levels either in the same class or in another class of your choosing be it a normal one, racial class, prestige, epic….

You may gain another class at level 20 for free if you have a domain to justify it such as a War domain for the Fighter class or a magic domain for the Wizard/Sorcerer/Archmage Class.

For another 25 CP, you may choose to add a specialization like a Kit without losing access to class features.

This of course allows you to gain additional classes through your own training and research as well as level up your classes whether bought with CP or gained during this jump or others.

Free/25 CP- Race:

Gods are known to take forms that their mortal worshippers can relate to.

Choose a race from the D&D/Pathfinder setting and you gain access to it as an alt-form on top of your divine/primordial abilities with the appropriate abilities, resistances and vulnerabilities granted by that race.

For 25 CP each, you may add another race as an altform you can turn into.

Note that regardless of your choice your relative power level won't be affected so a goblin god will still be equivalent to a dragon god of similar divine ranking.

Optionally, this can either represent the race you were prior to ascending and/or allow you to join a racial pantheon of your choosing possibly as a blood relative. Perhaps Annam All Father of the giants had a child he never knew about or Asgorath the primordial Dragon was split into three parts instead of two halves.

Note: you can also use this perk to become some kind of aberration god like the Great Old One Pantheon, the Outer Gods, the Gods of the Far Realm etc … still with power befitting your divine rank.

Free/25 CP Favored animal:

Many gods have animals that they can use to communicate with their worshippers whether to warn them of danger, show them the way forward or punish them for their transgressions.

Choose 3 animals perhaps with a specific color, you can transform into a giant version of them as an altform, disguise yourself as a mundane version of them indistinguishable barring divine senses and even then, they would need to know your relative position to know to look for you. You of course gain their abilities, can control them to make them act according to your will, send messages through them, spy through their senses etc…

Your clerics are also capable of summoning them with a template appropriate to your nature such as fiendish, celestial, amphibian.

For an extra 25 CP, you can choose three additional types of animals as your favored animals to gain the same benefits.

After 4 purchases, you may gain as many favored animals as you wish for free.

Free/50 CP Favored monster:

Some gods rather than use animals sent monsters instead. Rather than communicating, they are often used as a means of direct aid to attack enemies or protect the faithful.

For free, choose 3 different D&D/Pathfinder monsters such as yeth hounds, shadows or even shadow dragons. You can send such creatures down to the realm to act your will as you see fit with your clerics capable of calling upon them using spells.

For an extra 50 cp per 3 additional monsters, you can choose other monsters to gain the same benefits.

After 4 purchases, you may gain as many favored monsters as you wish for free.

Free/25 CP Favored plant:

Gods can send omens through the plant kingdom which could be easier for their faithful to get used to rather than their more monstrous servants.

Choose 3 different types of plant such as roses, oaks… you can send that plant to your faithful as an omen whether a mundane one or with strange characteristics such as dripping blood.

For an extra 25 CP each purchase, you can add 3 additional plants to your manifestations.

After 4 purchases, you may gain as many favored plants as you wish for free.

Free/25 CP Favored mineral:

Some gods can send their omens through minerals such as emeralds or silver. For example, finding a high-quality emerald might be a sign of favor while a poor quality one could signify displeasure.

Choose 3 minerals, you can lead your faithful to it, send it as an omen, control its characteristics such as purity, quality …

For an additional 25 CP each purchase, you can add 3 additional minerals to your manifestations.

After 4 purchases, you may gain as favored minerals as you wish for free.

Free/25 CP Favored color:

Gods have colors that they favor and that their clergy emulate.

Choose 3 colors, you can turn objects into those color to serve as a sign for your followers such as an escape route for a follower trying to escape their pursuers.

For 25 CP each purchase, you can choose add 3 additional colors to add to your manifestations.

After 4 purchases, you may gain as many favored colors as you wish for free.

Free/25 CP Miscellaneous manifestation:

Gods have varied manifestations, some too varied to be properly classified.

Choose a manifestation that isn't covered by one of the previous perks such as impenetrable shadows, the sound of laughter coming out of nowhere or even outright possession. You can send this manifestation to your followers with particularly unique ones perhaps even improving the status of the receiver among your faithful.

This can also be used to strike one of your followers dead on the spot if you feel that they have offended you too much.

For 25 CP each, you can add additional miscellaneous manifestations.

After 4 purchases, you may gain as many miscellaneous manifestations as you wish for free.

Free/25 CP Title:

Gods are known to have grandiose titles such as Spider Queen, Dark Deity …. So now you get to join in on that.

For free, you gain three monikers titles that describe your nature and domains with the added benefit that your different titles may be assigned to different identities that can't be tied to you unless you want them to.

You can buy additional titles for 25 CP for every 3 titles you purchase.

Free/50 CP Favored weapon:

All gods are considered to have a favored weapon held particularly close to their faithful.

Choose a weapon type perhaps based on your own favorite weapon such as a sword or specific type of weapon like a curved dagger, unarmed or even natural weapons. You and your faithful find it easier to wield that weapon, master it, deal more damage than should be possible and have a much easier time learning and innovating martial arts and techniques using it than you would otherwise.

For an extra 50 CP each, you can gain these advantages for additional weapon types.

Free/50CP Symbol:

Gods and their faithful require symbols to adorn their shrines and places of worship.

Choose a symbol, your cult can use it to consecrate weapons and places in your name as well as boost the potency of rituals involving your domains.

Furthermore, you can spy on locations where your symbol is drawn and give your symbol specific effects such as driving people mad or calming them.

For 50 CP each, you can add additional symbols and effects to your repertoire.

Free/100 CP Alignment:

All sapient beings bar overgods possess an alignment along the lawful – chaotic and good-neutral-evil axis.

You can freely choose what your alignment is and can hide it from all detection except divine ones. Furthermore, you will find that your faithful will slowly but surely change in alignment to be closer to yours if they aren't already of the same alignment as you.

For 100 CP, you are beyond alignment and thus can change what your alignment is at will at no risk to your mind/spirit, are immune to effects that would change your alignment if you don't want them to and all methods of detecting alignment including divine ones will show the result that you want it to show.

Free/100 Cp- Divine Domain:

As a god, you must be the god of something as such you will receive a number of domains according to your divine rank though you can receive more by paying a 100 CP per extra domain. A divine domain allows you to create, manipulate and destroy expressions of your domain as well as embodying your domain.

Furthermore, all your efforts, magics, abilities, skills, powers, perks etc.… relating to your domains are magnified and become much easier to master, innovate and use.

You can always sense events relating to your domains regardless of what planes it happens on.

These senses even extend far into the past allowing you to investigate events centuries or perhaps even millennia after they happened.

You draw strength (which permanently increases your power) from phenomenon related to your domains such as War if you are a War god, acts of thievery if you are a god of Thieves etc.…

Also to note is that you can also exert similar levels of control over things that are thematically related to your domains and/or portfolios such that a domain of clocks could grant you power over time or a domain of darkness could allow you influence over fear and monsters related to darkness for example.

If you also bought the Race perk above, you gain the related domain at a discount so if you bought, for example the Lizardfolk race you can buy the Scalykind domain at a 50 CP discount.

Free/50 CP- Divine portfolio:

Gods may have held the same domains, but what they differ in is their portfolio.

A portfolio is the specific expression/area of interest of the domain that the deity controls and can also be an ethnicity or geographical region that they hold dominion over:

For example, Ubtao holds the domain of Scalykind with the portfolio of Dinosaurs while Semuanya also holds the domain of Scalykind with the portfolio of Lizardfolks.

You gain as many portfolios as you have domains and can buy more portfolios at 50 CP each.

Portfolios do not limit the powers of your domain(s) but grant you much greater power and finesse within that specific expression/area than otherwise.

50 CP- Proxy (requires at least Demigod status):

Sometimes gods need to leave their realm either on urgent business or simply to wander the planes.

As leaving their realm unattended would leave it open to attack, they gift a portion of their power to a favored servitor to empower them and rule in their name during said god's absence.

You become capable of sharing your divine power with your servitors raising even the weakest of them to the status of demigods at the very least.

Normally this would drastically weaken you but since you are paying CP for it, you won't be weakened and can take the invested power back with but a thought if your proxy proves unworthy of their position.

100 CP The Mortal and Divine perspective:

It is known that power can get to the head of many so with this perk you are assured that no amount of power will change you nor will anything be capable of manipulating/corrupting your body, mind and soul unless you allow it.

Furthermore, you will always be able to relate to mortals if you want to and plan according to both a mortal and divine perspective.

Free/ 100 CP Acts of faith:

What counts as an act of worship to you? is it simply prayer, animal sacrifice, blood sacrifice, human sacrifice, donations to your cult or dropping tribute in territories you hold dominion over such as the sea if you have the sea domain?

Regardless, you receive 3 methods through which your faithful may channel their faith to you.

You may purchase 3 additional methods for 100 CP, this can be bought multiple times.

Free/100 CP- Avatar Creation: (100 CP option Free for Lesser Deity and above)

Gods can't afford to deal with matters regarding the prime material plane personally but can send an avatar in their stead.

For Free, you can now create mortal avatars in your image with whatever altform you have access to. They possess any class(es) you have bought and/or gained during this jump and others.

You can have more than one avatar at a time.

For an extra 100 CP, you can grant them different forms and abilities depending on their role such as a battle avatar like Bhaal's Slayer avatar or one with a silver tongue to act as your diplomat.

These avatars can either be empty husks that you can control at will, sapient beings or unaware of your relationship as their creator.

Regardless they shall remain forever loyal to you and your cause.

You could also use this to allow you to use a mortal body or a vessel like a statue for example, as your avatar. They won't suffer deleterious effects due to you possessing them unless you want to.

Free/100 CP Aspect (Discounted for Intermediate Deity and Above)

Gods are known to take aliases or separate aspects of themselves to gather more worshippers for themselves or to infiltrate pantheons.

For free, you gain three aliases/aspects that you can send into other realms, can be autonomous or always under your control.

They tend to have similar domains to your own but in lesser numbers to reflect their weaker power in comparison to yours.

Furthermore, if you usurp the domains and portfolio of another god, you may choose to use their identity as an aspect much like Shar did to the god Ibrandul.

Regardless, all worship directed at your aspects go to you and they are guaranteed to remain loyal to you as they are extensions of yourself.

For a 100 CP each purchase, you gain 3 extra aspects.

100 CP- Divine magic (Free with Magic/ Arcane/ Spell Domain or similar)

You were already capable of granting magic to your clerics but what if there was more to it?

For each domain that you possess you shall gain powerful divine magic based on it (a domain of storm gives divine storm magic, a domain of ice divine ice magic etc) that you can through training and research create new spells, improve them and teach it to your followers.

Furthermore, you can teach your followers rituals based on your domains that although taking more time to cast than spells are much more powerful than them and become exponentially so the more faithful are involved in the ritual.

200 CP- Fanatical followers (Discounted for Evil Alignment/Corruption Domain/Fiendish Race or similar, Discounts stack)

How do the evil gods who harshly punish failure and oppress their followers still manage to have thriving cults?

Perhaps they have this perk which makes your followers unfailingly loyal to your cause unto death. Please be worthy of their faith in you.

200 CP- Divine Truth (Discounted with Truth/ Language Domain or similar)

What kind of God is limited by the barrier of language? None I dare say.

You gain the ability to speak, read and write in any language that exists within a setting which updates accordingly in future jumps.

Furthermore, gods who spread knowledge need to be believed in the first place as such when you speak the truth everyone who hear it will know it is the truth.

200 CP- Divine Lover (Discounted with Love/Lust Domain or similar)

Passionate trysts among the gods aren't unknown but tend to spiral into tragedy more often than not but not with this perk.

Aside from divine skills in all matters of romance and sealing the deal so to speak, you and your lovers shall always remain as faithful as you are to each other forming a vast web of relationships all the more robust for it, with the love that you share never weakening and only growing with time thus making your bonds all the stronger.

200 CP- Divine progeny: (Discounted with Fertility/Life Domain or similar)

Children between mortals and gods tend to be quasi-deities but not in your case.

When you are involved even the weakest mortal stock will yield demigods paragons of their species who will be loyal to you as their parent. Please treat them well.

200 CP- Divine Laws: (Discounted with Law/ Order Domain or similar)

As a god you can make decrees that will be obeyed by your faithful.

You also possess all the knowledge of rules needed to set up and to guide your cult as you deem fit.

200 CP- Divine Power Protection:

If there is anything to be learned about divinity in the Forgotten realms, it's that divine power is oddly fluid and that gods may easily be cast down by their more powerful peers. However, with this perk, you are protected from such things.

From now on, none of your items, powers, magics, divine domains, portfolios etc..... as well as your divinity may be turned against you, stolen, weakened, removed, erased etc.... in any way unless you allow it. Furthermore, no attempt at binding you will succeed unless you allow it nor can you be cast down into avatar form even by an angry overgod.

200 CP: Artifact Creation: (Discounted with Artifice/ Forge Domain or similar)

Many gods are known to gift their favored mortals with powerful artifacts that they obviously have a hand in making, perhaps you can join on that.

You can now craft artifacts of divine potency that can only be wielded by people you approve of.

They can be imbued with magical abilities that are all the stronger and easier to make the closer they are to your domains.

200 CP: Divine Boon:

Gods can grant advantages to mortals beyond the magic provided to the clerics.

These boons are varied such as immunity to a certain type of damage like fire or poison, luck in their domains such as trade or even invulnerability to mundane weapons and now you too can grant such boons to your faithful.

Boons related to your domains are of course effortless to grant and much more powerful.

200 CP: Divine Harmony:

The Naga goddess Shekinester having swallowed her fellow naga God Ssharstrune expelled his remains for fear of being corrupted by his domains.

This is something that you no longer have to fear as from now on your domains, portfolios, magics, abilities, equipments etc anything that would be considered yours can no longer harm and/or corrupt you against your will.

This also grants you complete control of your perks, abilities and items such that you can set their power anywhere from 0 to 100% and turn off and on secondary effects from them such as inflicting curses or unhealable wounds for example.

200 CP- Divine Fusion

The Elven goddess Angharradh consort to Correlon Larethian is commonly believed to be a combination of three other elven goddesses (Sehanine Moonbow, Aerdrie Faenya, and Hanali Celanil) formed when Lolth rebelled and was exiled.

Similar to her, you possess the ability to fuse with other beings provided they consent or are weakened enough that they can't resist.

In doing so, you form into a new deity with you at the helm (unless you relinquish that position) though possessing power and domains related to the components of the fusion but much stronger than simply adding your powers together.

You and the components can separate and fuse again at will.

200 CP Divine Immunity:

As you would expect of entities as powerful as Gods, they are immune to hazards that could fell countless mortals. By taking this perk, you take this even further. You are immune to any sort of status effect which includes but isn't limited to mind-control, charm, possession, ability damage, ability drain, death effects, poison, disease, bleeding etc....

You are also immune to environmental hazards and corruption of all kinds including from quasi-sentient planes like the Abyss itself.

You are of course, immune to harm from anything related to your domains such as fire for a fire God, curses for a God of Curses/ Fortune, weapons if you are a God of War/Weapons….

This perk also guarantees that your immunities have more weight behind them, allowing them to protect you against effects that can bypass, nullify, and ignore resistances and immunities.

200 CP/300CP- Divine Remaking:

The Lawful Neutral God of Sun, Order, Law and Time Amaunator once nearly disappeared due to a lack of faith. As such while he lay dying in the Astral Plane, he remade himself into Lathander the Lawful Good God of the Sun and athletics among other portfolios which revitalized his worship.

You too are capable of a similar feat as you can change your powers, domains, portfolios, race up to your very nature to something else though your overall power level will remain largely the same as before.

For an extra 100 CP, more than simply remaking yourself, you find that you not only slowly grow over time but through training, effort and great feats are able to both grow your domains and portfolios in power and scope/versatility as well as gain new domains and portfolios with ones closely related to your current domains and portfolios being the easiest to develop.

300 CP – Divine Leader: (Free with Intermediate Deity or higher)

To be a leader among the Gods is to have the ability to lead immortal entities of tremendous power and forge alliances with other pantheons.

These are things you excel at as you possess all the skills required to be a leader among the Gods.

You can keep united even the most chaotic of Deities such that you can make sure that anyone outside your pantheon would never be aware of any disagreement within your group. This also includes an incredible ability to find and place people in the niches where they can fulfill their roles with aplomb while contributing to the prosperity and strength of the group.

Your talent for diplomacy is simply divine as you possess the talent and skill to forge alliances with the most xenophobic of entities. This of course also applies for more mercantile ends as you could manage to come ahead even in deals with fiends as cunning and experienced as Mammon and Asmodeus.

You also possess a peerless talent for paperwork and work in general with a perfect work ethic allowing you to easily deal with any amount of paperwork and repetitive actions even if you are the God responsible for all souls in the Afterlife.

Similarly, your scheming is peerless as you can set up plans within plans to keep the entire multiverse's attention away from your realms and/or ruin the schemes of other immortal schemers like Demon Lords and Archdevils as cunning as Asmodeus himself.

Finally, you possess incredible charisma and people skills such that even if you didn't want to be the leader of your pantheon you could still be an extremely treasure advisor to whoever is in charge.

300 CP - Eternal:

You are no longer reliant on faith to power your abilities but can still benefit from it. Any growth in power, skill etc… whether through faith or some other means become permanent, your skills and abilities never grow rusty, nor do you become weaker if you are lacking faith.

All your divine, faith etc.... based abilities can now be linked to growth with your other attributes such as magic, psionics, soul, mind and body.

Furthermore, you become extremely resilient to all forms of harm and even if you were to fall your faithful, your followers and companions would find you extremely receptive to all manners of resurrection rituals that both you and them know.

This resurrection can however only be done once per jump/ century whichever comes first.

400 CP- Martial Deity: (Discounted with War/ Battle/ Martial Arts Domain or similar)

Most gods are no strangers to warfare but some of them are distinguished by their strength and martial skill. You stand among their number.

First, you possess peerless mastery of both armed and unarmed combat with the physical abilities to match whether melee or ranged weapons or magic/psionics applied to warfare you stand among the best of the divine such that you could feasibly fight off or even defeat dozens of yours peers in your divine rank.

This mastery also extends to the fields of war tactics, strategy and logistics with the charisma to lead your fellow deities to war.

Second, you know how to use your domains, magic, powers, skills, environment etc… everything at your disposal to fight and cause harm, perhaps your healing causes bones to heal improperly or your faerie fire suddenly burns with the intensity of an actual fire.

Third, your attacks can break through invincibility and immunities in order to bring death to the deathless.

Anything that you kill shall stay dead regardless of whatever cloning, avatar, immortality or self-reviving tricks they may possess.

Finally, if no opponent among a group can defeat you, you will be capable of defeating them regardless of how many opponents are gathered.

This updates every jump making you a fighter and military leader of similar level for the setting but never making you weaker.

400 CP Miracle of Divinity:

Using faith or whatever divine energy you have; You can accomplish feats that mortals can scarcely conceive of.

These miracles however take a proportional cost in energy the larger the intended effect is intended to be though it would barely take a thought to achieve effects that are related to your domains/portfolios.

400 CP Divine Curses (Discounted with Curse/ Revenge/ Retribution Domain or similar)

Gods aren't only capable of miracles but also of dire curses if their ire is roused.

You can mark offenders with a mark that will be plain to see by your faithful and cause them to deal increased damage to the offenders as well as curse offenders with curses relating to the domain ranging from minor inconveniences all the way to lethal misfortune.

For an animal domain, think of animals dislike the accursed individual for minor all the way to being marked for death. Stealth would fail against monsters with the beast subtype at the same time, they would be facing a steadily increasing stream of beast monsters that would hound them constantly.

A magic domain could see the offender find magic increasingly likely to go haywire around them to the point that you could even remove their spellcasting ability altogether.

400/800 CP Planar Immortality/ Eldritch Immortality: (First tier free with Divine Tier of Demigod/Archfiend and above, Second Tier Discounted for Greater Deity and/or with Great Old One or similar Aberration chosen as Race)

A known fact about certain outsiders such as demons is that they possess a form of immortality.

If slain outside their home plane, their spirit discorporate and reforms back in their home plane. This applies from the weakest demon to the strongest Demon Lord though it is usually only possible once per year.

You too benefit from such an immortality though greater as your death simply allows you to revive back in your divine realm or similar safe place you own even if you died in a territory, you are considered native to. This can be done once a year or jump whichever comes first.

For an extra 400 CP discounted for Greater Deity and/or Great Old or similar aberration race (double discounts do apply) you possess a much greater form of immortality similar to Great Old Ones such as Cthulhu, Hastur, Ran-Tegoth or Tawil At'Umr for example.

This grants you much leeway in designing your own immortality. You could copy an existing Great Old One to reappear in your domain like Cthulhu, turn into a statue that can be awakened by a living sacrifice and that even if destroyed you would possess another one of your statues somewhere in the multiverse including the past and future, or perhaps even simply have your greater-self recreate you instantly like Yog-Sothoth does with his avatar Tawil At'Umr. Or you could simply design your own like simply waking up from a bad dream or resurrecting after some time from a mundane creature out in the world like a serpent or a spider for example.

400 CP- Creator God: (Discounted with Life/Creation Domain or similar)

Gods are well known as the origins of many species of creatures across the planes.

You can create lifeforms from nothing, convert a creature into another type of creature and in general transform and enhance life as you see fit though you can't create/enhance something beyond your own power with this perk alone.

Your children, creations and creatures augmented and/or created are fiat backed to be loyal to you.

600 CP Paragon:

Even among the gods, you stand as a paragon of their kind. Everything about you from your strength to your magic, intelligence and the strength and versatility of your domains are enhanced beyond what should be possible for someone of your divine rank.

All your perks, powers, abilities from this document or others are boosted twice over in both power and versatility their drawbacks are lessened and removed overtime and there is no longer any limit to your growth. You can grow and expand upon everything about you from mind, body, soul, magic, perks, divinity etc.... without end.

This also removes diminishing returns, allowing you to always grow stronger without requiring more experience to level up as you grow stronger and/or more skilled.

This additionally means that your domains, abilities, magics etc..; have more weight behind them which allows them to pierce through immunities against all logics thus allowing you to burn a fire elemental or make a construct bleed for example.

Post-jump this extends to all your alt-forms.

This perk is a **Capstone booster**

600 CP Divine Ascension:

Among the most coveted secrets of the multiverse are the secrets of ascension to godhood. This divine lore is now yours.

You know all the rituals that can ascend a mortal to godhood as well as various rituals to steal and add the domains and portfolios of rival deities to your own or that of others up to forcing them to live as mortals. These rituals can be done with brute force but are much easier to use when the recipient consents.

Post-jump, this lore updates with whatever equivalent to godhood exists in the setting. Perhaps instead of magic, it's a psychic ascension as a sentient meme or uploading your mind into an AI regardless of the rituals shall always grant cosmic power and influence.

Capstone Boosted- The Akashic scholar

You are now the single wisest and most knowledgeable being in the setting. You know rituals to do pretty much anything you could wish for given time and resources; they might even allow you to one day create your own multiverse.

Furthermore, you gain an omniscience in the form of the Akashic library, a mental plane you can access at will that contains all thoughts, feelings and information past, present and future as well as that of parallel multiverses. All you have to do is think about a piece of information you wish to know, and you will receive your answer.

This lore as well as the library updates for each setting you go to.

You gain access to the divine domains of Knowledge, Fate, Magic and Spells for free.

600 CP Ancient power:
The most ancient gods tend to be the wisest and strongest among them due to their seniority so why not become one of them.

Your knowledge and wisdom are such that you are considered among the wisest and most knowledgeable beings of the setting and will continue to be so in future worlds. Your mind contains knowledge forgotten by all but the most erudite and ancient beings with more than a few forbidden and dangerous secrets that are known only to yourself.

This also provides a significant boost in the potency of your progeny such that the child of two lesser deities including you would result in a lesser deity instead of a demigod.

Furthermore, you find that time does nothing to dull your skills and powers and instead simply refine them endlessly so that you of tomorrow is always superior to the you of yesterday.

Finally, in future jumps you can choose to be among the oldest of your kind with all the respect and reverence such a position deserves.

Capstone Boosted – Primogenitor

You are now the oldest specimen of your kind with the knowledge, power and skill to fight and win against the most dangerous opponents of the Dawn War. This status and memories carry over to whatever species you become in the future, and you still grow stronger and more skilled as time passes.

You may also gain the power and experience without the memories if you don’t want to have truly lived that long.

This massively boosts the effects of the previous perks.

Optionally, using this perk you could declare yourself the patron god and progenitor of an entire mortal race such as elves, dragons, humans....

This status transfers in future jumps with your chosen species revering you as their divine ancestor.

You gain access to the domains of Knowledge, Magic, Fertility and Creation for Free.

All the following perks may be shared temporarily or permanently on an individual basis with your faithful

Law perks:

100 CP- Scion of laws

You can't be lawful without first knowing what laws are, as such with this perk now and going forward you shall always know all the laws of the setting whether they be the laws of mortals, gods or even the laws governing reality such as gravity.

Furthermore, this lends to you a demeanor that tells everyone that you are a person that follows the laws and endears you to lawful creatures.

Needless to say, this makes you one hell of a lawyer.

200 CP- Clockwork savant:

Law is a matter of rules, regulations and structure giving birth to order. So what could be more ordered than technology?

You are a savant in all forms of technology and magitech though with a specialty in the clockwork technology of Mechanus and Axis.

You find it easy to reverse engineer technology, improve upon it and innovate new technologies.

This could even after centuries of research allow you to create your own plane of Law similar to Mechanus and Axis.

400 CP- Thousandfold calculations:

Through grasping variables can chaos be tamed and predictions made.

Your intelligence and planning abilities have become transcendent, allowing you to consider every variable and piece of information you are aware of to make plans with endless contingencies to bring about any goal.

This is the kind of ability that would allow you to stand at the top of a regime of backstabbing fiends for millions of years, always managing to keep at bay any threat whether internal or external to your regime.

Furthermore, whatever regime you find itself a part of becomes more stable and robust overtime with not even apocalypses of divine proportion destabilizing your divine order.

Keep in mind you can only make plans if you have enough data to use.

This also makes you a divinely skilled lawmaker and ruler.

600 CP- Paragon of Law: Order

You have become the foremost exemplary of law across the planes much like Primus. All magics, domains, portfolios, skills and abilities with a connection to law, structure, technology and order are boosted in magnitude and ease of use and you find them much easier to master and innovate.

You can design intricate systems such as the various mechanical contraptions around Mechanus and Axis, you could even create an artefact like the spawning stone in Limbo that brought order to its chaos.

You can create servants of perfect Law and Order fiat backed to be loyal to your cause.

Chaos finds itself stymied by your presence like the childish lie it is with your abilities dealing extreme damage to creatures of chaos such as demons, slaads and proteans.

You gain the divine domains of Law, Order, Community and Planning for free.

Finally, sensing pure law emanating from you other beings of law that aren't under the control of other paragons of law will pledge allegiance to your cause.

This perk boosts all the perks in this perk tree.

Capstone Boosted- Embodiment of Law – Order Incarnate

You have gone beyond becoming a paragon of Law and have become Order Incarnate.

On top of massively increasing the benefits of the earlier perk you can create and enact your very own laws on reality thus having them become a fact of the universe.

Only creatures stronger than you could hope to go against them and even then, they would be massively weakened and need to constantly use their abilities to resist them.

This also allows you to set up boundaries and manipulate boundaries that can't be crossed unless you allow it.

Furthermore, you can even alter the laws of the universe to your leisure such as manipulating gravity or how quickly time passes even stopping it.

This allows you to manipulate and regulate the natural decay of all things.

Beings of chaos are harmed by your mere presence not to mention what your attacks might do to them. You may even convert them into beings of pure law loyal to you instead.

Finally, beings of law in this world and future ones will automatically defer to you.

You gain access to the domains of Rune, Glyph, Magic, Artifice and Void.

Chaos perks:

100 CP- Unpredictable:

One of the foremost characteristics of the forces of chaos are both their unpredictability and creativity.

On top of a hefty boost to your creativity, imagination and ability to innovate you will find yourself unable to be predicted through any means whether mundane, magical, divine or even fate itself.

This lends you a demeanor that makes chaotic creatures more prone to treating you well.

200 CP- Unstoppable:

Chaos refuses to be constrained and now so shall you.

First, you are now immune to any attempt to control or dominate your thoughts and actions including through fate.

Second, you can no longer be sealed or imprisoned through any means, always managing to break your shackles and/or escape your prison with only divine ones able to pose a slight challenge. Your escape would still be a matter of when and not if.

Finally, none of your powers, abilities, magics, domains, portfolios, skills, equipment etc. may be sealed or negated unless you willingly allow it.

400 CP- System of a breakdown:

Chaos refuses to bow down to any system aside from itself and now neither will you.

First, your willpower and determination become functionally infinite refusing to bow down before any adversity though you still know when you are struggling in vain and can thus cut your losses.

Second, you have great charisma with the oppressed and freedom fighters as well as great planning abilities to overthrow oppressive systems of government like dictatorships and all manners of tyrannical rulers.

Finally, you find it easy to undermine whatever systems, structures, defenses and wards your opponent(s) puts into place with all your efforts greatly magnified when dealing with any sorts of wards, barriers, structures and civilizations in general.

600 CP- Paragon of Chaos: Entropy

You have become the foremost paragon of Chaos on the planes much like a primordial of pure Chaos. All magics, domains, portfolios, skills and abilities with a connection to chaos, luck, entropy and destruction are boosted in magnitude and ease of use and you find them much easier to master and innovate.

You can tear down any sort of mechanical creature, constructs,structures or materials with contemptuous ease, your presence exuding such chaotic energy that the improbable becomes likely and bizarre events such as time loops,

sudden portals and various chaotic events happen around you, always to your advantage or with a neutral result for you and your allies at worst.

You can manipulate and create raw chaos stuff in enormous quantities and entropy a substance that can serve as raw building materials for anything or any creature you might think of or be used as a highly dangerous weapon unmaking anything it contacts.

You can create servants of pure Chaos and Entropy fiat backed to be loyal to your cause.

Law finds itself stymied by your presence with your abilities dealing extreme damage to creatures of Law such as modrons, inevitables and devils.

Finally, sensing pure chaos and entropy emanating from you, other beings of Chaos and entropy that aren't under the control of other paragons of chaos and entropy will pledge allegiance to your cause.

This perk boosts all the perks in this perk tree.

You gain access to the domains of Chaos, Luck, Destruction and Entropy for free.

Capstone Boosted- Embodiment of Chaos: Chaos Incarnate

You have gone beyond becoming a paragon of Chaos and have become Chaos Incarnate.

On top of massively increasing the benefits of the earlier perk you become capable of destroying the very laws of reality with the resulting events always managing to benefit you and your allies.

Only creatures stronger than you could hope to go against your destruction and even then, they would be massively weakened and need to constantly use their abilities to resist them.

You can transform any creature into any kind of creature you can think of, whether as a promotion of demotion is up to you.

It is all the easier if the receiving party is willing.

Beings of Law are harmed by your mere presence not to mention what your attacks might do to them. You may even convert them into beings of pure chaos and entropy loyal to you instead.

Finally, beings of chaos and entropy in this world and future ones will automatically defer to you.

You gain access to the domains of Freedom, Liberation, Trickery and Change.

Neutral perks:

(Double discounts if True Neutral, a double discounted 200 CP perk becomes Free):

100 CP- Outsider perspective:

You can at will take an objective view of the situation around you and the information you have removing any bias or preconceived notion to assess the situation objectively.

This allows you to act as a fair judge in matter and helps find solutions that do not favor either party.

You may be called to arbitrate for people who are having a disagreement as long as you don't overly favor a party and will be favored by creatures of Balance like psychopomps and Aeons.

Note that this doesn't change your feelings but simply allows you to objectively assess information.

200 CP- Divine eyes of Judgement:

When trying to judge someone or something you may find that people or the situation at hand tries to deceive you but no more.

Your eyes can at will pierce through lies, illusions, disguises and read people's sins regardless of whatever method may be used to try and deceive you.

All your efforts for the sake of maintaining a Balance are magnified in both power and scope.

Furthermore, you are always aware of the state of whatever balance you are invested in such as the balance between the living and the dead or the balance between the forces of Law and Chaos.

400 CP- System Designer and Administrator:

Neutral deities tend to be the ones in charge of the most vital cosmic processes such as Arcane Magic, the Judgement and sorting of the Dead to their rightful Reward or punishment up to the very cycle of souls that maintains the multiverse.

First, you are granted endless patience, a perfect work ethic and all the knowledge you would need to know to both oversee those systems as well as repair whatever issue may arise like the Weave of Magic malfunctioning during the Spellplague.

Second, you become capable of designing eternally efficient metaphysical and magical systems like the cycle of souls, the Weave of Magic… This same knowledge can allow you to fix flaws in such systems and even upgrade them.

Finally, you will always be the first pick among your divine peers for such exalted positions as ruler of the Afterlife, God(dess) of Magic etc…..

Your abilities in future settings update with similar knowledge and abilities regarding whatever systems of magic, afterlife/afterlives, metaphysical etc…. may exist in the setting as well as how to design, create, manage, upgrade and maintain them.

600 CP- Paragon of Balance: Judge

You have become the foremost paragon of Balance similar to Lord Ao though you aren't an Overgod with just this perk. All magics, domains, portfolios, skills and abilities with a connection to Balance, Fate, Death and Judgements are boosted in magnitude and ease of use and you find them much easier to master and innovate.

You can create and repair any kind of metaphysical and/or magical system you wish to with a guarantee that it shall run smoothly as a natural part of the Multiverse.

You also gain a sixth sense that informs you of deliberate sabotaging attempts of your systems by your enemies.

You can create zone of Neutrality where no violence is permitted thus allowing you to set up courts of judgement that will be respected by all regardless of their power.

You can create servants of Balance like psychopomps and Aeons fiat backed to be loyal to your cause.

Conflicts die out in your presence with anyone raising a hand against you taking much more damage from all your magics, domains, portfolios, skills, abilities, powers etc …

Finally, sensing the Balance emanating from you other beings of Balance that aren't under the control of other paragons of Balance will pledge allegiance to your cause.

This perk boosts all the perks in this perk tree.

You gain access to the domains of Balance, Death Magic and Fate for free.

Capstone Boosted- Embodiment Of Balance- Arbiter

You have gone beyond becoming a paragon of Balance and have become Balance Incarnate.

On top of massively increasing the benefits of the earlier perk you become capable of denying creatures that have offended you their powers and skills leaving them powerless.

Only creatures stronger than you could hope to go against your verdicts and even then, they would be massively weakened and need to constantly use their abilities to resist them.

You can reinforce all forms of balance and natural orders, making them proof against all forms of outside tampering divine or otherwise and can perfect any kind of Balance making it both Timeless and Eternal.

Creatures with hostile intent are harmed by your mere presence not to mention what your attacks might do to them.

You may even convert them into beings of Balance loyal to you instead.

Finally, beings of Balance in this world and future ones will automatically defer to you.

You gain access to the domains of Creation, Knowledge, Infinity, Truth and Void for free.

Good perks:

100 CP- Heart of compassion

Some gods are known for their great benevolence and insight and soon you shall join their ranks.

First, you gain a limitless amount of empathy and compassion on top of whatever virtues you consider would make you a paragon of morality and good.

This makes you a paragon of ethics and morality with a guarantee that you won't become dogmatic and inflexible because of it unless you want to.

This inner purity is plain to see for people with the appropriate senses.

This empathy, compassion and virtues are toggleable so that you do not suffer from becoming too empathetic, compassionate and/or virtuous.

Secondly, you gain impeccable insight into other creatures' and people's character and intentions.

This would allow you to know who among them is genuine in their desire for atonement and who is trying to take advantage of you.

Finally, your innate kindness makes other good creatures relate to you more than they would otherwise.

200 CP- Holy purifier

Notorious among the good gods are the ones capable of healing and purification but even among them you are peerless.

First, your healing capabilities are enhanced to a peerless divine level, no injury is too dire to be treated, no disease or poisons are incurable, and no curse can resist you.

You are even capable of healing and resurrecting long forgotten beings even those whose soul has been destroyed or vanished.

Injuries, poisons, diseases and curses of a divine source may be harder to heal but none of them may resist you for long.

Second, your ability to purify and ward people, creatures and places is simply peerless. No corruption, no mind control may resist your purifying powers and even entities much stronger than you would have trouble breaching your wards.

Finally, your ability to heal and purify can be used to harm and destroy fiends and undead but since you are paying CP for it you may also use them to heal even creatures that should be anathema to such powers such as fiends, undead, negative energy beings or creatures that shouldn't be affected such as constructs.

This updates in future jumps, making you a healer and purifier of equivalent skill and power never weakening you.

400 CP- Everyone's Hero

Some gods stand as beacons of hope to the innocent and virtuous in times of strife.

First, you never give in to despair no matter what, thus granting you endless willpower.

You also serve as an inspiration, a beacon of hope to all good creatures and/or creatures that aren't opposed to your alignment.

Second, you can charge all your equipment, magics, domains, portfolios, abilities, skills, etc. with holy energy making them deal tremendous damage

against evil creatures such as fiends and in general magnifying all your efforts against them.

Third, you receive a form of protection (plot armor) from destiny itself allowing you to stumble upon and thwart the schemes of creatures and people you would be opposed to, have ridiculous luck in finding artifacts of great power that will always be useful to your quest/goals and won't suffer an undignified death either accidental or overwhelmed by numbers.

Only an epic showdown with the divine level Big Bad could ever hope to lay you low.

Finally, you qualify for every prophecy in this and future jumps allowing you to benefit from inheritances, artifacts limited to only a select few and can choose to replace or exist alongside any character that a prophecy was originally about.

600 CP- Paragon of Good: Hero God

You have become the foremost paragon of Good, the divine archetype of Heroism itself. All magics, domains, portfolios, skills and abilities with a connection to Good, Justice, Virtue and Protection/Purification are boosted in magnitude and ease of use and you find them much easier to master and innovate.

You are never too late to save the day. Always managing to arrive on time to guard and protect the innocent.

You benefit from a strange form of growth and resilience that if your willpower holds you will find yourself growing and surpassing foes that vastly eclipsed you a few moments ago.

No foe is beyond you, that is not to say it shall be easy but their immunities become resistances while resistances are pierced, your attacks bring death to deathless and invincible allowing you to always have the possibility of victory if you deal the fatal blow.

Moreover, if you will it, creatures that you kill won't be resurrected regardless of whatever self-revival tricks they possess, this can also include all records and memories of them so that not even their followers may ever know their vile dogma ever again.

If you are feeling merciful you may simply seal them away, imprison them or exile them for all eternity or until you deem fit to release while erasing every record and memory of them.

You also gain incredible charisma and beauty such that even among your fellow gods you would be considered among the fairest. This makes it extremely easy to convince all but the most heartless of beings to repent and atone for their crimes.

You can manipulate and create raw holy energy and virtue a substance that can serve as raw building materials for creating holy artifacts and creatures, consecrate areas or be used as a highly dangerous weapon scouring from existence whatever it contacts.

You, however, can perfectly control your abilities such that you could destroy a fiend without harming the host it possesses or the people they were holding hostage.

You can create servants of pure Good and Virtue fiat backed to be loyal to your cause.

Evil finds itself stymied by your presence with your abilities dealing extreme damage to creatures of Evil such as demons, devils and yugoloths/daemons.

Finally, sensing pure good and virtue emanating from you other beings of Good and Virtue that aren't under the control of other paragons of good and virtue will pledge allegiance to your cause.

This perk boosts all the perks in this perk tree.

You gain access to the domains of Good, Justice, Light and Healing.

Capstone Boosted- Embodiment Of Virtue- Savior

You have gone beyond becoming a paragon of Good and have become Good Incarnate.

On top of massively increasing the benefits of the earlier perk you become capable of purifying and consecrating entire planes of existence banishing their evil and leaving a pure pristine land of good much like Mount Celestia or Elysium.

Only creatures stronger than you could hope to survive your holy powers and even then, they would be massively weakened and need to constantly use their abilities to resist them.

Furthermore, your beauty and charisma already divine reach transcendental levels such that you could befriend/woo and/or redeem even the vilest of villains.

Evil creatures are harmed by your mere presence not to mention what your attacks might do to them. You may even redeem them into beings of Good loyal to you instead.

Finally, beings of Good and Virtue in this world and future ones will automatically defer to you.

You gain access to the domains of Virtue, Sun, Moon, Music, Beauty and Love for free.

Evil Perks:

100 CP- A fearsome glare:

That's what people will say about you.

You can at will change your demeanor in a way that puts people on edge and intimidates people and creatures weaker than you with even the ones stronger than you acting cautiously around you.

Secondly, you possess a mental dial that controls your morality. It goes from fully compassionate and empathic to completely apathetic.

This protects you from guilt and PTSD you may suffer because of your actions even when you are back fully empathetic, you will still be able to sleep peacefully with your actions.

Finally, all this lends you a demeanor that makes miscreants and criminals treat you with fear and respect as a model to aspire to.

Note that this in no way modifies your morality but simply allows you to sleep comfortably with the actions that you take willingly.

200 CP- A true corrupter

Evil gods are well known for their ability to corrupt items, places and creatures including their divine peers to their cause or impose specific effects upon them and now you can join in on that.

First, you gain the ability to corrupt artifacts, items, places and creatures to your cause. This improves to a divine level all your abilities, powers, domains etc.… related to corruption and controlling others. This also includes creating corruptive objects such as seeds, flowers, magical items etc.... that can spread your corruption. You can even hide the corruption of your creations to instead make them more attractive to your prospective victims.

Even worse, for your victims your corruption can't be resisted, spreads even faster the more they resist. It may even spread to whoever tried to purify your corruption if you allow it

Second, you gain a beyond perfect affinity for monsters, undead, fiends and evil creatures with both the knowledge and ability to allow you to create them, transform others into them and bind them at a mere fraction of the cost.

Finally, you have little trouble recruiting to your cause among the monstrous and fiendish with all your recruits becoming loyal to you and your cause.

The knowledge and abilities update in future jumps making you a corrupter creator, transformer and binder of evil entities of similar power and skill never weakening.

400 CP- A Tempter, trickster and a thief:

Many evil deities are known for their ability to tempt people into their service as well as tricking and stealing from their divine peers.

First, you receive your charisma and speechcraft is enhanced to a peerless divine level alongside literally eons of experience in the arts of propaganda and temptation. You could even talk the Lord of Nessus into making a deal that is blatantly in your favor.

Second, your sleight of hands, tricks and illusion abilities, powers, domains etc.… have also reached a peerless divine level such that a coalition of Gods could be tricked into thinking they slew you while you were on another plane entirely.

Third, your stealth and ability to infiltrate is increased such that you can't be detected by any means when you don't want to, and no vault can keep you in or out regardless of who is guarding it and what defenses it may have. Furthermore, you become capable of stealing even the divine domains and portfolios of your fellow gods.

It may take the form of you stealing them like a physical item representative of their power or slaying them personally to add all their divine domains and powers to yourself.

Furthermore, you are highly skilled at insidiously usurping the cults of other gods such that you may very well steal all their powers and followers before they even realize what happened, you may then use their body/identity as another aspect/alias of yourself including any aspect they had themselves of course.

Finally, much like the god Cyric you can say goodbye to the consequences of your actions as even if you are caught red-handed, you might get a slap on the wrist but it's much better than being banished like other deities would have been.

600 CP- Paragon of Evil: Fiend God

You have become the foremost paragon of Evil, the divine archetype of Evil itself. All magics, domains, portfolios, skills and abilities with a connection to

Evil, Corruption, Destruction and Sin are boosted in magnitude and ease of use and you find them much easier to master and innovate.

Your attacks, abilities, powers, magics, domains, portfolios, etc... become impossible to defend against as they strike on every level simultaneously mind, body and soul while simultaneously piercing through whatever immunities, resistances, absorption and defenses they may possess.

Worse than that, your attacks can at will damage the sanity and willpower of your foes wracking them with despair and madness causing them to lash out blindly against their allies or even devote themselves to you if they run out of willpower/sanity to resist you.

You can manipulate and create raw unholy energy and Sin, a substance that can serve as raw building materials for creating unholy artifacts and creatures, unhallow areas or be used as a highly dangerous weapon scouring from existence whatever it contacts.

If you are feeling merciful it is also an extremely effective energy to corrupt creatures, artifacts and places to your cause.

You can create servants of pure Evil and Sin fiat backed to be loyal to your cause.

Good finds itself stymied by your presence with your abilities dealing extreme damage to creatures of Good such as angels, archons and agathions.

Finally, sensing pure Evil and Sin emanating from you other beings of Evil and Sin that aren't under the control of other paragons of Evil and Sin will pledge allegiance to your cause.

This perk boost all the perks in this perk tree.

You gain access to the domains of Evil, Corruption, Death and Destruction for free

Capstone Boosted- Embodiment Of Destruction – The Beast

You have gone beyond becoming a paragon of Evil and have become Evil Incarnate.

On top of massively increasing the benefits of the earlier perk you become capable of destroying, corrupting and unhallowing entire planes of existence twisting them into desolate wastelands bereft of hope like Hades or infinite layers of depravity like the Abyss for example.

Only creatures stronger than you could hope to survive your evil powers and even then, they would be massively weakened and need to constantly use their abilities to resist them.

All your destructive abilities, powers, magics, domains, portfolios, etc gain a massive increase in potency such that they bypass all absorption, dodging attempts, defenses and immunities and that your destructive capabilities always remain your greatest attribute though you may fully control the extent of your destruction.

You radiate at-will an aura of destruction that can bring ruin to entire planes of existence to say nothing of what it can do to creatures.

You bring death to the deathless and the invincible with your abilities piercing through their immunities and defenses as if they were mere paper. This also means that you can kill them despite whatever immortality, self-revival and resurrection tricks they may possess.

Second, your capabilities are increased to such that it would take a massive coalition of gods among the strongest of the multiverse to defeat you.

This updates in future jumps never weakens you so that you are always among the strongest entities of the setting at the start of the jump and would grow to become the most powerful with ease.

Third, you are now truly immortal and unkillable beyond death though barring other perks you remain vulnerable to being sealed and banished by the cooperation of a truly staggering number of powerful divine beings.

Fourth, in this and future worlds there shall always be a method and prophecy known only to yourself, your companions, followers and faithful of how you might bring about the end of the setting.

Good creatures are harmed by your mere presence not to mention what your attacks might do to them. You may even corrupt them into beings of Evil loyal to you instead.

Finally, beings of Evil, Madness, Ruin, Destruction and Sin in this world and future ones will automatically defer to you.

You gain the Domains of Chaos, Weather, War and Madness as well as the portfolio of Ruin, Insanity, Disaster/Catastrophe and Eternal Darkness for Free.

Items:

All items may be bought as many times as you wish.

General Items:

You gain two discounts per price tier

Free/100CP/200CP Starting Wealth:

For free you receive one million gold pieces to help set up your cult.

For 100 CP, this wealth would make you the richest being in the entire multiverse but would still be a finite amount.

For 200 CP, this wealth is functionally infinite.

The wealth you receive updates to always remain appropriate for all future jumps and locations and is guaranteed to be both untraceable and not crash the economy if you don't want it to.

Free/100: Divine Realm

Aside from gods that prefer a life of wandering all gods possess a divine realm perhaps shared with their pantheon though always with a personal abode of their own.

You may freely choose what kind of divine realm you possess as well as various parameters such as the presence or absence of a daylight cycle, environmental effects etc….

Your realm may be located on any plane you wish to if it shares at least part of your alignment, you wouldn't see an evil god make their abode on Mount Celestia after all. It serves as both your seat of power as well as the afterlife of your worshippers.

Furthermore, this realm shall grow larger as you grow in power and influence with additional effects according to your divine ranking. It also grows overtime and through appropriate rituals that you know now how to devise and setup.

As a demigod, this is simply a realm for you and your faithful that can't be accessed regardless of the method unless you allow it.

As a lesser deity, your realm actively makes you stronger while you are in it increasing all your powers and abilities an entire order of magnitude.

As an intermediate deity or higher, you gain the ability to freely alter various parameters of your realm such as raising or sinking islands, strengthen or weaken certain magics, portals that lead to other realms/planes of existence… etc. You could easily create your own servants in such a realm.

Finally, as a greater deity you could even change parameters such gravity and time within your realm.

For an extra **100 CP** each, you may buy additional realms to place in other locations throughout planes with the same advantages as above.

For an extra **100 CP**, you gain a « realm » centered around yourself that moves as you do and grants the same advantages above, you may freely toggle it on or off as visiting another deity's realm while it is active may be taken as hostile action.

In future jumps, you may attach your divine realm(s) to your warehouse, whatever property you own or place it in whatever plane of existence you wish to.

You may import realm(s) you own into this item.

Free- Tribute:

Gods receive tribute from their faithful so do you from now on, in a location of your choice.

It could be your warehouse, divine realm or any property you own, you will receive whatever your faithful offers to you as tribute such as wealth,food, drink, live sacrifices, souls etc … perfectly ordered in a manner of your choosing.

Free- Divine Aesthetics:

As gods are well known for having favorite colors, animals, minerals and such you now gain the ability to alter the cosmetic appearance of your warehouse, items and properties in whatever manner you choose.

It is always guaranteed to complement your items, properties and appearance as well as making it obvious that you are their owner.

Free- Jumper symbol:

You gain the ability to mark whatever item and/or properties you own with your divine symbol.

This allows you to spy upon it, cast spells and abilities through them etc…. Furthermore, you gain an infinite number of symbols you can gift to your faithful so that they may consecrate their possessions and locations in your name.

Free- The Legend of Jumper:

In this and future jumps you can choose to have your adventures and deeds be inserted as parts of the ancient legends and mythologies of the setting without affecting it noticeably.

These legends won't be traced back to you unless you allow others to notice the similarities between the mythical figure and the larger-than-life entity that entered their lives recently.

Free/50CP: Jumper's book of prayers

The holy texts that serve as a guide for your faithful though this by itself wouldn't be interesting as such your holy texts can help convert people and creatures to your faith and can be used to boost actions, magics,rituals etc… related to your nature and domains when used by your faithful.

For 50 CP each, you may add additional effects to your holy texts such as curing madness, actively harming enemies of your faith etc…

50 CP Divine Drinks

The drinks of gods are beyond anything that mortals can hope to brew such that a single drop could ruin any other drinks for them.

You gain endlessly refilling barrels full of a divinely potent drinks, guaranteed to not cause harm through overindulgence and may instead cure whatever injury, disease or ailment affects whover drink it.

50 CP Divine Food

Same as above but instead of drinks it is food with similar effects.

100 CP Potions and various brews

An endless supply of all the various kinds of potions, poisons and various alchemical brews you can find in the setting.

Updates every jump with similar items that may exist within that setting.

100 CP Tree of Immortality

Immortality has been the wish and goal of many mortals, a wish that you may easily grant.

You gain a tree that constantly produces fruits that when eaten grant immortality of the ageless variety.

Their skills, muscles and mental faculties will never weaken and atrophy through time.

For creatures who are already immortal, this is merely delicious fruits.

100 CP Various Magic Artifacts

There are many magical items and artifacts throughout the planes, with this purchase you gain access to an inventory of magic items of all types from the most common to the rarest, as long as these artifacts aren't divine in nature you may find it here.

Any lost, stolen or broken item is replaced in a day for the most common, after a month for the rarest.

In future jumps, this updates to contain whatever magical items may exist within the setting while keeping the previous inventory.

200 CP Divine Armor and Shield

Sometimes, gods go to war and battle. This unbreakable armor and shield are guaranteed to always fit whatever form you take, scales with you and your resistances/immunities as you grow stronger and will redirect all damage you would take to itself.

You may import similar items into this item.

It contains a part of your own divine essence and could help resurrect you were you to be slain. It is linked to your soul and can be summoned and unsummoned at will.

This armor and shield are unbreakable and scale with you as you grow stronger.

200/+100 CP Divine Weapons

Gods are as well-known for the power they hold over their domains as they are for their divine weapons.

You receive an unbreakable divine weapon of your choice, it can be any kind of weapon whether that be a sword, scythe, hammer, spear, bow…. That perfectly

complements your powers, domains, portfolios fighting styles…. such that you will always be stronger wielding it than without it.

It can even absorb other weapons gaining their forms and powers that you can transform it into. You may import another weapon you own into this item.

For an extra 100 CP each, you may buy additional divine weapons or add up to three special qualities and/or magical effects each purchase to it such as granting you control over a specific subtype of creature, summoning waves of flames….

You may import similar items into this item.

It contains a part of your own divine essence and could help resurect you were you to be slain. It is linked to your soul and can be summoned and unsummoned at will.

The weapon(s) is/are unbreakable and scale(s) with you as you grow stronger.
200 CP- Divine Instruments (Discounted Art/Music Domain or similar)

A set of all kinds of instruments that produce music capable of charming and pacifying creatures as well as cast Bard spells beyond what someone would be capable of, scaling with their skill level.

Also comes with various types of Bard, Skalds, performer outfits etc… perfect for travelling incognito.

400 CP – Divine Mines (Discounted Earth/Mining Domain or smilar)

There exist many ores and crystals with incredible magical or psionic abilities throughout the planes and it would be a shame to leave them all behind.

You gain an endless mine filled with all the various types of ores, crystals, minerals etc.… that exist throughout the planes with a chest at the entrance

containing all the ores, crystals etc. that you have already mined that refills overtime.

Don't worry, whatever you mine will slowly find itself refilled, such that you will never fear running out of ore veins or crystal clusters.

In future jumps, this updates with all the various types of ores, crystals, minerals etc. that exist within the setting while keeping the ores, crystals and minerals of past settings.

400 CP- Divine Garden: (Discounted Plant/Nature/Fungi Domain or similar)

Throughout this multiverse exists an incredible number of plants and fungi with incredible magical properties and uses from simple decoration to uses in alchemy, medicine or even traps and guards to your realm.

This is a garden of your own design containing all the conditions and environment to grow all plants and fungi you could ever want to grow. It is already filled with all the various plants of both this jump and your past jumps.

The plants and fungi regrow and/or reappear overtime when harvested.

For the intelligent ones, they are fiat-backed to be loyal to you and can be turned into companions or followers at your discretion.

The garden updates itself by adding all plants and fungi in future jumps.

400 CP- Land of Divine Beasts (Discounted Animal/Beasts Domain or similar)

Throughout this multiverse exist an incredible number of beasts and monsters with incredible magical properties and uses from simple vermin to incredible beasts worthy of acting as guards to your realm.

This is a land of your own design containing all the conditions and environment to raise and maintain populations of every beast and monster you could ever

want. It is already filled with all the various beasts and monsters of both this jump and your past jumps.

The beasts and monsters repopulate and/or reappear overtime when removed or slain.

For the intelligent ones, they are fiat-backed to be loyal to you and can be turned into companions or followers at your discretion.

The land updates itself by adding all animals in future jumps.

400 CP- Divine Ruins: (Discounted History/Civilization Domain or similar)

The multiverse is ancient beyond reckoning and as such you can expect to find ruins of not only mortal civilizations but also of divine beings like archfiends and even entire pantheons.

This is a ruin that you can access from your warehouse or any of your properties. It contains the ruins of all civilizations, divine entities and entire pantheons that disappeared all the way to the beginning of the setting including past jumps.

It is an incredible source of knowledge, magic, wealth, powerful artifacts and perhaps even secrets to incredible power, but it can also be dangerous as you would expect dungeons full of traps, guardians and perhaps even monsters. You and anyone you allow are still protected from death and permanent consequences instead being safely ejected outside the ruins in case of fatal danger.

If you find intelligent creatures, you may try to convince them to become followers or companions.

This item will keep gathering more ruins in future jumps.

400 CP- Divine Forging Hammer (Discounted with Forge Domain or similar)

To be a proper god of craftsmanship you of course need your tools.

This tool that doesn't necessarily have to be a hammer greatly enhances any act related to crafting or repairing in some way such that even a novice could create masterworks with it.

It is guaranteed to always suit your hands and build and can even be used to repair and enhance whatever you strike with it by using your divine and/or supernatural energies.

400 CP- Divine Spellbook (Discounted with Magic/Arcane/Spells Domain or similar)

You have come into possession of the Divine Spellbook the single greatest repository of Arcane Knowledge in the planes.

This endlessly expanding book contains all spells,magical knowledge,magitech, magical bestiary and flora as well as rituals regardless of how unique and secret they are.

It updates constantly as new spells and rituals are invented. Furthermore, this book also contains methods by which you may train and improve all your spells and magical abilities without any limit as well as that of others.

This of course updates in future jumps with all the local rituals, magics, magic technology, magical beasts and flora.

400CP- Divine records of psionics (Discounted with Mind/Psionics/Mentalism domain or similar)

You are now the owner of the divine record of psionic.

It’s an endless record of all psionic abilities, psionic technology and creatures that exist within the setting.

It is constantly updating as new breeds of creatures gain psionic abilities and more psionic abilities are discovered.

Furthermore, the book serves as a guide on both inducing and cultivating psionics allowing you to endlessly improve your psychic abilities and that of others.

This of course updates in future jumps with all the local psionic abilities, technology and psychic creatures.

400 CP- Divine art of War: (Discounted with War/ Tactics/ Martial Arts domain or similar)

You receive the Divine art of War.

This is a book containing all martial arts both armed and unarmed, mundane and mystical, ki abilities, ki items and ki creatures that exist within the setting.

It constantly updates as new martial arts, ki abilities, ki items and ki creatures are created.

It can serve as a guide for increasing your martial proficiency and training your ki abilities and that of others without any limit.

This book also contains all war tactics and strategies ever devised and will continue to update in future worlds for the arts of war, martial arts and ki.

400 CP- Godly record of technology and the forge: (Discounted with Forge/Artifice/Craft domain or similar)

You are now the owner of the Godly record of technology and the forge.

A work recording all forms of technologies ever invented be they mundane, magical,psionic etc… in the setting as well as all types of constructs and mechanical creatures.

It constantly updates as new technologies are invented and new constructs/mechanical beings created.

This updates in future worlds so that it always remains a repository of the same level as described earlier.

400 CP- Book of the Elements (Discounted Primordials and/or with any Elemental Domain or similar)

You receive the Book of the Elementals.

It's an updating record of all elemental abilities of the multiverse as well as steps you can take to gain and train in them.

It also serves as a record of all elemental creatures, deities, artifacts and items as well as how to find them, how to destroy elemental artifacts and items as well as various spells and rituals of Elements including ones to summon, bind and banish them.

This also includes their histories as well as that of their species such as their wars, cultures etc…

It also enhances such workings an entire order of magnitude above.

400 CP- Book of Radiance and Oblivion (Discounted with Negative/Positive Energy domain or similar)

You receive the Book of Radiance and Oblivion.

It’s an updating record of the origin of Souls and Life of the multiverse, their final fate as well as steps you can take to both create and destroy Life and Souls.

It also serves as a record of all Positive energy and Negative energy aligned creatures, deities, artifacts and items as well as how to find them, how to destroy Positive and Negative artifacts and items as well as various spells and rituals of Positive and Negative Energy including ones to summon, bind and banish them.

This also includes their histories as well as that of their species such as their wars, cultures etc…

It also enhances such workings an entire order of magnitude above.

600 CP- River of the planes: (Discounted with Water/River/Ocean domain or similar)

The river Styx and the river Oceanus are two rivers that flow through the lower and upper planes respectively. They thus represent an extremely attractive opportunity to travel through the planes without relying on portals either in the name of adventure or trading for example.

You receive a river of your own design. You can set its start and end (or rather where it ends before looping to its beginning for such is the nature of the planes) if the planes share an alignment.

You could thus for example, use it to copy the river Styx or Oceanus by setting its beginning and end in the lower/upper planes or have it flow only through chaotic, neutral or lawful planes for example.

You can also choose what kind of fluid the river is composed of as well as the kind of creatures that dwell within and around the river. You can also choose the properties of the fluid such as erasing memories like the Styx.

In that case, you could gain all the memories and knowledge stored in a safe place in a property of your choice.

The denizens are all loyal to you and you can even design your own subtype of entities to ferry people across the river like the marraenoloths or thanadaemon (death daemons) who will of course happily give you whatever profit they make through their trade.

The river cannot be accessed or left without your consent.

600 CP- River of Souls: (Discounted with Water/River/Ocean/ Soul/Afterlife domain or similar)

The most vital process to the well-being of the cosmos in the Pathfinder multiverse may very well be the cycle of souls which is metaphysically represented in the form of a river. This river not only carries nascent souls from the Positive Energy Plane down onto the planes but also carries the souls of dead mortals to the Boneyard, the Inner Planes, the Ethereal Plane, the Astral Plane and even the Outer Planes.

You now possess a similar river. This river that can only be accessed with your permission carries nascent souls to the mortal realm while carrying dead souls to the various afterlives.

This represents a tremendous boon for deities but also for various fiends especially of soul-devouring kind. Souls can also be used to forge objects including weapons, armors and jewelry or simply be used as fuel.

They can also be traded with night hags as well as various fiends like devils, daemons and demons.

600 CP- Cosmic Tree (Discounted with Plant/Nature Domain or similar)

The World Tree Yggdrassil is a massive tree reaching throughout the planes from the Lower to the Upper Planes and plane of Shadow as well as Sigil and the Material Plane, particularly those where the Norse Pantheon is worshipped.

Similarly, you too possess a World Tree of your own design that can reach anywhere in the multiverse through its branches, its roots as well as portals it connects to.

It is especially easy for you to place passages to the tree where worship of you and/or your pantheon is particularly strong.

The inhabitants that can be designed at your discretion are all fiat-backed to be loyal to you.

Optionally, the tree also comes with complementary mythical divine creatures like the Norse Nidhogg and Ratatoskr.

The tree can only be accessed by those you give permission to.

600 CP- Divine Mountain (Discounted with Earth/Mountain domain or similar)

The Greek Pantheon's realm is a massive cross-planar mountain known as Mount Olympus.

It is connected to multiple planes and Prime Material Worlds that the pantheon is interested in from Arvandor all the way to the deepest depths of the Gray Wastes of Hades.

You also own a similar mountain of your own design that can reach anywhere in the multiverse through its slopes as well as portals it connects to.

It is especially easy for you to place passages to the mountain where worship of you and/or your pantheon is particularly strong.

The inhabitants that can be designed at your discretion are all fiat-backed to be loyal to you.

The mountain can only be accessed with your permission.

600 CP- Multiversal Weave (Discounted with Magic domain or similar)

Mystra and Nethys both rule and maintain the weave of magic while the goddess Shar tried to usurp Mystra's weave through the creation of her own Shadowweave.

Similarly, you possess your own weave of magic or force you can wield. It could be arcane magic, shadow magic or something more esoteric like some sort of quantum energy.

Regardless, this weave of your own design can be used to grant your followers the ability to wield supernatural abilities like magic or more occult abilities as well as evolve them into forms more powerful and better suited to wield them.

This weave can't be suppressed or stolen without your consent and is guaranteed to not fall apart catastrophically if you ever somehow lose your divinity.

600 CP- Divine Forge (Discounted with Crafting/Artifice/Forge Domain or similar)

You have come into possession of the Divine Forge.

This forge contains all tools you would ever need for whatever craft you wish to practice; it enhances all crafting done within it an entire order of magnitude that you would be capable of outside it.

It also allows you to summon copies of tools and weapons that you have stored within it.

Furthermore, the forge also contains all materials you would ever need to forge from the most common to the rarest and including conceptual/metaphysical materials such as the essence of the moon, the sound of freedom etc…. though you can't take any material outside of the forge.

600CP- Portals to the Multiverse (Discounted with Portals/Dimensions/Travel Domain or similar)

This here is a portal hub to all planes of existence within the setting that you can place either within your divine realm or in any of your properties.

The portals are under your complete control such that only people you approve of can use them and so they can't be used to invade your realm.

Post-jump you can attach the portal Hub to your Warehouse or in any of your properties.

600CP- Jumper's Soul Forge (Discounted with Soul/Creation Domain or similar)

Much like Moradin's own soul forge you now possess your own soul forge.

This forge allows you to create the souls of races that worship you and breathe life into them.

You can then send them down to whatever world exists in the setting to be born as individuals of that race, allowing you to expand your influence across the planes.

This forge also grants you the ability to reshape lifeforms into other lifeforms you know of.

600 CP- A slice of the Inner Planes (Discounted Primordials and/or with any Elemental Domain or similar)

You receive a part of the Inner Planes, that can be from any elemental plane such as Air,Water,Fire,Earth,Metal,Wood a paraelemental one such as smoke, lightning, ice etc… as long as it doesn't contain the territory of any deity that you haven't taken as a companion.

It contains all the natural resources, ruins and secrets you would expect out of the plane that refills overtime as well as a stable population of creatures, inhabitants etc.... that are loyal to you.

You can learn to create and enhance the creatures native to your plane, including raising them to the status of godhood.

You and those you approve of are immune to the natural dangers of your plane since you are paying CP for it and can buy additional slices at a discount.

Post-jump, you can attack it to your Warehouse or any of your properties. It retains any upgrade you make to it.

600 CP- A Demiplane: (Discounted with Dimension/Creation Domain or similar)

You receive a demiplane either one of your own design or a canon one like the demiplane of Mirrors or the demiplane of Dread.

It contains all the natural resources, ruins and secrets you would expect out of the demiplane that refills overtime as well as a stable population of creatures, inhabitants etc… that are loyal to you.

You can learn to create and enhance the creatures native to your plane, including raising them to the status of godhood.

You and those you approve of are immune to the natural dangers of your plane since you are paying CP for it and can buy additional demiplanes at a discount.

Post-jump, you can attach it to your Warehouse or any of your properties. It retains any upgrade you make to it.

600 CP- A Slice of Radiance/Void: (Discounted with Negative/Positive Energy domain or similar)

You receive a part of either the Positive Energy plane or the Negative energy if it doesn't contain the territory of any deity that you haven't taken as a companion.

It contains all the natural resources, ruins and secrets you would expect out of the plane that refills overtime as well as a stable population of creatures, inhabitants etc.… that are loyal to you.

The positive energy plane is the source of souls within the multiverse though they remain blank when outside of a living creature.

There is no better place to study and learn about the source of all Life and Souls in the multiverse. It is also chock full of positive energy that can heal any injury no matter how dire.

The Negative energy plane is as its name implies saturated in negative energy that is inimical to life.

It is however the energy that powers the undead and can thus serve as a great stronghold for intelligent undead like Liches and Vampires as well as necromancers since it provides great possibilities for necromancy.

You can learn to create and enhance the creatures native to your plane, including raising them to the status of godhood.

You and those you approve of are immune to the natural dangers of your plane since you are paying CP for it and can buy additional slices at a discount.

Post-jump, you can attach it to your Warehouse or any of your properties.It retains any upgrade you make to it.

800 CP- Endless library (Discounted with Knowledge Domain or similar)

You receive a copy of the Endless library also known as the Akashic records. The Akashic records is a plane only you and those you approve of can access at will that contains all thoughts, feelings and information past, present and future as well as that of parallel multiverses.

It contains all books, records etc.… both mundane and magical including all the lost and destroyed ones from this jump and past ones.

This library updates accordingly each setting you go to.

The books within can't harm or corrupt you and those you approve of in any way.

800 CP The Infinite Staircase: (Discounted with Dimension/ Travel/ Time Domain or similar)

You have come into possession of the Infinite Staircase also known as the Celestial Staircase or Celestial Stairway.

It is a staircase that links the Prime Material and the planes and is also said to lead to any place and time in the history of the Multiverse and/or current jump. It can even be used to access all jumps and settings post-spark.

It is guarded by Lilendi that are loyal to you, only you and people that you approve of are capable of using it.

800CP Your Plane (Discounted for Intermediate Deity and above)

This is a plane that you are the absolute ruler of, feel free to choose various parameters such as how planar alignments, gravity works, how quickly time passes, environments, the type of creatures that inhabit it etc…..

The size of the plane will expand as you grow in strength and/or influence though you can add your properties, dimensions and places you conquer as additional layers to it.

Post-jump, you can either keep it as a separate dimension, attach it to your warehouse/properties or fuse it with other properties, dimensions, planes etc.… that you own at your leisure.

1000 CP- The Quintessential Stone: (Discounted with Afterlife domain or similar)

This is something big Jumper. You have come into possession of the quintessential stone an artifact said in the Windsong Testament of Pathfinder to have arrived at the same time as the survivor of the past multiverse.

But what can it do for you I hear you asking?

First, as its name and backstory imply it is an indestructible artifact capable of surviving the end of the multiverse as well as passing through the endless void.

Second, it generates at a steady rate pure unaligned quintessence, the very substance that serves as the basis of all matter, energy and soul in the entire multiverse.

You can shape and alter it to create any lifeform and material you could ever think of including creating your very own gods and planes of existence.

Finally, this item can safeguard you as well as your companions, followers and faithful etc..... from the cataclysms as dangerous as the End Times for the entire setting. This allows you to ride out the waves and arrive in the next iteration of the multiverse or deposit you in a realm/dimension that you own at your choosing.

As you are paying CP for it, this protection shall also extend to all your items, realms and various properties.

Law items:

100 CP- Tools of the Inventor

You receive all the various unbreakable tools you could ever need to create, repair and maintain structures and realms as grand as Axis and Mechanus.

Also included are various tools that allow you to perfectly synchronize and calibrate anything you can think of as befits a keeper of Law such as yourself.

200 CP- Rod of Law

You receive the Rod of Law, just like the divine weapon but specifically abilities powers, skills, domains, portfolios, magics etc related to Law, Structure, Technology and Order. It doesn't necessarily have to be a rod and can be any weapon.

On top of that, it can even imprison/banish creatures of chaos even ones as strong as a primordial of pure chaos and entropy. Unlike the canon Rod of Law, yours is guaranteed to not shatter like the Wind Duke's Rod did.

This weapon that is unbreakable and scales with you as you grow stronger also deals increased damage to Chaotic creatures.

400 CP- Book of Law

You receive the Book of Law, an updating record of all Laws of the multiverse both magic, divine and mundane as well as how to uphold and stabilize them. It can also serve as a guide to create your own Laws whether mundane, magical or Divine.

It also serves as a record of all lawful creatures, deities artifacts and items as well as how to find them, how to destroy chaotic artifacts and items as well as various spells and rituals of Law including ones to summon, bind and banish them.

This also includes their histories as well as that of their species such as their wars, cultures etc....

It also enhances such workings an entire order of magnitude above.

This item stacks with the **Rod of Law** for an even bigger enhancement to abilities, powers, magics, domains, portfolios etc.... relating to Law.

600 CP- A Slice of Mechanus/Axis

You receive a part of a Lawful plane as long as it doesn't tend towards extremities, you could use this item to buy a part of Ysgard or Arcadia but not to buy a part of Mount Celestia.

You can learn to create and enhance the creatures native to your plane including raising them to the status of godhood.

You and those you approve of are immune to the natural dangers of your plane since you are paying CP for it and can buy additional slices at a discount.

Post-jump, you can attach it to your Warehouse or any of your properties. It retains any upgrade you make to it.

800 CP- Shard of Law

You receive the Shard of Law, a primordial shard of pure Law.

It allows you to make laws, creatures and objects unalterable, barring your will, enhances all workings of Law.

It can fuse with you for a massive power boost easily the equal of **Paragon of Law** if you don't have it or beyond it if you already had the perk.

It can also be used to create an infinite number of lawful creatures.

With this shard you could even tame chaotic realms like Limbo and the Maelstrom with even a small piece capable of ordering it like the Spawning Stone in Limbo.

This shard always qualifies for all component needed for Lawful spells, rituals and abilities without consuming the shard.

You can use the shard to introduce the concept of Law to planes and multiverses devoid of it as well as create your own laws that will be accepted as a natural part of reality.

It can be used to create a realm that will grow into a lawful realm like Axis/Mechanus without consuming the shard.

Finally, this shard makes whoever is holding it the leader of any Lawful creature that they meet though they are slightly harder to control if they aren't Lawful Neutral.

Chaos items:

100 CP- Chaotic quintessence

Also known as Warpglass in Pathfinder, this material made of chaotic quintessence can be used to forge magical weapons and artifacts but is too unstable to be used to forge shields or armors but since you are paying CP yours can be used to forge them.

You also receive a guide that teaches you how to handle and forge such chaotic material.

Updates in future jumps with recipes and information for other similar chaotic materials such as forging daemon weapons and armors in Warhammer.

Refills after a day if you ever run out.

200 CP- Cane of the Maelstrom/Chaos

You receive the Cane of the Maelstrom/Chaos it is like the **Rod of Law** but for Chaos instead. This weapon doesn't have to be a cane and can be any weapon you wish.

It can be used to enhance all workings of Chaos, Creation, Destruction, Entropy and Illusion.

Furthermore, the cane bypasses all forms of defenses and immunities and can cast illusions of its own.

If your illusions either from the cane or your own abilities aren't disbelieved, they become entirely real.

This weapon also makes the Laws around it more fluid, allowing for potentially strange and impossible events to happen though guaranteed not to be against the holder's interests.

Finally, this weapon that is unbreakable and scales with you as you grow stronger deals increased damage to lawful creatures and can only be used by people you approve of.

400 CP- Book of Chaos

You receive the Book of Chaos, an updating record of all possibilities of the multiverse as well as steps you can take to achieve them. It also serves as a record of all chaotic creatures, deities, artifacts and items as well as how to find them, how to destroy lawful artifacts and items as well as various spells and rituals of Chaos including ones to summon, bind and banish them.

This also includes their histories as well as that of their species such as their wars, cultures etc.…

It also enhances such workings an entire order of magnitude above.

This item stacks with the **Cane of the Maelstrom/Chaos** for an even bigger enhancement to abilities,powers,magics,domains,portfolios etc… relating to Chaos.

600 CP- A Slice of Limbo/Elemental Chaos/The Maelstrom

You receive a part of a Chaotic plane as long as it doesn't tend towards extremities, you could use this item to buy a part of Ysgard or Acheron but not to buy a part of the Beastlands.

You can learn to create and enhance the creatures native to your plane including raising them to the status of godhood.

You and those you approve of are immune to the natural dangers of your plane since you are paying CP for it and can buy additional slices at a discount.

Post-jump, you can attach it to your Warehouse or any of your properties. It retains any upgrade you make to it.

800CP – Seed of Chaos:

You receive the Seed of Chaos, a seed of pure Chaos and entropy. It enhances all abilities,magics,domains,portfolios etc… related to Chaos,Entropy,Creation and Destruction.

As a shard of Chaos and so possibility It can technically make anything happen guaranteed to be done so with an outcome that is at worst neutral to you. It is capable of both Creation and Destruction can be used.

For Creation, it can generate pure chaotic possibilities that can be shaped into all kinds of matter and lifeforms you could ever imagine and can be set to spawn an infinite number of Chaotic creatures.

For Destruction, as a seed of pure Entropy it is extremely corrosive when used as a weapon that can generate pure entropy that can pierce through all defenses and harm especially creatures of Law.

You can also fuse with it massively enhancing your power levels to the level of **Paragon of Chaos** if you don't already have it and beyond if you already have it.

This shard always qualifies for all component needed for Chaotic spells,rituals and abilities without consuming the shard.

In planes and multiverses that lack Chaos, it can be used to introduce the concept of Chaos and Change to it.

It can be used to create a realm that will grow into a chaotic realm similar to the Maelstrom/Elemental Chaos without consuming the shard.

Finally, this shard makes whoever is holding it the leader of any Chaotic creature that they meet though they are slightly harder to control if they aren't Chaotic Neutral.

Neutral items:

100CP- Monitor's panoply

You receive the Monitor's panoply containing all the tools you could ever need to monitor and maintain whatever balance is dear to you.

Also included are tools that could help you repair any kind of damage to any metaphysical system such as the Weave of Magic, the cycle of Souls or even the fabric of the Multiverse itself.

200 CP- Jumper's Scales of Judgement

You receive the Jumper's Scales of Judgement, a weapon of your own design like **Divine weapon** that enhances all abilities,magics, domains, portfolios etc… related to Balance, Death, Magic and Fate.

Furthermore, this weapon can be used to determine how much someone has sinned against whatever Balance you seek to uphold such as stealing souls from their rightful afterlives if you uphold the Balance of Souls.

This weapon which is unbreakable and scales with you as you grow stronger deals increased damage to creatures that disrupt Balance such as Daemons from Abaddon, Sahkils… etc.

400 CP- The concordance of rivals Jumper edition

You receive the Concordance of rivals Jumper edition, an updating record of the status of various Balances in the multiverse as well as steps you can take to correct/protect them in case they are under threat. It also serves as a record of all neutral creatures, artifacts and items as well as how to find them, deities as well as various spells and rituals of Balance including ones to summon, bind and banish them.

This also includes their histories as well as that of their species such as their wars, cultures etc.…

It also enhances such workings an entire order of magnitude above.

Also included are accounts of the beginnings of the multiverse from the perspective of Neutral creatures as well as prophecies of the End Times. Unlike the canon Concordance of rivals, the histories and prophecies found within its pages are guaranteed to be accurate.

This item stacks with the **Jumper's Scales of Judgement** for an even bigger enhancement to abilities,powers,magics,domains,portfolios etc… relating to Balance.

600 CP A Slice of the Outlands/ Faerie/Shadowfell/Nature/Boneyard/Ethereal/Astral

You gain a part of one of the neutral planes as long as they don't tend to the extremities such as law,chaos,good or evil (you couldn't take Mechanus or Limbo but you could take the Feywild/First World for example).

You can learn to create and enhance the creatures native to your plane, including raising them to the status of godhood.

You and those you approve of are immune to the natural dangers of your plane since you are paying CP for it and can buy additional slices at a discount.

Post-jump, you can attach it to your Warehouse or any of your properties. It retains any upgrade you make to it.

800 CP- Sigil

Normally barred to gods but as you are paying CP for it, you can have it.

You gain a replica of Sigil also known as the City Of Portals. It serves as a neutral marketplace and hub to the entire multiverse. Violence is prohibited with a guardian that may or may not be the Lady of Pain destroying offenders to your laws who is unable to leave the city until the end of the jump and can be turned into a follower or companion at your discretion.

You of course receive royalties and a cut for any trade happening in your city.

You can choose which plane the city appears in though the City itself is by default True Neutral grounds in alignment.

Since you are paying CP for it, your Sigil will be just as popular a trade hub as the original one is.

Post-jump, you can place the city anywhere you wish in future jumps/settings and it will update to be a just as well-known marketplace and hub for the entire setting.

Finally, the city retains all upgrades you make to it.

Good items:

100 CP- Jumper's Holy Wards And Water

You receive vials of endlessly replenishing Holy Water from Mount Celestia/Seven Heavens as well as an infinite supply of Holy Wards.

The Holy Water can cure any disease, wash away any curse and heal any wound. While the wards are of divine potency and become even stronger the more Good aligned being stand inside regions protected by them.

Guaranteed not to allow evil Creatures to pass through your wards while the Holy Water can be used as a weapon.

At your discretion you may use it to heal and cure creatures that would normally be harmed by it.

200Cp- Jumper's Holy Blade

This weapon similar to **Divine weapon**, that doesn't have to be a blade and can be any weapon you wish enhances all abilities related to Good,Justice,Protection/Retribution and Healing.

It also heals and protects you from all status ailments while you wield it.

Furthermore, this weapon grants you an incredible regeneration ability that can't be negated and would require you to be destroyed on all levels of existence simultaneously to have a chance at eradicating you otherwise you will simply heal in seconds.

This weapon deals increased damage to Evil creatures and can only be used by people you approve of.

400 CP- Chronicle of the righteous Jumper edition

You receive the Chronicle of the righteous Jumper edition, an updating record of the status of Good in the multiverse as well as steps you can take to protect the Innocent in case, they are under threat. It also serves as a record of all Good creatures, deities,artifacts and items as well as how to find them, how to

destroy evil aligned artifacts and items as well as various spells and rituals of Good including ones to summon, bind and banish them.

This also includes their histories as well as that of their species such as their wars, cultures etc…

It also enhances such workings an entire order of magnitude above.

This one contains a portal to a demiplane similar in appearance to Mount Celestia/The Seven Heavens allowing you to gain spiritual enlightenement and heal any kind of damage whether physical, mental or spiritual you may have suffered.

Also, records information about evildoers so you may track them down.

Also included is apocrypha to the *Chronicle of the Righteous* that deals with the darker side of the beings of the Upper/Celestial Planes: events, mistakes, and corruption the leaders of the Upper Planes would like forever hidden. Though unlike the canon one yours doesn't need the Book of the Damned for it to manifest.

This item stacks with **Jumper's Holy Blade** for an even bigger enhancement to abilities, powers, magics, domains, portfolios etc.… relating to Good.

600 CP- A Slice of the Upper/Celestial Planes

You gain a part of the Upper/Celestial Planes such as Nirvana, Mount Celestia, the Beastlands… if its alignment tends at least partially towards Good.

You can learn to create and enhance the creatures native to your plane including raising them to the status of godhood.

You and those you approve of are immune to the natural dangers of your plane since you are paying CP for it and can buy additional slices at a discount.

Post-jump, you can attach it to your Warehouse or any of your properties. It retains any upgrade you make to it.

800 CP- A Shard of Good

You receive the Shard of Good, a seed of pure Good and Virtue. It enhances all abilities, magics, domains, portfolios etc.… related to Good, Virtue, Protection and Healing/Purification.

As a shard of Good and virtue, it can purify any realm rendering it a place of pure good with its inhabitants moving their alignment to Good if it wasn't already.

Furthermore, it massively enhances all magics, abilities, powers, domains, portfolios etc. relating to healing and purification such that no creature is too injured, too corrupted, too dead or erased from existence for it to be unable to be resurrected.

Furthermore, the shard can be set to spawn an infinite amount of Good creatures.

For Protection, it can set barriers, wards etc. that no creatures can pass without your permission and greatly damaging evil creatures who try without your consent.

You can also fuse with it massively, enhancing your power levels to the level of **Paragon of Good** if you don't already have it or beyond it if you already had the perk.

For combat, it is also a source of pure positive and Holy energy that deals massive damage to creatures of Evil, the undead and negative energy beings.

This shard always qualifies for all component needed for Good spells,rituals and abilities without consuming the shard.

In planes and multiverses that lack Good and virtue, it can be used to introduce the concept of Good and Virtue to it.

It can be used to create a realm that will grow into a paradise like Mount Celestia/Elysium, the Beastlands ... etc. without consuming the shard.

Finally, this shard makes whoever is holding it the leader of any Good creature that they meet.

Evil items:

100 CP- Jumper's Seeds of Corruption

You receive an infinite number of seeds of corruption. These seeds can be used to corrupts people including Deities into your willing servants and avatars of your will.

Furthermore, in case of your demise you will be resurrected in place of them and thus cannot die as long as you have at least one host.

200 CP- Jumper's Demonic Trident

You receive Jumper's Demonic Trident though it doesn't have to be a trident and can be any weapon you wish.

It enhances all abilities,powers,magics, domains, portfolios etc… related to Evil, Temptation/Lies, Control and Destruction.

Furthermore, the weapon can charm those you harm forbidding them from attacking you, inflicts unhealable wounds, bypasses all defenses and immunities, saps your enemies' vitality as you harm them and can inflicts soul deep agony.

Furthermore, it can shred and destroy souls leaving them mewling ruins.

If you are feeling merciful, you may instead simply absorb their souls into your weapon allowing you to summon them as unkillable undead if you have enough energy to power them or use their souls for a power boost, to power profane rituals and spells etc….

Finally, this weapon that is unbreakable and scales with you as you grow stronger, deals increased damage to Good creatures and can only be used by people you approve of.

400 CP- Book of the Damned Jumper edition

You receive the Book of the Damned Jumper edition, an updating record of the status of Evil in the multiverse as well as steps you can take to advance your goals at the expense of your rivals and enemies.

It also serves as a record of all Evil creatures, deities including Eldritch Ones like the Great Old Ones and Outer Gods,artifacts and items as well as how to find them,evil Deeds and actors, how to destroy good aligned artifacts and items as well as various spells and rituals of Evil including ones to summon, bind and banish them.

This also includes their histories as well as that of their species such as their wars, cultures etc…

It also enhances such workings an entire order of magnitude above.

The book contains a portal to a demiplane with a guardian loyal to you, it is filled with the various records used to compile the information contained within the book as well as **The Unspeakable Word** an object that can be considered the final page, heart of the Book of the Damned as well as the

source pumping all Evil knowledge, thoughts and deeds from all over the Multiverse into the Book's records.

This version is guaranteed not to allow evil deities of any ranks to scry upon you unlike the canon version.

Also included are accounts of Divine failures such as rebellions and uprisings in the Upper planes, the war against the Titans as well as the fates of dead gods.

This item stacks with **Jumper's Demonic Trident** for an even bigger enhancement to abilities,powers,magics,domains,portfolios etc… relating to Evil.

600 CP- A Slice of the Lower/Fiendish Planes

You gain a part of the Lower/Fiendish Planes such as the Abyss, the Nine Hells,Hades… if its alignement tends at least partially towards Evil.

You can learn to create and enhance the creatures native to your plane, including raising them to the status of godhood.

You and those you approve of are immune to the natural dangers of your plane since you are paying CP for it and can buy additional slices at a discount.

Post-jump, you can attach it to your Warehouse or any of your properties.It retains any upgrade you make to it.

800 CP- A Shard of Evil

You receive the Shard of Evil (a different one from the one at the bottom of the Abyss).

A shard of pure Evil and Sin. It enhances all abilities,magics,domains,portfolios etc… related to Evil, Sin, Control and Destruction.

As a shard of Evil and Sin, it can corrupt any realm rendering it a place of pure Evil with its inhabitants moving their alignement to Evil if it wasn't already.

For Control, it can exert incredibly potent psychic waves as well as massively enhance any power,magics,abilities,domains and portfolios etc… related to Control, corruption and domination. It can even allow you to dominate even gods if their willpower is weaker than yours. Any creature so corrupted become loyal to you unto death.

For Destruction, as a seed of pure Destruction it is extremely corrosive when used as a weapon that can generate pure entropy that can pierce through all defenses and harm especially creatures of Good. You can also fuse with it massively, enhancing your power levels to the level of **Paragon of Evil** if you don't already have it and beyond if you already have it.

This shard always qualifies for all component needed for Evil spells,rituals and abilities without consuming the shard.

It can also be set to spawn an infinite number of Evil creatures loyal to you.

In planes and multiverses that lack Evil, it can be used to introduce the concept of Evil and Sin to it.

It can be used to create a realm that will grow into an Evil realm similar to the Abyss,The Nine Hells,Hades,Abaddon... etc without consuming the shard.

Finally, this shard makes whoever is holding it the leader of any Evil creature that they meet.

Companions:

Free- Import Pantheon

Import as many companions as fellow gods as you want, they gain 1000 CP and can take companions and drawbacks of their own.

Free- Create Pantheon

Create companions of your own design. They are fellow deities who gain 1000 CP. They too can take companions and drawbacks.

Free- Recruit canon gods

You are guaranteed a favorable first meeting and many other chances to make a good impression, they may keep their powers and import their followers with them.

This option isn't limited to gods and can allow you to companion beings of godly power like Primordials and even the Lady of Pain if you can convince her.

Free- Your Faithful

This is simply all mortals or otherwise creatures that are faithful to you.

By default, their number is the same as the one you get from your Divine ranking but anyone who converts to your faith can be added to this option.

They count as followers though you may choose to take individuals among them as companions.

50 CP- Divine servant species

Your one stop for all your servant needs.

You can design a race of beings that can be summoned by your faithful and populate your divine realm doing your bidding.

It can be any kind of being as long as they share your alignment and aren't massively stronger than other types of creatures serving gods.

You can buy additional **Divine servant races** at a discount.

50CP- High Priest(ess):

This is an individual of whatever species and gender you prefer.

They are fanatically devoted to your cause, can channel your domains as divine magic like a level 20 Cleric and provide much more faith than the rest of your faithful (around 100 times more if you want numbers).

Finally, they are capable of easily managing and guiding members of your cult regardless of how large it becomes.

You can purchase this option multiple times to get additional **High Priest (esses)** companions.

100 CP- Mortal Champion

A mortal champion, fully dedicated to your cause and holy texts.

They are a paragon of their species guaranteed to always handle competently whatever assignment you give them or at least amuse you with their antics.

You may buy this companion multiple times

200 CP- Divine Consort

Life as a divine being can get pretty lonely so here is an individual with an appearance and personality perfectly suited to your tastes. They receive the same divine rank as you, always complement your abilities, powers, magics etc… and whatever disagreement you may have will always be resolved peacefully granting you a broader perspective. You will always get along, your love for them and their love for you only growing stronger through time and never weakening

You can buy additional **Divine Consorts** at a discount guaranteed that you and them will always get along your love for them and their love for you (and each other if you wish) only growing stronger through time and never weakening.

If bought multiple times, you may optionally have them fuse into a single entity that still loves you and will always get along with you similar to the love between Corellon Larethian and his consort Angharradh commonly believed to be a combination of three other elven goddesses (Sehanine Moonbow, Aerdrie Faenya, and Hanali Celanil).

+200 CP Divine Family

Certain pantheons are more than a group of deities with similar interests, they are families with everything that implies.

You have a divine family of your own including siblings if you so wish though you are the leader regardless. Your children even if of Evil alignment are guaranteed to never plot against you and always strive to act in a way that you approve of.

200 CP- Divine Proxy

Sometimes gods have to leave their realm either because of urgent business such as a war or simply to explore the planes. Simply leaving their realm unattended would leave it vulnerable to attacks from their enemies which is why they leave proxies to rule in their stead.

This individual whose appearance and personality are of your own design is your proxy. They are at least of demigod rank scaling to be always at least half as strong as you are, extremely skilled and efficient as a ruler and/or lawmaker and can serve as a skilled warrior and general to defend your realms. They are

loyal to you and can be safely entrusted with your realms while you venture the planes.

You can buy additional **Proxies** at a discount.

200 CP- Herald of Jumper

Aside from their animal and monstrous servants, gods are capable of sending Heralds for meetings and edicts that aren't important enough for them to send an avatar personally.

Your Herald with an appearance and personality of your own design is of at least Demigod scaling to be at least half as strong as you are. They are a skilled diplomat, warrior and general capable of leading your armies.

You can buy additional **Heralds** at a discount.

200 CP- Bullied Deity:

Among the Gods (though mostly the evil ones) bullying others isn't necessarily uncommon be it among family, rival pantheons or even within the same pantheon.

This deity of your preferred gender and an appearance attractive to you happens to be one of them. They have long suffered bullying from other deities due to the small size of their portfolio, their small number of faithful and their strange obsession with party tricks.

You stood up for them one time which caused them to develop quite the crush on you as their benefactor. Since then, they have made strides in improving their standing among their divine peers and divine power to be worthy of standing alongside you.

Treat them well and you may find that there could be no better ally to have your back.

200 CP- Crawling Maid

One day, a strange silver haired deity showed up at your doorstep dressed in a conspicuous maid outfit. No matter how hard you try to pry, you can't seem to get a straight answer as to what kind of deity she is nor where she came from.

The only hint seems to be her extreme talent in shapeshifting which far surpasses the deities of the humanoid races, her incredible knowledge in matters both arcane and eldritch especially when related to the Far Realm and other eldritch powers and finally the glee she takes when fighting your enemies. Her true form may be sanity warping but you can be assured that she would never harm you or your companions.

One thing is for sure, you couldn't ask for a better maid who also seems to love you quite a lot as her employer or more if you allow it.

Optionally, you can have a butler instead or buy this option twice to have both.

You can buy the **Crawling Maid** companion additional times at a discount.

200 CP- Elemental Lord

The inner planes are ruled by the elemental princes and you seem to have become entangled with one of them.

This is a primordial of your preferred gender and an appearance attractive to you who rules over an element of your choice be it earth, wind, water or fire or one among the para-elemental or quasi-elemental planes such as ice, lightning, ooze, …

They possess incredible control over their element and are a force to be reckoned with in the politics of the inner planes.

They wish to be your friend or more if you allow it even if you aren't a primordial yourself.

You can buy the **Elemental Lord** companion additional times at a discount

300 CP- Ancient Mind

The multiverse is ancient with countless gods and godlike beings having disappeared across the eons.

It is thus quite momentous that you have run into one such entity thought to have long since disappeared in the annals of history.

This is an ancient being of your preferred gender and an appearance attractive to you. They could be some sort of aberration, an ancient demonic entity like an obyrith or a baernaloth or even an ancient serpent like the World Serpent itself for example.

They possess profound wisdom that they are more than willing to share and will continue to possess just as much wisdom as you had expected of such an ancient entity in future jumps.

After having lived for so long, you are the friendliest entity they have met in a very long time which lit quite the spark in their heart. They would be ecstatic if you were to reciprocate but would understand if you simply wished to remain friends.

You can buy the **Ancient Mind** companion additional times at a discount

300 CP- Divine Beast

Some gods are known to ride on top or otherwise possess powerful divine animal companions and now so do you.

This divine Beast of your own design is always close to your own power level as you are, loyal to you and more than willing to let you ride into whatever battlefield you wish.

You can also send them down to the realms to prepare your arrivals or destroy people and/or locations that have offended you.

You can buy additional **Divine Beasts** at a discount.

600 CP- Apocalyptic entity

Throughout the multiverse there exist many beings that are more than a match for the gods, some that are said to have posed a threat to the entirety of the multiverse itself. And now, in a strange turn of events, you have befriended one of them.

This individual with a personality and appearance of your own design most likely has a couple or more prophecies detailing how they will end up destroying all of Creation. They however seem pretty content with hanging out with you as a friend or perhaps something more if you allow it. They are guaranteed to always remain among the very strongest beings in any jump you go to and never grow weaker.

You may buy additional **Apocalyptic entities** at a discount.

Drawbacks:

0CP – Early Leave:

Perhaps 100 years is too long for one such as you. In this case, you may take this toggle to leave either at the end of your 10 years as normal or once if you finish one or more scenarios.

0CP- Edition

A toggle that allows you to go to any edition of D&D,Pathfinder or setting like Dragonlance or Critical role… or even homebrews

0CP- Cosmology Of The Realms

In the Forgotten Realms, three cosmologies regarding the structure of the planes are prevalent, these being the Great Axis Cosmology, the Great Tree Cosmology and The Great Wheel Cosmology.

Meanwhile, in the second edition of Pathfinder the Elemental Planes of Wood and Metal were discovered.

With this toggle you can choose what cosmology you would like to use for the jump either a canon one or something of your design.

0CP- Different starting date

By default, you would be starting at the date that marks the beginning of whatever edition you choose.

With this toggle you may instead choose to drop at whatever point in the past or future you may want.

Be cautious however as much information regarding the distant past is fragmented and the dangers of those times are varied and unknown.

+100 CP- Back to the past

For + 100 CP, you may start a century into the past of the edition and gain an extra + 100 CP for each extra century up to the beginnings of the D&D/Pathfinder multiverse.

+100CP – Longer stay

By default, you would be staying in this setting for a century but perhaps you would prefer to stay longer.

For an extra 100 CP, you may stay a century longer past the date you would have to make your choice, you gain an extra 100 CP for each century you add up to the end of this iteration of the Multiverse.

+200 CP Exile (requires to be part of a Pantheon)

Well jumper, it seems that you have become pariah. Either for crimes you have committed or as a scapegoat you have been exiled from whatever pantheon you start in.

The people from your race actively shun you and your old pantheon keep you at arm's length.

The only saving grace is that your followers are still faithful to you though they may be persecuted if they show their faith openly or are discovered to follow your religion.

+200 CP Hard to find followers

It may be because of bad rumors following you, the kind of creature you are, the nature of your rites and/or your domains.

Regardless, you Jumper seem to have trouble attracting followers with only the vilest, most depraved and generally mad willing to follow one such as you.

+300 CP or +600CP Item Lockout/Power Lockout

It seems that when arriving in this setting you have lost access to your items or perks/powers from outside this document but fear not, you will regain them at the end of your stay here.

For + 300 CP it's either your items or powers/perks from outside this document you cannot access; For +600 CP it's both.

+300 CP No meta knowledge

You may not realize but much of the information within the various books of Pathfinder and D&D is either known only to the most erudite of scholars and beings or simply unknown to all but a handful of beings.

So, for +300 CP, you lose access to information that would be deemed secret within the setting that you would have gotten prior to entering the setting.

+300 CP Mortal Hubris

It would seem that you Jumper may soon find out what it's like to be Mystra. Somewhere in the setting, in a magically advanced civilization is a mortal that has learned of your domains and the powers you wield.

They have devised a ritual to mystically assume your mantle to try and take your powers for themselves which while unlikely to succeed could have dire consequences for both your followers and the setting at large depending on your domains.

For now, they remain weak but the longer you let them go, the more resources they can accumulate to try and ruin your position.

+400 CP Troubling Times

Jumper, have you ever heard of the Time of Troubles? This bizarre turn of events where Lord Ao had his tablets of Fate stolen by the Dead Three and

punished all gods equally while barring them from returning to their realms before the tablets are found?

A time when the gods in their avatars form fought cataclysmic battles that reshaped the land and mortal faiths, where gods fell and mortals rose?

Well, imagine no longer because you are about to find out very soon with one or more sticky-fingered evil gods will steal a precious object from a powerful deity which will lead to cataclysmic battles among the gods on the Prime Material Plane which may end up endangering your faithful.

Perhaps, you may instead make use of this period of fluid divinity to raise your favorite mortal(s) to godhood? Or instead to claim a few more domains, portfolios and powerful artifacts for yourself?

+400CP Corrupted by your domains

It is a fact that gods and their domains are linked but what if they were to subsume you?

For the duration of your stay here, you will have trouble acting in ways that go against your domains so a god of Chaos would have trouble being lawful, a god of Lies would almost never tell the Truth etc….

It is possible to go against them, but it will take a lot of willpower.

+400 CP Divine passion

Gods are generally seen by most mortals as aloof and wise entities but some among their numbers act as nothing more than brutes or even like animals.

This makes you much more impulsive, stubborn and generally slow witted than you would normally be. Be careful not to let others take advantage of you.

+400 CP Forgotten Ancient Deity:

Eons have passed since the beginning of the multiverse and during that time many deities have fallen or simply been forgotten over time.

It would seem that you happen to be among their numbers as your cult has severely fallen since its heyday as other younger deities fulfilled your niche.

You can still try to regrow your followers but depending on your domains, portfolios and alignment may face many difficulties as other deities are unwilling to share their purview and followers or your domains are seen as too alien or primal for more advanced civilizations for example.

+600 CP Rise of the Elder Evils

In the multiverse, there exist beings of godlike powers that are enemies of the gods and their followers.

These entities are known as Elder Evils and tend to either be sealed or wandering throughout the multiverse, they can bring ruin to entire worlds.

Until now that is.

During your stay, you are guaranteed that one Elder Evil either a canon one or one of your own design, will start stirring and risk awakening.

Worse than that, for some reason their followers and signs will seem to make a priority of targeting your followers though thankfully they can still be beaten back.

You can take this drawback multiple times to add one Elder Evil each time you take it.

+600CP: Divine Nemesis

Just like deities can be allies, lovers and family so can they be the fiercest of

enemies, burning with a fury that won't end until one or the other lies dead at their feet, their works ruined and people annihilated.

You seem to have such a nemesis either a canon one, from a 3rd party book or one of your own design like the enmity between Grummsh One Eye and Corellon Larethian or Demogorgon with Orcus and Graz'zt.

They shall do all they can to ruin your plans and take your life though nothing says you can't kill them first.

You can take this drawback multiple times, adding another nemesis each time.

+800 CP The Dawn War Redux

You live in interesting times Jumper. The primordials that were thought to have been defeated during the Dawn War have resurfaced and are ready to start another war with the gods, it will be a long and bloody affair that could bring ruin to countless worlds in the Prime Material Plane.

If you are a Primordial or at least on their side, it will instead be vengeful resurrected gods who are restarting the War and trying to coerce their brethren to follow them.

If your stay happens during the Dawn War, then it will instead be an extra group of primordials or gods joining the War depending on which side you are on.

+1000CP Apocalypse now

It has happened, the Elder Evils are awakening,the Great Old Ones are rising from their prison to reclaim the world they once, the primordials are ready to bring the multiverse back to the primordial chaos while Tharizdun/Rovagug shatter their prisons ready to bring an end to the Multiverse.

I hope you are ready for an Apocalypse of cosmic proportion Jumper. Hopefully you can still make it out alive.

Scenarios:

You can take as many scenarios as you wish, gaining an extra 500 CP for taking each one of them. You can choose to have them act as separate timelines at your leisure and/or if you want to retake a scenario for another Reward.

Note that any sort of plane, dimension or demiplane you receive is truly infinite in size with endlessly replenishing resources, ruins and creatures so that you never run out.

The Dawn War: (Requires Dawn War Toggle)

For this scenario, you Jumper will be inserted back to the very beginnings of the D&D multiverse more specifically during the war that opposed the primordials to the gods.

You can choose a side in the war regardless of your origin as Ubtao a primordial still betrayed his kin to join the side of the gods during the war.

Reward:

You will gain different Rewards depending on who you side with:

If you sided with the gods, you will gain the title **Hammer of the gods**, a title that allows you to deal extreme damage to creatures that are enemies of the gods and find their weaknesses at a glance.

The damage increase and weakness increase get proportionally stronger the stronger the creature you oppose is.

This title also allows you to gain extreme reverence from any deity you meet as they will understand the significance of such a title and the power you represent.

Furthermore, the gods saw fit to Reward you with an Astral dominion of your own which acts as a free purchase of the **Divine realm** item.

Finally, you may companion any of the gods that fought during the primordial war you want to not leave your comrades in arms behind as well as their realms and followers.

If you sided with the primordials, you gain the perk **Bane of the gods,** a title that allows you to deal extreme damage to gods and find their weaknesses at a glance.

The damage increase and weakness increase get proportionally stronger the stronger the creature you oppose is as well as the more divine it is.

This title also allows you to gain extreme reverence from any primordial and enemy of the gods you meet as they will understand the significance of such a title and the power you represent.

Furthermore, the primordials saw fit to Reward you with a domain in the Elemental Chaos of your own which acts as a free purchase of the **Divine realm** item.

Finally, you may companion any of the primordials that fought during the primordial war you want so as to not leave your comrades in arms behind as well as their realms and followers.

If you choose neither side and somehow win the entire conflict for yourself, you can claim both Rewards.

Become An Overgod

Among the gods though known only to them, there exist a rank higher than greater deity. These deities are known as overgods, beings with vast power over Creation, beyond concepts like alignment and the very gods themselves.

For this scenario, you must find a way to ascend to the status of Overgod perhaps you need to slay an overgod yourself, find a special ritual to ascend or prove yourself worthy in some fashion.

Reward:

You of course get to keep your Overgod status as the perk **Overgod** which grants you vast powers over Creation and the gods including the ability to cast down gods weaker than you into their mortal avatar forms.

Furthermore, you receive your own universe in the form of the **Crystal Sphere** item that you are free to design at your discretion.

Finally, in this and future jumps you will be recognized as a ruler of gods with the respect that title deserves along with gods weaker than you deferring to you.

War of Law and Chaos:

The conflict between Law and Chaos has raged since the very beginnings of the multiverse with its current incarnation as the Blood War simply being its latest form. Its original incarnation as the Dawn War came because of the Queen of Chaos waging war upon the rest of the multiverse but what if things went differently.

For this scenario, you will be inserted far into the distant past of the D&D multiverse during the conflict that opposed the forces of the Queen of Chaos to the forces of Law notably the Wind Dukes of Aaqa also known as the Vaati.

Reward:

If you choose to help the side of Law, you will receive the perk **Lord of Order** that boosts tremendously all your abilities,powers,magics,domains,portfolios etc relating to Law and Order as well as granting you those domains for free.

Needless to say, you also possess tremendous influence over all creatures of Law and Order.

Furthermore, you will be given the knowledge and the ability to craft artifacts of Law and Order such as the Rod of Law, an artifact of such power that it managed to banish and imprison the Demon Prince Miska the Wolf Spider to the then unknown plane of Pandemonium where he remains bound to the present times.

Finally, you can companion anyone on the side of Law such as the Wind dukes of Aaqa or gods like Ouroboros the World Serpent alongside their followers and realms.

If you choose to help the side of Chaos, you will receive the perk **Lord of Chaos** that boosts tremendously all your abilities,powers,magics,domains,portfolios etc relating to Chaos and Entropy as well as granting you those domains for free. Needless to say you also possess tremendous influence over all creatures of Chaos, Entropy and Evil.

Furthermore, you will be given the knowledge and the ability to craft artifacts of Chaos, Entropy and Evil such as the Shard of Evil, an artifact of such power that the obyrith managed to cross from their dying multiverse to the current one, corrupt Tharizdun a god merely by holding it and create the entire Abyss by being planted in the Elemental Chaos where it continues digging to this day adding new Layers to the plane.

Also included are the secrets that the obyriths used to create the various tanari demon breeds that inhabit the Abyss to the present days.

If you choose to fight for yourself, you receive both Rewards.

Battle Against Rovagug/Tharizdun:

Among the conflicts that have shaped the D&D/Pathfinder cosmos almost none have had higher stakes than the battle against Tharizdun and Rovagug respectively perhaps you wish to take part in that conflict?

You will be inserted far in the past before mortal life appeared on the Prime Material Plane.

However, in your way stands Rovagug/Tharizdun a god of such apocalyptic power that all gods regardless of alignment and/or past feuds put aside their differences to imprison him.

Such was their power that many long-forgotten deities died facing him and if left unchecked could have spelled doom for the entire multiverse.

Two paths offer themselves to you, you may side with the gods and fight the apocalypse or do the unthinkable and side with Tharizdun/Rovagug to destroy the multiverse.

Reward:

If you sided with the gods, you gain the perk **Master of Seals:** which grants you the ability to seal anything or anyone as long as you can weaken them enough, these seals are eternal and won't let either the sealed creature or other creatures within escape unless you allow it.

Furthermore, you receive the item **Prison of the Chained God** a copy of Rovagug/Tharizdun's prison but secure this time, no spawn or avatar will ever get out of it.

If you helped Rovagug/Tharizdun instead, in a moment of rare lucidity and genuine gratefulness will join you as a companion similar to **Apocalyptic entity**. Furthermore, you receive the item **Ruined Multiverse,** which is simply whatever is left of the multiverse after your new companion was done with it.

End the Blood War:

The Blood War, a conflict that has raged for eons across the Lower/Fiendish planes and sometimes spills into the material worlds dragging innocent mortals into it.

This conflict has gone for so long with neither side gaining an advantage over the other either because of betrayal of their employers by the yugoloths or sabotage by Celestials and archmages like Mordekainen in the name of Balance.

But perhaps you would like to change that?

Your mission is simple, either choose a side among the Celestials,Devils,Demons,Yugoloths,Demodands,Modrons and Slaads or remain loyal only to yourself.

This will determine the Rewards you receive. Regardless, you will have to bring your side to victory in the war.

Reward:

The perk **General of the Blood War** boosts all your martial skills,weapon mastery,tactics, strategies,trapmaking,creativity and powers as well as massively enhance all your skills,magics,powers,domains,portfolios etc related to War, Leadership,Strategy,Tactics and Battle.

This also grants you an extreme situational awareness and vast knowledge of how to use your environment to your advantage and use everything at your

disposal (perks,powers,equipments,magics,domains,portfolios etc..) to modify the environment to your advantage.

Furthermore, you become capable of decisively ending any conflict in your side's victory regardless of the odds or how long it has lasted.

You also gain the **item Army of Blood**, an endless army of fiends,celestials,modrons and slaads all loyal to you and in whatever proportions you wish though you may choose to make your army composed of only one type of outsider if you so wish.

Depending on which side you helped you gain the perk **Hell ascendant** grants great control over Hell (and similar planes) and its Devils while enhancing all your abilities related to Contracts,Tyranny,Temptation,Order and Control in general well as granting you those domains for free.

You also gain the knowledge and ability to craft the various weapons,armors and artifacts and create the various creatures that compose Hell's armies.

Or **Abyss ascending** grants great control over the Abyss (and similar planes) and its denizens be they tanari, obyrith or loumara and enhances all your abilities related to Chaos, Entropy,Madness, Destruction,Corruption and Creation as well as granting you those domains for free.

This also grants you the knowledge and ability to craft the various weapons,armors and artifacts and create the various creatures that compose the Abyss' armies.

If you helped the Yugoloths you gain the perk **Hades/Gehenna Ascending** grants great control over the Hades and Gehenna (and similar planes) and its denizens be they yugoloths, night hags,barghests etc… and enhances all your

abilities related to Trickery,Disease, Destruction,Corruption and Creation as well as granting you those domains for free.

This also grants you the knowledge and ability to craft the various weapons,armors and artifacts and create the various creatures that compose the yugoloth's armies.

If you helped the Demodands you gain the perk **Carceri Ascending** grants great control over Carceri (and similar planes) and its denizens be they demodands,their prisoners etc… and enhances all your abilities related to Trickery,Sealing, Control, Destruction,Corruption and Creation as well as granting you those domains for free.

This also grants you the knowledge and ability to craft the various weapons,armors and artifacts and create the various creatures that compose the demodand's armies.

If you helped the Celestials you gain the perk **Celestial planes Ascending** grants great control over the Upper/Celestial planes (and similar planes) and its denizens be they archons, angels,lillends etc… and enhances all your abilities related to Justice,Purification, Healing,Light and Creation as well as granting you those domains for free.

This also grants you the knowledge and ability to craft the various weapons,armors and artifacts and create the various creatures that compose the Celestials' armies.

If you helped the Modrons you gain the perk **Mechanus Ascending** grants great control over Mechanus (and similar planes) and its denizens be they modrons, inevitables or otherwise and enhances all your abilities related to

Order,Artifice, Law,Planning and Creation as well as granting you those domains for free.

This also grants you the knowledge and ability to craft the various weapons,armors and artifacts and create the various creatures that compose the Modron's armies.

If you helped the Slaads you gain the perk **Limbo Ascending** grants great control over Limbo (and similar planes) and its denizens be they Slaads or otherwise and enhances all your abilities related to Chaos,Entropy, Destruction,Madness and Creation as well as granting you those domains for free.

This also grants you the knowledge and ability to craft the various weapons,armors and artifacts and create the various creatures that compose the Slaad's armies.

If you fought the war for yourself, you gain all Rewards.

Conquest of the Nine Hells:

The Nine Hells Of Baator, a plane that has been under the control of the Archdevil and now deity Asmodeus since time immemorial, it is said that he is aware of every scheme happening within plane and perhaps many outside it. The last time he was overthrown by Levitus was but a ruse to separate those archdevils loyal to him and those who weren't.

But what if you wanted to be in charge instead?

Your task is simple yet difficult, take control of the Nine Hells from Asmodeus, kill him, imprison him or simply defeat him.

You must make sure that he is defeated so that you may claim your rightful throne as ruler of the plane.

Reward:

The Perk **Supreme of the Nine Hells** grants unparalled control over the very fabric of the plane of Hell/Baator.

This also massively enhances all abilities,powers,magics,domains,portfolios etc… related to Devils, Fire, Evil, Law, Magic, Arcane, Ash, Deception, Legislation, Smoke, Duty, Glyph, Toil, Contracts, Oppression, Pride, Tyranny, Law, Rulership, Trickery, Air, Death, Murder, Undead, Wind, Ambition, Secrecy, Swarm, Arrogance, Lies, Flies, Arcane, Divine, Travel, Trade, Nature, Confidence, Animals, Corruption, Gateways, Charm, Destruction, Catastrophe, Change, Passion, Zeal, Might, Rage, Lust, Adultery, Deception, Desire, Nobility, Leadership, Cities, Confidence, Perfection, Prisons, Strength, Water, Ferocity, Oceans, Resolve, Dragon, Truth, Knowledge, Secrecy, Forbidden Knowledge, Heresy, Snakes, Artifice, Construct, Metal, Ambition, Creation, Wealth, Earth, Avarice, Watchfulness, Wealth, Rune, Language, Memory, Thought, Soul, Contracts, Secrets, War, Ash, Smoke, Tactics, Fire, Obedience, Animal, Fur, Pain, Beasts, Hunters, Tradition, Wards, Fate, Luck, Patterns, Water, Oceans, Rivers, Hidden Waters, Illusions, Darkness, Night, Apprehension, Promises, Terror, Liberation, Freedom, Madness, Insanity, Nightmare, Nooses, Sad Stories, Depression, Flight, Soldiers, Slavery, Flames, Plant, Growth, Herbalism, Illusion, Divination, Defense, Vigil, Immolation, Incarceration, Renewal, Sun, Day, Light, Rage, Authority, Hubris, Liars, Community, Healing, Family, Home, Restoration, Debility, Frailty, Dependance, Burial Rites, Insects, Self-sacrifice, Blood, Rebirth, Time, Thievery, Exiles, Scholars, Theories, Feather, Dominance, Hounds, Punishment, Punishment objects, Dust, Architecture, Expansion, Waste, Plague, Venom, Betrayal, Doom, Obsession, Denial, Drugs, Wonder, Honor, Gems, Legends, Seasons, Carrion, Patience, Vampires, Blasphemy, Humor, Parasites, Truth, Rhetoric, Propaganda, Liars, Lies, Armor,

Mercilessness, Revelation, Fame, Legacy, Glory, Discovery, Hubris, Scholarship, Pollution, Swamps, Toads, Condemnation, Judges, Revision, Masks, Ugliness, Volition, Moon, Hellspawn, Misdirection, Martyr, Sexual perversion, Abduction, Rape, Transformation, Seduction, Women, Creation, Scalykind, Love, Detachment, Dispassion, Nothingness, Battle, Revenge, Wrath, Time, Vanity, Royalty, Fecundity, Predators, Slaughter, Trade, Elusiveness, Dreams, Memory, Gluttony, Greed, Devastation, Monsters, Patience, Antiquity, Mists, Curse, Vermin, Violence, Cruelty, Conquest, Martial Skill, Poison and Temptation as well as granting you access to those domains for free.

You are also a schemer, tempter and master of eloquence on a level beyond Asmodeus himself who managed to successfully argue his case for his right to take souls for the Blood War.

This makes you recognized as the ruler of devils and Hellish realms wherever you go.

You also know and can set up systems of promotion and demotion like the one used by the devils. This makes them stronger or weaker according to your rules and can even grant them new forms and powers including that of deities like the archdevils.

You can create locks and keys of incredible potency such that they could even lock away Rovagug himself.

Furthermore, as symbol of Asmodeus' defeat you receive the **Ruby Rod of Asmodeus** an artifact of potent divine power said to house a shard of the heart of the Abyss itself. It is a potent tool that enhances all powers and abilities related to Devils, Tyranny, Evil, Law, Rulership, Nobility and Trickery.

This version is unbreakable, scales with you as you grow stronger and can only be used by people you approve of.

You also receive the item **Key of the Destroyer,** which is the key to the Dead Vault that can allow you to free Rovagug. This updates in future jumps so that the key can unseal/free any sort of creature on top of a guarantee that there will be at least one abomination as destructive as Rovagug locked away. You could even find ways to direct such a creature.

Finally, you of course gain the entire plane of the Nine Hells with all its denizens loyal to you with you in charge you can easily create and enhance them.

Lord of the Asuras:

Gods aren't infallible and there is no better proof for it than the mere existence of the fiends known as Asuras.

These entities born of divine mistakes seek to tear down the works of the gods up to the very cosmos.

They, however, tend more towards asceticism and contemplation which obviously means they lack the strict hierarchy and discipline that is the strength of similar fiends like the Devils.

For this scenario, you must find a way to unite all the Asuras under your rule.

Rewards:

The perk **Supreme Asura Rana** makes you in this and future jumps the true ruler of all Asuras.

All abilities,magics,powers,domains,portfolios etc related to Evil, Law, Death, Fear, Murder, Rage, Protection, Defense, Ferocity, Tyranny, Resolve, Avarice, Meditation, Vengeance, War, Blood, Fear, Undead, Butchers, Leather, Air, Trickery, Cloud, Deception, Wind, Mist, Poison, Veils, Community, Slavery, Family, Thievery, Indoctrination, Lies, Madness, Insanity, Memory, Nightmare, Thought, Eternity, Hunger, Earth, Caves, Cliffs, Caverns, Premature Burials,

Darkness, Void, Isolation, Loss, Night, Stars, Abduction, Propaganda, Charm, Lust, Double Standards, Beauty, Self-mutilation, Execution, Eclipse, Scalykind, Venom, Liberation, Revolution, Anger, Dreams, Shattering of Bonds, Arson, Ash, Catastrophe, Injustice, Vendettas, Torture, Trickery, Destruction, Corruption, Madness, Strength, Fire and Knowledge are massively enhanced as well as granting you those domains for free.

As the supreme Asura, you are of course capable of reincarnating endlessly instead of dying and fusing with your home plane like other outsiders. This can even allow you to assume new forms with new abilities

Furthermore, you gain a massive boost in potency and ability in general when dealing with gods, their servants, creations and anything related to the divine in general, the better to tear them down.

Finally, you get to take the entire Asura species including their Asura Rana pantheon (though barring Geryon as he is a traitor who became an Archdevil). You can easily create and enhance them.

A True Rakshasa:

The rakshasas, fiends so proud and hubristic each and every one of them believe themselves the only being worthy of worship in existence.

Is it any wonder that their pantheon is one that offers the same domains regardless of the individual? Perhaps you had like to rule over them instead.

For this scenario, you must unite all rakashasas under your rule a task only made harder by their incredible pride.

Reward:

The perk **Golden Rakshasa** makes you in this and future jumps the true ruler of all Rakshasas.

All abilities,magics,powers,domains,portfolios etc related to Evil,Law,Trickery,Animal,Corruption,Avarice,Strength,Gluttony and Knowledge are massively enhanced as well as granting you those domains for free.

Furthermore, you gain a massive boost in potency and ability in general when in the service of acquiring wealth, power or simply indulging yourself as befits a rakshasa.

Finally, you get to take the entire Rakshasa species including their Rakshasa immortals pantheon you can easily create and enhance them.

The Oni Emperor/Empress:

The Onis, the only fiends aside from the Rakshasas who dwell in the material plane rather than any of the outer planes.

They tend to resemble various kinds of giants though always twisted towards evil and violence.

Their leader is known as Inma an Oni Daimyo with the lofty title of Empress of the World though not much is known about her.

You must bring the Oni under your rule to win this scenario.

Reward:

The perk **Oni Emperor/Empress** makes you in this and future jumps the true ruler of all Onis.

All abilities,magics,powers,domains,portfolios etc related to Evil, Law, Glory, Blood, Fear, Honor, Tactics, Battle, Martial Arts, Artifice, Travel, Construction, Deception, Exploration, Toil, Ambushes, Hunting, Traps, Strength, Water, Entropy, Fear, Ferocity, Oceans, Tea, Piracy, Tsunamis, Community, Nobility, Family, Home, Leadership, Tyranny, Servitude, Origami, Lavish Wealth, Thievery, Day, Night, Eclipses, Sunsets, Unseen Things, Weather, Arson,

Catastrophe, Seasons, Smoke, Droughts, Forest Fires, Perfumes, Charm, Rune, Language, Lust, Revelry, Wards, Orgies, Sake, Tattoos, Entropy, Metal, Rage, Keys, Earthquakes, Sabotage, Death, Water, Fear, Ice, Murder, Undead, Frozen Ghosts, Blizzards, Starvation, Luck, Curse, Promises, Volcanoes, Trickery, Chaos, Destruction, Sun, Darkness, Gluttony and War are massively enhanced as well as granting you those domains for free.

You also gain a tremendous ability to lay low and be unbothered by the happenings of the world as long as you do not interfere openly.

Furthermore, you gain a massive boost in potency and ability in general when in the service of acquiring wealth, power or simply indulging yourself as befits an Oni.

Finally, you get to take the entire Oni species including their Oni Daimyo pantheon you can easily create and enhance them.

The Prime Archon/Angel:

The forces of good though always more than happy to cooperate do not tend to answer to any single entity as their leader such is the case of the angels/Archons who have their own empyreal pantheon.

Your goal is to prove yourself worthy in such a way that all the angels/Archons will have no choice but to accept your leadership.

Reward:

The perk **Prime Archon/Angel** makes you in this and future jumps the true ruler of all Angels and Archons.

All abilities,magics,powers,domains,portfolios etc related to Good,Law,Chaos,Justice,Healing,Destruction,Darkness,Artifice,Sun,Charm,Prote

ction,War,Nobility and Community are massively enhanced as well as granting you those domains for free.

You also gain a tremendous ability to harm the wicked such as fiends and undead, lead your fellows into battle as well as heal and protect others.

Finally, you get to take the entire Angel species including their Empyreal Angel/Archon pantheon you can easily create and enhance them.

You may take the entire **plane of Heaven** as an **item** with you.

Enlightenment of Nirvana:

The forces of good though always more than happy to cooperate do not tend to answer to any single entity as their leader such is the case of the Agathions who have their own empyreal pantheon.

Your goal is to prove yourself worthy in such a way that all the Agathions will have no choice but to accept your leadership.

Reward:

The perk **Guardian Beast** makes you in this and future jumps the true ruler of all Celestial/Holy Beasts like Agathions.

All abilities,magics,powers,domains,portfolios etc related to Good,Luck,Animal,Healing,Death,Magic,Knowledge,Protection,Plant,Glory and Travel are massively enhanced as well as granting you those domains for free.

You also gain a tremendous ability to harm the wicked such as fiends and undead, lead your fellows into battle as well as heal and protect others.

Finally, you get to take the entire Agathions species including their Empyreal Agathion pantheon you can easily create and enhance them.

You may take the entire **plane of Nirvana** with you as **item**.

Freedom of Elysium:

The forces of good though always more than happy to cooperate do not tend to answer to any single entity as their leader such is the case of the Azatas who have their own empyreal pantheon.

Your goal is to prove yourself worthy in such a way that all the Azatas will have no choice but to accept your leadership.

Reward:

The perk **Azata King/Queen** makes you in this and future jumps the true ruler of all Celestial/Good Fey beings.

All abilities,magics,powers,domains,portfolios etc related to Good,Chaos,Luck,Animal,Strength,Healing,Darkness,Sun,Plant,Trickery,Liberation,Void and Travel are massively enhanced as well as granting you those domains for free.

You also gain a tremendous ability to harm the wicked such as fiends and undead, lead your fellows into battle as well as heal and protect others.

Finally, you get to take the entire Azata species including their Empyreal Azata pantheon you can easily create and enhance them.

You may take the entire **plane of Elysium** with you as an **item**.

Priest of the Outer Ones:

The Outer Ones are mighty beings with more than a few said to hold might capable of surpassing the strongest of gods worshipped by the mortal races. Yet such beings aren't free and require priests to bring them into the world.

A priest(ess) perhaps much like you.

Your task is simple, you must find a way to awaken/summon an Outer God on a material plane World, though many people will seek to oppose you, show them what it means to oppose the unavoidable.

Rewards:

The perk **Priest of the Outer Ones,** you receive a hefty power boost enough to bump you to the next rank of divinity from your grateful Lord/Lady

All abilities,magics,powers,domains,portfolios etc… related to Dark Tapestry (aka the unknown space between the stars) ,Death,Madness,Trickery,Magic,Void,Chaos,Nightmares,Knowledge,Destruction,Sun,Animal,Abominations,Plant,Stars and Time are massively enhanced as well as granting you those domains for free.

Furthermore, in this and future jumps you will be recognized if you want to as a priest of Eldritch gods who will likely give you a good offer for serving them.

Finally, you gain tremendous talent and knowledge that updates every jump about the various sealed entities,gods,demons etc… as well as the methods to seal,unseal or summon and bind them to your will.

Ascension into an Outer God:

Hastur, the Unspeakable one is a god with motives mysterious to all creatures of the multiverse save a select few.

Indeed, there is a goal to Carcosa's feedings and that goal is to allow Hastur to apotheosis into an Outer God instead of remaining « merely » a Great Old One. Though this doesn't involve you, your goal shall be the same for the scenario. You must find a way to become an Outer God either through a ritual you devise, slaying an Outer God regardless of how impossible it may seem or perhaps asking one of them sponsor you would be more up your alley?

Reward:

The perk **Outer God** on top of a hefty power boost enough to bump you to the next rank of divinity

All abilities,magics,powers,domains,portfolios etc… related to Dark Tapestry (aka the unknown space between the stars) ,Death,Madness,Trickery,Magic,Void,Chaos,Nightmares,Knowledge,Destruction,Sun,Animal,Abominations,Plant,Stars and Time are massively enhanced as well as granting you those domains for free though you may exchange these domains for ones appropriate to your nature.

You gain your own race of abominations that you are free to design to your discretion, they will forever serve your goals from the moment they are born/created and always act in ways that advance them.

Furthermore, your physical body is no longer your real one as your real body lies in an extradimensional space unreachable by any save those you allow thus making you truly immortal.

You may still be banished or sealed away by divinely potent artifacts except if you have perks and items that protect you from it.

Finally, you gain a tremendous ability to corrupt and twist creatures weaker than you to your will though you may leave them with enough sanity to pretend to be normal. This could transform them into other forms or allow them to keep their form to blend in better with their own species.

You may decide in future jumps if you have legends about the kind of entity you are prior to your arrival known to only the most erudite of scholars and the most exclusive of mystery cults alongside a cult of a size and influence appropriate to your own power and influence.

The search for immortality Nindoru:

The Nindorus are a group of fiends born from the efforts of one man named Sigek to reach immortality through bypassing the cycle of souls.

The greatest among them are the Nindoru Ascetics who managed to reach the status of demigodhood.

Your task is simple, unite this disparate group under you.

Reward:

The perk **Nindoru Immortal** makes you in this and future jumps the true ruler of all Immortal beings that bypassed reincarnation and those who search for immortality such as alchemists,necromancers and wizards.

All abilities,magics,powers,domains,portfolios etc related to Cold,Immortality,Reincarnation,Butterflies,Secrecy,Vigil,Change,Secrecy,Darkness,Star,Undeath and Death are massively enhanced as well as granting you those domains for free.

You can eat souls to gain their power,skills and memories though they still pass on the afterlife as you are only feeding upon a fraction of their energy though you may devour it completely if you wish.

You also gain knowledge and the ability to use all the methods of becoming immortal that exists within a jump which updates every jump.

You can gift immortality either directly or by setting trials that will allow those who pass it to join your court of Immortals.

Furthermore, you gain a massive boost in potency and ability in general when in the service of acquiring knowledge, power and especially in matters of survival and reaching immortality as befits a Nindoru.

Finally, you get to take the entire Nindoru species including their Nindoru Ascetics pantheon as well as your own Divine realm that serves as your court of Immortals you can easily create and enhance them.

Destroy The Upper Planes:
Long has the battle between the Upper planes and the Lower Planes raged but perhaps it has gone for long enough.

For this scenario, you must lead the armies of the Lower Planes to a decisive victory over the Upper Planes.

Reward:

The perk **The Ultimate Evil** allows you to corrupt and destroy anything, the purer and holier it is, the easier.

Furthermore, you gain tremendous control over every type of fiends and similarly evil creatures as well as planes of existence that can be qualified as Hellish, Evil…. etc.

Finally, you receive the item **Fiendish Army:** an endless army of fiends of any type you want in proportions of your choosing. They are all loyal to you.

Destroy the Lower Planes:
Long has the battle between the Upper planes and the Lower Planes raged but perhaps it has gone for long enough.

For this scenario, you must lead the armies of the Upper Planes to a decisive victory over the Lower Planes.

Reward:

The perk **The Ultimate Good** allows you to Purify and Convert anything, the more corrupt and sinful it is, the easier it is.

Furthermore, you gain tremendous control over every type of Celestial entities and similarly good creatures as well as planes of existence that can be qualified as Heavenly, Good...etc.

Finally, you receive the item **Celestial Army:** an endless army of Celestials of any type you want in proportions of your choosing.

Chasing the Heart Of the Abyss:
The Abyss, an ever-expanding plane of Chaos and Evil with more and more layers discovered as more planar travelers catalogue it.

But what exactly is digging through the Elemental Chaos and creating the Abyss itself?

The artifact called the **Heart of Evil** was planted in the Elemental Chaos by Tharizdun and has since then kept digging through the plane adding more layers to the plane while seducing all demons with promises of vast power should they prove able to seize it.

This is your task, claim the Heart of Evil, become the true Prince of Demons and assume your rightful place on the throne.

Reward:

By claiming the Shard Of the Abyss, you receive the perk **Abyss God** which grants you a power boost beyond the item **Shard of Evil** (Stacks if you own it) as well as massively enhances all abilities, magics, powers, domains, portfolios related to Evil, Chaos, Misfortune, Bad Luck, Accidents, Random Mischief, Fate, Ill Luck, Vengeance, Renewal, Fire-using Dragons, Destruction By Flame, Vile Darkness, Eternal Darkness, Hunting, Senses, Surprise, Abduction, Night, Creation, Life, Transformation, Exiles, Wanderers, Beholders, Tyranny, Fertility, Unlimited Self-indulgence, Debauchery, Vampirism, Hill Giants, Battle, Combat,

Eating, Hunger, Troglodyte, Drow, Spiders, Poison, Strife, Yuan-Ti, Beasts, Predators, Somnolence, Rot, Vermin, Leucrotta, Hyena, Bugbear, Fear, Intoxication, Bullywug, Planning, Watery Death, Serpents, Intelligent Snakes, Ophidians, Renegade Spirit Nagas, Annihilation, Elemental Power, Entropy, Ruin, Force, Demons, Corruption, Madness, Annihilation, Dark, Motherhood, Birth, Sea, Currents, Oceans, Sea Winds, Waves, Bloodlust, Greed, Uncontrolled Impulse, Spriggans, Gnome, Trolls, Ogres, Frenzy, Violence, Giants, Sky, Evil Flying Creatures, Skies of the Lower Planes, Sisterhood, Protection, Magic Words, Arcane Secrets, Talismans, Balors, Poisonous Gas, Mist, Fog, Mazes, Labyrinths, Transformation, Inquisitions, Civilization, Dominion, Lizardfolk, Secret Marriages, Failing Marriages, Prophecy, Rebellion, Blame, Absolution, Scapegoats, Primeval Beasts, Scaled Nightmares, Dinosaurs, Reptiles, Diplomacy, Strategy, Discord, Ruined Peace, The Afflicted, Massacres, Dark Fey, Warlocks, Dark Druids, Nature, Return of all things to nature, Refusal to Surrender, Crime, Tigers, Abyssal Lore, Alchemy, Barlgura, Blood War Campaigns, Flames, Tomes, Monstrous Births, Deformities, Pursuit, Bloodletting, Depression, Desire, Despair, Self-destruction, Evil Sylvan Creatures, Trees, Afterlife, Back Door To Paradise, History, Desolation, Shadow Demons, Shadows, Secrets, Scorpions, Marilith Demons, Succubi, Secret Oaths, Perversion, Sexual Taboos, Nafelshnee, Poisonous Vermin, Centipedes, Undead Shadows, Subterfuge, Consumption, Finery, Ostentatious Ceremony, Poisonous Bones, Poisonous Teeth, Seduction of Women, Chains, Aranea, Dreads Demons, Poison, Carrion, Confused Ignorance, Malevolent Ignorance, The Drowned Dead, Metamorphosis, Ooze, Shapeless things, Slimes, Plants, Fungi, Domination, Energy Drain, Gnolls, Minotaurs, Savagery, Undead, Beasts, Vengeance, Animal, Hatred, Retribution, Fury, Strength, Pleasure, Decadence, Indulgence, Temptation, Death, Magic, Divine, Murder, Might, Zeal,

Necromancy, Wrath, Water, Catastrophe, Flotsam, Poison, Sloth, Decay, Rage, Nature, Nightmares, Tyranny, Corruption of Nature, Pollution, Elf Slaughter, Dragons, Jungles, Poison Waters, Corrupt Officials, Harpies, Music, Seduction, Carnivorous Plants, Scars, Tainted Soil, Corrupt Officials, Incest, Twins, Defrocked Priests, Frostbite, Hunger, Winter, Cursed Villages, Violent Mobs, Wolves, Libraries, Mountain Spires, Secrets, Murderers, Nooses, Strangulation, Infestation, Rifts, Spiders, Floods, Hurricanes, Washed-up Corpses, Bells, Mirrors, Vanity, Dry Wells, Ghost Towns, Vengeful Dead, Beetles, Dead Trees, Severed Limbs, Bones, Desecrated Crypts, Tombstones, War, Ice, Tactics, Cold, Giants, Broken Vows, Misplaced Revenge, Tears, Banshees, Mountain Valleys, Songs, Open Wounds, Needles, Sadistic Doctors, Lost Explorers, Sandstorms, Vultures, Gems, Prisons, Slavery, Alleyways, Thievery, Urban Decay, Broken Bones, Infections, Splinters, Ashes, Magical Energy, Whispers, Misanthrope, Old Structures, Toads, Astrology, Ill Fortune, Standing Stones, Deathtraps, Gears, Possessed Machinery, Jealousy, Loss, Ruined Cities, Shadow Demons, Rust, Messengers, Slander, Talking Animals, Knowledge, Magic, Arcane, Education, Memory, Thought, Dragon, Glyph, Forbidden Lore, Snakes, Decay, Fur, Growth, Tyranny, Apes, Jungles, Tyrants, Disorientation, Secrecy, Beasts, Dungeons, Traitors, Plague, Change Nothingness, Disease, Parasites, Water, Oceans, Abomination, Aberrance, The Sea, Sea Monsters, War, Blood, Tactics, Chasms, Infestation, Locusts, Amphibians, Boggards, Swamps, Extortion, Spite, Bats, Nocturnal Predators, Trickery, Deception, Insanity, Riot, Thievery, Nightmares, Family, Abomination, Monsters, Lust, Night, Artifice, Travel, Void, Exploration, Isolation, Moon, Night, Revelry, Whimsy, Creation, Protection Introspection, Artists, Assassins, Exiles, Midnight, Air, Wind, Cloud, The Sky, Temptation, Winged Creatures, Nobility, Leadership, Martyr, Pain, Ambition, Envy, Lies, Murder, Charm, Love, Perversion, Pride, Taboos, Cannibalism, Vampires,

Animal, Sun, Feather, Fur, Light, Sand, Scorpions, Thirst, Luck, Curse, Deception, Thievery, Knives, Illusions, Torture, Traps, Wealth, Glyph, Greed, Magical Portals, Mundane Portals, Riddles, Fire, Ash, Smoke, Tactics, Salamanders, Volcanoes, Construct, Resolve, Toil, Alchemy, Self-realization, Invention, Transformation, Revelation, Desolation, Werewolves, Vigil, Ghouls, Graves, Secrets Known Only By The Dead, Vermin, Venom, Bindings, Driders, Passion, Cruelty, Hags, Day, Dust, Deserts, Senseless Warfare, Loss, Pain, Time, Metal, Sorrow, Aberrations, Clocks, Prisons, Hopeless Despair, Heresy, Suicide, Storms, Weather, Natural Disasters, Trolls, Caves, Entropy, Cities, Earth, Gargoyles, Gluttony, Ruins, Repose, Ancestors, Fate, Time, Nothingness, Age, Worms, Resolve, Saurian, Caverns, Reptiles, Xulgath, Carrion, Scavengers, Angry mobs, Ants, Ambush, The Forgotten, Hidden Agendas, Grave robbing, Necrophilia, Rats, Sewers, Botched executions, Pits, Sharks, Shipwrecks, Lost Dreams, Seduction of the Pure, Blizzards, The Frozen Dead, Revenge, Cold, Ice, Disguises, Lies, Identity Theft, Suffocation, Cheating, Exploitation, Dwarf, Hryngar, Daemon, Earthquakes, Extortion, Hatred, Spite, Dreams, Planar Travel, Infection, Insects, Parasites, Stagnation, Elemental Power, Ruin, Darkness, Malign Knowledge, Swarms and Destruction while also granting you those domains for free.

You possess the knowledge and ability to create, innovate and improve all demonic creations be they made by tanari, loumara, obyrith or even qlippoth.

Like Abraxas, you possess extreme knowledge of magical formulas, spells and secrets which updates every jump. You even know and can cast the dreaded Final Incantation which can cause the annihilation of magic. Unlike him, you aren’t harmed by its use.

You can even use it to remove knowledge of spells from entire worlds.

You also possess potent affinity and control over all manners of serpents including serpentine demons like Mariliths.

Like Aldinach, you possess extreme powers over sand, scorpions and thirst. You can conjure sandstorms that can easily separate flesh from bones, transform corpses into fiendish giant scorpions loyal to you, turn yourself into a living sandstorm to fly around as well as slash and blind anyone who is too close to you in this state, you can dehydrate someone with touch, you can easily sneak attack from ambushes and you can grow a stinging scorpion tail that can strike rapidly with six potent supernatural venoms that bypasses immunities.

You can conjure, create and control all sorts of scorpions that you can direct with but a thought.

You can even create sprawling desert metropolis like Aioganthus, an impossible city built within the slowly collapsing walls of a funnel-shaped sinkhole. The buildings move inexorably towards the center of the tangle and form a towering spire of chitin and resin like a scorpion's tail. The building material at the apex breaks off and forms a new structure at the outskirts of the city. The constantly changing layouts of the city and replenishment of buildings of course allows tremendous defense against invaders and even to navigate the city. You can make certain regions fixed in place to serve as permanent headquarters.

Like Alazhra, you possess extreme power over Dreams, Hags and Planar Travel. You can control dreams and nightmares to the point that you can kill people in their sleep with their nightmares. You can easily cross planar boundaries and steal souls for your own use. You know all sorts of rituals, magic, magic items and elixirs used by hags and their ilk.

You are a masterful negotiator capable of negotiating even with the Horsemen of the Apocalypse. This could even allow you to have your faithful treated as important guests allowed to come and go freely, trade souls and kept from harm even by daemons much like the night hags in Abaddon who benefit from an unspoken agreement with the Horsemen.

You are revered as a ruler by hags of all kinds.
Like Angazhan, you possess extreme power over apes, jungles and brutal tyrants. You possess tremendous strength and can grow horns and stinging tails that are usually more than enough to get you through any fight. Anyone you slay can be forcefully reincarnated as a Gorilla King loyal to you.

You can also conjure, create and summon all sort of apes and simian creatures loyal to you. Needless to say, you also possess tremendous sway over apes and simians of all kind.

You even know how to create, improve and innovate potent artifacts that can transform mortals into powerful ape forms as well as magical totems that can search for souls of your specification to reincarnate them into powerful ape-life forms loyal to you.

Like Ahazu, you can find and create passages leading outside the multiverse. This is coupled with an incredible ability to make deals in your favor with eldritch abominations like the Elder Evils as well as with creatures as treacherous as the Demon Lords

Like Andirifkhu, you are a master of traps, lethal dungeons and illusions. You could even create entire abyssal realms similar to the legendary Vault of Ten Thousand Deaths. Those realms can even stretch into other worlds which can create new death-trap filled dungeons to spread your worship and trap foolhardy adventurers and explorers or even send them straight into your clutches.

Like Areshkagal, you can create portals with riddles as passwords. An incorrect answer can make the portal lead to another place of your choice, perhaps even a deadly trap with no exit.

You can also teleport between doorways, arches and windows anywhere within the setting or simply create gates to teleport anywhere you want.

You can massively boost the power and efficiency of any equipment made of gold such that they would be comparable to adamantine. You can summon greedy dragons to serve you.

You also know and can use extremely potent riddles with effects such as stunning listeners, subliminally manipulate them towards a course of action or even shattering their sanity for example.

You can assume the form of a faceless sphinx at-will with a viper tail that can whisper dangerous riddles. You can reveal your face in this form at-will with numerous possible effects such as driving viewers insane, striking them dead or worse.

Like Codricuhn, you possess tremendous powers over the elements including metal, acid and poison as befits a primordial.

You are also immensely strong as you can even move while carrying countless chains and weights of various kinds. You can spread the corruption of the Abyss to devour entire planes of existence and realities as well as destroy all Creation much like how Codricuhn is thought to be capable of once he climbs to the top of the Abyss.

Like Demogorgon, you possess tremendous powers of rot and life drain allowing you to drain your foes to death while simultaneously increasing your own power.

You can even survive extremely dangerous circumstances and come back with enough power to gain revenge much like Demogorgon managed to claw his way back after he was thrown away by the Queen of Chaos for being uncontrollable.

You are also extremely skilled at creating and corrupting lifeforms loyal to you like how Demogorgon created the Retrievers, the Merrow and the accidental creation of Ettins.

Like Baphomet, you are a genius of demonic lifeforms capable of creating potent demons to add to your armies.

You can also create mazes that can trap your foes for eternity even resurrecting them endlessly upon death.

No maze is unsolvable for you as even a maze touted as unsolvable by Asmodeus could be easily solved by you. Not to mention how you possess rulership over mazes allowing you to turn any of them into your personal realm.

Like Dagon, you possess extreme power over the sea, deformity and sea monsters. You can not only easily conjure, create and control water, the ocean and all sorts of maritime disasters but are recognized as a ruler by all sorts of sea monsters. You can turn yourself into brackish water and back again which affords you tremendous speed and stealth underwater not to mention that you can breathe underwater and swim comfortably at any depth no matter what the water pressure is.

You can suffocate entire groups of creatures by forcing anoxic water into their lungs thus depriving them of oxygen. You can summon all sorts of aquatic creatures to your aid and communicate with aquatic creatures. Your touch can disfigure people.

You can easily magically dominate all sorts of aquatic creatures and water breathing creatures. You can transform creatures into hideously deformed aquatic versions of themselves loyal to you. You can even assume the form of a monstrous creature of depths and back again with powerful grasping tentacles to constrict and grab your foes.

You can easily create, conjure and control all sorts of sea monsters and similar aberrations of the sea.

You possess tremendous arcane and ancient knowledge that updates in future jumps. This is coupled with an incredible talent for divination such that you could serve as a respected oracle even to a race that despises you.

This knowledge can even allow you to restrict the influence of other gods and create wild tides to sweep countless aquatic creatures towards you and your servants to slaughter them for example.

You excel at spreading your influence across countless worlds, perhaps by sending your offsprings to breed with native life there. You can even easily gather all sorts of underwater treasure like gold that can allow you to easily amass countless followers. You also benefit from kinship with eldritch entities

such that your cults could easily ally with the cults of the Great Old Ones themselves.

Like Deskari, you possess extreme powers over Chasms, Infestations and Locusts. You can transform parts of your body into swarms of insects and back-at-will, they can do tremendous harm to plants and plant-type creatures. You can completely transform and back again into a swarm form such as a hellwasp swarm form with all the abilities you had expect of this form for example while keeping your normal abilities. You can walk through swarms unharmed and are in fact bolstered by them. You can send swarms of insects to harass your foes. You can create rifts to teleport yourself to your properties and even send your foes there. You can even create massive rifts on the ground that contain various hazards for your foes that stumble into them such as boiling pools of acid, strange chewing vermin, writhing shards of ice and all manners of other chaotic and deadly manifestations of the Abyss. You can use the rift to summon demons loyal to you and to send your foes to the Abyss.

Your bite and sting can poison your foes and bypass immunities. You can use your wings to create a droning sound that can incapacitate your foes in a large radius. You can spit acid in a line as a breath weapon that can inflict your poison and leaves dangerous puddles that can also inflict your poison that bypasses immunities.

You can even summon, conjure, create and control all sorts of vermin that are extremely enhanced compared to normal specimens of their kinds, from insects to serpents and even use swarms of vermin to fly as wings or to carry you for example. You can even use vermin to cast spells and traps by marking their bodies to form runes for example. You can spy through the eyes of any swarm you control across any distance.

Your poison can even infect your victims with thousands of microscopic demonic eggs that hatches as a swarm of fiendish locust bursts brutally from their bodies.

You can make it so whenever you are struck that your body emits a discordant shrieking and grinding sound (perhaps from your armor plates) that can sicken and stagger or even stun enemies. You can easily climb any vertical surface and even ceilings.

You possess great fortune and excel at bouncing back from setbacks and setting up invasions. You could resurrect your cult and create portals for your invasion in no time at all. You possess an extremely strategic mind alongside an incredible ability to act more foolish than you are. You could fake your forces being routed to indefinitely stall opposing armies while simultaneously sending your minions be they mortals or demons in disguise throughout the setting to recruit monsters, evil beings and tempt mortals even the most righteous of crusaders into sin and corruption to achieve an ultimate victory for you for example.

You can create realms like the Rasping Rifts, a horrific maze of chasms full of all manners of hungry vermin such as roaches, beetles, rats, serpents and all manners of insects including flying ones as well as portals to the Material World. You can even make it so the realm transforms creatures, including sapient ones over time, into dozens, hundreds or thousands of hive-mind vermin loyal to you.

Your fortune is also such that you could have a Demon Lord as ancient and powerful as Pazuzu as an affectionate parent that could allow you to easily become a Demon Lord if you were born a regular demon.

You possess a tremendous ability to create, innovate and improve all manners of powerful artifacts made from the parts of creatures much like Deskari's scythe Riftcarver that can cause earthquakes and cut chasms made from the corpse of his mother. You could even use your creations to outright carve realms from a plane like the Abyss itself.

You are also an extremely skilled scientist capable of improving, innovating and creating all sorts of methods to improve your flesh warping, grafting and demonic vermin skills. You could create powerful grafts of demonic flesh to turn

mortals into powerful fiends loyal to you and even create powerful demonic vermin comparable to Demon Lords.

Like Droskar, you possess extreme power over cheating, exploitation and toil. You can flawlessly copy the work of any creature and perfectly recreate any item, building, object or construct. Unlike him however, you still possess originality and inspiration.

Like Cyth-V'Sug and Zuggtmoy, you possess extreme powers over fungi and parasites. Not only can you use fungi to parasitize lifeforms into becoming loyal to you and drain their energy, but you can even create fungi like Cyth-V'sug's realm of Jehelda, a fungus bigger than the largest planets that can send tendrils through the planes to draw and consume entire worlds. You can exhale poisonous miasma that worsens diseases, turn yourself into a massive shambling mound and back again, and can inflict destruction on foes. If slain by the effect, they crumble into a russet mold that unleashes clouds of spores to spread the infestation around it.

Like Flauros, you possess potent powers over lava and fire that can even bypass immunities. You can make lava run like water or solidify into obsidian glass to trap your foes or create potent weapons with an inner flame that can burst when striking your foes.

You also possess potent power over volcanoes more than capable of making new volcanoes emerge from the ground to destroy entire nations and perhaps even worlds.

Like Fraz-Urb'luu, you possess extreme powers of illusion allowing you to disguise even the most disquieting locations of the Abyss as a paradise.

You also possess odd powers of summoning and interference which can allow you to mess with a summoning to summon a demon lord of your choice for example.

Like Graz'zt, you are a consummate schemer and seducer. You are even

extremely fortunate in finding supernaturally powerful paramours such as powerful witches with the resulting progeny being powerful demigods even if the other parent is mortal.

Like Gogunta, your song can reach across the planes and affect the minds of creatures. They can then be made to become obsessed with searching for the source of the song to fall into your grasp or on the contrary to become missionaries to do your bidding on a world.

Like Ghlaunder, you possess extreme power over Infection, Pestilence Stagnation, Disease, Insects, Parasites, Filth, Decay and Vermin.

Your power over insects, vermin and parasites is tremendous as not only can you create, conjure and summon any sort of insect, vermin or parasite but you can control any number of them no matter what kind they are.

You can bless your faithful with the ability to summon clouds of disease-ridden insects that can defend them and infect their foes with blood-borne diseases, you can grant them the ability to make disease carriers asymptomatic, you can make them immune to the negative effects of diseases they carry and can rescind it at-will. You can curse those who earn your ire, drawing their energy and lifeforce to feed you and infect them with a contagious disease that can only be cured or have its condition improved by infecting at least two sapient beings with the disease for example.

You can drink blood to empower yourself, especially when it comes to the blood of powerful creatures like Gods, Archdevils, Demon Lords etc…..

You can also implant alien parasites into your victims which can painfully burst from them after multiplying, turn the victim into your thrall or perhaps consume the victim to evolve into another form more useful to your goals for example.

You excel at confounding your foes and scheming despite any opposition. You could even outplay a Goddess as ancient and powerful as Desna herself.

You excel at hiding among your enemies to divert resources from them towards you and your goals as well as stealthily infect them with diseases, blight their crops etc….

You can create, improve and innovate realms like Bzuulzeel, a swampy quagmire of the Abyss where the backwaters of the Styx spread into a great sludge of marsh. The realm contains multitudes of demons loyal to you as well as demons to hunt to satiate you with the most numerous ones being disgusting omox and hezrou demons evolved from the souls of poisoned mortals. You can even have your petitioners that arrive in this realm take the forms of demons which could be omox or hezrou demons for example.

You are revered as a ruler by vermin, insects and parasites of all kinds.

Like Gyronna, you possess extreme power over hatred, spite and extortion. Your words are sharp enough to render your foes' minds feeble and shaken. You can reflect spells cast on you back on their casters. You can use your magic and supernatural abilities to shift blame on someone else such that you could commit an evil act in broad daylight and enchant witnesses to believe someone else did it. You can cloak yourself in curses such that animals and vermin refuse to approach you and enemies struggle to hit you with their attacks. You can immediately retaliate against your foe when damaged. You are a master of all sorts of curses, hexes and debilitating spells as befits a patron of hags like you. You can tear the goodness out of fey creatures like changelings to create progenitors of hags loyal to you.

You can assume various forms from the youthful, voluptuous and vibrant to the withered and dead, jubilant, weeping or raging. You can bless your faithful by vexing those who offended them with misfortune. You can curse those who earn your ire with social blunders that grow far beyond their expected scope, premature aging and a touch that withers plants and sickens animals.

You excel at blackmailing people and extorting them for all they are worth.

You can create, improve and innovate realms like Muravelara, a twisted midnight forest where the sun never rises and the trees themselves seem to press in and overwhelm travelers. Massive toads and feral cats stalk the shadows, alongside hags and female vrocks loyal to you.
You can grant purview over specific wicked deeds to your faithful to empower them. You can stitch beings together into one whole loyal to you.
You are also unnaturally fecund and fertile as you can birth and/or create countless hags and evil fey creatures loyal to you.

You are revered as a ruler by hags and evil/twisted fey creatures of all kinds. Like Haagenti, you are a genius of alchemy and invention. You know all the tricks to alchemy in this and future jumps such as the creation of golems and the transmutation of lead into gold.

You also know all the various artifices used to inflict death, pain and destruction.

Your talent for transformation is also incredible as you can use your very breath to turn your foes into flesh-warped abomination that only find relief in following your orders. You can also transform parts of your bodies into other material to bypass immunities such as silver, gold or even adamantine for example.

Your greatest talent may be your telepathic whispers and charisma as you can speak to people across the planes to plant the seeds of innovation to create the most dangerous of devices guaranteed to advance your ambitions.

Like Jezelda, you possess potent powers over werewolves. Not only can you rapidly shift forms in battle to dodge attacks and help in combat maneuvers, but your bite also carries a potent curse than can transform your victim into a fiendish lycanthrope loyal to you.

You and your followers also excel at kidnapping people from countless worlds while keeping them in the dark about the true nature of their predicament such that you could trick them into imagining sunlight even if they have never seen daylight.

You can also easily see through the stars of any property you own and can grant this ability to anyone you want.

Like Lynkhab, you too can embody desire to such an extent that you become immortal. Unlike her, you can take back your physical body at will, remain cohesive and can still grow in power.

Like Lolth, you possess extreme power over spiders, assassins, chaos, evil, darkness, poison, strife, trickery, war and drow.

Furthermore, you will find that much like Lolth in that you are talented at both bouncing back from setbacks and are an extremely skilled and fortunate schemer. This also extends to an incredible ability to devise and put in place methods to increase your power much like how Lolth ascended from Intermediate Deity to Greater Deity.

Like Lamashtu, you are tremendously fortunate in advancing your power and agenda such that you could even ambush an ancient god to steal his portfolio.

You also possess her dominion over monsters and demons as you can create and breed countless forms of monsters, monstrous humanoids and demons loyal to you.

You can even create such bizarre creations as pregnant hills that issue forth monsters including demons and fiendish Gnolls.

Your power is also great as you are capable of slaughtering even foes as powerful as the Riders of the Apocalypse, such that the scars left upon the battlefield could overwhelm even the descendants of whatever race drew your ire such that they would feel overwhelming fear from them even long after the conflict was forgotten.

Your power can even affect entire realms much like Lamashtu created the realm of Basalfeyst from a piece of Hell or how she made her realm of Kurnugia mobile.

Like Nocticula, you are perhaps the most seductive creature of the Abyss. This could allow you to seduce pretty much any creature even if you are infamous

for using your seductions as assassination tactics.

You can also create crystals from slain beings that can grant potent increases to a creature’s power even to the point of making mortals mythical heroes. The more powerful the slain creature, the stronger.

You can even bypass the normal cycle of souls of your slain foes as you can for example transform their corpses into islands in your domains and imprison their souls there.

Like Orcus, you are a genius of undeath, death and necromancy. You are also extremely resilient and tenacious as even your death could see you become an undead entity which coupled with your extreme fortune in gaining power, surviving and scheming could even allow you to find a powerful word of power that could allow you to slay even powerful Gods.

You can also inject potent toxins from a tail you can grow and make disappear at-will and inhale souls even from living creatures.

Like Juiblex, your poison and acid can bypass immunities. You can even transform fluids including fluids inside living creatures into oozes to painfully consume them from within among other horrific methods of attack.

You also grow stronger over time even without doing anything. This is coupled with a tremendous ability to lay low and appear uninteresting alongside your possessions such that even entities as paranoid and opportunistic as Demon Lords would leave you alone.

Like Kabiri, you possess extreme power over ghouls as your breath can turn your foes into loyal ghouls and even your very gaze can instill a cannibalistic madness in your victims.

You can also tap into the knowledge of the dead for information including to cast spells. You can even use that knowledge to fill entire libraries as massive as Kabiri's realm of Everglut.

You can also make your realms into necropolises that can extend under all sorts of graveyards throughout the planes.

Like Kostchtchie, you can draw upon the forces of a plane and your slain foes to advance your power and take new forms while skipping normal requirements. You could go from mortal to demon lord without dying or turn into a Horseman by slaying enough daemons and drawing enough energy from Abaddon for example.

Like Lupercio, you possess extreme power over sloth and darkness. You can move without form and extinguish all light for miles around you. You are so strong that you can easily lift even a layer of the Abyss even if they are infinite in size.

You can create, innovate and improve realms and layers like Slugbed. A vast expanse of forests, shallow seas, and underground caverns, always covered in fog under a faintly lit sky. It is populated by shadow demons and fiendish gastropods loyal to you.

Like Mazmezz, you can shapeshift into a beautiful humanoid or drider. You can also transform into a spider-life aberration like her; in this form your bite can implant eggs in your victims that hatch into swarms of flesh-eating spiders. Your webs can also bind prey outside time.

You can even transform victims over time into spidery horrors loyal to you.

You possess extreme control over vermin but especially spiders and spirder-like creatures including the dreaded Bebiliths that specialize in hunting demons.

Like Mestama, you are a master of stealth, subtlety and unexpected violence in combat including striking from hiding inflicting horrible mutilations before vanishing once more. Your mere presence can complicate and antagonize those already in pain thus making wounds more difficult to heal. You can even make those who would seek to provide aid to the wounded fall into greater peril with their own magic or aid backfire on them in horrific ways.

You can also work in subtle ways and use deception to make entire groups fall apart through orchestrated betrayals that appear as deliberate treachery.

You could even replace a cure with a potion that turns one into murderous monstrosities with none the wiser to when the switch took place for example.

As a patron of witches, needless to say that you are a peerless master of curses, hexes and all sorts of dark magics associated with witchcraft.
You can also make your realms into death traps that defy logic, maps lose all meanings, the cycle of day and night blurs or vanishes altogether, and even the laws of time and space seem to fade away. This could lead to the corpse someone who died yesterday to appear impossibly ancient while wearing rusted armor or for the corpse of someone who disappeared decades ago to be found perfectly preserved as if they perished an hour prior for example.

Like Nurgal, you possess extreme powers over the sun to scorch your foes. Anyone slain by you can also be raised as a charred undead loyal to you.

You could also survive being bisected with both of your halves becoming entities under your control though perhaps with your powers separated unevenly.

Like Pazuzu, you are a peerless tempter capable of pushing countless mortals into evil. You could even tempt the most powerful angels into falling from grace much like Pazuzu did to Asmodeus in the telling of one of his stories.

You can also hear when anyone speaks your name and even possess them to work your will.

Like Shax, you possess extreme control over blood and wounds. Not only do you get stronger the more blood and/or wounded creatures are around you but you can manipulate blood for all sorts of effects such as choking your foes, using pools of blood as a trap, bind with blood and use them as stinging tendrils among countless applications.

You are also capable of setting up death trap realms like Shax's realm of Charnelhome where each room of his city-sized mansion contains an insidious death trap or a horrific guardian.
You can also commune with the mysterious force known as the Pattern, the force that is believed by scholars to drive the impulse to kill for both gods and mortals especially those of pattern killers. This can teach you ever more elaborate, esoteric and powerful methods of murder and death.

Like Shivaska, your extreme control over clocks grants you power over time such that you could even make heroes sell their souls to you in exchange for turning back time for an entire a world for example.

You can also conjure and skillfully control chains, anyone bound by them can be instantly sent to a prison or other property you own.

You can take the forms of various aberrations like chokers or cloakers or merely resemble them. In doing so, you gain a massive following among their kinds. You can make those forms alt-forms if you want.

You can even tie your form to a mass extinction event that will cause massive damage while greatly increasing the number of aberrations whose forms you share.

You can even make your change of form coincide with a calamitous extinction event on a world.

You also know and can create realms with wilderness, towers, workhouses, palaces, clock towers and clocks like the Winding Woods. Those clocks that can run backwards can reset at the start of extinction events and mark the time until the next extinction events on countless worlds.

You can even kidnap mortals and other creatures across countless worlds to enslave them to work in your domains.

You benefit from stories and legends about you with even scary bedtime

stories increasing your power and acting as unwitting prayers to you. You can also have stories help in bringing about the mass extinction event and apocalypse tied to your current aberration form.

Like Sifkesh, you excel at seducing and corrupting people of faiths away from their deities especially when it involves ruining their faith's reputation. You can even easily drive them to despair and goad them into ending their own lives in which case you can easily claim their souls for your own use.

You can separate parts of your body and reattach them easily, even making them float near their original location which can still greatly extend your reach.

You possess extreme powers over heresies, suicide and despair as you can not only use supernatural abilities to trick the faithful into believing they committed an unforgivable sin but you can also easily lead both singular victims and entire groups to suicide or even to outright die from sadness and despair among countless examples.

You also excel at gathering fiends to your side, even ones as lawful as Devils could be made to forsake Hell and join your forces.

You can also easily gather and create false temples to every religion in your domains much like the ones found in Sifkesh's legendary City of Open Windows.

Like Socothbenoth, you possess great sway over albino serpents that you can summon and easily tame, they can follow your commands flawlessly.

You possess potent shapeshifting skills allowing you to rapidly change your shape to adapt to combat situations including growing fangs and claws.

Unlike him however, you do not require a magical weapon to fleshwarp your foes as you can turn them with but a touch from anything between a cancerous

mass, a near-mindless fleshwarped guardians or even alluring paragons for example.

You are a master of temptation as you perfectly understand and can turn your advantage both emotion and desire. You can even forge and maintain alliances and relationships with even the most dangerous of demon lords.

You also excel at creating decadent paradises of vice and pleasure much like Socothbenoth's Abyssal Palace known as the Cathedral Thelemic.

Like Turaglas, you are hunger incarnate. You can safely devour and digest anything including stone. Your danger is such that even Demogorgon and Orcus would be forced to team up against you.

You can even create, improve and innovate incredibly hostile realms and layers like Sholo-Tovoth: The Fields of Consumption. A layer dominated by pure all-consuming hunger. Random pits spontaneously opened to drop creatures in slowly digesting pools; even visitors were affected by the layer and started losing taste for food and developing a craving for the flesh of sentient creatures. It was surrounded by a range of mountains that resembled teeth known as the Gnashing Crags. A second range of similar looking but upside-down mountains could sometimes be glimpsed above the clouds. There were forests of flesh-eating trees that led to an enormous ocean of gastric juices that eventually drained into the river Styx. The layer was inhabited by predators of all kinds including but not limited to predatory insects, purple worms and vrocks loyal to you.

Like Oubliviae, you are extremely knowledgeable about History to a level comparable to the oldest and most knowledgeable of Demon Lords in both this and future jumps.

You can also easily trick even a Demon Lord to dismiss his guards and murder him when his guard his down.

You can also create layers and realms like The Barrens that contain ruins of all past and future civilizations.

Like Urexehl, the loyalty you inspire in your followers is such that even if you were to hate and ignore them like Urexehl does to the point of making your realm lethal to them through one of their specific weaknesses, this would only redouble their efforts to prove themselves to you.

You can easily create and control both storms and forest fires with but a thought. Bits of your flesh and blood can even be turned into troll-like demons loyal to you. Or you can them decay into a noxious miasma powerful enough to cause blindness and nausea in those who approach it. You of course benefit from extreme regeneration, allowing you to heal even from wounds that trolls would find difficult to heal.
You can even go into a berserk state that drastically improves your power, defenses and regeneration abilities.

You can also realms of perpetual storms and disasters like Verakivhan, which is a constantly burning forest lashed by powerful storms that only feed the fires.

Like Ugudenk, you have also become immortal and unkillable This is coupled with your ability to appear anywhere in the setting at will and a prodigious ability to tunnel between realms with your tunnels optionally staying up after your passage. You can even make anyone studying your comings go mad which could cause them to offer themselves to be devoured by immense monsters.

Like Xoveron, you can watch through the eyes of gargoyles anywhere in the setting.

You possess extreme power over ruins, gargoyles and gluttony. You can conjure entire feasts that can be rapidly consumed, turn your foes to stone to transform them into gargoyles loyal to you, teleport between desolate places, animate stone statues into golems loyal to you, harden yourself to stone without losing mobility and even slay with a gaze to turn your slain foes into ghouls under your control.

You can also create realms of ruined cities like Ghahazi with catacombs that can stretch under multiple realms and secret passages that only you and those you allow know of.

Like Yhidothrus, you possess extreme powers over age, entropy, time (especially its negative aspects like the destruction of matter and erosion) and worms. You can easily burrow through any sort of terrain and emerge in such a way that your ambush leaves your foes stunned and shaken. You can easily live-in symbiosis with countless parasites including worms and leeches which could even allow you to turn into a worm-that-walks and reassume your normal state of being at-will. You can outright age your foes to old age and dust with all the frailties that implies, you can use this effect even when striking your foes and make it so the aging has no beneficial effects such that even a true dragon would grow weaker instead of stronger with age. In fact, you can outright consume time around you to stop time with those affected perhaps getting a vision of the world within the coils of a massive worm.

You can assume the form of a massive worm-like creature like Yhidothrus which may become an altform if you want. Your body can be impossibly long much like how Yhidothrus' body is so long that no one has seen its end.

Your body is said to be long enough to encircle the entire multiverse and may in fact be the tongue of an even more massive entity.

You can dig tunnels through entire realms and planes of existence to connect them.

You also possess a time-bending nature which could allow you to safeguard entire realms similar to how ancient tunnels dug by Yhidothrus contain qlippoth and seem to have never known the concept of mortal sin and thus demonic life for example.

Your dominion over worms is also tremendous as not only can you easily create, summon and conjure all sorts of worms and worm-like entities loyal to you but even worms as egotistical as Conqueror Worms would revere you as their divine progenitor.

Like Zevgavizeb, you possess extreme power over caverns, reptiles and troglodytes. You possess extremely potent psychic powers far surpassing the ancient troglodytes and can easily permanently mind-control humanoids and reptiles which includes reptile-like creatures like dragons. You can easily summon and conjure all sorts of fiendish dinosaurs loyal to you. You can also assume the forms and powers of all sorts of dinosaurs.

You are also a divine master of hunting capable of slaying all sorts of extremely dangerous foes and monsters. You also possess extremely powerful spell-like abilities, potent toxins and can inflict all sorts of terrible fates on your foes. You can even feast upon the life of entire worlds.

You can also create cavernous realms as massive as Gluttondark where even individual caverns are the size of small planets with those worlds each possessing their own suns with the largest central cavern with a jungle moon serving as a palace. Defeated realms can even be regenerated over time to fill your endless armies.

Like Zura, you possess extreme power over blood, cannibalism and vampires. You can consume the flesh of sentient creatures to boost your power, your vampiric abilities are stronger than even the strongest of vampires as you can bend anyone to your will with but a glance, command the creatures of the night, drain life and blood, and easily heal from even the most grievous of wounds. You can drink and/or absorb blood to boost your power and manipulate it in various ways for combat, magic, rituals and the creation of artifacts. You of course still grow stronger with age and gain more abilities as you would expect of a vampire. Wounds you inflict can be made to bleed

profusely and the spilled blood can even be used to create blood duplicates of your foes.

You also possess an extremely potent charm and knack for deception, you can even assume a voluptuous form to seduce and manipulate people.
Your talent and knowledge of blood is simply out of this world as you know, can create, innovate and improve incredible technologies involving blood much like those used by Zura's faithful. These include but aren't limited to constructs and vast machinery powered by blood, especially blood-fueled clockworks capable of refueling through needle-like siphons. These technologies are so efficient and can run for days on a few drops of blood.

You can also create realms like Nesh with various environments covered in constant darkness. This also includes an extreme ability to set up kidnappings and hiding the true nature of the realms such that you could set up the kidnapping of countless mortals among myriads of worlds while simultaneously keeping them unaware that they dwell in an Abyssal realm. This can be even easier by turning their leaders to your service which you excel at.

The Shard of Evil has granted you tremendous power over Corruption, Destruction and Entropy such that you could destroy entire worlds. You can also corrupt entire worlds regardless of their defenses to your will and add them to the Abyss as additional layers under your control. You can also corrupt people, locations and artifacts to your will, even turning them into fiends loyal to you.

You can similarly create incredibly powerful demonic artifacts that can corrupt to your will even the holiest of locations and people.

You have also become immortal and indestructible, much like Tharizdun. This is coupled with an extreme ability to create avatars including gods, aspects, elder evils and false identities to advance your goals. They are all loyal to you. You could have entire cults devoted to you with no one aware of your true nature.

This can even allow you to easily trick primordials and other elemental forces like the Princes of Elemental Evil into serving you.

You possess enough power to be a multiversal threat that massive coalitions of the most powerful Gods would have to form to even stand a chance at sealing you away. You will remain a threat of similar potency in future jumps without ever growing weaker.

Furthermore, you receive the entire realm of the **Abyss as an item** to rule over as you see fit with the demons be they qlippoth, obyrith, tanari or Loumara loyal to you.

You are recognized everywhere as a ruler of demons and demonic entities in general in this and future jumps who will be loyal to you out of both fear for your power and respect for your abilities.

Finally, you are capable of easily creating and enhancing any kind of demonic entity from this jump, past jumps and future jumps. You can even use different materials to create them such as using dreams and nightmares to create demons similar to Loumaras with abilities based around the kind of dream they were created from.

Obyrith/Qlippoth Ascension:

The obyriths, the first demons that arrived from another ruined multiverse. After they lost the war against Law and the Tanari rose to power in the Abyss, they retreated to the deepest reaches of the Abyss biding their time, hoping for the return of their leader, the Queen of Chaos from her retreat on the 14th Abyssal Layer.

The pathfinder equivalent known as the Qlippoth were also ousted from power by the Tanari though they do not possess a leader per se as Rovagug was simply too destructive and ravenous to properly guide them but perhaps that can change.

For this scenario, you must find a way to unite all Obyriths/Qlippoth under you such that they could prove a major power in the Abyss capable of obstructing the Tanari.

Reward:

For your actions, you receive the perk **Obyrith/Qlippoth God** which grants you a massive increase to all abilities,magics,powers,domains,portfolios etc… related to Chaos, Evil, Madness, Weather, War, Blood, Catastrophe, Destruction, Demon, Protean, Rage, Storms, Air, Zeal, Earth, Nothingness, Disaster, Wrath, Ambition, Death, Might, Travel, Fate, Bloodshed, Tireless Pursuit, Wrathful Combat, Fire, Repose, Ash, Entropy, Smoke, Souls, Dust, Pain, Abominations, Death, Trickery, Deception, Venom, Wind, Disorientation, Plague, Trickery, Secrecy, Tyranny, Infestations of the Flesh, Poisonous Winds, Removal of Free Will, Demon Hunters, Fiery consumption, Monstrous recursion, Darkness, Glyph, Nightmares, Secrecy, Destruction of Knowledge, Eternal Darkness, Unraveling of Magic, Plant, Water, Decay, Fear, Growth, Oceans, Change, Healing, Nature, Indulgence, Foul Transformations, Tainted Oceans, Vile Fecundity, Arcane, Tactics, Forbidden Magic, Wartime atrocities, Thought, Travel, Nothingness, Blinding Hunger, Mindless Consumption Revealed Secrets, Earth, Caves, Cities, Toil, Change, Torture, Pain, Abomination, Adaption, Cursed Kingdoms, Vile Experiments, Knowledge, Obyrith, Qlippoth, Fertility ,Magic, Artifice, Destruction, Void, Devouring, Worms, Hungry Parasites, Evil Flying Creatures, Observation, Divination, Corruption, Eldritch Knowledge, Demons, Creation, Serpents, Vermin, Entropy, Heretics, Poison, Unlawful Intrusion, Magical Lures and Swarm as well as granting you those domains for free.

You also gain a divinely potent **form of Madness** as all obyriths/qlippoth do perhaps you convince onlookers that your form is perfection itself such that they find themselves unable to harm you or perhaps your form is so loathsome that reality itself conceals you with an ethereal veil that you can remove at will to slay or drive mad onlookers even ones with godly power at your discretion.

You may develop additional effects to your form of Madness over time. This is toggleable.

You also gain an obyrith/qlippoth altform of your own design if you didn't have any, it can be any size even as massive as beings like Rovagug or Ugudenk.

You have also become immortal and unkillable like Ugudenk. This is coupled with your ability to appear anywhere in the setting at will and a prodigious ability to tunnel between realms with your tunnels optionally staying up after your passage. You can even make anyone studying your comings go mad, which could cause them to offer themselves to be devoured by immense monsters.

Furthermore, you receive all the knowledge and ability the Qlippoth/Obyrith possess that allowed them to create their tanari servants, their various experimental creations and even the Shard of Evil though such an artifact would cost much in terms of resources. This updates in future jumps with both ancient knowledge from times before mortals existed as well as knowledge of how to create similar demonic and maddening entities like the Qlippoth, Obyriths and Tanari.

Also included are the knowledge of qlipphotic runes, runestones and the ability to create, innovate and improve upon them. They can warp the laws of nature and reality itself. They can for example create portals to the Abyss to summon qlippoth, turning all liquids in a region to poison, infusing the area with shifting, partially or entirely real nightmare illusions or animating objects and plants for example.

You can create, improve and innovate qlippoth sanctums. These places are not only safe from all sorts of threats but can be guarded by all manners of qlippoth and monstrosities loyal to you. You gain a massive power boost while in any of your sanctums and can easily resurrect there if you are ever slain.

Like Aonaurious, you are a peerless pursuer that can track and catch any quarry. You also excel at direct combat and in inflicting terrible bleeding

wounds on your foes. The more bloodshed around you, the stronger you become.

Like Chavazvug, you possess extreme powers over demon hunting, fiery consumption and monstrous recursions. You are a master demon slayer who knows everything there is to know about demons and how to hunt them in this and future jumps. Slaying a demon grants you a rush of power that allows you to easily finish off mortally wounded foes while gaining extra power to cast spells and use your abilities. You can expel blasts of boiling bile, blood and other bodily fluids that can greatly burn and melt your foes on top of nauseating them. You can make the temperature around you reach such extreme heights that objects and creatures around you are lit aflame to say nothing of what would happen to anyone who dares touch you or even worse grapple you. You can also wield unholy fire that can reduce even the most powerful foe to dust. You can fire scorching hot lasers and make flames leap between targets like a contagion.

You can make any creature fall to your horrific appearance such that they become greatly vulnerable to fire despite any immunity, their skin becomes fiery red or orange tinted while they feel their own temperature rise swiftly as if they were beset by a fever. Any creature you resurrect can be made to become loyal to you.

You can easily grow new bodies back in your properties if you are ever killed no matter where in the multiverse.

You can create, innovate and improve sanctums like Chavazvug's, an immense underground cavern full of craters filled with bile and seepage, boiling hot lakes in which strange creatures roil and froth including qlippoth and stranger monsters loyal to you. You can have portions of the ceilings come crashing down to form new craters and lakes which could end up causing subsidence in realms far above. You can also hate the ceiling end up breaking through

another plane which would greatly increase your power to the point of godhood if you were merely a qlippoth lord.

Like Pazuzu, you are a peerless tempter capable of pushing countless mortals into evil. You could even tempt the most powerful angels into falling from grace much like Pazuzu did to Asmodeus in the telling of one of his stories. You can even appear and possess people when and where your name is spoken.

Like Pale Night and Oaur-Oung you can create and birth countless forms of fiends especially of the alien and Qlippoth/Obyrith kind.

They can even be as powerful or more powerful than Demon Lords like Grazz't and Cyth-V'Sug. Your creation speed is such that you can endlessly create fiends quickly enough to fuel a war even as massive as the one between Qlippoth/Obyrith and Demons or even against mortals everywhere.

You can also easily trick the forces of Good into damning souls to you. Anyone who beholds your form that you can reveal at-will is instantly slain, if you allow their resurrection their very minds will block memories of your shape. You can drain the personality of anyone you touch to bolster and rejuvenate yourself while making your victims miserable and worthless wretches. You can capture souls and possess the empty bodies left behind. You can wrap your victims in a veil that puts them in temporal stasis.

You possess extreme power over Foul Transformations, Tainted Oceans and Vile Fecundity. You are a master of fleshwarping and can even use parts of your body or that of others to create new monstrous creatures loyal to you. You even know incredible transformative rituals that can turn mortals into fiends like qlippoth though whether they keep their mind and memories is up to you. You can also easily poison and pollute even the holiest and most pristine of waters into tainted waters under your control. You can summon, conjure and create all kinds of toxic and/or acidic water to wield in combat or any other

purposes.

Swarms cannot harm you nor distract you. You can release swarms to attack your foes when struck. You can make anyone who succumbs to your horrific appearance become dazed and fall prone. In this state, they start taking damage to their constitution until they die at which point, their body splits opens and a new qlippoth of strength comparable to them emerges from the remains. You can summon, conjure and create blisterwombs that can erupt to unleash cones of freezing fluids that deal heavy cold damage while knocking your foes prone. This also creates qlippoth of your choice loyal to you. Anyone or anything you slay can be transformed into a qlippoth of similar power loyal to you. You can easily cross difficult and uneven terrain. You can grow and dismiss tentacles that can extend to massive distances to grab your foes. You also have a potent poison that drains constitution, any creature slain by it splits open to spawn a new qlippoth of similar power loyal to you and of a type of your choice.

You are amphibious and can comfortably swim at any depth and with any sort of water including unholy, toxic and/or acidic ones.

You can create, innovate and improve incredible sanctums like Oaur-Oung's, a poisoned ocean with no shoreline with its inky depths containing here and there submerged mountaintops reaching in vain to the sea's surface. The sanctum can be filled with leviathans and qlippoth loyal to you.

Like Thuskchoon, you possess extreme power over Blinding Hunger, Mindless consumption and Revealed Secrets. You can exude thick, tar-like sludge when you move that can make the terrain difficult to cross. You can produce acid and make it and any other ability, spell etc… that makes of use of acid sticky to entangle your foes. Your horrific appearance can force horrific recollections that may or may not be real, repressed terrors knocked loose and brought to the conscious mind. This can even include a strange mix of racial memories and

flashes from past lives. The victim also experiences genetic reversion that renders their minds feeble and turns them into hideous twisted monstrosities. You can safely consume and digest anything. You can even drain the thoughts of whatever you consume to increase your intellect and gain longer flashes of insight and inspiration. Your flashes of insight can also happen at random moments and allow you to act upon knowledge that you would have no way of knowing otherwise. It can even allow you to comprehend vast puzzles of reality and reveal secrets of the planes. Even your random acts of destruction can accidentally reveal potent, world-shaking secrets.

You can create, innovate and improve incredible sanctums like Thuskchoon's, a vast warren of tunnels that connects most, if not all qlippoth sanctums. They can even contain portals that lead to other planes and worlds in the Material Plane.

Like Sertrous and Obox-Ob, you excel at surviving and thriving despite near-death experiences. You could survive the wrath of the Queen of Chaos and transform from a minor demon lord to a powerful Elder Evil.

You are also extremely skilled in heresies and blasphemies as you can turn even the most devout against their gods. You possess a tremendous affinity for serpents and serpentine horrors like certain obyrith. You can easily create, summon and control all sorts of serpents, serpentine creatures and horrors loyal to you.

Like the Queen of Chaos, you are a master of schemes capable of outwitting and taking down even foes vastly superior to you, much like how the Queen managed to slay Obox-Ob through a scheme despite him being the Prince of Demons at the time.

You are also a master of flesh-warping and the creation of demonic lifeforms since the tanari were created as servants and warriors to the Obyrith.

This is compounded by an incredible talent for warfare especially against

Lawful forces for the Obyrith only lost because Miska, the Wolf-Spider was sealed away and their tanari servants revolted following the Obyrith's defeat against the forces of Law.

Like Obox-Ob, you possess tremendous power over Vermin and Poison but also over Entropy and Transformation from his time as Prince of Demons. You can use entropy to consume your foes' body and soul. You can also transform targets into insectile forms loyal to you perhaps by placing arthropod exoskeletons over their bodies. You possess potent telekinetic powers and can create symbols of insanity. Your horrific appearance can drive anyone to entomophobic dread. You can summon pestilent swarms and enormous arthropods to serve you. Your venom can drain the intellect of your foes and turn anyone slain by it into giant fiendish scorpions loyal to you.

You even know various methods that can transform even mortals into powerful demon lords much like Obox-Ob created Lascer from a planar explorer that fell into his clutches.

Like Rovagug, you possess a peerless ability to create extremely potent spawns like the children of Rovagug such as the Tarrasque. You can even use your nightmares to create powerful monsters to serve you.

These creations are not only immortal and indestructible but they can also possess all the powers and perks you may want to give them (even ones unrelated to your powers at the cost of being slightly more difficult to create) They can still act even while you are imprisoned and unreachable, always acting according to your will and goals.

You also possess tremendous power over disasters able to cause earthquakes, volcanic eruptions and summoning and controlling hurricanes among other disasters.

Your blood and flesh can also corrupt beings into forms loyal to you with incredible power like the Wrackworms infesting Rovagug that can drill through

planes.

Your essence can also become infectious at will such that a small part of you could be used to infect even powerful war gods into evil and even survive after their death to turn into a loyal powerful deity of its own.
Your ability to destroy, kill and devour are massively enhanced such that there is nothing you cannot destroy, slay or devour in time with no methods restoring them unless you allow it. You could even devour the multiverse itself in time. You can even devour and destroy more abstract constructs like emotions, energy and souls.

You possess enough power to be a multiversal threat that massive coalitions of the most powerful Gods would have to form to even stand a chance at sealing you away. You will remain a threat of similar potency in future jumps without ever growing weaker.

Your influence is insidious as you could drive entire settlements to your worship even if imprisoned in a demiplane as isolated as the Dead Vault. You could even trick a Goddess like Sarenrae into letting her temper get the better of her and create a pit straight into your prison.

In this and future jumps, you may find many prophecies known only to you, your companions and your faithful of how you may bring about the end of the setting.

Like Shiggareb, your mere presence can twist and warp the world to your advantage around you much like the Deep Reaches of the Abyss. You are also a master of incredible forbidden magic and magical warfare in both this and future jumps that you can easily teach to your followers.

You are a master of arcane magic in both this and future jumps as well as a master of war and conquest especially when it comes to invading the Material World or retaking territories like Abyssal realms for example.

Like Yamasoth, you are a master of flesh crafting and warping. You can twist

creatures into all sorts of powerful aberrations loyal to you and even use flesh on its own as raw material for your creations even simply through using your gaze. Your gaze can even turn enemies into feral monsters loyal to you. You possess extreme power over Adaptation, Cursed Kingdoms and Vile Experiments. This also includes extreme knowledge in both this and future jumps of alchemical mutagens, potions and other elixirs capable of granting potent changes to the drinker's physiology.

You can transform part of your body into an animal part and back again. You can assume a more powerful monstrous form and back again. You can inflict ill fortune on your foes. You can transfer curses from one target to another through touch or simply safely hold onto them. You can make a creature's limbs wither with a touch. You can spread contagious curses in a way that the accursed must manipulate the flesh of at least two other creatures (such as removing organs, limbs or grafting them) to remove it. The curse can then spread to the creatures whose flesh was manipulated with the same cure as before.

Your gaze can polymorph creatures into giant vermin, animals or magical beasts loyal to you. Your bite can make creatures more susceptible to your gaze attack. Your polymorphed victims can be made contagious so that anyone that touches them or is touched by them turns into an identical creature loyal to you. Your horrific appearance can stun your foes and eventually make them become your willing minions and allies. You can grow and dismiss tentacles that can also transform. You can transform them into clawed hands that inflict heavy bleed damage, metallic blades that have a high chance of critical hit or serpent heads that carry a potent venom that slows your victims and drains their dexterity.

You can create loyal immortal creatures through fleshcraft and magic. You can mutate anything you touch. Your very shadow can make paths ripple and buckle.

You can create, innovate and improve incredible sanctums like Yamasoth's realm

of the Kingdom of New Flesh, a kingdom composed of buildings made of various materials like stone, steel but also of other stranger materials such as glass, frozen mercury and even a flesh-like material that bleeds when cut. You can even populate them with immortal fleshcrafted servants and powerful qlippoth like Gongorinans.

Like Dagon, you possess extreme power over the sea, deformity and sea monsters. You can not only easily conjure, create and control water, the ocean and all sorts of maritime disasters but are recognized as a ruler by all sorts of sea monsters. You can turn yourself into brackish water and back again which affords you tremendous speed and stealth underwater not to mention that you can breathe underwater and swim comfortably at any depth no matter what the water pressure is.

You can suffocate entire groups of creatures by forcing anoxic water into their lungs thus depriving them of oxygen. You can summon all sorts of aquatic creatures to your aid and communicate with aquatic creatures. Your touch can disfigure people.

You can easily magically dominate all sorts of aquatic creatures and water breathing creatures. You can transform creatures into hideously deformed aquatic versions of themselves loyal to you. You can even assume the form of a monstrous creature of depths and back again with powerful grasping tentacles to constrict and grab your foes.
You can easily create, conjure and control all sorts of sea monsters and similar aberrations of the sea.

You possess tremendous arcane and ancient knowledge that updates in future jumps. This is coupled with an incredible talent for divination such that you could serve as a respected oracle even to a race that despises you.

This knowledge can even allow you to restrict the influence of other gods and create wild tides to sweep countless aquatic creatures towards you and your

servants to slaughter them for example.

You excel at spreading your influence across countless worlds, perhaps by sending your offsprings to breed with native life there. You can even easily gather all sorts of underwater treasure like gold that can allow you to easily amass countless followers. You also benefit from kinship with eldritch entities such that your cults could easily ally with the cults of the Great Old Ones themselves.

Like Isph-Aun-Vuln, you excel at possession and subtle manipulations such that you could lead entire nations and worlds to ruin. You possess extreme powers over Infestations of the Flesh, Poisonous Winds and Removal of Free Will. You can bite creatures to drain their wisdoms for your own and inflict massive damage through negative energy. Any creature slain by this has their body consumed by unholy flame leaving only its possessions, they can only be brough back to life you allow it. Your powers of charm and compulsion are such that you can even command your mind-controlled/charmed targets to follow self-destructive commands and can reissue such commands no matter how much they resist.

You can make any creature that falls prey to your horrific appearance believe that they have already succumbed to your mental control, this grants them flight and freedom of movement but only to approach you. Once they are close to you, they become dazed and thus prime targets for possession. You can possess foes and bypass immunities and protections your targets may have against it. You can reflect any sort of mental compulsion or charm used against you back on the caster so that they fall under your control. You can turn yourself intangible at-will and summon a swirling vortex of soul fragments around you to deflect ranged attacks and increase your defense. You can summon and control hurricane-force winds that carry a potent poison that confuses targets exposed to it and drains their wisdom.

You can also innovate, control and create all sorts of diseases and poisons that

sap the mind's strength.

As a master of mind-control and possession, you of course excel at forming cults dedicated to you and your goals. You could form numerous cults in countless worlds led by charismatic leaders that are nonetheless your mind-controlled puppets with no faithful understanding, just what kind of entity you are.

Like Nyuo-Ogh, you possess extreme power over the Destruction of Knowledge, Eternal Darkness and the Unraveling of Magic. Not only can you unravel all sorts of powerful spells and magical effects, but you can erase knowledge on massive scales especially of magical and scientific kinds. Your control over darkness is also both literal and metaphorical as not only can you manifest darkness as an element to create tools, weapons, armors, illusions, bind your foes, teleport through it among countless possibilities but you can wield metaphorical darkness to cloud minds and erase knowledge and intellect for example. You can also see through the eyes of your faithful at-will. You excel at watching and learning from your enemies.

You are also extremely capable of safely assimilating sources of powers such that assimilating souls and sins could lead you to become an even more powerful Demon Lord.

All obyriths, qlippoth and similarly madness inducing creatures bow to your will and you may take all of them as companions/followers for free. This also applies to other madness inducing creatures in future jumps.

Finally, you are capable of easily creating and enhancing any kind of demonic entity with such maddening forms as the Qlippoths and Obyriths possess.

Dominating the Market of The Lower Planes of Hades:

Among the most vital trades of the Lower planes stand the Soul trade. This practice is the use of buying and selling Soul Larvaes (Larvae for short) which are used throughout the Lower planes as a source of food, a currency, for evil rituals and most notably for the creation of new fiends for the Blood War or for additional labor in the realms of Archfiends.

Yet none can claim quite an importance in that trade as the Night Hags of Hades do, holding a vast monopoly over the entire soul trade.

A monopoly that perhaps proves tempting for you?

For this scenario, you must by hook or crook become the single most influential player in the soul trade of Hades, a hard task considering how well established and experienced the night hags are at this trade.

Reward:

For accomplishing this monumental task you gain the perk **Walpurgisnacht** this massively increases all abilities,powers,magics,domains,portfolios etc… related

to Evil, Knowledge, Moon, Larvae, Magic, Arcane, Spells, Curses, Plant, Witchcraft, Nature, Corruption, Creation, Travel, Trickery, Murder, Confusion, Subversion, Evil Aquatic Creatures, Krakens, Merrows, Scrags, Corruption, Darkness, Destruction, Water, War, Death, The Dead, Grave, Fate, Law, Repose, Travel, Brutality, Strength, Dragon Magic, Fatalism, Guardians of Tombs, Proper Burial, Rune, Suffering, Order in Death, Protector of the names of the dead, Funerals, Tombs, Undeath, The Undead, Wasting, Old Age, Exhaustion, Tyranny, Dusk, Nightmares, Snakes, Scalykind, Greed, Avarice, Dwarf, Luck, Trade, Lies, Deception, Illusion, Strife, Intrigue, Chaos, Envy, Pride, Underworld, Wealth, Earth, Decay, Autumn, Parasites, Necromancy, Abundance, Creation, Arcana, Urds, Night, Thieves, Shadows, Thievery, Sloth, Loss, Forgetfulness, Secrets, Shadows, Caverns, Dark, Dungeons, The Underdark, Unrevealed secrets, Hatred, Sleep, Nightmares, Hiding Places, Treachery, Betrayal, Seduction, Winter, Scalykind, Skulks, Revenge, Fear, Cowardice, Ignominy, Disease, Rot, Misery, Orc and Hags as well as granting you those domains for Free.
You are a recognized in this and future jumps as a ruler of witches and hags of all kinds.

You also receive knowledge of all night hags spells, rituals and artifacts including the ability by which night hags enhance yugoloths into potent unique fiends known as **altroloth** to serve as their champions. You are also capable of innovating and improving those, spells, rituals, artifacts and similar ones that call upon dark forces, especially ones related to witchcraft and the darkest of forbidden forests.

Like Dendar, you can consume nightmares to increase your power. You could even devour the sun to create an endless night of freezing temperatures.

Like Cyric, you are a master of lies and extremely fortunate in advancing both your schemes and your power. This could even allow you to thrive in a time as

dangerous as the Time of Troubles and claim the portfolio of multiple gods to ascend to Greater godhood.

Like Hecate, you are an unsurpassed master of magic capable of using all spells with your specialty being spells of the illusory kind without any restriction and as often as you like. You can even control undead at will and are a powerful master of necromancy even among other Gods of undeath.

Like Jergal, you are a tremendously skilled majordomo capable of supporting and guiding any sort of deity in fulfilling their duties. This applies even to Gods as evil and fractious as the Dead Three themselves.

Like Abatthor, you possess tremendous power over greed and wealth. You can create realms and mines full of endless veins of precious ores and minerals.

You are also more than capable of protecting your wealth as you excel in creating false entrances, weaving lies and lethal traps to keep even the most powerful of treasure hunter away from your steadings.

You can even make your properties and realms into true safe places as you can even safeguard them against forces as pervasive as the color and emotion draining gloom of Hades and the most lethal diseases of the planes for example.

Like Yurtrus, you possess tremendous power over Death, Disease, Decay, Rot and Misery. This not only affords you incredible power over Death and Disease such that even a Greater God would be wary of you even if you were a Lesser God, but you can create completely secure realms much like Yurtrus.

Those realms are so lethal that plant life dies before even reaching its borders and even the avatars of Gods can’t come back from such a place. Even the

Yugoloths with their ruler the Oinoloth master of plague and disease would have to tread carefully through your territory. Only you and those you allow would be able to survive in your realms of decay.

You also possess a potent ability to separate spirits from their flesh which allows you to instantly kill your targets permanently.

Furthermore, your business acumen and luck in finances and trade is enhanced such that you could maintain a stranglehold upon even the most well-established markets and against the most experienced of mercantile fiends and gods.

You also gain an endless supply of soul larvae for whatever purpose you may have in mind as well as the **item Multiplanar markets** which are various markets you can place in locations throughout the jump where you may trade and sell wares as well rent places in your market to prospective merchants and trades.

Finally, Soul eaters and dealers in future jumps will try to stay in your good grace if only in the name of the soul market.

You also gain the entire **plane of Hades** to take with you in future jumps as an **item** with all its denizens loyal to you.

Claiming the throne of the Wasting Tower in Hades:

On the Gray Wastes of Hades stands Khin Oin also known as the Wasting Tower.

Built over the pit said to be where yugoloths were first created from the spine and body of a deceased deity, the place serves as a Hub for various yugoloths activites as it contains training rooms as well as storage rooms for artifacts and various records related to the Lower planes and all yugoloths dealings.

At the top stands the Siege Malicious where only the yugoloth known as the Oinoloth can sit, where they direct their minions for their nefarious schemes and direct the fate of the entire yugoloth species.

Your task is simple, claim the Siege Malicious by slaying its occupant or otherwise driving them away and it shall be yours.

Reward:

For accomplishing this task, you gain rulership of yugolothkind represented by the **Yugoloth Ruler perk** which grants you a massive increase to your ability to create, enhance and manipulate Disease, Plague, Knowledge, Planning, Trickery, Evil, War, Destruction, Creation, Artifice and Illness as well as granting you those domains for free.

You are a genius in the creation and spreading of countless diseases capable of infecting even powerful gods. The suffering and death brought by your plagues only serving to make you even stronger.

These plagues can infect entire layers and planes of existence much like the Wasting Disease endemic to the layer of Oinos in Hades.

Furthermore, you gain a truly transcendental eloquence and mastery of psychology of all kinds of beings such that you could easily have a ruler hand you their throne by whispering but one secret in their ear.

This is on top of earning the legendary scheming of yugoloth that could allow you to stalemate a conflict like the Blood War eternally while simultaneously profiting from it.

Your skin doesn't have to be sloughing off unlike the canon throne.
Furthermore, you also may take the **Wasting Tower** as is your right, it contains

many artifacts and records that have never been seen or used by any except yugoloth hands.

Finally, you may take all yugoloths as companions and followers as you see fit as well as gaining the ability to create and enhance them.

Ruler of the Beastlands:
Among the planes of Good where freedom is most prized stands the Beastlands.

A plane of intelligent animals and various enhanced creatures from the material realm who hunt and live day to day.

Yet there also exists a food chain here so why not take your chance to reach the top?

For this scenario you must prove yourself the greater Beast of the plane whether it be by defeating other creatues in hunts or fighting off the most dangerous fiends that dare to tread the Beastlands.

Reward:

You receive the **perk King of Beasts which** massively enhances all abilities,powers,magics,domains,portfolios etc… related to Good,Chaos,Animal,Nature,Plant,Air,Night,Day and Hunting as well as granting you those domains for Free**.**

You are recognized as an apex predator wherever you go and can always find enough food and resources to sustain yourself and your companions regardless of the environment you find yourself in.

You gain the entire **plane of the Beastlands** as an **item.**

It is full of many secrets and locations that you can explore,all the denizens are loyal to you and you can easily create and enhance them.

It will keep gathering primal deities of the wilderness and elements in future settings that can teach you much wisdom and grant you much power.

Climbing Mount Celestia:
The plane of Mount Celestia is no idyllic Heaven far from it. It is where convictions are tested and where pilgrims strive for spiritual enlightenment to receive the plane's teachings and so become closer to Law and Good.

The mountain is composed of seven peaks and each one can only be reached when you have gained sufficient spiritual enlightement.

And even then, no known being having reached or returned from the Seventh peak that no entity in the multiverse seems to know the true nature of.

For this scenario, you must brave the trials of Mount Celestia to reach the Seventh Peak.

Reward:

You receive the perk **Enlightened Being** which massively enhances all abilities,powers,magics,domains,portfolios etc related to Law,Good,Justice,Purification,Healing,Protection and Enlightenment as well as granting you those domains for free.

Furthermore, you are considered to be spiritually enlightened and perfected your soul and spirit forever pure and beyond the reach of both trickery and corruption.

This updates in future jumps allowing you to become the most enlightened beings regardless of where you go.

This also includes the ability and knowledge to set up trials to test and gain spiritual enlightenment much like Mount Celestia.

Finally, you gain the entire **plane of Celestia** as an **item** to take with you, all the denizens are loyal to you and you can easily create and enhance them.

A search of Arborea
Arvandor, a realm of mythic gods and heroes.

Full of secrets, dungeons and adventures to be had but of course danger can also lurk around the corner.

For this scenario you must brave the third layer of Arborea, known as Mithardir to find a potent divine artifact dating from the Dawn War, only then will the scenario be completed

Reward:

You receive the **Arboreal Hero God** which grants you extreme skill and ability in anything you try your hand at, all abilities,magics,powers,domains,portfolios related to Chaos,Good,Elf,Skill,Art,War,Nature,Magic and Adventure/Travel are massively enhanced as well as granting you these domains for free.

Furthermore, you receive the perk **Archeologist of Legend** which grants you a sixth sense for lost treasures,artifacts,maps leading to ruins etc… as well as guarantees that you can find any artifact in existence regardless of how lost or sealed away it is supposed to be.

Finally, you gain the entire **plane of Arborea** as an **item** to take with you with all its denizens loyal to you, you can easily create and enhance them.

The third layer shall keep gathering lost relics and artifacts of similar divine potency in future jumps though you might have to spend much time searching for them.

Rule Axis/Mechanus:
The plane of Axis/Mechanus, a Bastion of Law and Order with its leader Primus having been so for time immemorial. But Primus is no immortal, in fact Primus is but a rank assigned to the next Secundus whenever the past Primus is destroyed.

To gain dominion over the plane of Axis/Mechanus you must take his place regardless of the method used, perhaps you will slay him and take his place as Tenebrous did or perhaps you may pass yourself for a Secundus instead?

Reward:

You gain the perk **Dominus of Law** which massively enhances all abilities,magics,powers,domains,portfolios etc related to **Law, Order, Structure, Artifice, Rune, Magic, Community, Earth, Knowledge, Nobility, Protection, Strength, Machinery, Mathematics, Physics, Fire, Creation, Fate, Perfection, The Planes, Planetary Orbits, Separation, Sun, Emptiness, Entropy, Stillness, Darkness, Destruction, Void, Decay, Nothingness, Ceremonies, Preparation, Water, Glyph and Planning** as well as granting you access to those domains for free.

As a being of pure logic and order, you are immune to magic (though you may allow magic to affect you at-will) you can see through the eyes of your servants at all times while keeping track of each and every event.

This improved multitasking ability also comes with divine planning skills to guide your servants into acting in ways that advance your planes.

You can also grant them divine power to massively empower them and instantly issue them command no matter where they are in the setting.

Furthermore, you are knowledgeable in all the technology of both Axis and Mechanus which you can create, modify, repair and innovate at will. This includes but isn't limited to artifacts like the Spawning Stone that brought Order to Limbo but also the Godmind which is the collective consciousness of Axis that guides the entire Plane in matters of Administration, Research and Military command each corresponding to the three pillars of Knowledge, Enforcement and Administration.

Finally, you gain the entire **plane of Axis** and **Mechanus** as **items** to take into future jumps, all its denizens be the Modrons, inevitables… are loyal to you, you can easily create and enhance them.

You may take the Primordial Inevitable Pantheon as companions for Free.

Tame Maelstrom/the Elemental Chaos/Limbo:

The plane of Limbo/Maelstrom, a Bastion of Chaos led by Ygorl unofficially for Limbo or the Speakers of the Depths for the Maelstrom who are among the most ancient of entities in the Multiverse.

To gain dominion over the realm would certainly require defeating them in some way or perhaps you may strive to prove yourself worthy of inheriting their position instead?

Reward:

You gain the perk **Maestro of Chaos** which massively enhances all abilities,magics,powers,domains,portfolios etc related to **Chaos, Entropy, Artifice, Plant, Nature, Perfection, Disorientation, Air, Formlessness, Loss of Control, Potential, Proteans, Slaads, Knowledge, Liberation, Ascendance, Keketars, Revelation, Trickery, Time, Fate, Paradox, Rune, Glyph, Language evolution, Lost words, Slang, Decay, Disorder, Art, Colors, Time, Luck,**

Madness, Creation, Freedom, Change, Ruin, Fire, Planning and Destruction as well as granting you access to those domains for free.

As a being of pure chaos, madness and entropy, you have become much like Ygorl,Norsaar and Ssendam. Your relationship with time has become odd as you can grow stronger over time and can even reach back to the beginning of the setting as the most powerful entity of all.

This odd relationship with time can also allow you to summon temporal duplicates of yourself in the hundreds to act as your own army in a manner reminiscent yet undeniably superior of the White Slaads and their Slaad Lord Norsaar the many.

You are immune to magic and mind-affecting psionics (unless you allow it to affect you).

You also possess powerful mind-crushing powers such that even beholding you form can drive one incurably insane (unless you choose to restore their sanity)

to say nothing of what you can do through your touch or even across the planes with your mind. This is of course toggleable.

You also possess incredible entropic powers that sever the bonds of matter and energy as well as those between mortals and gods, weakening and unraveling the very structure of reality itself to one day scatter it back to the Void.

Furthermore, you gain the entire **plane of Limbo** and the **Maelstrom** as **items** to take into future jumps, all its denizens be they Slaad, Proteans…

You may take the Slaad Lords Pantheon, Protean Lords and Speakers of the Depths as companions for Free.

The song of Jandelay:

Jandelay, a mysterious name said by some to be that of an entity and others to be the name of a mysterious realm within the Maelstrom.

One that contains the remnants of dead worlds as some sort of museum and record guarded by a powerful behemoth known as the Oliphaunt.

If you wish to claim this realm you will surely need to defeat the Oliphaunt.

Reward:

You receive the perk **Oliphaunt's Might** which massively enhances all abilities,powers,magics,domains,portfolios etc… related to Stasis,History,Order,Law,Chaos,Destruction,Time and Memory as well as granting you those domains for free**.**

You are innately aware of all apocalypses and destroyed civilization within your setting on top of having perfect retroactive knowledge of the history of whatever setting you end up in. This also massively improves your abilities, powers and skills when used to recover, preserve and/or record history, worlds (including fragments) and people.

You also receive the demiplane of **Jandelay** as an **item** a demiplane that gathers remains and artifacts of destroyed civilizations and worlds as well as the shades of the last living beings of those worlds known as the collected.

All the denizens are loyal to you, you can easily create and enhance them.

Ruler of the Elements:

Earth, Air, Water, Metal, Wood and Fire, such are the Inner Elemental Planes alongside the various paraelemental planes that arise from the interaction of those four planes with each other or other planes such as the positive energy plane or the negative energy plane.

You must master those forces if you wish to claim dominion over them.

For this scenario, you must find a way to gain divine levels of control over the various elements that exist within the Elemental and Para-elemental planes aside from the positive and negative energy plane.

Reward:

The perk **Divine Elementalist** grants you the ability as well as massively enhances all abilities,magics,powers,domains,portfolios etc… related to all Elements, para-elemental elements and quasi-elemental elements barring positive and negative energy, Air, Destruction, Evil, Weather, Fear, Storms, Wind, Cold, Dust, Last Breaths, Windstorms, Earth, Bone, Buried Secrets, Radiation, Caves, Ferocity, Metal, Water, Ocean, Travel, Tempest, Purification through Water, Fire, Light, Energy, The Planes, Suffering, Wrath, Renewal, Purification through fire, Illusion, Trickery, Flying Creatures, Movement Speed, Knowledge, Solidity, Changelessness, Oaths, Balance, Cavern, Time, Chaos, Conflagration, Ruin, Drowning, Waves, Catastrophe, Exploration, Nightmares, Dragon, Tyranny, Zeal, Heat, Smoke, War, Ash, Tactics, Purification, Radiance, Healing, Protection, Sun, Currents, Flow, Tides, Change, Fate, Nature, Dreams, Time, Protection, Thunderstorms, Welcome breezes, Good, Cloud, Freedom, Lightning, Bounties of the Earth, Fertility, Decline, Inevitability, Mourning, Decay, Nothingness, Sorrow, Vigil, Alchemy, Discovery, Experiments, Regret, Wealth, Camouflage, Carpentry, Life, Mimicry, Wood, Passion, Swarm, Perfection, Repose, Drow, Hatred, Slime, Oozes, Outcasts, Abominations, Madness, Salt, Steam, Lightning, Thunder, Minerals, Vacuum, Radiance, Ice, Cold, Magma, Winter, Summer, Spring, Autumn and Duty as well as granting you those domains for free**.**

You also possess peerless control and ability to manipulate all elements bar positive and negative energy. They can't be used to harm you and you can actively empower yourself by drawing upon them.

Your power over elements is such that you can even ignore elemental immunities and absorption such that you could very well burn even fire elementals, drown a water elemental etc….

Furthermore, you are recognized everywhere as a ruler of elementals and elemental entities in general who will gladly follow you lead.

You can take all the **Elemental**, **para-elemental** and **quasi-elemental planes** as **items** with you barring the positive and negative energy plane with you with all their denizens loyal to you. You can easily create and enhance them.

Escape Carceri:

Oh, my jumper, it seems you have been imprisoned within the plane of Carceri also known as Tartarus to the Olympians.

This prison is said to be unescapable but perhaps you may prove to be the exception?

For this scenario your goal is simple, you must simply find a way to escape the plane of Carceri.

Reward:

The perk **Prison Breaker** guarantees that no seal, prison or banishment can keep you in or out for any length of time. You may similarly easily free anyone from any kind of binding, seal or prison no matter how strong it is.

From now on you can walk your own path as you wish.

Furthermore, having understood how divine prisons function you gain the perk **Divine Warden** which massively enhances all abilities,powers,magics,domains,portfolios etc… related to Chaos, Evil, Destruction, Sealing, Trickery, Corruption, Torment, Creation, Pain, Destruction, Hatred, Wrath and Control as well as granting you those domains for Free.

You are also a true virtuoso in the creation of inescapable prisons and seals capable of imprisoning any creature for all eternity.

You have gained the ability to create a tar-like substance like the Demodands that can be used to trip up and bind your foes. You can also transform into an ooze form made of it and back again. In said form, you are invulnerable and capable of hibernating for centuries on end.

Like Apomps, you possess the ability to create items that grant both history and power. To give an example, the iconic black triangles used by Demodands are Apomps' creation. They grant them not only the collective knowledge of their race but can also make them much stronger. It is even said that Apomps can contact his Demodands through them as well as experience the world through their senses and control them at will.

You also gain a tremendous ability to create fiendish creatures like Demodands but also Barghests who are said to be Apomps' retribution against Maglubiyet for reneging on a deal. This includes creating systems of promotion that are either automatic or under your control.

This could be something like devouring enough souls like the Barghests or having a higher caste die like the Demodands.

You can also create systems to maintain a constant number of fiends at your beck and call similar to how a corpse in Carceri immediately turns into a Demodand upon the death of one of them.

This also includes the ability to turn corpses into more fiends loyal to you like Demodands.

You also get to take the entire **plane of Carceri** an **item** with all its inhabitants. All the denizens are loyal to you, you can easily create and enhance them.

You could easily lock up creatures of any power level here and they would be unable to escape.

Rise of the Elder Evils:
The Elder Evils are powerful beings of Destruction capable of laying waste to entire worlds with no mortal capable of standing up to their fully awakened selves.

It is therefore quite problematic that it seems that during this scenario an Elder Evil shall start to awaken with their followers targeting your faithful in priority as they can sense the threat you and your flock could pose to their nefarious plans.

Seal them, imprison them away or incapacitate them in some way regardless you must deal with it to show your enemies just who they are dealing with.

Reward:

The perk **Ender of Evil** grants you extremely vast knowledge concerning various apocalyptic and generally evil entities including where they are held, how to seal them away or free/awaken them from their imprisonment/Slumber.

This updates in future jumps with knowledge about similar beings.

Furthermore, you receive the perk **Elder Evil** which grants you an altform of your design as an Elder Evil that can be anything you could ever imagine with varied abilities appropriate to your power level.

Maybe you are the origin of a race of aberrations like the Aboleths thus can create them at will and have their eternal loyalty, maybe you can devour and destroy souls gaining their powers and memories such that not even gods can bring them back or you can devour the Sun, plunging entire realms into an eternal night.

You can develop more such abilities over time and through training and experimentation.

You also gain the knowledge and ability to create entities similar to the Elder evils that are loyal to you. You can easily create and enhance them.

If you want, you may take the Elder Evils as companions for free.

A star of the Far Realm:

An arcane ritual gone wrong has resulted in the Far Realm also known as the Outside of the multiverse to exert its foul influence upon Stars of the Material Plane.

These stars have gained a twisted and malevolent form of sapience on top of powers that are at their apexes when they shine at their brightest with their minions and emmisaries becoming all the more dangerous during this time.

One such star has shown interest in your faithful.

Banish its foul influence from the World so that your flock may rest easy.

Reward:

You receive the perk **Starhunter** which allows you to deal extreme damage to extraterrestrial entities bypass their defenses and immunities as well as granting you knowledge of Stars and the Evil entities associated with them in this and future jumps which of course include rituals to summon, bind or banish their influence.

Furthermore you gain the perk **Far Realm Entity** which massively enhances all abilities,magics,powers,domains,portfolios etc… related to Abominations, Cold, Enfeeblement, Paralysis, Knowledge, Time, Space, Madness, Undead, Decay, Evil, Eternal Darkness, Vile Darkness, Corruption, Stars, Destruction, Travel, Psurlons, Tsochari, Nilshai, Infinite Knowledge, The Destruction of Barriers, The Spanning of space and Time, Elements, Magic, Aboleths, Cloakers, Chuuls, Avolakias, Other Monsters, Aberrations, Eldritch Knowledge, Secrets, Rituals and Hunger as well as granting you those domains for free.

You also gain the knowledge and ability to create far realm infested stars as well as how to gain their powers. You can also gain powers based on the Far realm itself and the creatures that dwell there.

You also gain a Star altform.

You gain the entire **plane of the Far Realm** as an **item. This also grants you** vast powers over similar realms of Madness and Eldritch. All its denizens loyal to you, you can easily create and enhance them.

If you want, you may take the Far Realm Infested Stars as companions for free.

Ruler of Dread

The demiplane of Dread is one of the darkest places of the multiverse, a playground of the worst villains gathered by Dark Powers from all around the planes.

There, they receive great power and influence as Darklords of their own territories but with an ironic curse that forever keeps their greatest wish out of their grasp as long as they remain entertaining to their unknown sponsors or find redemption.

Your task for this is simple, you must take over the Demiplane of Dread for yourself.

Reward:

For this momentous feat, you gain the perk **Dark Power** which massively enhances all abilities,magics,powers,domains,portfolios etc… related to Evil, Darkness, Curses, Monsters ,Fear, Torment, Undeath, Oceans, Punishment, Mist, Deserts, Animal, Knowledge, Sin, Pain ,Magic, Vile Darkness, Death, Corruption, Wishes and Retribution as well as granting you those domains for free.

Furthermore, you excel at both keeping hidden from prying eyes and coming up with ironic punishment.

You possess tremendous talent on top of fortune in finding victims whose suffering you will find entertaining.

You of course also gain the ability to wield the iconic Mists which can allow you to kidnap people and even entire locations straight into your domains. They may be kept imprisoned as long as you wish even if they are deities, vistanies or mistriders. This is coupled with the same talent and ability to grant curses and boons by the Dark Powers that can allow you to extract the maximum amount of emotional anguish possible.

You can also grant people the status of Dark Lords which not only grants them agelessness, but also tremendous magic power related to their personality and powers

and makes them rulers of their own domains. Whether or not this is coupled with ironic curses is up to you.

Though the goals of the Dark Powers are unknown, in your case you can harvest the emotions of creatures inside your domain. They can be used in many ways such as increasing your power, creating monsters and magical items from them or even using them to twist creatures into monsters based on their emotions and traumas to list a few examples.

You also receive the item **Demiplane of Dread** which is your own dark domain. You can set it to gather people according to certain criteria from across the setting and they will be stuck there unable to leave if they don't pass whatever criteria you have set.

You also gain the loyalty of all its inhabitants; You can easily create and enhance them.

Search of Unknown Kadath

Kadath is the famous city visited by one Carter in the Dreamlands. The very same Dreamlands that are shared with various abominations like the ghouls of the plateau of Leng, the nightgaunts and the gods of the Dreamlands.

It is guarded by Nyarlathothep who acts as guardian and caretaker of the gods as well as the doorway to Azathoth.

Your goal is simple yet dangerous, you must reach Kadath and somehow claim it for yourself.

Reward:

For this incredible feat you receive the perk **Ruler of Leng** which massively enhances all abilities,magics,powers,domains,portfolios etc… related to Evil,Chaos,Darkness, Dark Tapestry,Ambition,Fate,Glyph,Destruction,Madness

,Air,Dreams,Nightmares,Cities,Wealth,Undeath,Magic,Knowledge, Darkness,Death, Corruption,Entropy, Loss, and Undeath as well as granting you those domains for free.
You have become immortal and unkillable, capable of endless regeneration.

Furthermore, you will find that much like Nyarlathothep with his masks/forms that you possess tremendous ability in creating forms / masks and masquerading as different entities to advance your goals, each with different appearances, cults and powers.

You are also respected as an envoy of the Outer Gods with your knowledge of them and standing updating every jump so that you may always remain the most knowledgeable regarding eldritch Gods and whatever secrets they may possess.

You also receive the **item Demiplane of Leng** which includes among others the plateau of Leng with the Leng ghouls and spiders as well as the city of Kadath with the gods of the Dreamlands and the passage to Azathoth. All the inhabitants are loyal to you and you can easily create them and enhance them.

In this and future jumps, you will find that this plane can easily allow you to reach the dreamscape connecting the minds of all creatures. It can also connect to a doorway that leads to the center of the setting and can get you there safely. Ideal for bargaining with whatever primordial powers may dwell there.

Dominion of Astrals:
The Astral Plane is the dominion of the Gods as well as their graveyard for this is where the corpses of God drift over after their death. It is also a realm of thoughts and psychic emanations.

Here their remains are watched by the god Anubis.

Your mission is to resurrect one of those long-forgotten deities and the scenario will be considered complete.

Reward:

For this feat, you receive the perk **Astral Sovereign** which massively enhances all abilities,magics,powers,domains,portfolios etc… related to Afterlife,Travel,Mind,Law,Magic,Judgement,Portals,Void,Knowledge, ,Peace, Repose,Death, the Dead and Psionics as well as granting you those domains for free.

You are also a divine guardian of the dead capable of ensuring the eternal rest of any entity no matter their method of resurrection. This of course affords you incredible respect among every pantheon in this and future settings.

Furthermore, you gain as a custom companion the grateful companion **known as Astral deity** that you resurrected which can be any type of deity that you want**.** Their stint with dying has made them extremely enlightened and powerful in matters related to death, the dead, resurrection, reincarnation and judgment.

Finally, you receive the **item Astral Plane** which is the entire Astral plane. All the inhabitants are loyal to you and you can easily create and enhance them. The Astral Plane will continue to accumulate the remains of dead Gods in future jumps and allow you to go to any plane or alternate dimensions of the setting. The Astral Plane can’t be accessed without your consent.

Ruler of the Mists:

The Ethereal Plane is perhaps the closest plane to the Prime Material Plane, it is adjacent to it and connected to the Inner Planes.

This is a plane of ghosts and monsters, its depths contain protomatter that powerful beings like great wizards and demigods can bend to their will to create demiplanes.

Your mission is to explore the Deep Ethereal and find a way there to claim the plane for yourself.

Reward:

For this feat you gain the perk **Lord of Ether** which massively enhances all abilities,magics,powers,domains,portfolios etc… related to Undeath,Travel,Crafts,Law,Magic,Secrets,Dreams,Knowledge, Spirits,Air, Cloud,Wind, Catastrophe, Plague, Animal,Decay, Dust, Toil and Swarm as well as granting you those domains for free.

You possess incredible abilities to create entire demiplanes and even dimensions where the rules of reality are under your control similar to realms like Xibalba and the Demiplane of Dread.

Furthermore, you are recognized everywhere as a ruler of ghosts and spiritual entities in general who will gladly follow you lead.

You also receive the **item Ethereal Plane** which is the entire Ethereal plane. All the inhabitants are loyal to you and you can easily create and enhance them. The Ethereal Plane will continue to accumulate the creations from the dreams of mortals as well as ghost and other spiritual entities in future jumps. The Deep Ethereal will also always contain more strange realms full of resources and creatures that are useful to you.

Finally, it shall always allow you to safely reach any sort of spiritual or elemental plane within the setting. Your Ethereal plane can’t be accessed without your consent.

Master of Dreams/Nightmares:

There exists a realm in the Ethereal Plane in which the laws of physics and reality as you know do not work as you expect, it is a realm of pure thought and imagination that creatures visit every time they sleep.

This is the dimension of Dreams and it shall soon face a dangerous threat. Perhaps it is a Night Hag Deity that will try to corrupt souls to add to her collection of larva or maybe a Demon Lord is planning on corrupting the souls of an entire World to try and drag the mortals into the Abyss or even the dreams of a powerful Abomination are driving people to madness and forming a cult that heralds the apocalypse.

Your task is to stop this threat from invading the Dreamscape.

Reward:

For this incredible feat you receive the perk **Dream/Nightmare Lord** which massively enhances all abilities,magics,powers,domains,portfolios etc… related to Dreams,Nightmares,Catastrophe,Fear,Rage,Travel,Corruption,Destruction, Wealth,Storms Secrets,Revenge, Catastrophe, Water and Weather as well as granting you those domains for free.

This also grants you rulership of all kinds of creatures originating from dreams,nightmares and similar mental/spiritual realms.

Furthermore, you find that you are capable of using your divine powers and/or your various energies to make dreams and nightmares real, this includes locations within the dream/nightmare, items and even creatures that you can grant true life. You still can’t create something stronger than you without an external source of power though you may drain the dreamers ‘imagination to power what you bring further.

Finally, you receive the item **Dreamland** which is the dreamlands themselves which contain all the dreams and nightmares of all creatures of the setting. This can be useful to gather secrets but also to manipulate dreams and influence entire civilizations. All the inhabitants are loyal to you and you can easily create and enhance them.

Your dreamlands can't be accessed without your express permission.

Chronomancer of History:

The Demiplane of Time also known as the Dimension of Time.

It is a mysterious plane intertwined with fate itself as well as a reliable method of time travel which if used for nefarious intent could have terrible consequences for entire worlds.

Soon, this plane will come under threat of a powerful fiendish entity that will try to use it to destroy all of history. Stop this threat once and for all.

Reward:

For this incredible feat you receive the perk Timelord which massively enhances all abilities,magics,powers,domains,portfolios etc… related to Time,History,Chaos,Elf,Good,Patience,Nobility,Sun,Fire,Planning,Renewal Law,Death,Darkness,Knowledge, Evil,Dark Tapestry, Night,Stars, Travel, Exploration, Memory,Void, Nothingness and Fate as well as granting you those domains for free.

Your temporal manipulations are always innately superior to any opposing temporal manipulation such is your right. The better to protect time or perhaps destroy it if that is your wish.

Needless to say you are capable of all sorts of tricks and abilities through your manipulation of time including paradox-free time travel, freezing your body in

time to become invincible, making temporary effects permanent and even stopping time for the entire setting among others incredible feats.

You are also respected and recognized as a ruler by all entities related to time in this and future jumps.

Furthermore, you are innately aware of all temporal manipulations throughout the setting as well as steps to prevent them. This includes not only all uses of time stops but also time travel, time loops and places where time has been modified to flow differently from the rest of the multiverse.

Finally, you receive the **item Dimension of Time** which is the entire dimension of time with all its denizens loyal to you (what few natives are known include but isn't limited to the Vortex Spiders as well as the dreaded Hounds of Tindalos). You can easily create and enhance them.

The Outer One:

At the center of the Universe lies the court of Azathoth, the Primal Chaos who is surrounded by powerful lesser deities. Though mindless, it is an unknowable force of destruction that is served by Nyarlathothep.

Perhaps you wish to take the place of a foolish entity that doesn't even know itself?

For this scenario, you must somehow obtain rulership over the Outer Gods.

Reward:

For this incredible feat, you obtain the perk **The Primal Chaos** which massively enhances all abilities,magics,powers,domains,portfolios etc… related to Madness,Earth,Strength,Caves,Ferocity,Strength,Chaos,Dreams,Destruction, Creation, Void, Entropy, Insanity, Music, Art, Sun ,Catastrophe, Nightmare, Decay, Disorientation, Darkness, Knowledge, Dark Tapestry, Night, Stars,

Nature, Entropy, Undeath, Plant, Evil, Fear, Isolation, Death, Animal, Growth, Nothingness and Fertility as well as granting you those domains for free.

You have become truly immortal and unkillable on top of possessing the power to destroy and create entire universes even through simple dreaming.

You are recognized for your Eldritch Lordship/Ladyship wherever you go gaining the reverence and obedience of countless powerful eldritch beings and the worship of the mad and the alien.

Furthermore, your actions seem to have awakened Azathoth as a companion from its mindlessness, which led to taking a particularly attractive appearance with quite the spark in her heart for you.

Azathoth acts as a combination of the **Divine consort** and **Apocalyptic Friend** companion while keeping the incredible destructive power Azathoth is known for.

Finally, you gain the **item** and **group companion Court of Azathoth** which is the court at the center of the Universe that Azathoth dwells in in whatever setting you go to. It comes with all the Outer Gods and Great Old Ones of the setting and will keep gaining new Eldritch Deities each jump you go to.

They are all loyal to you and you can easily create and enhance them.

A World of Mirrors:

An obscure yet impressive plane is the Plane of Mirrors. This plane exists behind every mirror and reflective surface of the multiverse from the Prime Material Plane to the Outer Plane and Inner Planes.

A troublesome feature of the plane however is that any traveler will find their mirror reflection there with a completely opposite alignment to their own

which is only worsened by the fact that the only way for the mirror version to exit the plane is to kill the original.

It would seem that this happened to you as this scenario will force you to defeat your mirror self though thankfully, they seem unable to copy your jumper abilities.

Reward:

For this incredible feat, you receive the perk **Lord of Mirrors** all abilities,magics,skills,domains,portfolios etc related to Water,Mirrors,Reflection,Travel,Trickery,Dimensions,Secrets,Summoning,Law,Ice,Crystals,Glass, Light, Illusion, Mind and Truth are massively increased as well as granting you those domains for free.

You have become capable of travelling throughout the multiverse through any sort of reflective surface be it a mirror, a lake, an ocean, a window or even something as small as a drop of water for example.

Furthermore, you have gained the incredible ability to create and summon perfectly loyal mirror copies of other creatures as long as they aren't overwhelmingly stronger than you are. They also possess all the skills, abilities and knowledge of the original which makes them extremely useful for spying, infiltration or simply sharing their knowledge.

Finally, you gain the **Plane of Mirrors as an item** with all its inhabitants loyal to you. You can easily create and enhance them.

The Plane will be connected to reflective surfaces everywhere in the setting allowing you to spy on people, travel anywhere with reflective surfaces or kidnap people through them for example.

Your Plane of Mirrors can't be accessed without your consent.

Ruler of Serpents:
The scalykind pantheon is among the oldest of all pantheons with perhaps only the aberrations of the Far Plane older than them.

Their people may have fallen from hegemony but perhaps you wish to rule such a pantheon rich in history and knowledge?

Your task for this scenario is to become the ruler of all scalykind deities barring dragons.

Reward:

The perk **World Serpent :** All abilities,magics,skills,domains,portfolios etc related to Scalykind, War, Knowledge, Metal, Artifice, Nature, Sacrifice, Serpents, Reptiles, Lizardfolk, Nagas, Couatls, Troglodytes/ Xulgath, Yuan-ti, Serpentfolk, Fertility, Water, Revenge, Storms, Weather, Rage, Destruction, Creation, Oceans, Catastrophe, Dreams, Community, Protection, Scalykind, Defense, Dragon, Venom, Revelry, Family, Indulgence, Cycles, Procreation, Nobility, Demon, Leadership, Martyr, Saurian, Tactics, Civilization, Immortality, Poison, Caverns, Strength, Might, Resolve, Ferocity, Parasites, Renewal, Resurrection, Reincarnation, Magic, Rune, Charm, Arcane, Divine, Love, Lust, Wards, Naga, Passion, Glyph, Fertility, Snakes, Sorcery, Fate, Mind, Somnolence, Beasts, Predators, Hunt, Nightmares, Watery Death, Animal, Planning, Trickery, Venomous Creatures, Healing, Chaos, Peace, Learning, Parenthood, Poison, Illusion, Guardianship, Tyranny, Propagation, Survival, Swamps, Plant, Purification, Young Snakes, Good, Spells, Magical Life, Transcendence, Wisdom, Multiplicity of Being, Darkness, Dominion, Eclipses, Apocalypse, Slime, Hunger, Gluttony, Infinity, World and Death are massively increased as well as granting you those domains for free.

You are recognized as a ruler of reptiles except dragons wherever you go.

You are an entity similar to the World Serpent as you represent the World and Nature itself which grants you peerless influence and power over all aspects of the natural world anywhere you go.

You are also capable of creating aspects of yourself without weakening you that emphasize different aspects of your power. You can also modify them to suit your needs such as creating a deity for Lizardfolks or Sarrukhs for example with perhaps different domains and powers than your own. Any growth they achieve feeds back into you as does any prayer targeted towards them.

Said aspects can also allow you to persist past your death and eventually resurrect/reincarnate yourself.

You will also find in this and future worlds that your reptilian worshippers shall always have a vast web of conspiracy wielding vast influence throughout the setting.

Finally, you receive the **item Ouroboros, Realm of reptiles** which is the combined form of the realms of every reptile deity aside from dragons in this and future settings. It contains many secrets, knowledge, ruins, trials, artifacts, loyal reptile creatures and deities as well as a flame that contains the knowledge of the entire setting which updates in future jumps much like Shekinester's own.

You can also take the scalykind pantheon as a group companion.

Ruler of Green:

A little-known pantheon is that of the Green Men, also known as the leshy kings, the green watchers and wildewills.

They are considered the divine avatars and guardians of the primeval forests with their cults typically consisting only of intelligent plants like leshies.

For this scenario you will have to save the forests of a world that have come under dire threat from a powerful fiend or even evil god of pollution and decay that would see both nature and even the Elemental Plane of Wood brought to ruin.

Reward:

For this incredible feat, you receive the perk **Avatar of the Forest:** All abilities,magics,skills,domains,portfolios etc related to Growth, Nature ,Intelligent Plants, Good, Evil, Protection, Plant ,Strength , Weather, Defense, Resolve, Seasons, Purity, Decay, Healing, Might, Forests, Jungles, Rest, Roots, Dreams, Earth, Aquatic Plants, Change, Detours, Wetlands, Dangerous Plants, Boundaries, Harsh Lessons, Pain, Wood, Change, Water, Creeping overgrowth, Plankton, Sargassum, Trickery, Cultivation, Wandering, Stubbornness, Primary Plant Growth, Mountain Climbing, Destruction, Travel, Massive Trees, Fire, Renewal, Mangroves, Fungi, Fresh Starts, Forestry, Gardening, Security, Creation, Duty, Perfection, Camouflage, Carpentry, Life, Mimicry, Passion, Swarm and Repose are massively increased as well as granting you those domains for free.

You are recognized as the Guardian of Forests and ruler of plant life wherever you go.

Your dominion over plants and nature is unparalleled allowing you to make forests sprout from nothing even in desolate wastelands, modify plants to your leisure, summon intelligent plant life, teleport from plant to plant, set up traps with plants, use plants to attack and many more possibilities now open to you. This dominion also includes fungi even though they aren't plants.

You are also extremely skilled and knowledgeable in plants in both this and future jumps. Not only do you know everything plants can be used for, whether

it is for carpentry, medicine, poison, food or otherwise but you are also capable of easily cultivating any plant regardless of its requirements, even ones as great as the World Tree Yggdrassil itself.

Any sort of object or potion requiring plants you create or oversee is guaranteed to be simply transcendent in its efficiency and power without any effort on your part.

You can also easily create new forms of plant life with the properties you wish for as well as cultivate them such that they spread without your personal attention.

You can create intelligent plant life from any plant and even grant them humanoid forms and/or the ability to move like Treants or Leshies. This can easily be done to entire forest or jungles at a time.

You can easily enhance plant life even to the level of divinity and beyond.

Your powers, skills and abilities all receive a tremendous boost when acting in defense of nature and/or to punish those who would despoil it.

Furthermore, you can easily purify and destroy any sort of corruption and artificial creations no matter how great. This can easily allow you to turn even the most industrialized and corrupt of places back into pristine nature.

Finally, you may companion the **Green Men** as a group companion as well as receive the **Elemental Plane of Wood** as an **item.** All its inhabitants are loyal to you and you can easily create and enhance them.

Deus Machina:
In the lands of Numeria on Golarion lies the starship Divinity from the Androffan civilization.

This ship represents incredible technological and supernatural power that could even lead one to attaining godhood especially for artificial entities like androids and artificial intelligences in general.

Yet not all is well, as among the ascended entities known as the Iron Gods is a powerful malevolent AI that intends to exterminate all organic lifeforms to forge an eternal world of cold brutal machines with their plan being well on its way to success.

Stop this madness before the world falls to ruin.

Reward:

For this incredible feat, you receive the perk **Deus Ex Machina:** All abilities,magics,skills,domains,portfolios etc related to Artificial Life, Free Thinking, Intellectual Apotheosis, Artifice, Charm , Void , Knowledge, Construct , Love, Memory, Stars ,Creation, Freedom, Metal, Ambition, Lightning, Perfection, Rust, Entropy, Chaos, Evil, Madness, Toil, Insanity, Law, Nobility, Leadership, Slavery, Stars, Thoughts, Clockwork, Invention, Time, Earth, Fire, Industry, Smoke, and Planning are massively increased as well as granting you those domains for free.

Your talent and knowledge of technology in both this and future worlds is peerless as you can build, modify, maintain, repair and innovate incredible technologies that would be worthy of divinity. This also allows you to instantly reverse engineering and improve any sort of technology you find.

This also includes the creation of sentient machines and artificial intelligence that are guaranteed to be loyal to you.

You can outright create technology and devices from nothing as long as you understand the blueprints. This also allows you to use whatever energy you have to repair and enhance technology or destroy it if that is what you wish for.

You may also control technology simply by willing it with only divine sapient technology able to pose a slight challenge.

You are also recognized as the ruler of artificial life wherever you go.

Furthermore, you receive the Androffan starship Divinity as well as all technology of the setting and future ones as part of the item **Machina Records,** the technology you find is not only endless but also updates every jump to always remain beyond even the most advanced civilization of the setting in both capability and efficiency.

Finally, you may companion the Iron Gods as well as their followers both artificial and aliens. They are all loyal to you and you can easily create and enhance them.

Elven Salvation:
The elves of Golarion in Pathfinder are often under demonic threat.

As such for this scenario, your task is to save the elves from their latest threat which could be anything from a demonic force of decay like Treerazen to an Elder Evil.

Reward:

For this incredible feat, you receive the perk **Elvish Maestro:** All abilities,magics,skills,domains,portfolios etc related to Doors, Portals, Thresholds, Traditions, Community , Law , Magic, Protection , Arcane, Defense, Home ,Inevitable , Change, Time, Vigil, Elves, Lust, Revenge, Trickery, Chaos, Charm, Knowledge, Luck, Azata, Curse, Deception, Memory, Thievery, Pain,

Passion, Secrecy, Dreams, Stars, Travelers, Chaos, Good, Liberation, Exploration, Fate, Freedom, Imagination, Revelry, Revolution, Moon, Nothingness, Architecture, Art, Twilight, Air, Artifice, Cloud, Construct, Friendship, Home, Whimsy, Cities, Creation, Family, Forestry, Hunting, Running, Animal, Plant, Weather, Feather, Fur, Growth, Seasons, Darkness, Nature, Crystals, Jewelers, Earth, Caves, Divine, Fertility, Lightning, Zeal and Wild Animals are massively increased as well as granting you those domains for free.

Your beauty, talent for magic, the arts, jewelry, portals and teleportation is simply out of this world.

You are recognized as a ruler of elves and creatures like them wherever you go.

You can easily create portals that lead to other planets and planes as well as teleport entire civilizations across the stars. Your teleportation magic could even be used to teleport continents, planets and entire realms of existence across time and space.

You receive a massive boost to your abilities, powers, skills when acting in defense of your home, to avenge a slight and/or when facing an enemy that attempts to destroy /corrupt your kind.

Like Callistria, you are strong enough that you could fight and distract Rovagug long enough for him to be sealed.

Furthermore, your charm and talent in arts is simply peerless as your works and beauty surpass even those of gods of beauty themselves.

You are also a superlative elf with a peerless divine level of skill in archery, forestry, hunting, cultivation, magic, arts, beauty and love as well as lust.

Finally, you may take the entire elven pantheon and their elven worshippers with you as a group companion and followers. They are all loyal to you and you can easily create and enhance them.

Dwarven Skyseekers:

The dwarves of Golarion are the children of Torag, one of the most ancient deities of the multiverse. This industrious race faces many threats from within through infighting and without such as orcs and goblins.

For this scenario, you will have to save the dwarves of Golarion from destruction at the hands of an ancient evil that would see them forever barred from the surface world.

Reward:

For this tremendous feat you receive the perk **Lord of Creation:** All abilities,magics,skills,domains,portfolios etc related to Alliance, Family, Friendship, Truth, Community, Good, Law , Protection , Archon , Defense , Loyalty, Confidence , Repose, Dwarf, Committed Relationships, Marriage, Passion, Charm, Healing, Love, Lust, Restoration, Passion, Toil, Fire, Offensive War, Tradition, Archon, Ash, Smoke, Tactics, Fate, Zeal, Duty, Knowledge, Strength, Travel, Debt, Pursuit, Vengeance, Exploration, Inevitable, Memory, Resolve, Might, Vigil, Truth, Fate, Cheating, Exploitation, Artifice, Darkness, Evil, Trickery, Construct, Daemon, Deception, Loss, Thievery, Duty, Earth, Tyranny, Ambition, Metal, Children, Hearths, Mothers, Nobility, Home, Martyr, Cities, Sorrow, Honor, Promises, Glory, Leadership, Glyph, Secrecy, Death, Underworld, Rune, Ancestors, Souls, Wards, Bravery, Agathion, Competition, Forge, Strategy, Caves, Fortification, Industry, and Judgement are massively increased as well as granting you those domains for free.

This also makes you a superlative dwarf with a peerless divine level of skill in mining, crafting, building, exploration and warfare.

You are also possessed of a divine willpower and determiation that can allow you to rapidly improve yourself especially in dwarven matters such as mining and crafting but also in the defense of your home.

Your skill in creation and forging is simply peerless as much like Torag you can build incredible creations like the Dead Vault which houses Rovagug himself. You can also forge an entire world into existence and races like dwarves that not only would be perfectly adapted to their environment but would also be loyal to you.

The speed and quality of your work is such that you could consistently outfit an army as large as Heaven's with incredible weapons and armors such that they could drive back even the fiendish armies that tend to be much more numerous than them.

Furthermore, wherever you go you shall be deeply revered by any and all dwarves and creatures related to them.

Finally, you may take the Dwarven Pantheon as a group companion alongside their realm of **Forgeheart** with you. They are all loyal to you and you can easily create and enhance them.

Dragons of the cosmos:
The draconic pantheon of Golarion is a family descended from Apsu and his mate Sarshallatu.

Dragons are among the most powerful beings in the Prime Material Plane yet even they can face peril.

Soon an eldritch force from the Dark Tapestry will try to corrupt the dragons of the world into its servants. Stop its foul influence.

Reward:

For this incredible feat, you receive the perk **Maker of All :** All abilities,magics,skills,domains,portfolios etc related to Leadership, Peace , Virtuous Dragons, Artifice , Good , Law , Scalykind , Travel ,Archon, Construct , Dragon, Exploration , Judgement , Time, Toil, Trade, Creation, Freedom, Introspection, Libraries, The Supernatural, Underdogs, Glyph, Knowledge, Magic, Destruction, Greed, Wicked Dragons, Chaos, Catastrophe, Deception, Demon, Thievery, Rage, Fire, Zeal, Construction, Self-Actualization, Legacies, Cities, Change, Perfection, Conflict, Dominance, Hunting, Ambition, Confidence, Might, Indulgence, Nature, Passion, Alchemy, Death, Impermanence, Change, Soul, Abomination, Sorrow, Potential, Reality, Fate, Time, Star, Death of Ego, Divinity, Philosophy, Self-acceptance, Glyph and Truth are massively increased as well as granting you those domains for free.

You are also a superlative dragon with a peerless divine level of skill in treasure hoarding, magic, hunting, crafting, combat, gaining power, gathering riches, gathering treasures and protecting your territories and hoards.

Like Apsu, you possess the power to shape entire worlds from the chaos that you can conjure at will. You may also choose in this and future jumps to be among the oldest of entities much like Apsu and his dragons were old even before Celestials and Fiends appeared in the Outer Planes. You can even create everything within the Material Universe and shape dimensions and reality itself.

Like Sarshallatu, your nature as a being of potential and reality makes you an endless primordial being of infinity. Unlike her more limited current form, you

are unbound by physicality and limits that more physical creatures have to abide by. This makes you impossible to bind without your consent. Your song can rattle Creation and the Cosmos itself.

You can grant potential and change to entire Worlds and craft the cosmos much like Apsu and Sarshallatu did.

Your progeny is also guaranteed to be powerful and harmonious unlike Apsu and Sarshallatu.

Like Garhaaz, you are a peerless hunter and trapmaker who can create incredible traps such as traps of Wild Magic that when triggered can draw even Gods to the Outside of the multiverse.

Like Dahak, you possess tremendous powers of Destruction but also of corruption. You can fight even a primordial god like Apsu to a standstill but you can also corrupt creatures into your service such that even descendants remain tainted forevermore. You could even reshape the remains of a gift into the Nine Hells.

You can also create languages with tremendous capabilities in both power and curses such that words alone could rattle the firmament and fray threads upon the Dark Tapestry.

Like Otilaz, you can assume a strange form of existence that is impermanent and thus tremendously difficult to affect. This form can also sow futility and oblivion-seeking despair in even the most resolute souls such that psychopomps would transform into Sahkils. Potentially, this state of existence is tied to the universe in such a way that your destruction could bring about the unraveling of the universe’s tapestry.

Like Tiamat, who may have once been Sarshallatu and Apsu's other form, you can take the form of vast formless endless oceans of fresh water and salt water. You can also create Heavens and Hells as well as weaker Gods either as offspring or creation from metals and gems that could nonetheless create the universe.

Your tears could even create artifacts as potent as the orbs of Dragonkind that allow one to control a Dragon type.

This is coupled with incredible healing ability that could allow you to heal even the most grievous wounds inflicted by Gods and the ability to assume a potent monstrous draconic form with multiple heads that could savage and cast out even Apsu himself.

Furthermore, you are recognized as a ruler of dragons wherever you go.

Finally, you may take the draconic pantheon as a **group companion**. They are all loyal to you and you can easily create and enhance them.

Giants of the World:
The Giants of Golarion are descended from Titans who themselves were children of the Gods.

Following their spread all over Golarion after Earthfall, many are the tyrants that sought to make use of them.

Now, an ancient evil has set its sight upon Golarion and intends to enslave the giants to use as shock troops. Slay this evil before the Giants are enslaved once more.

Reward:

For this incredible feat you receive the perk **Giant Lord :** All abilities,magics,skills,domains,portfolios etc related to Dreams , Sailing,

Voyages ,Divine Spirits of Stone Giants ,Earth ,Mountains , Death , Divination , Knowledge , Luck ,Protection ,Giants, Good, Travel, Water, Weather, Exploration, Seasons, Storms, Oceans, Air, Elders, Family, Genealogy, Memories, Tradition, Chaos, Community, Ancestors, Education, Family, Home, Memory, Repose, Vigil, Aberrance, The Sea, Sea Monsters, Destruction, Evil, Catastrophe, Demons, Rage, Change, Zeal, Abomination, Farming, Hunting, Trade, Animal, Law, Plant, Archon, Cooperation, Feather, Fur, Growth, Nature, Wealth, Duty, Blood, The Cycle of Life, Fertility, Caves, Thought, Darkness, Ogres, Temptation, Chaos, Madness, Strength, Ferocity, Moon, Nightmares, Trickery, Nature, Weather, Animal, Plant, Cloud, Decay, Wind, Hunger, Obedience, Pain, Creation, Justice, Strength, Artifice, Construct, Devil, Metal, Resolve, Toil, Duty, Tyranny, Scholarship, Magic, Sacred Murder, Lakes, Cyclops, Rune, Arcane, Divine, Wards, Disorientation, Glyph, Greed, Murder, Poison, Secrets, Charm, Daemon, Deception, Espionage, Thievery, Secrecy, Wealth, War, Protean, Nothingness, Swarms, Disaster, Wrath, Heroism, Pride, Tracking, Trophies, Glory, Sun, Azata, Heroism, Day, Light, Ambition, Confidence, Riddles, Wanderlust, Wit, Azata, Whimsy, Introspection, Art, Beauty, Love, Music, Charm, Luck, Agathion, Defense, Fate, Imagination, Purity, Passion, Ice, Salt, Tribute, War, Ice, Tactics, Cold, Giant Birds, Mountain peaks, Feather, Battle, Brutality, Fur, Pain, Natural Disasters, Trolls, Fire, Ash, Camaraderie, The Hunt, Shipbuilders, Freedom, Indulgence, Change, Conquest, Metal Crafting, Revenge, and Slavery are massively increased as well as granting you those domains for free.

You are also a superlative giant with a peerless divine level of skill in warfare, forging, hunting, building, magic and combat as well as lust.

Like the Titans of Old you have tremendous ability to shape, refine and develop Creation. You can even create lifeforms like the Gigas which are the ancestors to the giants.

Your survival abilities are also incredible as you can survive even in the most inhospitable of places like the Abyss and the Negative Energy Plane.

You can also create other lifeforms loyal to you such as the Demodands.

You are also immortal like Kostchtchie without being deformed like he is.

Your power and skill in both physical and magical matters is also great indeed as the war between Gods and Titans annihilated many planes. You can even scar permanently realms as chaotic as the Abyss.

Furthermore, you are recognized as a ruler of giants wherever you go.

Finally, you may take the **Giant Pantheon** as a group companion. All the members are loyal to you and you can easily create and enhance them.

The Legend of Goblin:

Among the various races of Golarion, the goblins stand out for having perhaps the easiest method of ascension.

Becoming famous is enough for any of their kind to ascend, assuming they can escape their Barghest Gods who slay any upstart goblins.

Your task for this scenario is to become famous in an entire continent such that even the most remote tribe or hamlet has heard of your name.

Reward:

For this incredible feat, you receive the perk **Goblin Legend:** All abilities,magics,skills,domains,portfolios etc related to Barghests, Cacophonies, Mischief, Tricks, Trickery, Freedom , Cities, Luck, Conquest , Invasion ,War ,Evil

,Goblins, Hobgoblins, Goblinoids, Strength, Law, Blood, Devil, Ferocity, Slavery, Ambition, Might, Pain, Tyranny, Chefs, Hyperphagia, Feasts, Destruction, Indulgence, Nothingness, Plague, Aberrance, Monsters, Nightmares, Madness, Chaos, Trickery, Deception, Ferocity, Insanity, Riot, Thievery, Family, Abominations, Change, Haplessness, Heroism, The Forgotten, Vigil, Beauty, Gluttony, Sadism, Death, Destruction, Earth, Daemon, Catastrophe, Torture, Undead, Indulgence, Passion, Zeal, Arson, Hunt, Ritual, Animal, Fire, Travel, Fur, Smoke, Knowledge, Nature, Drowning, Invention, Self-sufficiency, Water, Flotsam, Oceans, Creation, Wealth, Ambushes, Slacking, Lurking and Darkness are massively increased as well as granting you those domains for free.

You are a superlative goblin, hobgoblin and barghest with a peerless divine level of skill in scavenging, invention, engineering, alchemy, weapon crafting, pillaging, survival and hunting.

Like the Goblin Creator Gods, you can use the blood of slain creatures to create lifeforms loyal to you. This loyalty is also shared with their descendants of course.

Your blood can also transform creatures into a form loyal to you like the goblin snakes created by Hadregash from worms when his blood dripped on them for example.

Like Zogmugot, you can look out of any piece of beach glass and lure people into the riptide by causing something shiny to float on the waves. You can choose if the victim drowns or washes ashore. Similarly, you can Reward people with items such as prime pieces of objects, coins etc… that wash up on the shore.

Like Lamashtu, you are tremendously fortunate in advancing your power and agenda such that you could even ambush an ancient god to steal his portfolio.

You also possess her dominion over monsters and demons as you are capable of creating and breeding countless forms of monsters, monstrous humanoids and demons loyal to you.

You can even create such bizarre creations as pregnant hills that issue forth monsters including demons and fiendish Gnolls.

Your power is also great as you are capable of slaughtering even foes as powerful as the Riders of the Apocalypse, such that the scars left upon the battlefield could overwhelm even the descendants of whatever race drew your ire such that they would feel overwhelming fear from them even long after the conflict was forgotten.

Your power can even affect entire realms much like Lamashtu created the realm of Basalfeyst from a piece of Hell or how she made her realm of Kurnugia mobile.

Like goblins, you also benefit greatly from fame on top of the power you receive from faith as a deity. This allows you to grow in power the more famous you are.

Furthermore, you will be recognized in this and future jumps as a ruler of goblins, hobgoblins and barghests.

Finally, you may take the Goblin Pantheon as a **group companion** as well as the realm of Basalfeyst and Lamashtu's realm of Kurnugia as **Items.** All the inhabitants are loyal to you and you can easily create and enhance them.

Rumble of the Orcs:
The orcs of Golarion are also a group with an ascension unique to them. Before passing on to the afterlife, every orc can challenge the crucible which is a challenge to a God usually an orcish one to a duel to the death.

The winner gains divinity while the loser's soul is destroyed.

Your task is to defeat every god of the Orcish Pantheon in combat.

Reward:

For this incredible feat you receive the perk **King of the Crucible:** All abilities,magics,skills,domains,portfolios etc related to Lust, Pillage, Plunder ,Chaos ,Charm ,Evil , Trickery , Deception , Lust , Thievery, Orcs, Death, Destruction, Disaster, Catastrophe, Demon, Murder, Undead, Fire, Magic, Revenge, Ash, Divine, Smoke, Slavery, Subjugation, Tyranny, Nobility, Strength, Botched Execution, Pits, Darkness, Ferocity, Loss, Sharks, Shipwrecks, Animal, Water, Blood, Oceans, Rats, Sewers, Caves, Earth, Metal, Fur, Carrion, Scavengers, Feather, Rage, Corruption of Nature, Pollution, Elf Slaughter, Plant, Decay, Nature, Nightmares, Blood, Cannibalism, Vampires, Madness, Disorientation, Indulgence, Swarm, Deserts, Senseless warfare, The Sun, Sun, Dust, Necromancy, Wrath, Undeath, Might, Zeal, Beasts, Dungeons, Traitors, Secrecy, Battle, Weapons, Glory, Duels, Protean, Tactics, Confidence, Aberrance, Monsters, Trickery, Insanity, Riot, Family, Abominations, Change, Weather, Storms, Air, Nothingness, Discipline, Power, Prosperity, Ambition, Cities, Confidence, Wealth, Communal Hunting, Evening, Feasts, Introspection, Moon, Nature, Trials of Worth, Protection, Toil, Pain, Lightning, Thunder, Cloud, Wind, Fortifications, Leadership, Duty, Vigil, Innovation, Iron, Technology, Creation, Destruction of undead, Firearms, Invention, Perfection, Birth, Fertility, Tribes, Defense and Home are massively increased as well as granting you those domains for free.

You are a superlative orc and half-orc with a peerless divine level of skill in raiding, pillaging, invention, engineering, leadership, piracy, sailing, weapon crafting, warfare, survival and duels.

You also gain the ability to declare a **Crucible** whenever you want to. This allows you to duel to the death a foe and if you manage to win, you will gain all their powers, skills and abilities including divinity, magic etc.…

Furthermore, you are recognized as a ruler of orcs in both this and future jumps.

Finally, you may take the Orcish pantheon as a **group companion** alongside their realm of **Volkorgoth** as an **item**. All the inhabitants are loyal to you and you can easily create and enhance them.

An Aeonic Moment:
Among the most esoteric yet vital entities of the Pathfinder multiverse are the Aeons, entities created by the Monad to preserve Order and Balance throughout the multiverse.

Their creator, the Monad is the embodiment of the design that binds the cosmos, the void that predates existence, the cosmos itself, the future infinity and the truth that binds existence. The First Arbitrators are the strongest Aeons; Demigods created from pieces of the Monad itself that represent primordial laws of Creation like the separation of the Planes.

Soon a dire threat will be in motion to unmake Creation through the destruction of the Monad and its arbitrators. It could be a Demon Lord aiming to kill Dramindyr to collapse the barrier between planes, a Protean Lord trying to kill Liisglan to destroy the laws of physics and have Chaos reign or even a primal force of destruction aiming to destroy the Monad itself.

Your task is to stop that evil and save the multiverse.

Reward:

For this incredible feat you receive the perk **Source of All Things** All abilities,magics,skills,domains,portfolios etc related to Creation, The Infinite, Truth, Cosmos, Existence, Artifice, Darkness , Unity, Knowledge ,Void, Nothingness, Aeons, Borders, Physical Integrity, The Planes, Separation, Perfection, Protection, Travel, Black Holes, Energy, Radiation, Stars, Balance, Destruction, Fire, Metal, Star, Sun, Governing Physics, Harmony, Sequences, Perfection, Toil, Fish, Gravity, Orbits, Planets, Fate, Nature, Water and Moon are massively increased as well as granting you those domains for free.

Like the Monad, you can exist both within and outside the multiverse simultaneously. You can even intertwine your essence with the multiverse and the void itself, with your mind perfectly aware of everything happening everywhere.

You can choose in this and future jumps to be as old as the setting itself.

You can also assume a similar infinite and abstract cosmic form as the Monad represents the Cosmos and oneness itself.

You possess peerless control over the various laws and Balances of the multiverse from magic, entropy, decay, gravity, the planes and even time itself.

This same sense grants you knowledge of all imbalances within the setting as well as steps to take to correct them.

You can make yourself an integral part of the setting much like the Monad and the First Arbitrator Aeons. In doing so, you not only become aware of everything happening there especially when it concerns your domains and portfolios, but your well-being also becomes vital to the cosmos.

This would ensure that you would have no end to the number of people protecting you with only the most chaotic and evil being daring to harm you.

You can create Aeons and similar entities of Balance loyal to you including entities as powerful or more than the First Arbitrators. They can be made to possess powers related to whatever balance they oversee and can be made to fade away once their duties are complete. In doing so, you gain whatever power, skills and experience they gained during their existence.

You are constantly aware of their status and actions; This also allows you to act as their guiding force and source of thought by giving them instructions.

Your planning and schemes can also be made to be inscrutable while still allowing you to subtly nudge the entire cosmos towards your own designs.

This also grants you respect and reverence among preservers of Balance like Aeons and Psychopomps in both this and future jumps.

Finally, you may take the Monad and First Arbitrators pantheon as a **group companion.** They are all loyal to you and you can easily create and enhance them.

Ruler of Therianthropes:
It is said that the gods of therianthropes are primordial entities representing a shadow-archetype inseparable from Creation

Your goal for this scenario is to somehow become the ruler of the therianthrope pantheons be it by strength or guile.

Reward:

For this incredible feat, you receive the perk **Apex of Beastkind:** All abilities,magics,skills,domains,portfolios etc related to Animals, Wilderness, Nature, Knowledge, Hunting, Greed, Vanity, Cunning,

Protection,Charm,Thievery,Concealment,Stealth,Scavenging,Curiosity,Play, Bloodlust, Pain, Magic, Change, Evolution, Beasts, Hunters, Marauding Beasts and monsters, Blood, Stalking, Evil Lycanthropes/Therianthropes, Bestial, Chaos, Evil, Gluttony, Moon, Strength, Wrath, Desolation, Werewolves, Wererats, Werebears, Vermin, Rats, Foxes, Werefoxes, Bears, Wolves, Demon, Deception, Fur, Trickery, Destruction, Might and Survival are massively increased as well as granting you those domains for free.

You can now infect anyone that you can perceive with therianthropy which is something to fear since your godly senses can stretch through entire star systems, transforming them into your loyal retinue.

This can be resisted by those who are much stronger than you but even then, it would take a constant effort of will to maintain themselves.

Furthermore, your lordship over beasts is uncontested with even the most powerful and ancient of primal beast spirits and gods bowing before you in both this and future jumps.

Finally, you may take as a group companion the **Therianthrope pantheon as well as all therianthropes as followers if you want.**

A Tale of the Outlands

The Outlands is a plane that in the Great Wheel Cosmology stands at the very center of the cosmos as it is connected to every plane of existence.

As such, if one wishes to reshape the cosmos few places could better serve such a purpose.

A powerful entity, perhaps a Lich God, a Demon God or similar powerful Evil entity has managed to imprison the Lady of Pain in spite of all measures taken

against Deities within Sigil. Their goal is to use the City of Portals' connection to the planes to fundamentally reshape the setting in their image.

Your task is to slay them and stop their nefarious plans.

Reward:

For this tremendous feat, you receive the perk **Concordant God of Pain:** All abilities,magics,skills,domains,portfolios etc related to Balance, Planes, Dimensions, Cosmos, Deicide, Murder, Death, Pain, Suffering, Portals, Punishment, Mazes, Negation, Neutrality, Judgement, Punishment, Adventure, Infinity, Trade, Luck, Merchants, Mercantilism, Torture, Knowledge, Giants, Philosophy, Learning, Creation, Fertility, Plant, Magic, Sun, Rune, Dragonkind, Peace, Dragon, Spell, Strength, Travel, Wealth, Discovery, Invention, Scholarship, Chaos, Craft, Dwarf, Good, Patience, Buried Secrets, Buried Wealth, Mining, Gems, Exploration, The Dead, Merfolk, Sea, Nature, Tempest, Locathahs, Animal, Protection, Water, Forge, Trickery, Artifice, Construction Smithwork, Earth, Fire, Metal, Planning, Pride, Artificers, Blacksmith, Deception, Fumes, Fog, Arcane Knowledge, Gases, Obscurement, Mastery of the Mind, Psionics, Conquest, Mental Dominion, Mental Power, Charm, Evil, Law, Slime, Tyranny, Mentalism, Mind, Fate, Time, Decay, Undeath, Exhaustion, Scalykind, Darkness, Bards, Inspiration, Duty, Order, Vigilance, War, Rain, Storms, Thunder, Life, Athleticism, Physical Prowess, Survival, The Hunt, Lizardfolk, Propagation, Swamps, Healing, Renewal, Agriculture, Weather, Beauty, Song, Dance, Romantic Love, Air, Halfling, Lust, Sloth, Multiplicity of Being, Maintenance, Wild Nature, Wilderness, Druids, Untamed Nature, Forests, Wisdom, Neutral Magic, Scribes, Secrets, Humility, Engineering, Science, Chult, Chultans, Dinosaurs, Jungles, Tabaxi, The Labyrinth of Life, Dreams, Sleep, Thieves, Chance, Commerce, Negotiation, Sly Cleverness,

Suspicion, Entrepreneurial Skills, Money, Avarice, Dragonkind and Dragonness are massively increased as well as granting you those domains for free.

You also possess the same powers as the Lady of Pain herself and can easily create, innovate and improve similar abilities. Your attacks are lethal to gods such that even a God of Portals in a city of Portals would be powerless against you. Your shadow can cut anyone it falls across, you can condemn a target inside a city to a custom Maze. The maze is based on the architecture of the city it is used in, the victim is unaging and requires no sustenance, there is a portal somewhere inside the maze that leads to outside. They can be as huge and fiendishly clever as the mazes used by the Lady of Pain. You also possess the same rumored ability as the Lady of Pain to create and spread deadly plagues that targets only members of certain organizations.

Much like the Lady of Pain may or may not have done in a hypothetical scenario where she was imprisoned and then freed by the Lich God Vecna, you possess tremendous powers over the Cosmos allowing you to restructure it much like how the multiverse changes every edition with massive sweeping changes such as the disappearance of entire planes and pantheons as well as the apparition of entirely new planes of existence and perhaps the resurrection of multiple forgotten deities.

Furthermore, you may optionally receive the grateful **Lady of Pain** as a companion, loyal to you and still wielding the same power even when outside Sigil.

Finally, you receive the **plane of the Outlands as an item** as well as **Sigil as an item** similar to the **CP bought Sigil.** All the inhabitants are loyal to you and you can easily create and enhance them.

Ragnarok Ysgard:
It has happened, Fimbulwinter is upon us and Ragnarok is approaching.

Jotun and the Aesir with their Einherjar are preparing for War with Loki's children struggling against their binding.

This war may prove to be the biggest one the plane of Ysgard has ever known and one way or another you will have to participate in and survive the war.

Reward:

The perk **Norse War God:** All abilities,magics,skills,domains,portfolios etc related to War,Air,Travel,Trickery,Fire,Cold,Sun,Destruction,Law,Chaos,Runes,Giants, Magic, Knowledge, Storm and Death are massively increased as well as granting you those domains for free.

This also grants you respect and reverence among all cultures and analogues of Norse Culture in this and future jumps.

Furthermore, you gain a sixth sense for Apocalypses and similar world-shaking events as well as an intuition on what to do to hasten or delay it.

Finally, you may companion anyone you sided with during the war and gain the entire **plane of Ysgard** as an **item** to rule over going forward with all its denizens loyal to you, you can easily create and enhance them.

You may take the Jotunn and Aesir Pantheon as companions for Free.

Save the Twin Paradises:
The Twin Paradises of Bytopia is a paradise between Lawful Good and Neutral Good, home to both the Gnome pantheon but also the House of the Triad with Ilmater, Torm and Tyr.

Soon, this place will fall under dire threat from a fiendish invasion and your task will be to save Bytopia from destruction

Reward:

For this incredible feat you receive the perk **Savior of Paradise** which grants you a massive enhancement to all abilities,magics,powers,domains,portfolios etc… and control over Avarice, Craft, Envy, Gnome, Good, Protection, Trickery, Luck, Animal, Plant, Travel, Cavern, Earth, Metal, Illusion, Law, Arcana, Magic, Air, Destruction, Strength, Grave, Light, Healing, Knowledge, Planning, Forge, Pride, Fire, Chaos, Greed, Gluttony, Evil, Artistic expression, Construction, Forging, Twilight, Charity, Endurance, Humility, Temperance, Suffering, Perseverance, Nobility, Loyalty, Paladins, Guardians, Protectors, Zeal, Duty, Obedience, Patience, Justice, Storms, Water, Rain, Watchfulness, Defense, Dwarf, Hatred and Cold as well as granting you those domains for free**.**

You have also gained both the knowledge and power to create places much like Bytopia, paradises that remain nonetheless very well defended from invaders. This also includes the ability to make into multiple interconnected layers with gravity that can reverse, the kind of weather you want, the time-of-day, storms and even making the layer glow for example.

You are also capable of easily creating and setting up/ maintaining portals to planes of Good/ Heavens and neutral planes like Outland much like the glowing pattern portals in the caverns of Bytopia.

Furthermore, the realms you manage can easily gather petitioners that are more than happy to do your bidding for such is the allure of the peace you can offer.

Finally, you get to take all **Bytopia including the House of the Triad** with you. All its inhabitants are loyal to you and you can easily create and enhance them.

Collapse of Arcadia:

The **Peaceable Kingdoms of Arcadia** represent an alignment between Lawful Neutral and Lawful Good, home to the Dwarfhome the Astral Dominion of the Dwarven Pantheon, some of the Mulhorand Pantheon as well as Dweomerheart realm of Mystra.

But all is not well in the Arcadia, for much like Nemaussus fell to Mechanus a force seems intent on corrupting the layer to fall into another plane which could be Mechanus, Limbo or even one of the lower planes.

Your task is to thwart this force and save Arcadia from falling.

Reward:

For this incredible feat, you receive the perk **Arcadian Savior** which grants you a massive enhancement to all abilities,magics,powers,domains,portfolios etc… and control over Avarice, Protection, Crafts, Dwarf, Earth, Good, Law, Pride, Wrath, Family, Community, Healing, Cavern, Knowledge, Metal, Sloth, Chastity, Lust, Moon, Sloth, Fire, War, Destruction, Plant, Travel, Patience, Tempest, Water, Rune, Gluttony, Strength, Temperance, Magic, Mentalism, Evil, Animal, Chaos Trickery, Trade, Glory, Nobility, Sun, Life, Light, Repose, The Dead, Retribution, Radiance, Storm, Thunder, Rain, Water, Envy, Undeath, Death, Fate, Spells, Illusion, Luck and The Weave of Magic as well as granting you those domains for free**.**

You have also gained both the knowledge and power to create places much like Arcadia, orderly paradises that remain nonetheless very well defended from invaders. This also includes the ability to make multiple interconnected

layers with gravity that can reverse, the kind of weather you want, the time-of-day, storms and even making the layer glow for example.

You are also capable of easily creating and setting up/ maintaining portals to planes of Good/ Heavens and neutral planes like Outland, much like the portals of ivory and black steel shaped like flower trellises in Arcadia.

You are also capable of creating, innovating and maintaining even incredible celestial objects like the Orb of Day and Night that can rotate to always illuminate half of the infinite layers of Arcadia.

Furthermore, you are also extremely skilled in creating and maintaining war camps much like the ones found on the second layer of Arcadia. This is further helped by your divine skill in tactics and strategies that could allow you to easily claim entire layers of planes.

Finally, you get to take entire plane of **Arcadia** with you including the lost layer of Nemausus**.** All its inhabitants are loyal to you, and you can easily create and enhance them.

Fey Hunt:
You jumper have been invited for a tremendous occasion, an opportunity to join and impress the renowned Wild Hunt of the Feywild/First World.

If you do particularly well who knows what Rewards you may get?
Reward:

For this incredible feat, you receive the perk **Fey Monarch** grants you rulership of fairies and similar fey beings in future worlds on top of a massive enhancement to
abilities,magics,powers,domains,portfolios etc… related to Fey, Hunting, Friendship, Beasts, Animals, Wild Places, Dance, Song, Celebration, Natural Balances, Community, Mischief, Pranks, Pseudodragons, Fairie Dragons, Swanmays, Communication, Sisterhood, Treants, Trees, Deep Magic, Killmoulis,

Food, Shy Friendship, Murder, Evil Fey, Air, Usurpation of Free Will, Faerie Folk, Faerie Realms, Korreds, Storytelling, Distractions, Leprechaun, Defense, Pegasi, Equine Creatures, Healing, Revels, Alcohol, Satyrs, Atomies, Comfort, Trickery, Charm, Earth, Evil, Decay, Growth, Lust, Caves, Indulgence, Nature, Passion, Carnivorous Plants, Intrigue, Seduction, Corruption, Air, Wind, Nobility, Travel, Sorrow, Night, Chaos, Martyr, Secrecy, Betray, Exiles, Shadows, Community, Strength, Family, Home, Resolve, Metal, Dreams, Might, Vigil, Endings, Statues, Twins, Madness, Deception, Love, Thievery, Change, Disorientation, Passion, Laughter, Mischief, Transformation, Nobility, Repose, Ancestors, Insanity, Martyr, Memory, Introspection, Knowledge, Luck, Fate, Rune, Curse, Thoughts, Wards, Glyph, Truth, Time, Triplets, Complexity, Weather, Seasons, Secrets, Wanderers, Scalykind, Water, Oceans, Dragons, Venoms, Destruction, Vigil, Linnorms, Oceans, Spirals, Death, Arcane, Catastrophe, Divine, Entropy, Reincarnation, Darkness, Plants and Magic as well as granting you those domains for free.

This makes you a superlative fey with a peerless divine level of skill in hunting, combat, magic, illusions, trickery, druidism, traps and deal-making.
Like Titania, you are a truly beautiful creature. Your very smile can cause crops and your frown can trigger wildfires. Your very gaze can drive mortals mad. Your deep bond to nature can allow you to sense all sorts of animals, plants and pure water but also to detect poison. Your power over charms is incredible as you wield extremely potent geas that can allow you to geas someone to never enter sylvan lands for example. You can summon woodland creatures and swarms of critter to your aid and control vegetation at-will.
Like Oberon, your bond with fey forests is deep as you can sense every tree and stream within them. You are also an unrivaled warrior and hunter that even a God as powerful and skilled as Corellon would have to pay respects to.
Like The Queen of Air And Darkness, you possess extreme power over air, murder, darkness, corruption and the usurpation of Free Will. You know and

can innovate, improve and modify all sorts of esoteric rituals of darkness, murder and corruption especially of nature.

Like Cerunnos, you are a prodigal hunter of the Wild Hunt. Not only can you follow any quarry across the planes but you are also a master of breeding magical and fey creatures for use in your hunts. You and your hunting companions, including animals, are also immortal as even if you were to fall you would still come back in time for the next hunt.

You may also choose to have your Wild Hunt entrance those who watch it, those unable to resist are compelled to join the Hunt and in doing so become ageless until they leave. Once they leave, they have gaps in their memories especially when pertaining to you, they can still be compelled to join again on another hunt, however.

Like Fionnghuala, you can send whispered messages on the wind and convince small animals to deliver messages for you.

You can also transform into a giant swan and turn others into swans.

Like Skerrit, you possess extreme druidic powers and psionic ability. You can even take the form of any natural forest beast.

Like Damh, you possess extreme bardic abilities. Your charm abilities are extremely effective, and your magical laughter can stun those around you; You can manipulate the earth to your will and make your allies temporarily invulnerable. You can even play instruments like a flute to summon fey to your aid like Korreds and Satyrs or force your foes to dance by playing the harp for example.

Like Verenestra, your beauty is truly incredible easily comparable to Gods of beauty such that you would have no end of suitors. Thankfully, you are also very familiar with various ways to send them on a merry chase and let them down with no hurt feelings if you don’t feel like reciprocating. You can also love and be loved freely as you would expect of fairies if you simply wanted one night of passion, for example.

Like Eachthighern, your kicks can magically paralyze your foes, and you can grow and dispel a unicorn horn that is as effective as a powerful enchanted blade. You also possess extreme powers of Healing capable of curing all sorts of wounds, diseases and poisons even just by letting someone touch your horn. You also know various incredibly powerful holy words that can slay evil enemies, forbid them from planar travel or banish them among many possibilities.

Like Caiomhin, you possess extreme powers of restoration that can allow you to easily repair any object. You can also confuse enemies to escape or calm their emotions. You can conjure clouds of fog, magical symbols of persuasion, and various magic items. You can also make entire groups of creatures appear to be other kinds of creatures. You can make cats and dogs afraid.

You possess telepathy that allows you to communicate with sentient beings. You can turn invisible and remain so even when casting spells or attacking.

Like Emmantiensien, you are extremely wise as you would expect of such an old deity. You possess extreme powers over treants, trees and deep magic. You can send roots that can spread through many worlds and connect with your avatars. Using them, you can hear the whispers of beings that live deep beneath the earth and listen to the wind and animals present near your avatars. You can talk to animals and plants including animating plants. You can conjure fires and control them at-will and cause plants to grow. You can summon treants to your aid and bless them with enhanced spellcasting abilities.

You can fire prismatic sprays of magical powers and even use terrifying phantasmal illusions that can slay your foes. You possess even more numerous ancient powers not even the Queen of Fairies Titania possesses.

You also possess extreme powers of druidism as well as magic of the elemental earth and water kind.

Like Squelaiche, you possess extreme powers of polymorphism which can allow

you to change someone or something into anything else like a cleaver into flowers for example. You can create extremely convincing silent images and deploy ventriloquism. You can easily cause chaos in your foes such as forcing them into irrelevant discussions with each other or throwing them into fits of uncontrollable laughter for example. You also know many spells of the elemental, plant, chaos, charm, animal and weather kind.

Like Nathair Sgiathach, you can breathe euphoria gas that can incapacitate enemies by making them deliriously blissful which could lead to them wandering about aimlessly picking flowers while their companions fight desperately for example. You also possess extreme polymorph magic that can even allow you to transform enemies' weapons into stuffed toys or other ridiculous items.

You also know many spells of the elemental, plant, chaos, charm, animal and weather kind.

Like The Green Mother, you are capable of incredible plane-spanning schemes and seduction to get your way. You even embody seduction as an integral dangerous part of the natural world, unbound by conventions of morality. You possess extreme powers over nature especially carnivorous plants and can change your form to assume landscape features such as turning your hands into gnarled roots, your hair into a waterfall or your skin into a mirror-smooth pond that can drown someone.

You can even create domains like the Green Mother's Hanging Bowers, a section of the Silkwood forest where the feasting halls and pleasure chambers of her court hang high above the forest floor connected by the silk of monstrous spiders. This also includes the creation of massive caverns like the Cavern Wombs. You can even tame and rear monstrous spiders to serve as guards, you can also awaken them to sentience.

You can create, innovate and improve even buildings as incredible as the Silkstring Spire, a tower of shimmering gossamer with its needle point, visible

for miles around. Inside, you can project images from around the planes at your whim. You can even create, innovate and improve artifacts like the Tangled Knot, a ball of thread and twine said to be made from strings taken from norns. By plucking strands from it, you can influence and keep tabs on key individuals under your sway.

You can create, innovate and improve Tanes, living weapons of the Eldest among whom is the dreaded Jaberwock. You can create for example Sards which are Tanes in the form of an immense leafless tree that can disguise itself as a mundane tree. They can move on their roots like an arachnid, their sap is a strange red lightning, and they can use numerous potent electric attacks.

Like Count Ranalc, you are an embodiment of primal darkness and the chaos of creation. This of course grants you incredible sway over shadowy entities and incredibly powerful shadow/darkness magic of all kinds. As a patron of exiles and betrayal, you always know the right moment to betray and reap the greatest gains. You can even succeed in establishing yourself after being exiled by easily creating a stronghold for yourself. You can hide yourself so completely that no one can find you while still granting spells to your followers.

You can even create shadowy fey like the Ankou, prodigious torturers capable of torturing their prey to death repeatedly, they can even kill from a mere scratch of their tail and wings which leave residual moonlight in the wound. They can create lesser copies of themselves from shadow and wrath to block the way of their victims and shred them apart.

You can even create realms like Nighthold, a constantly recycling realm of chaos and darkness with new beings born from the realm itself loyal to you. You can even have the realm corrupt creatures into twisted shadowy versions of their former selves loyal to you.

You can even create, innovate and improve incredible artifacts of shadow like the Traitor's Chair which is Relnac's throne that is said to be capable of granting those worthy the status of Eldest and control of his realm of Nighthold though

so far everyone who tried was swallowed up by a sudden expansion of its shadows, never to be seen again.

Conversely, you can create, innovate and improve incredible artifacts like the lamps of the Lightline lit by powerful enchantments, they can even keep at bay the expansion of the Nighthold and the Netherrealm.

Like Imbrex, you possess extreme psychic powers capable of shattering or elevating minds. You also possess extremely potent reality-altering dreams that can even manifest physically.

You possess a deep bond with endings such that you could very well unmake both the First World and the Material Plane to usher the next phase of Creation. You also know and can use various forms of endings as your esoteric knowledge allows you a deep comprehension of fate and the path of things to come.

Like the Lantern King, you can take the forms of other creatures as a flawless disguise. You are a peerless master of pranks and mischief as you can play pranks even on the Gods themselves through bending reality itself. Your talent isn't limited to pranks and mischief as you are also a cosmic-level schemer capable of influencing numerous major events across the planes.

Your talent for pranks has a darker side as you are a peerless master of curses and ironic punishment. It is well within your means to curse someone to gather 1000 seeds from fallen kingdoms before they can go home again or to inflict all manners of punishment. You also possess potent powers of transformation as you can turn a man into a fish for example.

You can also control roads so that they remain constant and reliable even in a place as chaotic as the First World or on the contrary make them lead travelers astray.

Like the Lost Prince, you possess extreme powers over sadness, solitude and forgotten things. You can easily find all sorts of objects even if they have long been forgotten. You can inflict crushing despair and sadness on your foes. You

can even edit and delete memories in an extremely short amount of time regardless of how much time you edit. You can even imprison foes in inescapable and isolated prisons.

You also excel at discreetly helping all sorts of people such that they would be grateful, seek to serve you and defend your honor even if you outwardly show nothing but disdain to everyone like the Prince does.

You also possess bizarre magic like the one contained within the Prince's throne and the runes that mark his brow and hands.

You can even create realms like the Crumbling Tower, a jet-black stone tower that shifts location, constantly showers the ground with masonry yet never collapses. You can create places like the Helix, a round vertical shaft of stone 40 feet across with a free-standing iron staircase spiraling up from its center. The Helix extends seemingly into infinity and perhaps even into whichever reality the prince is from. This place can house a library with countless doors that you always know how to perfectly navigate and find anything you need; You can easily fill the library with countless rare books especially of lost knowledge.

You can tame, create and conjure monstrous intelligent ravens and even make unique magical siege engines grow spontaneously to defend your properties like in the Parapets.

You can make your properties discreetly regenerate new chambers and walls to keep them from collapsing completely.

You can have your properties create half-formed humanoid shadows to serve as their avatars to handle tasks around the place.

You can set up defenses like the darkness that guards the Prince's private quarters with windows that show only a flat plane of shadow and darkness that lets things in but not out.

Like Magdh, you are an extremely potent seer that can follow the strands of fate from their origins all the way to their culmination on distant planes. You can even separate into three different people and reassemble yourself to

accomplish tasks. You excel at predicting and acting against catastrophes such that you could protect entire planes like The First World from calamity.

You can create realms like the Forest Pools, a section of the Weeping Woods with trees that collect fat droplets from the ever-present mist to drop on travelers or onto attempted campfires. The realm contains a series of ponds of various sizes from the size of dinner plates to entire lakes.

You can create and control mist and fog that can hide your realms such that they can't be found unless you allow it.

Your pools can reveal on their surfaces and ripples events and warnings beyond mortal ken. You can also deliver your knowledge in the form of koans and indecipherable riddles.

Your pools can even be used to create and conjure all sorts of objects and phenomena straight from fairy tales such as swords and spellbooks that rise from the waters on misty hands or strange staircases spiraling down into the depths for example. You can also make it so those unworthy of them are drowned for trying to loot or cheat you and your domain.

You can create portals like the Mist Door at will that can lead you anywhere in the setting and even open them to serve as invitation and transportation between places.

You also possess a potent affinity with seers, diviners and creatures of fate of all kinds who would gladly assist you in your divinations.

Like Ng, you possess extreme powers over seasons, secrets and wanderers. You can teleport and become invisible at-will, travel between planes and send yourself and others into a maze of an endless network of empty roads running through a lonely forest. Anyone inside requires neither food nor drink and can leave at will if you allow them.

You are the greatest secret keeper of the planes beyond even gods like Norgorber as you can perfectly hide your identity and your goals.

You can create realms like The Palace of Seasons that rises out of the bleak

Thoraso Desert. Behind the enormous golden gates carved with the image of a lotus is barren sand and perfectly preserved buildings where only Ng and his invisible servants live.

You can create and conjure invisible servants to tend to you and your properties.

You can create exquisite paintings enhanced with illusion magic that can magically alter themselves similar to the paintings in the Artist's Hall that represent different creatures with their skin and musculature flayed off that can move thanks to illusion magic, and can spontaneously alter themselves to resemble perfect, half-flayed representations of the viewers and their loved ones.

You can create, innovate and improve incredible artifacts like the Manifold Door that can send one anywhere throughout the First World and beyond even into remembered dreams. This may also represent the least of those marvels much like how the Palace of Seasons also contains other incredible technologies.

You can even create and control new seasons much the other prototype seasons seen in the Palace of Seasons like the Season of Mist, the Season of Dreams and Ancestors, the Season of Growth and Death or the Season of Carnivorous Delight.

Since the First World served as a blueprint for the Material World and perhaps even the rest of the multiverse you also know all sorts of secrets and forgotten knowledge beyond all others in both this and future jumps. With the will to apply it, you may very well achieve wonders and horrors beyond even the Palace of Seasons, miracles that haven't been seen since the Dawn of the Multiverse.

Like Ragadahn, you possess extreme power over oceans, linnorms and spirals. You can not only easily conjure, create and control water, the ocean and all sorts of maritime disasters but you are also recognized as the ruler of all

linnorms and similar northern draconic creatures.
You can easily create, conjure and control all sorts of linnorm and similar creatures.
You can also magically bind and control creatures.
You are also a consummate scholar of the unknown and the unknowable especially related to the depths and aquatic civilizations.
Like Shyka, you possess extreme powers over entropy, reincarnation and time.
You can easily gain knowledge about all sorts of places, objects and people. You can also pause time for yourself or other creatures.
You possess mastery of time in all its forms and can even set up a form of reincarnation type immortality where if you ever die, someone will assume your identity immediately and thus allow you to be reborn through them.
You can even contact other versions of yourself and people who would take your title across time. This includes sharing your body to reign in fits and flickers so that each and everyone of you might experience a representative sampling of eternity. You can rapidly change your incarnation a dozen times even in the middle of a conversation. Your incarnations aren't necessarily humans or fey but can also be strange alien creatures with no known analogues or entities made of light for example.
You can easily use your knowledge of time to direct the timeline away from disastrous ends.
You can create realms like The House of Eternity, a mountaintop lair that holds a single position in space but not in time with the exact design flickering and changing, usually when no one is watching.
You can create libraries full of books from different eras including the future, you can separate sections with shimmering walls of force that only you and those you allow can cross.
You can create rooms like the Branching though you can make them safe from time predators like the Hounds of Tindalos and hostile reflections of people

within the room. You can also create, innovate and improve artifacts that can allow you and others you allow to scry on a point in time and space, no matter how distant. You can even travel there by stepping through, though you and those you allow can easily come back unlike the canon room.

You possess peerless manipulation and control of nature; This could allow you to turn even the most barren of wastelands into a thriving forest or turn a forest into a dangerous woodland full of dangerous magical beasts and fey creatures for example.

You also gain the entire **plane of the Feywild/First World** as an **item** to take with you in future jumps with all its denizens loyal to you, you can easily create and enhance them.

You may take the Seelie and Unseelie courts as well as the Eldest pantheon as companions for free.

Protect Creation's Forge/Positive Energy plane

The positive energy plane is the source of unborn souls within both the D&D multiverse and the Pathfinder multiverse.

This place is of such importance that no god is allowed to claim it for fear that they would gain dominion over all creation.

For this scenario, you will have to protect the positive energy plane from a nefarious threat that would seek to claim it, perhaps it is a lich who can't pass

such an opportunity to gather souls for their phylactery, perhaps an Evil Deity who wishes to gather more divine energy from souls or even an Elder Evil that would devour all souls they find.

Regardless protect the plane and you shall be Rewarded.

Reward:

You receive the perk **Radiant Lord** which massive increase all abilities,magics,powers,domains,portfolios etc… related to Light, Souls, Creation, Healing, Life, Radiance and Positive energy as well as granting you those domains for free.

You also gain the ability to create blank souls from scratch, the better to populate the multiverse.

Your ability to wield positive energy is simply unsurpassed as you can use any amount of it to gravely wound and slay even the most powerful of beings. This also bypasses immunities that creatures such as jyoti would normally have to it.

Needless to say, this also makes you the greatest of all healers through your ability to wield incredible positive energy that can heal any wound and cure all ailments.

You are of course immune to the negative effects of positive energy and the negative effects of other forces of life, healing and creation.

Finally, you can take the entire **Positive Energy Plane/Creation's Forge** as an **item** with you with all its denizens loyal to you. You can easily create and enhance them.

Realm of Shadows:
The Shadowfell/Netherworld, a gloomy plane overlaying the material plane, it is a place of sorrow and melancholy where shadowy undead creatures as well as the sorrowsworn dwell.

But perhaps such a place could serve your goals? For this scenario, you must somehow lay claim to the Shadowfell/Netherworld.

Reward:

You receive the perk **Shadowlord** which allows you to control all shadows, darkness and shadow realms of existence.

This perk also massively enhances all abilities, magics, powers, domains, portfolios etc… related to Darkness, Caverns, Pride, Knowledge, Deception, Night, Shadow, Loss, The Underdark, Unrevealed Secrets, Forgetfulness, Dungeons, Dark, Nightmares, Illusions, Lies, Trickery, Hiding Places, Thieves, Seduction, Death, Betrayal, Thievery, Murder, Winter, Undeath, Life, Fate, Destruction, Evil, Law, Catastrophe, Devil, Murder, Ambition, Pain, Nothingness, Envy, Scalykind, Skulks, Revenge, Fear, Cowardice, Ignominy, Luck, Avarice, Sloth and Sorrow as well as grants you those domains for free.

Your control over shadows and darkness is absolute as you can move from any shadow or darkness throughout the multiverse, control them, create objects, creatures and spells from them among countless possibilities. You can also easily create/conjure magical items and artifacts related to darkness and/or secrecy. Your nature as the ruler of darkness also means that you can thrive in any sort of realm of darkness including the darkness and nothingness that precedes Creation.

You can similarly easily spy on anyone or anything that happens to be within or near darkness or shadows especially if it’s related to betrayal and/or nihilism.

You also know all sorts of rituals and spells related to shadows including ones as powerful as the Cycle of Night, a ritual used by Shar's clergy to turn countless worlds into frozen husks of darkness and chaos including the stars they orbited.

Like Shar, you can create weaves of magic from nothingness that can corrupt people into becoming loyal to you. You can easily deny their use to anyone be they mortal or deity.

You also possess the ability to erase memories, numb pain and outright slay foes by singing, dancing or even simply willing it.

You are also an extremely effective schemer and corrupter; You can easily pretend to be a more benevolent deity to gather worshippers while slowly isolating them from their past relationships. This is to the point that you could even trick the avatar of a goddess into thinking that she is actually a mortal if you put in some effort.

This is coupled with an incredible fortune for opportunities to grow your power and following as well as a tremendous talent to usurp the cults of other gods and assimilate their powers. This could allow you to slay a deity and take their place while immediately doing a much better job than them when taking care of their followers much like Shar did with the followers of Ibrandul and Eshowdow.

You can also fuse realms of shadows and/or other kinds of realm you have control over with other energies such as negative energy for example to create realms under your control like the Shadowfell.

You can also create and conjure from the cosmic ether everything you could imagine including Gods, limited only by how much power you have access to

much like Shar is said to have created everything in Abeir-Toril with Selune's help. This can also allow you to create various Gods of Magic, Disease, Death, War etc… for help in conflicts much like what happened during the battle between Shar and Selune in ancient times.

Like the Raven Queen, you and your servants are capable of gathering memories, trinkets, mementos and even fragments of deities from throughout the multiverse. You can also tap into the flow of souls for both knowledge and memories.

You can also easily hide your true name and nature from everyone in the setting.

Like Mask, you are a divinely skilled thief and spy on top of being a shapeshifter that can take the shape of any humanoid or mask. This is coupled with a tremendous ability for scheming and setting up your resurrection such that you could simultaneously resurrect from separate portions of your divinity while thwarting the scheme of your enemy much like Mask did to Shar.

You know and possess the ability to create, modify, innovate and improve shadow monsters loyal to you like the Banderhobb, enigmatic monsters of the shadowfell that steal objects and abduct targets from the shadows. They are even capable of planar travel.

They can either be left to their own devices or given an object or body part of a target so that they can track them down and bring them to you.

This even allows you to erase traces of your actions with even people hearing of your deeds disappearing by the next year while anyone who dares leak your secrets would be doomed to be stolen away.

You also know how to create, innovate, and improve buildings like the rumored tower of the Banderhobbs which is said to be built from every whispered tale of their existence and that through incomprehensible terror, the tower grew in size.

Like Zon-Kuthon, you are a virtuoso of pain capable of torturing eternally any kind of being.

Your skill in torture is such that you can even use it to twist your victims into forms loyal to you much like he turned his father Thron the Wolf-spirit into his herald The Prince in Chains.

You can create all kinds of beings from a **shadow (that you own as an item)** that originates from Abadar's vault that contains the platonic ideal of all things. This includes for example both undead shadows as well as the creatures known as Umbral Shepherds which are parasitic shadow entities that can possess people to advance your goals.

You are also familiar and capable of using various methods to ascend creatures into higher forms including safely replacing body parts with shadowstuff straight from the Netherworld for greater power over shadows and in general much like the lampadarius Velstracs that serve Zon-Kuthon.

You can create, improve and innovate incredible realms of suffering and agony like Xovaikain. A realm that from the outside, appears a sheer obsidian wall rising from the ground and piercing the clouds high above the gray terrain of the Netherworld, dominating the strange terrain for miles. An endless din of agonized screams penetrates the wall, though no light escapes the realm's borders. Rarely, a tortured shade almost "escapes" before they are drawn back inside by dark tendrils. Even the Netherworld's most powerful denizens steer well clear of the place, lest they be ensnared in eternal torment.

You also possess strange fortune that allows you to escape any predicament you find yourself in. Much like how Zon-Kuthon was bound to the Netherrealm until the Sun disappears from the sky which happened by technicality when Earthfall blotted the Sun thus freeing him from his prison.

Like his old self Dou-Bral, you can create, improve and innovate incredible buildings known as Star Towers. You can impale Gods on them to make them unable to communicate or otherwise interact with their followers.

Furthermore, you are also capable of inflicting soul-crushing despair and melancholy onto creatures which can even twist them into monstrous creatures like the sorrowsworn loyal to you.

You may also simply turn them into sorrowsworn like the Death sorrowsworn of the Raven Queen as a Reward which grants them immortality.

You are inured to feelings of loss and melancholy no matter the source though you keep your empathy.

Finally, as is your right you can take the entire **Shadowfell and Netherworld** as an **item** with you, all its denizens loyal to you. You can easily create and enhance them.

The Shadowfell and Netherworld will allow you to pass through any shadow within the Material Plane while simultaneously echoing all locations of the Material Plane perhaps in different states, architectures or similar.

The Shadowfell and Netherworld can’t be accessed without your permission.

Ruler of the Netherworld:
The Netheworld is much like the Shadowfell though it is home to the Velstracs/Kytons a race of fiends that consider torment as an artform.

Their leaders are known as **Kyton demagogues** and serve as inspiration for perfecting their art and being. Claim dominion over them and prove yourself the true master of pain.

Reward:

You receive the perk **Hellraiser**, your ability to inflict damage and torment is transcendent.

You also know all the methods that can perfect and elevate beings especially the ones used by the kytons which updates every jump.

Furthermore, all your abilities, powers, magics, domains, portfolios etc.… related to Evil, Law, Death, Water, Experience, Physical Merger, Community, Earth, Family, Metal, The Elderly, Fatalistic Insights Ecstasy, Fleetingness, Incorporeality, Murder, Restoration, Resurrection, Undead Darkness, Pain, Healing, Ancestors, Fear, Leadership, Martyrs, Wind, Memory, Souls, Knowledge, Repose, Animal, Exploration, Fear, Feather, Fur, Travel, Invasiveness, Proliferation, Redundancy, Possibility, Revenge, Sanctuary, Void,

Absolute Cold, Preservation, Slavery, Tyranny, Revolution, Freedom, Torture, Destruction, Liberation, Potential, Illusion of Freedom, Transcendence, Perfection, Mutation and Cold/Ice are massively enhanced and you gain those domains for free.

You can also escape from any sort of confinement and slavery as well as lead entire races to freedom much like the Velstracs escaped their imprisonment in Hell.

Like Arrogus, you are capable of creating, innovating and improving incredible realms like the Abbey of Nevers, a vast half-physical kaleidoscope of impossibilities constantly unfolding and reconfiguring sanctuary including a maze of strange demiplanes that can drive any invader insane. It could even allow the kytons to hide forever if necessary.

You are even capable of fusing and separating from properties you own to control them even to the point of reconfiguring them like the Abbey of Nevers.

Like Barravoclair, you can feed upon years of life of creatures to extend your lifespan and even maintain your existence even if you trap yourself at your exact moment of death like Barravoclair does.

You can even craft and send missives across the planes as well as seek reports of existence beyond existence. This can even allow you to tempt souls into testing the limits of true dissolution.

Like Fharaas, you are capable of creating, innovating and improving incredible realms like Alhesthellia, an impossibly massive hospital that seems to stretch into eternity. It is full of endless wards for experimentation and amputation as well as wards forged from the dreamscapes of deranged serial killers.

Like Inkariax, you can freeze creatures and objects to preserve them against the ravages of entropy. Your control over ice, snow and cold is absolute as you can freeze your victims and targets with only a thought.

Like Kaikytion, you excel in stitching together bodies for greater strength. You can even turn your stitching skills on yourself much like Kaikytion ascended into a Velstrac demagogue through it.

You can even create chimeric creations loyal to you.

Your torture skills are such that they can echo into the world and form miles long sharp ridges like the Velstrac Lace.

Like Raetogarsh, you can read the past and future through bones especially skulls. This can allow you to chart the mutations and evolution of a species to find the most perfect specimen.

You can even create roots in places you own which can reach into countless worlds and allow travel there for you and people you approve of.

Much like Morrobhan, you are skilled at making perfect creatures through various means like surgery, alchemy, occult rituals or even eugenics.

This is coupled with your ability to implant your essence into creatures which makes you immortal and unkillable as long as they live in spite of any catastrophes you may face. You can even use your implanted essence to inflict pain and trauma on them as well as share your memories and impulses.

When the host dies, your fragment returns to you with a copy of the host's biological make-up and other abilities that you can use to improve yourself.

Like Sugroz, you can create Irminsuls, intelligent plants that contain a portal to a plane or demiplane that they also know much about. You can even link them

to demiplanes of suffering that you hold dominion over. Even fearless warriors like orcs would dread approaching the location of an irminsul you created.

You can also assume a non-physical form composed of music, song, thought and breath and resume your physical form at will.

You also know various methods to create new velstracs from living mortals instead of their shades/souls. This makes you a virtuoso of combining velstrac soul-warping techniques with advanced technology to accomplish such incredible feats.

You can even oversee such operations throughout multiple planets.

Like Vervelor, you can transform into a form of potential and shadows and back again. This also makes you excel at finding and applying means to transcend your form and power as well as apply it to others.

You may take the entire **Netherrealm/ plane of Shadows** as an **item** with all the kytons/velstracs loyal to you. You can easily create and enhance them.

The Forsaken:
The forsaken are a mysterious pantheon of evil demigods that have long since vanished.

Yet some among their worshippers known as the owbs can still make contact with them to become owb clerics that can grant spells to their followers.

Perhaps you would like to take their place instead?

For this scenario, you must gain the status of Forsaken in some way to take over their worshippers and discover why they disappeared.

Reward:

The perk **The Forsaken One** massively enhances all your abilities,powers,magics,domains,portfolios etc related to Darkness, Evil, Madness, Trickery, Nightmares, Parasites, Ambition, Corruption, Shadows, Night, Vengeance, Imprisonment, Failed Heroics, Squandered Time, Fetters, Lethargy, Physical Corruption, Cats, Inferiority, Strangers, Accidents, Reckless Lust, Narcissism, Family Strife, Suspicion, Broken Things, Forgetting, Unexpected Violence, Lust, Loss, Memory, Loneliness, Emptiness, Felines and Violence as well as granting you those domains for free.

You gain the knowledge and ability to create, innovate and improve incredible shadow artifacts made by the Forsaken like the Cradles of Night which are shadow artifacts that grants the wearer agelessness and regeneration outside bright light at the cost of their souls being bound to the Forsaken upon dying.

You also gain the incredible ability to vanish and erase all traces of your and your allies' passing and existence. This is also paired with an incredible ability to design and spread esoteric occult rituals that can grant mortals the powers of divinity while serving your interests. You can of course design other occult rituals of incredible potency.

Furthermore, you may take the **Forsaken pantheon** along with their Owb prophets or otherwise and dark folk worshippers as companions or followers for free. You can easily create and enhance them.

Ruler of the Fearscape:

The Ethereal Plane is home to a race of fallen psychopomps now fiends known as the Sahkil.

These fiends relish inflicting terror upon mortals, capture souls and feed.

They are led by their pantheon known as **Sahkil Tormentors** from within the black ziggurat within the realm of Xibalba.

For this scenario, you must unite the Sahkils and the ethereal plane under your rule.

Reward:

You receive the perk **Embodiment of Nightmares:** you are what the Sahkils tried to become fully realised, a creature more akin to Fear itself than any singular entity. This massively enhances all abilities,magics,powers,domains,portfolios etc… related to Evil, Fear, Animal, Strength, Ferocity, Rage, Brutality, Wild Animals, Death, Magic, Repose, Murder, Souls, Undead, Might, Pain, Swarm, Zeal, Nature, Decay, Domination, Hopelessness, Mortality, Abomination, Disorientation, Might, Time, Monsters, Catastrophic Decline, Detrimental Complacency, Luck, Deception, Curse, Thievery, Secrecy, Deadly Pranks, Stalkers, Sudden Death, Travel, Water, Weather, Rivers, Seasons, Storms, Lightning, Nature, Cold, Dust, Drought, Drowning, Starvation, Protection, Isolation, Loss, Night, Nothingness, Sorrow, Family, Empty Places, Pits, Artifice, Nobility, Judgement, Resolve, Toil, Change, Creation, Glyph, Confidence, Delusions of Authority, Doubt, Torment, Disorientation, Despair, Restless Spirits, Sadism, Knowledge, Introspection, Loneliness, Lost Time, Corruption, Memory, Thought, Passion, Naga, Emotional Manipulation, Emptiness, Ignorance, Plant, Earth, Fecundity, Overgrown Places, Psyochoactive plants, Air, Tyranny, Evisceration, Fatal Falls, Massacres, Moon, Sahkil, Fire, Indulgence, Avoiding Responsibility, Shifting Earth, Violence, War, Charm, Trickery, Torture, Memory, Nightmares, Darkness, Madness, Destruction, Catastrophe and Void as well as granting you those domains for free.

Your powers over Fear are great, you can terrorize even fearless creatures like the undead and the bravest of warriors. You can even manifest the fears of

creatures and use them to create new Sahkils and fiends loyal to you with powers reminiscent of the fear that birthed them.
You can also recreate the birth of sahkils from psychopomps as you excel at corrupting and persuading creatures especially psychopomps and similar guardians of souls in a way that they will transform into fiends loyal to you.
You excel at capturing souls and torturing them with their fears and nightmares. You can even shred souls and arrange for the return of your victims as undead loyal to you.

You can create entire realms under your control from Fear itself much like Xibalba with various zones dedicated to specific fears like isolation, freezing, incineration, drowning, darkness etc…

You are also capable of wielding incredible powers fueled by Fear such as incredibly esoteric powers of darkness through the fear that all living beings feel towards darkness for example.

You may take the entire **Ethereal plane** as an **item** along with **the realm of Xibalba** with all the Sahkils loyal to you. You can easily create and enhance them.

Descent into the Void:
The Negative Energy plane is also known as the Void, a mysterious plane inimical to life that is nonetheless a haven for the undead and where undead dwell necromancers aren't far behind.

It also houses mysterious ruins and temples of a time before an enigma that no sages can apparently elucidate.

For this scenario, you will have to brave the Void ruled by the nightshades also known as the Darvakkas, undead abominations born from the remains of outer planar creatures destroyed by the Void and their pantheon, of which little is known.

Reward:

You gain the perk **Void God,** grants you and massively increases your ability to channel negative energy as well as massively enhancing all abilities,powers,magics,domains,portolios related to

Apocalypse,Endings,Negative Energy, Destruction, Entropy, Undead,Darkness, Death and Void as well as granting you those domains for free.

Your ability to wield negative energy is simply unsurpassed as you can use any amount of it to gravely wound and slay even the most powerful of beings. This also bypasses immunities that creatures such as undead would normally have to it. You are of course immune to negative energy and other forces of death, entropy and annihilation.

Furthermore, you have become similar to the mysterious force behind the Darvakkas as you can use negative energy to destroy and remake beings into creatures of the Void that are loyal to you. You can even enhance them to the level of divinity and beyond.

This is also further reinforced by your incredible planning ability such that you could out scheme even the most ancient of entities and your talent for hiding your traces such that no one in the setting would be capable of finding you or your traces if you didn't want anyone to find them.

You can even create, innovate and improve incredible items like Eternity's Doorstep, a planet-sized perfectly smooth, unmarred black glass sphere floating in the void, seemingly unharmed by the plane's entropy. It repeats a sentence at evenly spaced intervals "What you think of as life is a great deception. The faithful have already been claimed, taken, and saved. You are ours. "

The sphere attracts undead like a black hole, dragging them inside and consuming them body and soul to reduce them to nothingness. Even powerful darvakkas/nightshades can't escape its pull.

Divination reveals a sickening, ancient, mighty and malevolent presence staring back the caster. The undead known as devourers born when fiends or evil spellcasters get lost in the planes offer prayers to the sphere and call it Shepherd.

You gain the **Negative energy plane** as an **item** with all the nightshades,undead etc… loyal to you You can easily create and enhance them.

It will fill with the ruins of past jumps as well as that of past iterations of your current multiverse. It also contains the untouched treasures of entire worlds and occult mysteries dating back from the dawn of time.

Guardians of the Boneyard/Fugue Plane

The Boneyard/Fugue plane the plane where all the mortal souls await judgement after their passing.

Yet the journey there is perilous with many creatures such as daemons and Sahkils hunting down souls before they can be escorted to their judgement.

For this scenario, you will have to protect souls from the depredations of fiends and other creatures, a difficult task considering the number of souls and soul eating fiends in existence at any one moment which can even reach the level of Elder Evils such as Kezef.

Defeat the Evil and your task will be considered complete.

Reward:

You receive the perk **Lord of the Dead** which makes you recognized as a fair judge, psychopomp and ruler of the afterlife regardless of where you go.

This also massively enhances all abilities,magics,powers,domains,portfolios etc… related to Death, Souls, Afterlife, Fate, Judgement, Reincarnation, The Dead, Grave, Law, Protection, Travel, Birth, Death, Prophecy, Time, Healing,

Knowledge, Water, Repose, Ancestors, Ice, Memory, Resurrection, Thought, Healing, Vigil, Balance, Sleep, Youth, Luck, Dreams, Darkness, Family, Compasses, Travelers, Protection, Final Words, Lost Souls, Searches, Community, Strength, Duty, Liquor, Medicine, Luck, Indulgence, Swarm, Inevitability, Mathematics, Portents, Rune, Weather, Destruction, Glyph, Consumption, Renewal, Transformation, Animal, Change, Decay, Nature, Nothingness, Poetry, Trauma, War, Charm, Passion, Sorrow, Creation, Zeal, Atonement, Difficult Choices, Pain, Magic, Introspection, Beasts of Burden, Duty, Revenge, Water, Travel, Atheists, Legacies, Artifice, Earth, Agency, Bronze, Education, Liberation, Strength, Freedom, Aging, Poison, Venomous Creatures, Scalykind, Decay, Dragon, Consequence, Superstition, Tradition, Nobility, Truth, Gargoyles, Holy Ground, Rest, Catastrophes, Last Stands, Suicide, Fire, Glory, Apocalypse, Empty Places, Oblivion, Ruins, Moon, Chaos, Madness, Insanity, Night, Loss, Protean, Stars, Entropy, Nightmares and Justice as well as granting you those domains for free.

You receive a tremendous boost to your powers, abilities and skills when acting in defense of the Afterlife, the cycle of souls and/or when fighting against those who desecrate souls like necromancers, undead and soul eaters for example.

This is further increased when it comes to protecting Creation from aberration outside it.

You can also read and decide the fate of mortals as well as their reincarnation and where they go in their afterlives.

Furthermore, you have gained the fate of a Survivor much like Pharasma and her youngest daughter Atropos. This is a form of immortality and protection from Fate that would see you survive the end of the multiverse to rebuild the next one from its ashes in the new incarnation of reality.

Similar to her, you can also create an endless spire and realm linked to souls including making use of souls that lost their purpose as building material. Unlike hers, your buildings will only bring about the end of the multiverse if you want to.
You can of course, create, improve and innovate all sorts of psychopomps to serve various roles in guiding and guarding souls and the afterlife. You can even promote them to the level of psychopomp usher and beyond.

Your talent in enchantments is also peerless as you can lay down enchantments that could bind even a God as powerful as Rovagug himself for example.

You can also create Gods and the planes by walking or simply shaping nothingness/protomatter that you can summon at will.

You can create paths known as Dead Roads only accessible to you and those you allow. They can serve as paths to different times and places and thus useful passages for your psychopomps to guide souls from the Material World to your court.

Like Groetus, you share a deep bond with apocalypses, doom, ruin, prophecies and the end times.

This means that you know all sorts of prophecies in both this and future jumps but especially ones related to dooms, apocalypses and dire fates. You may also decide if you are older than the multiverse in both this and future jumps.

Your prophecies can bring madness to all sorts of beings including Gods who would be extremely cautious of you.

Your bond with apocalypses and the end times is such that you always know exactly how the multiverse ends in both this and future jumps as well as what to do after it. Through this knowledge, you may gain knowledge of future events such as the survival of certain entities until the End Times or their deaths prior to it as well as countless horrifying possibilities for what is to come. As a side effect of this knowledge, you will find that your comprehension

and mind is simply perfect as you can grasp any form of knowledge or information with ease on top of being immune to info hazards, madness and any sort of deleterious effect carried through information and/or knowledge.

You also gain peerless control and power over apocalypses, doom and the End Times. For example, you can manifest different kind of apocalypses like the Dooms that Groetus is said to bring at the End Times by his faithful such as consuming all of Creation either personally, through fanged servants or with all matter and spiritual energies flying towards you to embed itself into your core. Or instead, gathering and sheltering the essence of the greatest creatures, heroes, villains, gods and concepts of the multiverse to purify them and then release them for another cycle of the multiverse once the current one has been destroyed.

Your planning abilities are also incredible as you can set up chains of events that hasten the end times with a payoff years, decades or even centuries and eons after the fact.

You can also easily create, modify, innovate and repair artifacts, creatures and realms/planes of ruin, doom, oblivion, prophecy, empty places and End Times such as the Doomsday keys that protect from curses and the Doomsday doors which are doors built by Groetus' faithful that lead into horrific realms which few adventurers have managed to survive the horrors that crawled through them and even fewer have returned from those realms with none having returned sane or whole.

You are also guaranteed in this and future jumps to play a central role in the End Times of the setting with your precise role being at your discretion. You may allow your companions, followers and faithful to know of the various prophecies, dooms and End Times that you are involved with without driving them insane.

You can act as a bystander that is neither heeded nor harmed.

Your knowledge of doom can also guide you in learning about anyone you meet and anything you find including about their death and undoing as well as whatever weaknesses they may have.

You may also gain a moon-like body as an altform with a surface covered in eldritch knowledge and prophecies. You can protect people from going mad upon learning them or simply spread the same kind of madness and nihilism as Groetus does. Similar to Groetus, you may also use that body as an afterlife for your worshippers. Your moon-like body can also serve as a shell separating the multiverse from its end in this and future jumps which may allow you to wield strange, potent powers of doom and endings.

The people and creatures driven mad by you can be made to follow your will and/or help advance your goals in their own way.

You can grant clarity to the mad. Those who displease you can be made to suffer intensified madness, phobias are born or triggered, and eyes become cloudy or weep itchy gray fluid.

You also receive the **Seal** as an **item** which is said to be the place where Pharasma first created the multiverse. You also know and are capable of creating, modifying, repairing and innovating upon it and items like it.

Finally, you may take the **Boneyard** and **Fugue Plane** as **items** along with its denizens, psychopomps including psychopomp ushers along with you. They are all loyal to you and you can easily create and enhance them

Apex Beast of the Depths:
The Fated Depths, an evil plane of Endless Ocean where the water is unholy and many leviathans of tremendous size hunt.

For this scenario, you must prove yourself the greatest predator of the depths.
Reward:

The perk **Beast of the depths** massively enhances all abilities,magics,powers,domains,portfolios etc… related to Evil, Water, Watery Death, Destruction, Hunting, Law, Sharks, Tyranny, Sahuagin, Plunder, Death, Kuo-Toas, Evil Undersea Creatures, Darkness of the Sea and its Depths,

Darkness of the Underdark, Insanity, Revenge, War, Strength, Ocean and Destruction as well as granting you those domains for free.

You are able to thrive in any sort of fluid be it unholy or holy water,acid or even lava for no fluid could ever damage you or impede you.

You also gain peerless control over water and oceans, allowing you to manipulate it as you will and even transform it into unholy water that is especially lethal to good and holy creatures.

Like Sekolah, you are a peerless hunter and predator of the seas. You also possess tremendous fortune in finding and spreading your followers as you could while going on a stroll find a race like the Sahuagin that would worship you.

Like Blibdoolpoolp, you possess tremendous secrets of magic related to the nature of the universe. This could allow you to protect your followers and allow them to survive and even thrive even in places as hostile as the Underdark.

Furthermore, you can summon and shapeshift into incredibly powerful aquatic beasts with potent abilities and magic like divinely powerful venom, powerful diseases or even deadly spells.

You can take the entire plane of the **Fated depths** as an **item** with you with all its denizens loyal to you. You can easily create and enhance them.

A decisive victory for Acheron:

The plane of Acheron holds a constant, pointless war between the goblinoid pantheon and the orc pantheon fought by both the gods and their petitioners. It has gone on for long enough.

For this scenario, you must achieve a decisive victory in the endless war between goblinoids and orcs.

Reward:

You gain the Perk **Orc and Goblinoid's Glory**:

All abilities,powers,magics,domains,portfolios etc… related to Evil, Law, Chaos, Fire, Hobgoblins, Authority, Oppression, Morale, Bugbears, Violence, Furious

Fighting, Combat, Hunting, Senses, Surprises, Cooperation, Territory, Order, Competition, Destruction, Planning, Goblins, Reversal, Humor, Jests, Pranks, Jester, Gurnung Goblins, Grung Goblins, Bhukas, Earth, Good, Magic, Protection, Plant, Summer, Mongrelfolk, Patience, Meditation, Tolerance, Arts, Crafts, Hate, Death, Cold, Trickery, Leadership, Rulership, Darkness, Ambushes, Stealth, War, Strength, Tyranny, Goblinoids, Slavery, Orcs, Domination, Lust, Wrath, Conquest, Survival, Territory, Savagery, Turmoil, Storms, Tempest, Disease, Decay, Misery, Rot, Corruption, Suffering, Fertility, Fecundity, Healing, Witchery, Life, Nature, Home, Orc Females, Servitude, Family, Sloth, Medicine, Brute Strength, Loyalty, Stupidity, Strategy, Hordes, Orc Crossbreeds, Overwhelming numbers, Martial Skill, Strategy, Cavern, Night, Underdark, Avarice, Envy, Thieves, Cold, Dark, Evil under cover of darkness, Wisdom and Fear are massively enhanced and you gain access to those domains for free.

All orcs and goblinoids as well as their gods will fear and respect you for your deeds in both this and future jumps.

Your martial skill, strength, strategic and tactical ability are massively enhanced, as is your stealth and talent for ambushes and traps.

This also makes you a superlative orc and goblinoid with a peerless divine level of skill in warfare, hunting, magical breeding and modification of creatures, ambushes and traps.

You are also possessed of a divine willpower and determination that can allow you to rapidly improve yourself especially in orcs and goblinoid matters such as warfare and hunting but also in raids, conquests and breeding powerful creatures for your own use for example.

Similarly, you will find that you can easily have your followers replenish their numbers and even increase it regardless of whatever disaster you will face. This

also includes an extreme fortune in finding enough resources to provide for every one of your followers and companions.

This makes you incredibly fortunate in both finding allies and resources materials but also in forming massive hordes and armies that could allow you to be an incredible threat even to ancient and powerful pantheons like the dwarven pantheon and the elven pantheon at the same time.

You can take the entire **plane of Acheron** as an **item** with you with all its denizens loyal to you. You can easily create and enhance them.

Taking over the Caverns:
The Dismal caverns, an endless network of tunnels stretching in all directions.

Home to the evil god of the Illithids/mindflayers Illsensine as well as the drow god Ghaunadaur and the Great mother of the Beholder race.

Perhaps you had like to take charge instead?

For this scenario you must take control of the entire plane of the Dismal Caverns.

Reward:

The perk **Cave God:** massively enhances all abilities, magics, powers, domains, portfolios etc… related to Evil, Chaos, Law, Knowledge, Caverns, Hunger, Eating, Destruction, Magic, Death, Tyranny, Death, Destruction, Mind, Mentalism, Psionics, Slimes, Oozes, Outcasts, Abominations, Conquest, Mental Dominion, Mental Power, Mastery of the Mind, Secrets, Philosophy, Mind Flayers, Hatred, Strength, Fertility, Beholders and Drow as well as granting you those domains for free.

You also gain peerless control over earth, the underground and caverns, allowing you to manipulate it as you will and even change the direction of tunnels, open, close and collapse them as you will. You can also transmute stone into various precious minerals

Like Laogzed, you can consume anything whether it is physical or spiritual with no ill effect thus making you the ultimate scavenger. This also makes your existence tolerable by all deities.

Like Ghaunadaur, you possess tremendous influence among the most ancient of outcasts, oozes and other amorphous intelligence. This can allow you to find worshippers privy to many incredible secrets regardless of the setting.

Like the Great Mother, you too possess a tremendous amount of knowledge and exclusive hidden lore regarding the entire multiverse which is coupled with an incredible ability to spread your mental and magical influence across space and time much like Ilsensine. Unlike the Great Mother, you can actually share your knowledge with other less knowledgeable lifeforms. You of course also possess the ability to create all sorts of beholders and beholder-kin loyal to you.

This also includes the ability to appear perfect to creatures that gaze upon you such that even Beholders would be awed by you.

As there is a theory that the Great Mother is but one part of an Evil Eye originating from a Great God. You may find in this and future jumps entities and objects corresponding to the different parts of the God including its all-encompassing reason. You can take the power of those entities and objects to become stronger. The full power you could gain from it is such that you could become an immeasurably dangerous threat to all reality as well as great source of wisdom on the balance of the multiverse.

Like Ilsensine, you possess tremendous magical and psychic power as you easily cast spells and use psionic abilities that only the most powerful of wizard and psionicists can use. This also allows you for example to reveal all kinds of secrets from people around you but also to drain the very willpower and thoughts of your foes.

You can even spread your thoughts and tendrils throughout all of time and space. In doing so, you can easily gain all knowledge you could ever want by taping entire worlds for knowledge be it from the past, the present, the future and even alternate timelines.

You could even send entire species to different points in time much like how Mindflayers seem to have appeared from nowhere from the perspectives of the Aboleths even though the latter possess the memories of every one of their ancestors.

Furthermore, you can summon and shapeshift into incredibly powerful abominations, fiends, slimes and oozes with potent abilities and magic like divinely powerful psionics, powerful acid or even deadly spells.

You also get to take the entire plane of the **Dismal Caverns** as an **item** with you. All its denizens are loyal to you. You can easily create and enhance them.

Overthrowing the Tyrant (Banehold):
The Barrens of Dooms and Despair also known as Banehold serve as the realm of the evil god of Tyranny Bane as well as his allies.

Perhaps this upstart has gone unchallenged for long enough. For this scenario, you must defeat Bane and conquer his realm. **Reward**:

You receive the perk **Tyrant God** all your efforts,abilities,powers,magics,domains,portfolios etc… related to Evil,Law,Domination,Torment,Tyranny,Poison,Plague,Authority,Ambition,Order Strife, Hatred, Envy, Wrath, Pride, Destruction, and Fear are massively enhanced in power and scope as well as granting you those domains for free.

This also grants you incredible fortune and a massive increase in abilities, powers and skills when acting to subjugate/dominate others as well as when you strive to gather more power as befits a Tyrant.

You gain the entire **Barrens of Dooms and Despairs** as an **item** as your plane to do with as you see fit with all its denizens loyal to you. You can easily create and enhance them.

Secrets of Pandemonium:
The plane of Pandemonium scoured by winds that drive people to madness.

It is said that in its depths lie vaults hidden by ancient powers containing powerful artifacts, monsters and perhaps entire cosmologies but also dangerous guardians and traps.

For this scenario you must find a secret artifact within the vaults on the fourth layer of pandemonium lost since time immemorial.

Reward:

You gain the perk **Pandemonium King/Queen**, you can manipulate the wind at will, your winds can drive people to madness no matter their willpower or mental fortitude.

You can find even the most well-hidden artifacts and creatures.

It also massively enhances all abilities, powers, magics, domains, portfolios etc.… related to Chaos, Evil, Planning, Hunting, Destruction, War, Wrath,

Darkness, Destruction, Storms, Air, Cold, Secrets, Caverns and Madness as well as granting you those domains for free.

You can take the entire plane of **Pandemonium** as an **item** with you, it is said that its vaults hide powerful artifacts, monsters perhaps even entire cosmologies but also dangers in equal measure. The plane will keep gathering more hidden, forgotten artifacts, monsters and cosmologies in future jumps.

Regardless, the inhabitants are loyal to you, you can easily create and enhance them, and you know everything that happens within your plane.

Gehenna:
The Bleak Eternity of Gehenna one of the two planes where yugoloths can be most commonly found alongside the Gray Wastes of Hades.

It is a realm of volcanoes, a realm of exiled Archfiends so hostile that even Lesser Deities wouldn't want to dwell here but perhaps you are different?

For this scenario, you must claim complete dominion over the plane of Gehenna.

Reward:

You gain the perk **Lord of Gehenna** which grants you a massive enhancement to all abilities, magics, powers, domains, portfolios etc… and control over Barghests, Protection, Traps, Trickery, Volcanoes, Night, Stealth, Knowledge, Mentalism, Rune, Secrets, Caverns, Destruction, Hatred, Retribution, Necromancy, Undeath, Death, Magic, Chaos, Law, Envy, Pride, Avarice, Ice, Murder, Assassination, Violence, Ritual Death, Violent Death, Tyranny, Protection, Traps, Pain, Agony, Hurt, Suffering, Torment, Torture, Pain, Lust, Strength, Wrath, Philosophy, Luck, Lichdom, Mental Prowess, Control, Honor, Thievery, Disguise, Concealment, Cowardice, Wererats, Rats, Vermin, Swarm,

Liches, Necromancers, Evil Liches, Darkness, Thieves, The Underdark, Doing Evil under the cover of Darkness and Cold as well as granting you those domains for free**.**

Like Squerrik, you excel at staying hidden and at gathering powerful magical artifacts.

Like Gaknulak, you are extremely creative and divinely skilled in the creation of traps and other defenses.

Like Bhaal, you are not only a peerless virtuoso of death and murder but also excel at setting up plans, schemes and chains of events to both accomplish your goals and resurrect you if you were to ever fall.

Like Shargass, you possess divine levels of skills over stealth, night, darkness and assassination. Your darkness is so deep that the only creatures that can see through it and those you allow. Your ability to stay hidden is also such that even a Greater Deity like Gruumsh couldn't find you if you didn't wish to be found.

Like Mellifleur and Velsharoon, you are a divine genius of undeath and necromancy. You know everything there is to know about necromancy in this and future jumps and your ability to create undead surpasses even Orcus as you can create undead as powerful as gods with enough energy. You can even gain power whenever a living creature becomes undead and/or when a corpse is turned into an undead.

You also find that you seem to benefit immensely from the actions of evil deities even when doing nothing such that if you were a mortal attempting a lich ritual, it would coincide with an Evil God's empowerment of their favored servant which would catapult you straight to divinity.

You also gain peerless control over fire, lava and volcanoes allowing you to manipulate it as you will and even causing volcanic eruptions or stopping them. You can also control the gravity of the volcanoes, fire and lava you create so that they may pull or push your foes in certain directions.

Furthermore, you can summon and shapeshift into incredibly powerful barghests, fiends and shapeshifters with potent abilities and magic like divinely powerful poisons, powerful fiendish elemental abilities or even soul devouring to grow stronger.

You of course get to keep the **plane of Gehenna** as an **item** as your property in future jumps with its denizens loyal to you. You may freely create and enhance them.

Finally, you may freely companion any deity whose divine realm is in Gehenna.

Trial of the Mordinsamman

The Mordinsamman is the dwarven pantheon led Moradin, greater god and chief of the pantheon. He is the God of Creation and Crafts as well as the entire dwarven race.

Your task is to create an item of such incredible craftsmanship that is impresses even Moradin himself. This could be a weapon that you forge, a building you create or a particularly exquisite piece of jewelry for example.

Reward:

For this incredible feat, you receive the perk **Dwarven Meister** which grants you a massive enhancement to all abilities,magics,powers,domains,portfolios etc… and control over Avarice, Protection, Crafts, Dwarf, Earth, Good, Law, Pride, Wrath, Family, Community, Healing, Cavern, Knowledge, Metal, Sloth, Chastity, Lust, Moon, Sloth, Fire, War, Destruction, Plant, Travel, Patience,

Tempest, Water, Rune, Gluttony, Strength, Temperance, Magic, Mentalism, Evil, Animal, Chaos Trickery, Trade, Psionics, Conquest, Expansion, Warriors, Psionicists, Duergar, Magical Weapon Creation, Skilled Artisans, Labor, Slavery, Arcana, Death, Derro, Cruelty, Suffering, Vengeance, Smithing, Craftsmanship, Metalcraft, Stonework, Engineering, Greed, Safety, Truth, Hearth, Home, Healing, Battle, Strategy, Bravery, Honor in Battle, Scholarship, Invention, Discovery, Mining, Exploration, Buried Treasures, Buried Secrets, Fatalism, Obsession, Guardians, Defense, Watchfulness, Vigilance, Combat Prowess, Luck In Battle, Joy of Battle, Festivity, Brewing, Songs, Explorers, Travelers, Guides, Expatriates, The Lost, Lightning, Storms, Clan, Wisdom, Lies, Intrigue, Mercy, Love, Healing, Fertility, Courtship, Dancing, Wild Dwarves, Jungle Survival, Wilderness, Hunting, Fires, Forges, Molten Rock, Mysteries, Darkness, Lost Treasures, Hills, Mountains, Gemstones, Oaths, Birth, Aging, Wealth, Chance, Thieves, Entrepreneurial Skills, Suspicions and Luck as well as granting you those domains for free**.**

This also makes you a superlative dwarf with a peerless divine level of skill in mining, crafting, building and warfare.

You are also possessed of divine willpower and determination that can allow you to rapidly improve yourself especially in dwarven matters such as mining and crafting but also in the defense of your home.

This makes you incredibly fortunate in both unearthing extremely useful materials but also in using them to forge incredible items that would be the envy of the Gods much like Mjolnir and the Bifrost.

Like Laduguer, your resolve and fortune are such that you can even go on a quest in Hell and come out with everything you needed to accomplish your goals instead of being tricked into losing everything.

You can create worlds, life and even entire universes as well as wondrous creations much like Laduguer is said to have done by his followers.

Furthermore, wherever you go you shall be deeply revered by any and all dwarves and creatures related to them.

Finally, you get to take the entire dwarven pantheon as well as their home of **Dwarfhome** in Mount Celestia with you in future jumps. They are all loyal to you and you can easily create and enhance all kind of dwarves, and they are all loyal to you.

A Gnomish Tale

The Lords of the Golden Hill is the title by which the gnomish pantheon is known. They are led by Garl Glittergold and aside from Urdlen, they all dwell within the plane of the Golden Hills in Bytopia.

Your task is to impress the various gnomish gods with pranks, jokes and skills such even Garl himself would be hard pressed to match you.

Reward:

For this incredible feat you receive the perk **Joker of Gods** which grants you a massive enhancement to all abilities, magics, powers, domains, portfolios etc.… and control over Avarice, Craft, Envy, Gnome, Good, Law, Protection, Trickery, Luck, Animal, Plant, Travel, Cavern, Earth, Metal, Illusion, Arcana, Magic, Air, Destruction, Strength, Grave, Light, Healing, Knowledge, Planning, Forge, Pride, Fire, Chaos, Greed, Gluttony, Evil, Hatred, Humor, Wit, Gems, Gem cutting, Jewelry making, Fine smithing, Lapidary, Forests, Woodlands, Adventure, Nature, Thieves, Forest Gnomes, Deception, Traps, Wards, Stone, The Deep Underground, The Underdark, Mining, Stone Carving, Secrecy, The Svirfneblin, Physical Fitness, Smithing, Metalworking, Weapon smithing, Armoring, Vigilance, Combat, Martial Defense, Entropy, Revenge, Frustration, Disaster,

Invention, Creation, Sky, Thought, Cruelty, The Dead, Rock Gnomes, Love, Beauty, Passion, Murder, Bloodlust, Blood, Uncontrolled Impulses, Spriggans and Cold as well as granting you those domains for free**.**

You are a superlative gnome possessing not only boundless creativity, curiosity and innovative spirit but also a peerless divine level of skill in illusions, trickery and crafts.

This also makes you an incredible trickster with absurd luck, and shall we say plot armor such that like Garl you could discover an entire race that would worship you by going on a walk or free entire races from oppression by sheer happenstance and quick-thinking like how Garl freed the gnomes from Kurtulmak's yoke.

Furthermore, wherever you go you shall be deeply revered by any and all gnomes and creatures related to them.

Finally, you get to take the entire Gnomish pantheon, their realm of the Golden Hills and all Bytopia with you. They are all loyal to you and you can easily create and enhance all kind of gnomes all loyal to you.

Feast of the Halflings

The halfling pantheon is known as Yondalla's children for they are led by and protected by Yondalla as the chief goddess of the pantheon. They reside in Venya, the third layer of Mount Celestia.

Your task is to whip up a feast and plan a party that will impress even Yondalla herself.

Reward:

For this incredible feat you receive the perk **The Provider** which grants you massive enhancement to all abilities, magics, powers, domains, portfolios etc.…

and control over Family, Protection, Gluttony, Good, Family, Halfling, Law, War, Chaos, Knowledge, Luck, Trickery, Air, Charm, Sloth, Lust, Plant, Death, Earth, Repose, Temperance, Community, Avarice, Generosity, Nature, Bounty, Fertility, Explorers, Children, Security, Leadership, The Cycle of Life, Creation, Familial Love, Tradition, Community, Harmony, Prosperity, Martial Defense, Vigilance, Halfling Warriors, Duty, Stealth, Thievery, Adventuring, Halfling Rogues, Keen Senses, Narrow Escapes, Friendship, Trust, The Home, The Hearth, Honesty, Hospitality, Crafts, Secrets, Guile, Thieves, Rogues, Acquisition of Wealth, Agriculture, Weather, Song, Dance, Beauty, Romantic Love, Protection of the Dead and Tempest as well as granting you those domains for free**.**

You are a superlative halfling possessing not only boundless generosity, joy and creativity but also a peerless divine level of skill in diplomacy, thievery, trickery, cooking, partying and crafts.

This also makes you an incredible trickster with absurd luck and shall we say plot armor such that like Brandobaris you could steal even from your fellow gods with your charm and wits allowing you to get away with it. And much like Yondalla, you could steal even metaphysical things like personality traits to create an entire race or elevate something like a fey brownie into the progenitor of an entire race like the halflings that would worship you.

Furthermore, much like the halflings you excel at avoiding the notice of enemies and even when facing enemies, you find that they tend to grossly underestimate you and your forces. This is compounded by your incredible ability to lead your fellows into war while making full use of their abilities, stature and the environment.

Wherever you go, you shall be deeply revered by any and all halflings and creatures related to them.

Finally, you get to take the entire halfling pantheon, their realm of the Green Fields, with you. They are all loyal to you and you can easily create and enhance all kinds of halflings.

Ruler of the Elves

One of the oldest and most respected of pantheons is the Seldarine, the gods of the elves who have lived through many a divine war who dwell in the plane of Arborea on the layer of Arvandor.

Their leader is Corellon Larethian a paragon of skill, magic and combat.

Your task is to impress the pantheon including Corellon with your skills and magic.

Reward:

For this incredible feat you receive the perk **Ruler of all Elves** which grants you a massive enhancement to all abilities, magics, powers, domains, portfolios etc.… and control over Chaos, Elf, Good, Magic, Pride, Protection, War, Hope, Plant, Renewal, Knowledge, Zeal, Air, Animal, Storm, Ocean, Water, Luck, Law, Sloth, Trickery, Charm, Lust, Pleasure, Patience, Time, Fey, Illusion, Dream, Moon, Travel, War, Nature, Tempest, Light, Healing, Ice, Stars, Fire, Earth, Metal, Arcana, Forge, Retribution, Wrath, Sun, Grave, Life, Music, Arts, Crafts, Beauty, Self-reliance, Poetry, Poets, Bards, Warriors, Weather, Avian, Rain, Fertility, Birth, Avariels, Conjuration, Rune Magic, Geometric Magic, Runes, Writing, Spellcasting, Hedonism, Mirth, Revelry, Spring, Planting, Defense, Wisdom, Starlight, Twilight, Revelation, Metalwork, Oceans, Sea Elves, Creation, Underwater Beauty, Sea Elven Beauty, Water Magic, Orchards, Gardens, The Harvest, Mischief, Change, Rogues, Feral Elves, Solitude,

Scapegoats, Isolation, Isolationists, Independence, Outlawry, Feasting, Hunting, Love, Romance, Fine Art, Artists, Divination, Enchantment, Longevity, Moment of Choice, History, Memory, Bards, Minstrels, Songs, Abjuration, Mythals, Suffering, Death, Frost Sprites, Protection From The Elements, Winter, Harsh Weather, Woodlands, Wild Elves, Druids, Beasts, The Seasons, Lakes, Streams, Nixies, Mysticism, Journeys, Transcendence, The Heavens, Moon Elves, Hatred of the Drow, Vengeance, Military Crusade, Loss, Revenge, Archery, Wilderness Survival, Hunting, Mountains, Rivers, Snow Elves, Wilderness, Bladesingers, Swordsmanship, Battle, Guardianship, Grief, Justice, Vigilance, Decisions, Magical Songs, Romance, Dance and Cold as well as granting you those domains for free**.**

You are a superlative elf possessing not only boundless skill, magical talent and beauty but also a peerless divine level of skill in druidism, archery, magic, arts, music, poetry, combat and warfare.

This also makes you an incredible creator and preserver capable of creating and preserving races with incredibly long lifespans and talent in magic much like the elves.

This is further helped by your incredible mastery of nature and cycles of resurrection much like Corellon created the elves from primal spirits and with Sehanine Moonbow created the cycle that allows elves to return to Arvandor once their time has come. This would allow you to create entire race like the elves that would worship you.

Your mastery of nature is such that for example not only could you conjure primeval forests full of ancient and powerful magical and fey creatures in the most desolate of places but you could even create entire hidden groves and lands of elves in harmony with Nature.

This extends even to the creation, innovation and improvement of incredible artifacts and plants like the Tree of Souls that protects the souls of ancient elves as well as the power of High Magic. This includes even trees as great as Yggdrassil.

You are even capable of creating entire planets and perhaps even universes through your power over nature and trees.

This isn't your only ability as your skill and talent in those arts held dear by the elves like warfare, magic, music, arts and poetry are even greater than Correlon. This is to the point that you could easily defeat even the most fearsome of foes like greater deities of War like Gruumsh and surpass even other Gods in matters of magic and arts.

Your talent over magic is such that simply teaching a small part of your knowledge to mortals could allow them to create magic as powerful as High Magic which remains the highest feat of magic ever achieved by mortals.

Furthermore, much like the elves you excel at creating hidden sanctuaries and communities that can remain hidden from enemies and unwary travelers for eternity. This could allow you to create mystical islands forever shrouded by mists that confound senses as well as places that teleport people you grant permission to your holdings by accomplishing certain actions like speaking a password or stepping into a circle of plants for example.

Wherever you go, you shall be deeply revered by any and all elves and creatures related to them.

Finally, you get to take the entire Seldarine pantheon and their realm of Arvandor with you. They are all loyal to you and you can easily create and enhance all kind of elves.

Claiming the Demonweb

The Dark Seldarine are led by Lolth who was once Correllon's consort. The gods of the drows are capricious and cruel entities with the notable exception of Eilistraee who wishes to redeem the drows.

Your task for this scenario is to somehow usurp Lolth's control over the Dark Seldarine perhaps by slaying her, imprisoning her or somehow persuading her to yield to your leadership through impressive schemes.

Reward:

For this incredible feat, you gain the perk **Eminence of the Dark Seldarine** which grants you a massive enhancement to all abilities,magics,powers,domains,portfolios etc… and control over Nature, Beauty, Dance, Swordwork, Song, Fertility, Trickery, Hedonism, Travel, Light, Life, Chaos, Evil, Secrets, Good, Lust, Moon, Portal, Hunt, Night, Elf, Magic, Death, Envy, Pride, Retribution, Undeath, Arcana, Spider, Drow, War, Wrath, Avarice, Thievery, Tempest, Rebellion, Assassination, Illusions, Lies, Luck, Caverns, Slime, Outcasts, Slavery, Warriors, Slaughters, Drow Warriors, Drow Males, Evil Activity on the Surface, Evil Magic, Wild Magic, Ambush, Humiliation, Deception, Flattery, Intoxication, Rumor, Opportunism, Hatred, Darkness, Demonic and Destruction as well as granting you those domains for free.

Like Lolth, you possess extreme power over spiders, assassins, chaos, evil, darkness, poison, strife, trickery, war and drow.

Furthermore, you will find that much like Lolth in that you are talented at both bouncing back from setbacks and are an extremely skilled and fortunate schemer. This also extends to an incredible ability to devise and put in place methods to increase your power much like how Lolth ascended from Intermediate Deity to Greater Deity.

You are also extremely skilled in forming alliances and pantheons with other evil gods including primordial entities like Ghaunadaur who may find you extremely attractive.

Finally, this makes you recognized as a ruler of all elves that have fallen from grace as well as similar fallen fey creatures.

You also gain the **Demonweb pits** as an item with all its inhabitants loyal to you, you can easily create and enhance them.

You may also take the **Dark Seldarine** as a group companion with you as their unquestioned leader.

A New Ordning

The Ordning is the pantheon of the giants who much like the Dwarven pantheon is bound not simply by racial loyalty but by familial bonds.

Your task is to somehow gain leadership in this group by gaining the recognition of all its members including Annam the All Father who has taken a step back from the affairs of the pantheon.

Reward:

For accomplishing such an incredible feat you have gained the perk **Prime of Giants** which grants you a massive enhancement to all abilities,magics, powers, domains, portfolios etc.… and control over Life, Nature, Animal, Family, Childbirth, Agriculture, Good, Moon, Plant, Sun, Tempest, Sea, Chaos, Protection, Storm, War, Weather, Sky, Knowledge, Trickery, Pride, Control, Death, Evil, Sky, Domination, Mentalism, Rune, Cavern, Earth, Healing, Temperance, Hatred, Hunting, Combat, Light, Peace, Strength, Mercy, Forgiveness, Beauty, Love, Cold , Destruction, Magic, Forge, Craft, Fire, Law, Deformity, Pleasure, Retribution, Winter, Cold, Fury, Fertility, Giants, Greed,

Ogres, Trolls, Magic, Creation, Learning, Wit, Impudence, Pleasure, Hill Giants, Battle, Firbolgs, Verbeeg, Voadkyn, Female Giants, Children, Romance, Fomorians, Beasts, Cloud Giants, Honor, Mental Prowess, Stone Giants, Arts, Craftsmanship, Buried Things, Storm Giants, Weather, The Seas, Joy, Fire Giants, Frost Giants and Philosophy as well as granting you those domains for free**.**

You are also a superlative giant with a peerless divine level of skill in forging, arts, stonemasonry, hunting, warfare, combat, magic, leadership and forging empires.

Furthermore, you also possess tremendous powers of creation much like Annam. This could allow you to create worlds and/or create entire planes of existence like the Prime Material Plane and the Inner Planes.

Finally, you are recognized everywhere as a ruler of giants and their ilk be they brutish giants, warlike Jotuns or even the most ancient of Titans.

You also gain **Jotunheim** as an item with all its inhabitants loyal to you, you can easily create and enhance them.

You may also take the **Ordning** pantheon with you as a group companion.

Here Be Dragons

The Draconic pantheon is led by Io also known as Asgorath a god said by some to have created the multiverse.

Your task is to somehow become the leader of the pantheon through both strength and wisdom.

Reward:

For this incredible feat you receive the perk **Concordant Dragon** which grants you a massive enhancement to all abilities,magics,powers,domains,portfolios

etc… and control over Dragon Magic ,Magic, Mischief, Pranks, Trickery, Chaos, Destruction, Fire , Renewal, Evil, Dragon, Planning, Scalykind, Greed, Selfishness, Death, Fate, Knowledge, Time, Law, Necromancy, Undeath, Dragonkind, Dragonness , Good, Humor, Charm, Learning, Invention, Pleasure Illusion, Luck, Trade, Travel, Rune, Mercy, Life, Family, Strength, Sun, Healing, Protection, Cavern, Metal, Wealth, Status, Acquisitiveness, Mind, Night, Secrets, Psionics, War, Air, Cold, Nobility, Storm, Pride, Greed, Tyranny, Avarice, Wrath, Spell, Balance, Peace and Creation as well as granting you those domains for free**.**

You are also a superlative dragon with a peerless divine level of skill in gathering treasure, crafting, gaining power, treasure hoarding, hunting, magic, warfare, combat, leadership and forging empires.

Furthermore, you are recognized as the ruler of dragons wherever you go.

You also possess tremendous powers of creation like Asgorath which may or may not be because you have become an Overgod. You could even create an entire multiverse and races as powerful and diverse as dragons themselves.

You can create any and all sorts of dragons that have ever existed, will exist and/or may or may not exist.

You are also a being of all alignments like Asgorath removing any drawback you may face due to alignments.

You possess tremendous ability to act in ways that allow you to accomplish your goals and manipulate events without anyone ever suspecting your involvement.

Finally, you gain the **Dragon Eyrie** as an item with all its inhabitants loyal to you, you can easily create and enhance them. The Eyrie will keep gathering

dead dragons and draconic deities from across the setting thus making it the holiest of places to their kind.

You can also take the **Draconic pantheon** as a group companion.

Walk like a Pharaoh

The Mulhorandi pantheon is one that chose to travel to Toril to follow their kidnapped worshippers and free them from slavery.

Your task is to become the leader of the pantheon instead of Ra or Horus, perhaps by proving yourself worthier than him or by defeating a dreaded foe of the pantheon like Apophis.

Reward:

For this incredible feat, you receive the perk **Pharaoh of the Gods** which grants you a massive enhancement to all abilities,magics,powers,domains,portfolios etc… and control over Life, Light, Wind, Sun, Kings, Storms, Rain, Avarice, Cavern, Craft, Earth, Protection, Sky, Strength, Chaos, Good, War, Conflict, Physical Prowess, Trade, Death, Grief, Grave, Nature, Law, Plant, Repose, Retribution, Pride, Harvest, Justice, Agriculture, Love, Marriage, Family, Lust, Magic, Water, Knowledge, Humility, Luck, Rune, Spell, Travel, Invention, Secrets, Tempest, Envy, Hatred, Wrath, Scalykind, Air, Darkness, Murder, Night, Poison, Rot, Destruction, Desert, Drought, Betrayal, Ambition, Snakes, Creation, Charm, Lust, Pleasure, Sloth, Community, Fate, Moon, Dance, Motherhood, Luck, Music, Judgement, Glory, Rulership, Nobility, Vengeance, Radiance, Crocodiles, Animal and Gluttony as well as granting you those domains for free**.**

Furthermore, much like Horus, you will find that not only are you an incredible fighter and ruler, but you also have an incredible blessing that will see you easily amass tremendous power and influence perhaps by finding potent artifacts or by receiving the powers of the chief deity of a pantheon.

You will also be recognized as the ruler of all pantheons that are even slightly similar to the Egyptian pantheon.

You also gain **Heliopolis** as an item with all its inhabitants loyal to you. You can easily create and enhance them.

You may also take the **Egyptian pantheon** with you as a group companion.

King of Babylon

Much like the Mulhorand pantheon, the Untheric pantheon also followed their kidnapped followers to free them from enslavement at the hands of the Imaskar.

Your task in this scenario is to become the leader of the untheric pantheon, taking Enlil or his son Gilgeam's place as their head perhaps by helping their followers with their Tiamat cultist problem.

Reward:

For this amazing feat you have gained the perk **Ruler of Heaven** which grants you a massive enhancement to all abilities,magics,powers,domains,portfolios etc… and control over Avarice, Envy, Retribution, Fate, Law ,Wrath ,Travel, Good, Luck, War, Death, Earth, Evil, Cities, Wind, Thunder, Storms, Rain, Greed, Pride, Scalykind, Law, Tyranny, Pride, Trickery, Fire, Magic, Love, Summer, Strength, Animal, Plant, Nature, Moon, Chaos, Planning, Protection, Sun and Air as well as granting you those domains for free**.**

Furthermore, you will find that much like the Untheric pantheon you are tenacious and capable of bouncing back even from the near total annihilation of your pantheon.

You are also recognized as a ruler in every place that holds civilization even remotely like Unther and Babylon.

Finally, you gain **Zigguraxus** as an item with all its inhabitants loyal to you. You can easily create and enhance them.

You may also take the **Untheric pantheon** as a group companion.

Ruler of Disaster

The Gods of Fury is the Faêrunian pantheon of chaotic destructive deities related to dangerous weather events and nature in general.

Traditionally led by Talos, your task is to become ruler in his stead perhaps by showcasing a truly spectacular amount of destructive power.

Reward:

For this incredible feat, you receive the perk **The Destroyer** which grants you a massive enhancement to all abilities,magics,powers,domains,portfolios etc… and control over Tempest, Winter, Chaos, Destruction, Envy, Evil, Gluttony , Ocean, Pride, Storms, Water, Watery Death, Sea, Currents, Oceans, Sea Winds, Waves, Wrath, Fire, Nature, Air, Cold, Animal, Bestial, Hunt, Moon, Beasts, Bloodlust, Evil Lycanthropes, Hunters, Marauding Beasts, Marauding Monsters, Stalking, Blood, Strength, Lycanthropes, Bloodlust, Forest Fires, Earthquakes, Tornadoes, Conflagration, Vortices and Rebellion as well as granting you those domains for free**.**

Furthermore, your bond to disasters has massively enhanced all your perks, abilities, magics etc.... not only massively improving their power, scope and precision but also allowing you to bypass all immunities and defenses your targets may have.

This is coupled with a divine intuition that aids you in causing the greatest amount of damage with the least effort possible.

This also makes you recognized as a destroyer wherever you go with all but those much stronger than you offering you tribute lest they face your wrath.

You also gain the plane of **Fury's Heart** as an item with all its inhabitants loyal to you. You can easily create and enhance them.

Finally, you may take the **Gods of Fury** as a group companion.

Ruler of Undeath:

Many are the evil deities that make use of undead or are undead themselves such as Orcus as Tenebrous, the liches Vecna and Mellifleur, the undead goddess Kiaransalee, the ghoulish Doresain, the vampire Kanchelsis or the goddess Urgathoa.

Your task is to become the undisputed ruler of the undead, a difficult task since deities of undeath are known to be both vengeful and tenacious.

Reward:

For this incredible feat, you gain the perk **Undying Lord** which grants you a massive enhancement to all abilities,magics,powers,domains,portfolios etc… and control over Death, Evil, Magic, Strength, Necromancy, Gluttony , Indulgence, Blood, Daemon, Divine, Ferocity, Murder, Plague, Undead, Decay, Swarm, Chaos, Knowledge , Evil, Demon, Memory, Vampires, Ghouls, Vigil, Madness, Disorientation, Liches, Nightmares, Bloodlust, Animal, Chaos, Darkness, Trickery, Corruption, Secrets, Animal, Destruction, Protection, Beastmaster, Deception, Fear, Fur, Moon, Domination, Mind, Mysticism, Pestilence, Summoning, Negative Energy, Energy Drain, Exhaustion, Sloth,

Abomination, Night, Drow, Pride, Retribution, Envy, Glyph, Perfection and Tyranny as well as granting you those domains for free.

You are a divine genius of undeath not only capable of creating and improving undead even to the level of divine entities but also in creating, repairing and innovating necrotech which is technology that uses the parts of (un)dead be they physical or spirituals like souls. You are even capable of removing weaknesses from your undeads such as their weakness to holy artifacts or to silver for example.

This also includes tremendous power over death allowing you to strike dead with but a thought all but the very strongest entities bypassing even invincibility and immunities on top of all sorts of tricks related to death like killing specific parts of an entity. And even then, they would need to constantly exert their power to resist simply keeling over dead.

You also know various words of power lost since the Dawn War including the dread Final Word that Orcus used to slay multiple Gods. With time, training and research you may discover other incredibly potent words of power.

All undead you meet automatically defer to you and you can even raise the holiest of corpses into your undying undead servant. This also includes creating undead from any kind of corpse or entity including but not limited to outsiders like fiends and celestials, aberrations and creatures without souls.

As the foremost authority of Undeath, you are worshipped in both this and future settings by all manners of necromancers, evil wizards and undead.

You also receive the **Wand of Orcus** as an item that massively improves all your abilities, magics, domains, perks etc… related to death and undeath but it can

also be used to resurrect you like the **Divine Weapon item** and like Orcus returns from death.

This version is unbreakable, scales with you as you grow stronger and can only be used by people you approve of.

Furthermore, you possess the same tenacity and fortune as deities of undeath like Orcus, Vecna and Kiaransalee which not only allows you to rapidly gain power and powerful artifacts but even in the face of your defeat, you would be capable of resurrecting yourself as an undead and bouncing back such that you could find a potent magic that would allow you to rampage and murder dozens of gods. Not to mention how you can recover from such a state and return to life easily.

Finally, you gain the item **Thanatos, realm of the Dead** which not only contains all the forces of Orcus but has also fused with the realms of all deities of undeath in both this and future settings. All its inhabitants are loyal to you, you can easily create and enhance them. This realm will always contain more undead, corpses and artifacts related to death and undeath for you to experiment on.

You can also gain as companions the **Gods of undeath** if you want.

Ruler of the Celestial Court:

The Celestial Court is the pantheon of Gods of the Tian Xia continent. Ruled by the goddess Shizuru, its goal is to moderate the actions of various gods and immortals.

Perhaps you would like to be in charge instead?

Your task for this scenario is to somehow become the leader of the Celestial Courts

Reward:

For this incredible feat you gain the perk **Celestial Ruler** which grants you a massive enhancement to all abilities,magics,powers,domains,portfolios etc… and control over Cities, Law, Merchants, Wealth, Earth, Nobility, Protection, Travel, Defense, Fortification, Inevitable, Leadership, Legislation, Martyr, Metal, Trade, Creation, Duty, Toil, Balance, Healing, Nature, Seasons, Change, Truth, Might, Agriculture, Craftsmanship, Kitsune, Rice, Animal, Artifice, Community, Plant, Weather, Construct, Family, Fur, Growth, Home, Industry, Dreams, Luck, Stars, Travelers, Liberation, Good, Azata, Curse, Exploration, Fate, Freedom, Imagination, Revelry, Revolution, Moon, Nothingness, Envy, Graves, Infamy, Undead, Death, Destruction, Repose, War, Blood, Daemon, Rage, Souls, Tactics, Indulgence, Night, Fear, Glory, Warfare, Devil, Heroism, Honor, Confidence, Zeal, Hobgoblins, Martial Innovators, Perfection, Sailors, The Sea, Storms, Tengu, Air, Chaos, Water, Weather, Catastrophe, Cloud, Ocean, Protean, Wind, Lightning, History, Knowledge, Self-perfection, Rune, Competition, Education, Language, Memory, Restoration, Resolve, Thought, Introspection, Vigil, Challenges, Dares, Self-improvement, Promotions, Daybreak, Liminal Spaces, Solitude, Twilight, Glyph, Repose, Sun, Abundance, Discovery, Happiness, Prosperity, Charm, Love, Lust, Passion, Secrets, Remembrance, Winter, Immortality, Cold, Darkness, Secrecy, Aberrance, Madness, Monsters, Nightmares, Trickery, Deception, Demon, Ferocity, Insanity, Nightmare, Riot, Thievery, Abomination, Loss, Rats, Thieves, Swarm, Dance, Storytelling, Lovers, Rivals, Fame, Gratitude, Freedom, Fertility, Snakes, Sorcery, Magic, Scalykind, Arcane, Divine, Wards, Dragon, Naga, Earthquakes, Fire, Plagues, Suffering, Ash, Decay, Smoke, Plague, Dust, Sorrow, Birth, Prophecy, Time, Ancestors, Ice, Memory, Resurrection, Thought, People, The Defenseless, Collective Good, Cycles, Elements, Health, Medicine, Agathion, Purity, Art, Beauty, Music, Order,

The Sun, Archon, Day, Light, Revelation, Raiding, Treasure, War Contracts, Warriors, Pain, Drunkenness, Jade, Spirits, Disorientation, Harsh Justice, Murder, Punishment, Mountains, Volcanoes and Cold as well as granting you those domains for free.

Like Shizuru, you can grant the divine right to rule to families of mortals to overthrow their opposition and form dynasties loyal to you.

You can even set up your own celestial court to form your own pantheon of deities, immortals and spirits. You are even capable of stopping deities and spirits from disappearing through lack of worship by making them emissaries and servants of your court.

You are also capable of monitoring the entire mortal world thus allowing you to obtain detailed records of the history, politics and science of those worlds.

Like Qi Zhong, you are an incredible healer even capable of resurrecting murdered gods.

Like Irori, your skills in martial arts, magic, cloud leaping, shapeshifting, teaching and enlightenment are transcendent. Not only do you excel beyond any others in martial arts, but you could even teach martial arts to deities like Sun Wukong himself.

Like Tsukiyo, not only are you highly receptive to resurrection attempts but your divinity is also capable of growing as your resurrection for example could allow you to gain power over entities associated with death like spirits.

Like Baekho, you can gain enlightenment just by observing the world around you which can even allow you to gain domains much like how Baekho went from a normal tiger to a God after witnessing the passing of seasons which enlightened him.

Like Fumeiyoshi, you possess extreme power over graves, infamy, envy and undead. Your very presence can separate people around you into two undead creatures that will forever envy what the other has.

Like Lao Shu Po, you are tremendously fortunate in advancing your powers as well as divinely skilled in stealth, concealment and secrecy. You possess extreme power over rats, night and thieves.

Like her, you could easily go from a normal animal to a deity in one go by taking the divinity of a dead god that perished near you for example.

You could even similarly thrive even in the sewers of a plane as dangerous as Abaddon.

Like the Lady of the North Star, you know and can use every method of immortality within this jump, past jumps and future jumps. You can even set trials to grant immortality and form your very own court of immortals.

Like Yaezhing, you can inflict punishments and bindings even upon gods much like how he bound Fumeiyoshi to his brother Tsukiyo's grave.

Like Sun Wukong, you have managed to erase your name from Pharasma's book thus making you truly immortal and indestructible.

You are also capable of incredible chaos even when opposed by a pantheon as orderly as the Celestial Court.

Furthermore, you are a recognized as the ruler of spirits, eastern dragons and gods of celestial courts in both this and future jumps.

You are respected as a ruler of Heaven in every East Asian culture and its analogue in this and future jumps.

Finally, you may take the entire **Celestial Court pantheon** with you as a group companion.

Azlanti Salvation:

The empire of Azlant was the greatest human empire to have graced Golarion. Its end came when humans started learning far too much about their Algollthus masters who then brought the catastrophe of Earthfall that led directly to the Age of Darkness.

Your task is to stop the destruction of the Azlanti civilization.

Reward:

For this incredible feat, you gain the perk **Sovereign of Azlantis** which grants you a massive enhancement to all abilities, magics, powers, domains, portfolios etc.… and control over Humanity, Cities, Law, Merchants, Wealth, Earth, Protection, Nobility, Protection, Travel, Defense, Fortifications, Inevitable, Leadership, Legislation, Martyr, Metal, Trade, Algollthus, Psionics, Aberration, Water, Oceans, Planning, Tyranny, Creation, Duty, Toil, Culture, Fulfillment of Destiny, History, Innovation, Community, Glory, Knowledge, Ambition, Fate, Confidence, Companionship, Defensive Tactics, Chaos, Darkness, Protection, Repose, War, Ancestors, Defense, Moon, Night, Tactics, Wards, Duty, Family, Vigil, Death, Evil, Trickery, Blood, Deception, Murder, Devil, Thievery, Might, Zeal, Health, Medicine, Artifice, Healing, Good, Archon, Construct, Loyalty, Purity, Restoration, Resurrection, Invention, Secret Knowledge, Magic, Arcane, Divine, Thought, Glyph, Discovery, Exploration, Settlers, Weather, Azata, Cooperation, Education, Exploration, Friendship, Home, Nature, Dreams, Luck, Stars, Travelers, Liberation, Curse, Freedom, Imagination, Revelry, Revolution, Nothingness, Apocalypse, Empty Places, Oblivion, Ruins, Destruction, Madness, Void, Catastrophe, Insanity, Loss, Protean, Entropy, Nightmares, Nothingness, The Sea, Air, Animal, Plant, Cloud, Decay, Growth, Seasons, Wind, Agriculture, Hard-work, Self-sufficiency, Sun, Agathion, Day, Honor, Light, Rune, Language,

Leadership, Legislation, Memory, Charity, Lineage, Physical Perfection, Strength, Ancestors, Heroism, Resolve, Perfection, Introspection, Birth, Prophecy, Time, Ice, Souls, Time, Atrocity, Pestilence, Venom, Plague, Undeath, Indulgence, Swarm, Deserts, Senseless Warfare, The Sun, Fire, Ash, Demon Smoke, Dust, Elements, Embassies, Extraplanar Travel, Portal, Wood, Art, Beauty, Love, Music, Charm, Passion, Annihilation, Catharsis, Purity, Daemon, Rage, Self-Realization, Domination, Invasive Species, Oppression, Feather, Ferocity, Conspiracy, Isolation, Manipulation, Lust, Secrecy, Truth, Cannibalism, Vampires, Disorientation, Ale, Bravery, Wine, Competition, Justice, Rulership, Valor, Duels, Judgement, Redemption, Revelation, Greed, Poison, Secrets, Mad Science, Alchemy, Assassination, Organized Crime, Crime, Criminals, Bandits, Experimentation, Manipulation and Espionage as well as granting you those domains for free.

You are also a superlative human with a peerless divine level of skill in war, agriculture, magic, exploration, innovation, invention and creation.

Like Aroden, you bear an incredible fate as you could gather the remnants of a destroyed civilization and salvage its ruins to rebuild from any sort of disaster. This fate can also allow you to go on grand adventures and discover incredible things to greatly advance your ambitions such that you could go from mortal to immortal god and patron of an entire race like humanity. You could go on adventures that would be the stuff of legends like fighting Demon Lords, liches and even have the fortune to find artifacts as incredible as the Starstone.

Like Acavna, you are an incredible master of defensive tactics and warfare. You could even defeat a God of War like Nurgal at his peak. You could block even a meteor that could destroy a planet and survive unlike her. You possess

tremendous powers over the moon as you can even drag moons to block incredibly destructive objects like a world-killing meteorite.

Like Amazen, you could use your magic to absorb the energies of a meteorite as dangerous as the one that caused Earthfall and survive unlike him.

Like Cayden Cailean, your fortune is simply out of this world as you could take a test as dangerous as the test of the starstone while drunk out of your mind but successfully pass the trials to ascend to godhood.

Like Iomedae, you are the quintessential inheritor as you are capable of not only mastering a vast number of skills and using them to accomplish incredible feats such that you could easily ascend to godhood if you were mortal but you also find yourself set to inherit incredible resources and powers which could even include the entire following of dead deities much like Iomedae took Aroden's place following his death.

Like Norgorber, you are a peerless master of thievery, assassination and secrets. Your secrecy is such that you can become an enigma to all with no one aware of your true form, history and plans.

You are even aware of when someone attempts to depict your face even if it is simply their imagination and even affects them by making their hand movements increasingly erratic until they desist trying to depict your face.

You can even create aspects of yourself at no cost to yourself much like Norgorber's four aspects. They are all loyal to you, any growth they gain is shared with you and any prayer directed at them is one that goes to you. This of course allows you to gain a much larger following as your aspects can work as different cults.

This also means that your various aspects can be allied with different deities to help maintain different alliances and relationships.

You can even create your realm in places as orderly as Axis and still be tolerated since laws would be meaningless without crimes. This is also combined with the skill to form guilds of assassins, alchemists, poisoners, mad scientists and thieves that could cover the entire multiverse.

You possess all the knowledge and abilities of the algollthu civilization which you can easily improve and innovate upon. This includes the creation of their underwater cities, their experiments to create loyal flesh-warped servants like the skum and even their incredible glyph magic that allowed them to summon the meteor that caused Earthfall and required the sacrifice of two Gods for the planet to even survive.

You are also recognized as a ruler by all human civilizations.

You also receive the **item Starstone** as well as the knowledge and ability to set up trials like the test of the Starstone. Anyone who passes the test can gain divinity.

Finally, you may take the Azlanti and Ascended Pantheons as **group companions** as well as their Azlanti **followers.** They are all loyal to you and you can easily create and enhance them.

Supreme of Arcadia:

The Arcadian continent is a massive continent on the world of Golarion. It is home to many unique cultures as well as a unique pantheon of different deities.

Your goal in this scenario is to become the ruler of this pantheon.

Reward:

For this tremendous feat, you receive the **perk Arcadian ruler** which grants you a massive enhancement to all abilities,magics,powers,domains,portfolios etc…

and control over Evil, Death, Destruction, The Moon, Void, Catastrophe, Darkness, Fear, Isolation, Loss, Sahkil, Moon, Pain, Secrecy, Sorrow, Trickery, Bats, Blood, Caverns, Nocturnal Predators, Animal, Chaos, Deception, Demon, Fur, Night, Abomination, Indulgence, Air, Childbirth, Protection, Warfare, Good, Healing, Protection, Strength, War, Agathion, Ferocity, Resolve, Restoration, Tactics, Might, Zeal, Duty, Repose, Vigil, Balance, Hot Springs, Water, Family, Confidence, Birds of Prey, Firearms, Honorable Combat, Knowledge, Luck, Star, Community, Liberty, Safety, Friendship, Home, Cities, Investigation, Retribution, Rehabilitation, Coatls, Truth, Agriculture, Providence, Memories, Migration, Creation, Glyph, Travel, Introspection and Defense as well as granting you those domains for free.

Like Ah Pook, you possess extreme power over Death, Destruction, Fear and the Moon. You excel at preying upon the fears and insecurities of your victims to mislead them and guide them towards self-destruction be it social, physical or mental as well as making them drag others down with them. You can even corrupt even entities like psychopomps to turn them into fiends like Sahkils loyal to you.

You also excel in creating, improving and innovating realms of terror like Xibalba. You are extremely proficient in torturing people including their souls through their fears and nightmares that you can even make real, especially as you can imprison them in realms of terror of your own design much like Xibalba. You can terrify any creature even if you remain silent, simply through the fear of what you might do to them. Your very gaze can cause extreme mental damage to your foes.

You also possess the terrifying ability to create, innovate and improve methods to grant life to souls in your possession as immortal servants in forms twisted by their fears and nightmares such as turning them into burning humanoids, spirits, elementals and undead. They become undying and immortal as you can

continuously recycle them if they are ever slain. This can allow you to easily create armies of immortal creatures loyal to you like Ah Pook's legendary Army of Fire.

You can improve, create and innovate incredible weapons and artifacts like the spear of the Destroyer's Flame. An extremely powerful weapon that strikes rapidly, can return to its wielder's hand, can be thrown long distances, can boil the blood of anyone pierced by it that makes the victim and anyone around them take continuous fire damage that ignores fire resistance and grants potent resistance to fire. Its most potent ability, however, is that it grants the wielder full control over Ah Pook's Army of Fire. They are aware of the army's location and can easily order them regardless of what language they use. While within 1 mile of the army, they gain a speed bonus while if the wielder is within 100 feet of them, they become much quicker. The spear can even summon the army to the wielder's location.

You can create, innovate and improve incredible creatures like Cuetzmonquali. An immortal beast created from the ashes of a mortal army that returns time and time again to plague Arcadia. It can impale enemies on its horns, fire blasts of flame at others and its tail injects a venom that weakens and burns its victim from within.

You can even bind artifacts and magical items to be found within those creatures perhaps to serve as a reward or an insidious corruption to whoever defeats the beast.

You can even make fiends like Sahkils your staunch allies.

Like Camazotz, you possess extreme power over bats, blood, caverns and nocturnal predators.

Your dominion over nocturnal predators also applies to vampires who revere you as a ruler of vampires.

You excel at tricking people away from the safety of their homes and into your clutches.

You can easily travel through planes and can serve as an extremely skilled messenger even if you take payment in blood or in victims to hunt.

You are of course an extremely skilled hunter that can catch your prey no matter how far they run.

You grow stronger from drinking blood, especially the blood of more powerful creatures like empyreal lords and demon lords for example. The blood of powerful creatures can even serve as a catalyst for further evolution and ascension.

You also possess an extreme fortune for growing stronger and more influential as you could go from a normal vampire bat to a feared God of Darkness much like Camazotz himself.

You benefit from echolocation like a bat and your fangs can deal potent damage that leaves severe wounds that bleed heavily.

You also excel at creating, improving and innovating multiple realms at once much like Camazotz's tripartite realm, spanning from the Abyssal Pit of Argahoz, the vast Arcadian Darklands known as the Land of the Eleven Deaths, and his palace, the House of the Bat, in the distant realm of the Sahkil, Xibalba. You can even connect those realms with passages that only you and people you allow can access.

You can even have the petitioners that arrive in your realms transform into various forms of predators loyal to you such as bats, demons and other predators.

You can maintain polite relationships even with fiends as universally hostile as Qlippoths, Demons and Sahkils.

You are revered and recognized as a ruler by all sorts of predators especially

nocturnal ones but also bloodthirsty sapient predators including humans, orcs, hryngar (duegar), drow and serpentfolk.

Like Kaldemash, you are a genius of firearms from innovation, creation, improvement and a peerless wielder. You can even create star guns which are guns forged from starmetal that do not require ammunition nor black powder as their inner magic is enough. Your skill with guns is such that you will only miss if you allow it and that you can always fire quicker than your target no matter what. You can set rules for honorable duels based around firearms. Anyone who breaks the rules not only immediately alerts you of their existence, but you can also immediately curse them with all manners of misfortune including instant death. You can also make it so your faithful and whoever they offended can track them down no matter where they hide.

You are recognized as a ruler by all Mesoamerican civilizations and analogs.

You can also take the arcadian pantheon as **companions for free.**

Ruler of Oblivion:
The divs are a race of evil genies ruled with an iron fist by their leader the Div Lord Ahriman who wages constant war against both the Riders of the Apocalypse and mortals alike.

But what if you wanted to rule over them?

For this scenario you must defeat Ahriman and take over the divs as their leader.

Reward:

You gain the perk **Lord of Oblivion** which grants you a massive enhancement to all abilities,magics,powers,domains,portfolios etc… and control over Evil, Divs,Oblivion,Destruction,Death,Trickery,Darkness,Nihilism, Catastrophe, Fear, Loss, Rage, Nothingness and Heresy as well as granting you those domains for free.

You possess incredible powers over Oblivion, Destruction and Nihility that can allow you to destroy anything and slay anyone if you strike a killing blow, bypassing all forms of immortality, protections and invincibility.

Said powers can also be used to create forms of life loyal to you that hasten destruction such as the demonic Azir dragons or the undead Ghuls. This also includes the ability to curse entire races such that when certain conditions are fulfilled, they are transformed into a new form loyal to you similar to the curse that transforms janni-kind into the undead ghul loyal to Ahriman.

Furthermore, anything you kill can be instantly reanimated as an undead loyal to you.

You can grant wishes and excel at twisting them such that they bring nothing but ruin to the wish-maker and the people around them.

This is paired with an incredible mind capable of planning for eons in grand plans to set up the annihilation of countless worlds through a myriad plans and servants of yours.

You also get to take all the divs with you as companions or followers, they are loyal to you and you can easily create and enhance them.

Riders of Abaddon

The daemons, a race of nihilistic soul eating fiends that reside on Abbadon despised by all but the most nihilistic and evil beings.

Their leaders numbered four are known as the riders of the Apocalypse or Horsemen of the Apocalypse. These include Trelmarixian, rider of Famine, Szuriel, rider of War, Apollyon, rider of Pestilence and Charon, rider of Death.

And yet there exists a secret fifth Archdaemon, the original Daemon known as the Oinodaemon betrayed by his creations and locked in a tower where only the riders are allowed.

It is said that the perpetually eclipsed sun of the plane of Abaddon is but one of the eyes of this being.

For this scenario, you must defeat the riders to assume rulership over all daemons.

Reward:

You gain the perk **Lord of the Apocalypse:**

You are the Oinadaemon reborn capable of devouring souls to take their power for yourself as well as creating daemons and raising them to the exalted status of rider of the Apocalypse.

All abilities,magics,powers,domains,portfolios etc… related to Evil, Apocalypse, Magic, Lust, Thought, Lechery, Love Potions, Obsession, Trickery, Arcane, Divine, Magical Catastrophes, Liches, Immortality, Murder, Mutilation, Skinning, Trophy taking, Animal, Liberation, Fur, Rage, Animal Attacks, Coup, Revolution, Community, Resolve, Dehumanization, Disposal, Euthanasia, Trickery, Rune, Deception, Language, Broken Deals, Fine Print, Unfair Bargains, Artifice, Construct, Metal, Toil, Lightning, Electricity, Gunpowder, Poisonous

Metals, Repose, Nothingness, Tyranny, Secrecy, False Worship, Religious Corruption, Failed Martyrdom, Plant, Storms, Invasive species, Extinction, Natural disaster, Regression, Reversion, Savage Revenge, Travel, Wind, Nightmares, Quartering, Trampling, Ash, Smoke, Explosions, Pyromaniacs, Immolation, Nobility, Fear, Leadership, Slavery, Hobbling, Lobotomizing, Love, Anxiety, Coddling, Smothering, Disorientation, Family, Protection, Sorrow, Freedom, Rebirth, Rites of Passage, Transformation, Isolation, Aging pains, Organ Failure, Senility, Caves, Basements, Closets, Delusions of Safety, Glory, Healing, Heroism, Resurrection, Flagellation, Repression, Self-denial, Cannibalism, Secret Messages, Starvation, Oceans, Castaways, Foul Waters, Cyclical Revenge, Crusades, Intolerance, Charm, Exploration, Abduction, Strangers, Sweets, Fear of Aging, Radical Routes to Immortality, Wills, Growth, Fungi, Infected Wounds, Rot, Flotsam, Indulgence, Wealth, Befouled sewers, Cesspool, Rat catchers, All-consuming Greed, Luck, Fate, Falling, Nonmagical Flight, Projectiles, Torture, Pain, Festering injuries, Maggots, Parasites, Body Modification, Destructive Vanity, Pins, Zeal, Star, Arson, Burning Alive, Cremation, Oblivion, Ruin, Death, Daemon, Ice, Memory, Undead, Water, Earth, Fire, Air, Knowledge, Catastrophe, Plague, Decay, Swarm, Darkness, Destruction, Loss, Night, Madness, Weather, Insanity, Seasons, Strength, Blood, Ferocity, Tactics, Ambition, Might, Souls, Devouring, Entropy, Accidental Death, Graveyards, Spite, Tragedy, Creation, Disease, Gluttony, Undeath, Envy, Graves, Infamy, Night, Rats, Thieves, Thievery, Curse, Death, War, Famine and Pestilence for free are massively enhanced and you gain those domains for free.

You are a peerless genius in the ways of ruin, oblivion and death as your mind is capable of creating, innovating and improving all sorts of methods, items and abilities to bring death and annihilation. You already know how to create all the various plagues and entities created by the efforts of the Horsemen like the

urdefhans but also incredible artifacts like the one created by Charon that aged an entire world's civilization into dust.

This also extends to the creation of traps and prisons of eternal tortures like the Mere of Broken Angels and the menagerie that contains an imprisoned angelic host forever barred from the release of Death.

Like Urgathoa, you possess extreme powers over hedonism, physical excesses, disease, gluttony, necromancy and undeath.

Your power over disease is such that your very steps could bring infection and plagues to a world and even have them mutate thousands of times to leave no one immune to them.

Your very voice can transform souls into undead loyal to you such as specters and wraiths.

You can even create undead in such a way that they retain the pleasures of living such as their senses like the sense of taste or touch for example.

Your dominion over undead is also such that you could be the sole reason why they haven't overrun the worlds in an apocalypse of divine proportions. You can use your influence over undead and necromancy to curb the hatred of the undead towards the living.

Your power over gluttony is also such that you can protect yourself and your faithful from the deleterious effects of whatever you consume such as poison as well as the effects of diseases as many kinds of undead can spread them.

You can bless yourself and others to make even normal meals extraordinary. Rations taste succulent, water turns to wine on the tongue and no amount of food will leave the eater feeling bloated or uncomfortable. You can even have your followers in dire need of food find freshly prepared meals such as freshly killed and skinned meat appearing close to them.

You can also curse your targets with extreme starvation that can only be eased with a repentant feast without taste or smell by eating twenty times the amount as normal or by engaging in a cannibalistic feast for example.

You can easily hide your divinity and any sign of your power to appear as a mortal creature perhaps to set up a trap or to travel incognito.

You are greatly revered and recognized as a ruler by all undead, unholy carrion eaters, necromancers, those who wish to become undead, gluttons and hedonists.

Your power over undeath also includes necromancy as any act of necromancy and/or the creation of undead works to empower you and further your goals and you are of course a peerless necromancer and master of undead.

You can create, improve and innovate divine servitors like the Sarcovalt for example. They appear as tiny creatures that resemble enormous flies with the necks and heads of fleshless vultures. They can easily serve as scouts, guards and help spread disease.

You are a surprisingly skilled negotiator as you could even negotiate with the Horsemen of the Apocalypse to grant you a section of their plane for your own use and a guarantee that their daemon followers won't interfere with your faithful. You could even forge a cordial relationship where you regularly chat and engage in discussions with them, musing on your shared interests.

You possess extreme fortune in escaping and advancing your ambitions and desires such that you could even escape from judgement in Pharasma's boneyard to become a God of Undeath even if you were merely mortal prior to your demise and in doing so invent the very concept of undeath.

Like Zyphus, you possess extreme powers over graveyards, tragedy, spite and accidental deaths.

You can easily cause and control deadly accidents especially if they are meant

to cause pointless and tragic deaths.

Your power over accidents and chance is also such that your very existence and actions can surprise even the greatest of divine seers. Your actions can't be foreseen by any sort of precognition, prediction, future sight and/or fate-based ability.

This of course also grants you a peerless divine level of ability to scheme and engineer accidental deaths. This could take the form of traps, hiding flaws in structures, buildings, weapons, armors, replacing bug repelling oil with oil that attracts predators, placing steel shanks in mills that can spark fires and even replacing cures in a hospital with dangerous experimental "medicine" for example. This of course means that you have an extremely varied mastery of skills and knowledge like blacksmithing, alchemy, carpentry, masonry, traps, engineering and professions like architect, engineer and miner.

You can summon loyal undead from the corpses of people who died tragic and/or accidental deaths. They tend to be of the bodiless kind such as allips, specters and wraiths for example.

You excel at drawing the worship of people in mourning and those who went through accidents.

You can consume the soul of anyone who dies in an accident (including engineered ones) and refuses to accept their demise.

All accidental deaths empower you such that you could very grow strong enough to engineer the death of Gods, even ones as mighty as Pharasma herself.

Paradoxically, your predations on souls tend to be ignored by other Gods even if the souls were destined to them. You may even choose to make yourself appear insignificant to other Gods so that you may grow stronger and advance your schemes in peace.

You are extremely skilled and negotiation and deal-making such that you could safely make deals with the Horsemen themselves. This could allow your faithful to be protected from the depredation of daemons and your clergy to travel the River Styx unmolested.

In fact, your faithful could be one of the very few faiths that can safely summon and bind daemons, especially if those daemons are related to your domains/portfolios.

Like Fumeiyoshi, you possess extreme power over graves, infamy, envy and undead. Your very presence can separate people around you into two undead creatures that will forever envy what the other has.

Like Lao Shu Po, you are tremendously fortunate in advancing your powers as well as divinely skilled in stealth, concealment and secrecy. Like her, you could easily go from a normal animal to a deity in one go by taking the divinity of a dead god that perished near you for example.

You could even similarly thrive even in the sewers of a plane as dangerous as Abaddon.

Like Apollyon, you can corrupt even the corpses of ancient deities and outsiders while keeping their vital functions like their hearts intact.

You may use the corrupted fluids for the creation of incredible artifacts and diseases to bolster your might.

The plagues are potent enough that the prior Horseman of Pestilence who disappeared under unclear circumstances apparently left entire realms of the Maelstrom and the Abyss plagued by diseases that could infect the fabric of reality itself. They can even outlive the plague bearers themselves. You can even create and control plagues of the soul that sends those that perish from them straight into your clutches. You may grant protection from the symptoms of your disease to the carriers, the better to spread them.

Your bite can infect your foes with a soul-corrupting plague that causes their flesh to rot and drip away, drains constitution and that fills the sufferer with overwhelming despair and nausea. Anyone that is slain by this plague has their soul consigned to your clutches, perhaps sent on clouds of flies to your domains. You can exhale clouds of flies that bite your foes and nauseate them. The flies remain as clouds and can continue biting foes. You can inflict on any creature any disease it has ever suffered even if they are normally immune to disease. You can summon entire swarms of plague-ridden creatures to do your bidding and attack your foes.

You can create, improve and innovate incredible artifacts of plague like the Ushers of the Black Rain. Bows that can transform into scythes that deal crippling wounds. It can create ammunition to fire and deals additional damage to anyone suffering from disease.

You can create, improve and innovate incredible corruptive artifacts and magical items that can corrupt their recipients and even larger metaphysical infestations that work within the system of souls to taint souls and send them into your clutches.

You also benefit from all deaths by disease in the setting.

Like Charon, you possess a connection to the River Styx allowing you to control it and sense through it no matter what the plane it flows through which massively extends your reach.

You possess tremendous power and influence over the river Styx. Not only can you perfectly control it, but you can even protect others from its influence. You may also create and grant protection to daemons that can safely ferry souls, cargos and creatures across the Styx.

You can even grant properties to bodies of water like the river Styx if they pass through one of your properties. This allows you to exert your influence through them even far beyond your domains.

You also benefit from all natural deaths and miserable, pointless deaths in the setting.

You are peerlessly talented and skilled in the creation of magical items and constructs.

Anyone you strike with a weapon, or touch can be made to age and become decrepit. If you strike or touch them again or if the creature was already venerable you can inflict memory loss upon them. They gain negative levels and become weaker, if the effect would slay them, instead of dying they enter a catatonic state until the negative levels/memory loss is cured.

You can teleport yourself to any point touched by the river Styx or any body of water you own, even across the planes. You can even take adjacent people to you, like passengers on your skiff for example.

You can spit bolts of stygian water that deal great damage and inflict memory loss on your foes. They gain negative levels and become weaker, if the effect would slay them, instead of dying they enter a catatonic state until the negative levels/memory loss is cured.

If you are on the Styx or a body of water you own or in contact with it, your regeneration becomes supercharged and can't be overcome.

You can transform your steed into a skiff that can safely carry passengers across all sorts of hazards and back again.

As Charon is the oldest Horseman, you also possess knowledge from the oldest days of the setting including its true history in both this and future jumps.

Your talent for deals is simply incredible as is your patience, you can make deals with various immortals like archdevils as well as mortals and even entire worlds with a payoff in your favor decades, centuries, millennia or even eons after.

Like some rumors about Charon, you may take a form that is an embodiment of the River Styx and/or a tremendous daemonic aquatic abomination. This not only grants you power far beyond a mere Horseman like how Charon remained the one and only Horseman of Death even eons after the Horsemen were replaced but you can also create lesser avatars and projections like the

boatman form that Charon uses.

You may even assume the form of another type of Daemon with no method able to detect your true nature without your consent much like Charon is said to sometimes take the form of a Thanadaemon to ferry souls.

Like Szuriel, you are a peerless general, warrior and tactician capable of defeating even veteran Horseman of War. You can easily drive entire armies to bloodlust and madness.

You are a master of all weapons. You can drive entire groups to blood-lusted rage that makes them attack anyone regardless of previous allegiance. You can corrupt flames from your spells, supernatural abilities etc.... so that they become unholy fire that can harm even creatures immune to flames. You can teleport at-will and can create a pyroclastic detonation upon arrival. You can omit creatures from this effect as you choose.

You possess a tremendous ability to corrupt and twist artifacts and magic items to your will much like the Horseman of War's weapon Lamentation of the Faithless used to be the blade of an Empyreal Lord before it was stolen and used by the Archdaemons of War. You can create, improve and innovate incredible weapons of war, engines of extinction and artifacts like Lamentation of the Faithless. An unholy greatsword that can be used to strike rapidly and heal its wielder with each successful hit. It can even blind and drive entire groups of creatures to despair when presented to them especially creatures of good. The sword can be called to your hand at-will, including across planar boundaries.

You also benefit from all deaths by war in the setting.

You also know how to create the terrifying weapons of mass destruction built by the Riders of War as well as the method Szuriel used to forge Daemonic harbingers like Zelishkar and then promote him from being the embodiment of the misery of a funeral pyre that burns the dead from wars to becoming the embodiment of all hateful, sadistic purposes of fire.

You also find it easy to awe mortals and other creatures such that even a terrifying soul-eating fiend like a Horseman could appear to them as a patron of righteous victory and martyr of death which can allow you to easily goad them into committing all sorts of atrocities. This means that those who die in your name also forfeit their souls to you.

Your armies are well-trained and discipled as they can quickly grasp the best way to use any sort of weapon, monster, tool, disease or other methods of war.

In fact, you can even create massive mercenary corps with such incredible reputations that even Gods, Demon Lords and Archdevils who despise your kind would pay steep prices for them even if your price is living souls. You could even be one of the few non-devils to set foot in a fortress of Hell guarded by Moloch himself.

You can also easily tempt mortal sovereigns into damning bargains where you offer your soldiers for their use which only serves to doom them and all others involved as their souls become yours to do with as you please since your soldiers unlike Devils aren't magically bound to honor their promises with mortals.

Like Trelmarixian, you possess extreme power over starvation and the greater concept of wasting both physically and metaphysically. This applies especially to self-consumption such as cancers and auto-immune disorders. You can cause someone's body to consume itself or erupt from a living victim in a shower of gore for example.

You can even create, improve and innovate incredible rituals of famine capable of mummifying entire worlds even when used by mortals for example.

You can spread cancer by touch, incite cells to rebellion, and your breath can cause outbreaks of hives and asthma attacks in those nearby.

You also know how to create, improve and innovate the various parasitic creations of the Riders of Famine. They can be used as backups in case of your or someone
else's death on top of allowing you to spy on anyone that has received such a "blessing". You can similarly infect others with your essence which can influence their actions, allow you to spy on them and influence their rise to power. You can even use it to directly take control of them.
You also know and can build/grow entire buildings from biological tissue, spirits and souls like the Withered Court. You can even warp souls into nightmarish wonders.
You can call upon the rage of all souls consumed by the Horseman of Famine to go berserk, greatly increasing your might and regeneration. You can even call upon those same souls to unleash a sonic wail that shatters the sanity of all foes who hear it, draining their wisdom and stunning them. Your bite attack is always at least twice as strong as your normal strength. You can swallow whole massive creatures despite your size and safely digest anything. Your stomach functions as an extradimensional space that can hold any number of objects and creatures. Any object that contains an extradimensional space cannot be opened inside you so no need to worry about imploding from a bag of holding or portable hole. You can also drain the wisdom of creatures you consume.

You also benefit from all deaths by famine in the setting.

You also possess a tremendous ability to abduct and take entire cities, population centers and even entire worlds into your realm be they from the Prime Material world or elsewhere throughout the planes.

You are also skilled at rewriting history in the places you own/rule such that you could hide the existence of beings that were instrumental to those places'

creation as well as erasing all traces of your predecessors for example. This also includes the ability to bind your rivals into lesser forms and even bind a deity like the Bound Prince/Oinodaemon for eternity while drawing power from them.

You can also create incredible regions and locations seen in Abaddon such as The Cinder Furnace which is Szuriel's domains where souls are burned to create weapons and war machines of incredible devastation, The Common Grave which is a sea of half-settled earth and half-rotten corpses that stretches from horizon to horizon which dates back to Lamashtu's invasion that even daemons find night impassable and is used by Urgathoa to gather materials, or even the White Mountain a massive volcano that spews neither lava nor ash but white-hot soul-stuff, spontaneously generated undead and negative energy.

A Horseman requires a suitable mount. As such you receive **the Apocalyptic Mount companion** which is like the **Divine Beast Companion**. Its speed and mobility abilities scale to always be greater than yours and it can channel and amplify all your abilities, perks, domains, magics, etc.… with a stronger amplification for abilities related to Destruction, Oblivion, Death, Devouring, The Apocalypse, Famine, Pestilence, Death, Souls and War. All while still possessing its own abilities related to those concepts.

Finally, you gain the entire **plane of Abaddon** as an item **with** all its resources and inhabitants loyal to you, you can easily create and enhance them.

This includes a clock that may very well mark the time left before the Oblivion of everything.

The End of Everything (Endjump scenario):

The End has come Jumper, all the various evils and apocalyptic beings are rising and breaking free of their shackles. The multiverse is at an end and the End Times are upon us.

For this scenario, you must survive the End Times while protecting your faithful.

Reward:

As the new multiverse is dawning, you are granted a meeting the Luminous Being that Ao serves.

But something is wrong, as they remove their hood, you realize that you are looking at yourself and that you have been writing your own story.

You gain your **Jumpchain spark** or can **spark** at **any time you want in the future**.

Finally, you may take the entire **D&D/Pathfinder setting** as an **item** with all its denizens loyal to you.

Ending:

Go Home

All adventures must end and so you choose to go Home keeping all your various perks, powers, items and properties. I am sure you will have quite the tale to narrate back home.

Stay

After so long you have found the place where you belong and choose to stay with your faithful and fellow gods.

Leave

You have tasted divine power and explored a vast multiverse but you know that there is always more to see. You move on to other multiverses and possibilities.

Credits

/u_Pokebrat for inspiring many general perks and items with his incredible generic Divinity jumpchain

Link to the Generic Divinity Jump drive :

https://drive.google.com/drive/folders/1amujH9D0jPlRtwfCgabPJdZwTbJ9lbRA?tid=0B20r6rsFLOg_Zk5RdVdya3hJNnc

Image from:

https://gamerant.com/strongest-gods-in-dungeons-dragons-5e-ranked/

Notes:

Yes, your various planes,realms etc can serve as afterlives to both your faithful and souls of the alignment you wish, with the petitioners either appearing as they did in life or becoming a native entity of the plane at your discretion.

Yes, the various scenarios allowing you to take the planes do allow you to take whatever named entity within the realm as companion/follower for free.

Domains have synergy with certain perks such as a beauty domain with Divine beauty, a life domain with Creator god …

Divine rank doesn't determine the outcome of fights, as the defeat of the lesser drow deity of thievery Vhaeraun at the hands of the demigod of battle prowess Selvetarm shows. Combat skills and perhaps domains/portfolios matter more than ranks.

Gods aren't omnipotent, they are simply supremely powerful and skilled in matters relating to their domains and portfolios.

Perks are written assuming the power level/divine rank of an intermediate deity with them being appropriately weaker or stronger if you are of lower rank /power or higher rank/power respectively.

All the various **books**/**records** are constantly updating so that they remain the most complete, accurate and truthful repository of information relating to their areas of knowledge.

The various realms, demiplanes and planes you buy with CP and/or earn as Rewards from scenario contain all their natural resources, ruins, dungeons and creatures you would expect. They are also functionally infinite in size and replenish their resources constantly so you won't have to fear running out of places to explore, creatures to hunt or befriend or resources to gather.

For the **Shards/Seeds capstone items**, there are potentially infinite uses for them as long as it relates in some way to the forces they represent.

To have written this somewhere, the **capstone perks paragons and embodiment of each alignment perk tree** grant you great influence over the

very fabric and laws of planes that share your alignment so a paragon and embodiment chaos could manipulate Limbo and the Maelstrom to their leisure etc…

This obviously updates to gaining control of similar realms in future jumps up to creating them if they don't exist.

For the various scenario Rewards associated with Pantheons, Planes etc… you can assume that any sort of ability, item, magic etc… that a member of the pantheon, creature or a deity related to the plane has showcased is something that you can easily do and/or gain.

Difference between the knowledge of Ancient Power and Divine Ascension:

The knowledge of Ancient Power is more along the lines of Historical knowledge as you have been a witness of those events yourself.

Meanwhile divine ascension is a more general though no less potent multidisciplinary knowledge though focused on divinity.

Yes, the various immortality perks do mean that you also possess perfect regeneration on all levels, it simply wouldn't do to spend eternity in pieces after all.

The following capstones interact in the following ways:

Combination capstones :

Paragon of chaos + good **Fey Holy King of Beasts**

You are a paragon of both Fey and a Beast, one who hunts and punishes the wicked.

This massively enhances all abilities,powers,magics,domains,portoflios etc… related to Agathion,Azata,Chaos, Good,Animal,Fey,Hunting,Justice,Nature and Plant as well as granting you those domains for free**.**

This of course makes all good aligned fey and beasts in this and future jumps more than happy to comply with whatever orders you give them on top of allowing you to easily control the very fabric of realms of chaos, good, feylike etc…

You also know how to create and strengthen such creatures.

Capstone Boosted **Shadow of the Moon**

Beyond a mere fey and ruler of beasts you have become the protector, guide and inspirer of all travelers even unto the darkest nights against the depredations of Evil especially ones from beyond the stars.

On top of massively enhancing the previous perk all abilities,magics,powers,domains,portfolios etc… related to **Stars, Darkness, Night, Twilight, Liberation, Dreams, Nothingness, Azata, Luck, Curse, Exploration, Fate, Revelry, Freedom, Imagination, Revolution, Travelers, Butterflies, Secrecy, Moon, Void, Travel and Protection are massively enhanced** are massively enhanced as well as granting you those domains for free.

You possess great luck in freeing gods as you easily run into them. Unlike Desna, the ones you free are guaranteed to be compatible with you instead of hostile divinities.

You can also create Gods through your dominion over stars as even weaving a pattern in the sky could see it becoming an Empyreal Lord much like the Black Butterfly.

Your bond with stars is also such that you can easily create them as well as create the heavens themselves.

This also makes you a peerless fighter against creatures of the Outer Dark and similar eldritch monstrosities with your attacks dealing massively increased damage against them and bypassing whatever protections and immunities they may have.

Paragon of law + good **Prime Archon**

You have become the prime executioner of Heaven, the prime archon**.**

All abilities, powers, magics, domains, portfolios etc…. related to Archon, Artifice, Duty, Good, Law, Might, Justice, Retribution, Protection and Vengeance are massively enhanced and you receive those domains for free.

This of course makes all good and law aligned beings in this and future jumps more than happy to comply with whatever orders you give them on top of allowing you to easily control the very fabric of realms of law, good, heavenly etc…..

You also know how to create and strengthen such creatures.

Capstone Boosted **Wings of the Sacred Serpent**

Much like Jazirian is said to be, you have become a Source of Law and Good.

On top of massively enhancing the boosts of the previous perks, you gain the ability to set and modify the Laws of the Multiverse and peerless control over heavenly realms of Law and Good.

This also massively enhances all abilities,powers,magics,domains,portfolios etc… related to Community,Peace,Snakes/Couatls/Scalykind,Illusion,War,Protection,Renewal,

Magic,Knowledge,Planning,Trials and Hope as well as granting you those domains for free.

This also makes you a peerless fighter against Tyrants as well as creatures of Evil and Law like the Devils with your attacks dealing massively increased damage against them and bypassing whatever protections and immunities they may have.

Paragon of neutrality + good **Prime Angel**

You have become the Prime Angel also known as the First of the Angels, a paragon of Holiness.

This massively enhances all abilities,magics,powers,domains,portfolios etc… related to Angels,Good,Light,Heroism,Healing,Fire,Destruction,Charm,War and Nobility as well as granting you those domains for free.

This of course makes all good aligned angels and enlightened beings in this and future jumps more than happy to comply with whatever orders you give them on top of allowing you to easily control the very fabric of realms of good, heavenlike etc…

You also know how to create and strengthen such creatures.

Capstone Boosted **The Dawnflower's Light**

Much like Sarenrae herself you have been touched by the light and been recognized as a true Hero and Redeemer**.**

On top of massively increasing the boosts of the previous perk, all abilities,magics,powers,domains,portoflios etc related to Redemption, Healing, Day, Protection, Restoration, Birds, Resurrection, Sun, Glory, Fire, Music,

Agathion, Revelation, Heroism, Truth and Repose are massively increased as well as granting you those domains for free.

This also makes you a peerless fighter against sinners as well as creatures of Evil in general like fiends with your attacks dealing massively increased damage against them and bypassing whatever protections and immunities they may have.

Your martial strength and skills are incredible as you would be capable with but a swing of your sword cleaving a massive fissure into a planet such that even a God as massive as Rovagug could be sealed there. Not to mention being capable of fighting to a standstill even against apocalyptic entities like Rovagug.

This is coupled with an incredible restorative ability that can allow you to heal and restore even the most desolated and destroyed environments including by your own hands such that the fissure mentioned earlier could be completely sealed with but a wave of your hands.

This power extends to Life itself as you can bless stars with life so that Creation may begin as an example among others.

Finally, you gain a massive charisma boost that allows you to convince even the vilest of villains to try their hand at redemption.

Paragon of chaos + evil **True Demon**

You have become the paragon of demonkind, the word demon was made for you as you stand as a monument to Chaos, Corruption and destruction**. This massively enhances all abilities,magics,powers,domains,portfolios etc related to** Evil,Chaos, Demon,Qlippoth/Obyrith,Artifice Destruction,Madness,Corruption,Sin and Creation as well as granting you those domains for free.

This of course makes all evil aligned demons, obyriths and similarly chaotic and evil beings in this and future jumps more than happy to comply with whatever orders you give them on top of allowing you to easily control the very fabric of realms that are evil, chaotic etc…

You also know how to create and strengthen such creatures.

Capstone Boosted **Rough Beast/Chained God**

Beyond simply a paragon of demonkind you have become the very Source of demons, entropy, madness and Destruction personified.

A being that has been prophesized to appear in the apocalypse. On top of massively enhancing the boosts of the previous perk this massively enhances all abilities, powers, magics, domains, portfolios etc. related to Destruction, Disaster, Wrath, Chaos, Evil, Weather, War, Blood, Demon, Protean, Obyrith, Qlippoth, Rage, Storms, Air, Earth, Zeal, Nothingness, Apocalypse, Void, Swarm, Eternal Darkness, Vile Darkness, Darkness, Death, Catastrophe, Trickery, Avarice, Envy, Water, Plague, Pestilence, Disease, Fire, Force, Elemental Power, Insanity, Ruin, Malign Knowledge, Vengeance, Madness, Cosmic-scale destruction, Black holes, Supernovas, Star, Change, Freedom, and Entropy as well as granting you access to those domains for free.

This also makes you a peerless fighter against virtuous entities as well as creatures of Good in general like celestials with your attacks dealing massively increased damage against them and bypassing whatever protections and immunities they may have.

Furthermore, you are a truly immortal and unkillable entity.

Your ability to destroy, kill and devour are massively enhanced such that there is nothing you cannot destroy, slay or devour in time with no methods restoring them unless you allow it.

Your ability for destruction is such that you can unmake existence itself leaving behind only nothingness and eternal darkness. You can even destroy and devour concepts like death and abstract ones like tragedies leaving nothing behind.

Finally, you possess a peerless ability to create extremely potent servants that can be demigods, Elder Evils, aspects of yourself or even gods of their own like the children of Rovagug such as the Tarrasque, the various masks of Tharizdun such as the Elder Elemental God or the Elder Evil Shothragot who works tirelessly to free him. You can even use your nightmares to create powerful monsters to serve you.

These creations are not only immortal and indestructible but they can also possess all the powers and perks you may want to give them (even ones unrelated to your powers at the cost of being slightly more difficult to create) They can still act even while you are imprisoned and unreachable, always acting according to your will and goals.

You also possess tremendous power over disasters able to cause earthquakes, volcanic eruptions and summoning and controlling hurricanes among other disasters.

Your blood and flesh can also corrupt beings into forms loyal to you with incredible power similar to the Wrackworms infesting Rovagug that can drill through planes.

Your essence can also become infectious at will such that a small part of you could be used to infect even powerful war gods into evil and even survive after their death to turn into a loyal powerful deity of its own.

Your ability to corrupt and drive mad entities is simply incredible as you could easily create, innovate and improve diseases that can be made sentient loyal to

you as potent as the Voidharrow which is the sentient will of the abyssal plague that was fatal unless cured with the infected bodies exploding into demons loyal to the disease with different and stronger demons created depending on the infected's power and nature.

Paragon of law + evil **True Devil**

You are the pinnacle of Devilkind, a Master tempter and liar.

On top of massively enhances all abilties,magics,powers,domains,portfolios etc… related to Evil,Law,Trickery,Tyranny,Knowledge,Magic,Fire,Devil,Charm, Ash, Smoke, Arcane, Divine, Legislation, Leadership and Nobility as well as granting you those domains for free.

This of course makes all evil aligned devils and similar creatures in this and future jumps more than happy to comply with whatever orders you give them on top of allowing you to easily control the very fabric of realms of evil, law, hellish etc…

You also know how to create and strengthen such creatures.

Capstone Boosted **Rise of the Tyrant Snake**

You have become much like Ahriman, the erstwhile consort of Jazirian and the primordial snake of Evil Law.

On top of massively enhancing the boosts of the previous perk, you have become a master tempter such that you could convince devout people to renounce their god's very existence even in the face of blatant divine intervention and obfuscate your very existence through a projection.

Said projection can take any appearance you wish with its disguise being completely foolproof such that much like Asmodeus is said to be, your

projection could appear like an archdevil for all intent and purpose while your true form is a massive serpent. Your skills at masquerading and scheming are simply beyond everyone else.

You are also truly immortal and unkillable.

You are also capable of setting and modifying Laws for the multiverse as well as promoting and demoting Lawful Evil Creatures at your leisure.

All abilities,magics,powers,domains,portfolios etc… related to Tyranny, Torment, Fire, Diabolic, Magic, Divine, Devil, Legislation, Arcane, Ash, Deception, Smoke, Glyph, Toil, Confidence, Indulgence, Torment, Civilization, Pride, Wrath, Duty, Scalykind, Trickery, Contracts, Knowledge, Trickery, Order, Secrecy and Cities are massively enhanced as well as granting you access to those domains for free.

This also makes you a peerless fighter against virtuous entities as well as creatures of Good and Law in general like celestials with your attacks dealing massively increased damage against them and bypassing whatever protections and immunities they may have.

Paragon of neutrality + evil **Baernaloth of Origin**

You jumper have become a Baernaloth but not any baernaloth far from it.

You are one of the original Baernaloths the mythical ones said to have been created by the force of Evil itself to perfect their arts in the service of Evil and achieve a decisive victory over the forces of Good.

This makes you perhaps the most knowledgeable entity about the creation and secrets of the Lower Planes including the denizens. This updates every jump with comparable knowledge about the setting’s fiendish planes and entities.

You are also capable of creating and commanding any creature with the fiendish template while making them loyal to you.
This includes even fiends as powerful as demon lords, obyrith lords and archdevils for example. You can even enhance fiends to the level of divinities and beyond.

You can even twist the bodies and minds of even powerful celestials with mere words.

This is coupled with a scheming and planning ability even more exaggerated than the wildest rumors about yugoloths as your plans possess countless contingencies that could span eons and manipulate countless schemers like the greatest of demon lords and archdevils to ensure the victory of your side.

This also massively enhances all abilities,magics,domains,portfolios etc… related to Evil, Disease, Torture, Creation, Artifice, Death, Daemon, Yugoloth, Demodand, Obyrith, Qlippoth, Demon, Devil, Despair, Sorrow, Nobility, Leadership, Tyranny, Corruption, Destruction, Magic, Healing, Pain, Fear, Night, Darkness, Plant, Moon, and Planning as well as granting you access to those domains for free.

This of course makes all evil aligned yugoloths, demodands and similarly evil beings in this and future jumps more than happy to comply with whatever orders you give them on top of allowing you to easily control the very fabric of realms that are evil, gloomy etc...

You also know how to create and strengthen such creatures.

Capstone Boosted **The Oinodaemon of the End**

Beyond an original Baernaloth you have risen to become the Oinodaemon the progenitor of daemonkind. You are the All devourer of Souls the bringer of Entropy and of Apocalypse.

You are immortal, unkillable and capable of regenerating endlessly.

You can create and enhance daemons even to the status of Riders of the Apocalypse and even beyond it. You shall be loved by your creations even if in a twisted way though you can be sure that they will never betray you unlike Pathfinder's Oinadaemon.

On top of massively increasing the boosts of the perk, this also massively enhances all abilties,powers,magics,domains,portfolios etc… related to Evil, Apocalypse, Daemon, Fate, Ice, Memory, Undead, Water, Earth, Fire, Air, Knowledge,Catastrophe,Plague,Decay,Swarm,Darkness,Destruction,Loss,Night, Madness, Weather, Insanity, Seasons, Strength, Blood, Ferocity, Tactics, Ambition, Might, Souls, Devouring, Entropy, Death, War, Famine and Pestilence as well as granting you access to those domains for free.

You are also so powerful that merely thrashing against your bindings could result in the creation, twisting and destruction of many kinds of daemons. You could easily destroy entire worlds and sections of planes, poisoning them beyond any hope of repair if you do not allow it.

You can devour souls, denying them their afterlives while gaining their knowledge, powers, abilities and allowing you to increase your power.
This could even grant you new powerful forms, like how your creations the daemons gain new forms after consuming enough souls or a smaller number of powerful souls.

Your form is extremely malleable capable of appearing anywhere from human size, to being massive to merely one of your eyes appearing as a perpetual eclipse or even appearing as a mass of darkness for example.

You can fuse and separate from entire planes which would make you omnipresent on top of possessing the mind to keep up with such a perspective. This is coupled with an incredible ability for intimidation and information gathering such that merely speaking once could allow you to terrify even the Riders of the Apocalypse such that they would bar the doorway to wherever you live.

You have gained a perfect gift of foresight capable of accurately foreseeing plane-shaking- events such as the death and replacement of Horsemen and even the death of Aroden and the collapse of prophecy among other plane-shocking events. This means that no matter what your state is, even if you were imprisoned, quartered and insane like the Oinodaemon, your every word would still be followed by your captors.

You can also easily inspire even figures like the Horsemen themselves.

This also makes you a peerless fighter against virtuous entities as well as creatures of Good in general like celestials with your attacks dealing massively increased damage against them and bypassing whatever protections and immunities they may have.

This also grants you much knowledge and experience in hunting souls as well as arguing for your right to take them from psychopomps and similar entities.

Paragon of neutrality + Paragon of Law **Arbiter of Law (Abadar)/Primus**

You have become a true Arbiter of Law much like Primus.

This allows you to set Laws within your realms, craft incredibly powerful artifacts of Law like the rod of the dukes of Aaqa and you are now the owner of an endless inventory of the Platonic Ideal of every object in existence that also

serves as the superior prototype (Gate of Babylon but truly divine).

This also massively enhances all abilities, magics, powers, domains, portfolios etc… related to Law, Planning, Artifice, Rune, Magic, Modron, Inevitable, Wealth, Travel and Cities as well as granting you access to those domains for free.

This of course makes all law aligned modrons,inevitables and similarly lawful beings in this and future jumps more than happy to comply with whatever orders you give them on top of allowing you to easily control the very fabric of realms that are lawful,ordered etc...

You also know how to create and strengthen such creatures.

Capstone Boosted **the Mantis God**

Beyond a mere arbiter you have become the executioner much like the Mantis God Achaekek.

You are a source of Law as well as a sanctioned killer and assassin. This makes you the ultimate murderer and assassin granting you ultimate stealth regardless of your size, you simply cannot be detected unless you want to.

You also possess peerless knowledge and skill with killing techniques and weapons.

This knowledge updates in future jumps with additional killing techniques and weapons of the setting.

None may escape you for you always know where your target is and can teleport to them at will bypassing all protections.

You can kill anything bypassing all forms of immortality, protections, immunities and defenses they may have and they can't be resurrected regardless of what self-revival trick they may have unless you allow it.

On top of massively enhancing the boosts of the previous perk, this also massively enhances all abilities,magics,powers,domains,portfolios etc… related to Stealth,Assassination,Murder,Death,War,Blood,Thievery,Trickery,Might, Assassins, Divine Punishment, The Red Mantis, Monsters, Murder, Natural

Disasters, Deception, Duty, Fate and Zeal as well as granting you access to those domains for free.

This also makes you a peerless fighter against chaotic entities as well as creatures of Chaos in general like slaads,proteans…etc with your attacks dealing massively increased damage against them and bypassing whatever protections and immunities they may have.

Paragon of neutrality + Paragon of Chaos **Lord of Chaos**

You have become a true Lord of chaos granting you Ultimate lordship over Chaos. This massively enhances all abilities,powers,magics,domains,portfolios etc… related to Chaos,Entropy,Luck,Destruction,Creation,Slaad/Protean,Freedom,Trickery and Liberation as well as granting you access to those domains for free.

Your actions can't be predicted in any way and you may cause any ordered system such as a society or a machine to fail simply by wishing it.

This of course makes all chaos aligned slaads and proteans as well as similar beings in this and future jumps more than happy to comply with whatever orders you give them on top of allowing you to easily control the very fabric of realms of chaos, disorder etc…

You also know how to create and strengthen such creatures.

Capstone Boosted **Speaker of the Depths**

Beyond a Lord of Chaos, you have become much like the Speakers of the Depths a true Source of Chaos.

On top of massively increasing the boosts of the previous perk, this massively enhances all abilities,powers,magics,domains and portfolios etc… related to

Change,Magic,Artifice,Oceans,Madness,Chaos,Catastrophe,Constructs and Toil as well as granting you those domains for free.

With this power, you are capable of technically bringing any outcome to fruition, achieve any goal and create anything you wish. Though random, it will never be in a way that goes against your interests.

Furthermore, you are perfectly capable of grasping alien concepts and interacting with entities for whom individuality is an alien concept.

Your very existence can't be perceived in any way unless you allow it and even then, it is an assault on the senses that terrifies lawful creatures but shows perfect harmony to chaotic entities.

You can create realms of Chaos Like the Maelstrom that can provide a limitless amount of quintessence to serve as building blocks for entire multiverses

This also makes you a peerless fighter against Lawful entities as well as creatures of Law in general like Inevitables with your attacks dealing massively increased damage against them and bypassing whatever protections and immunities they may have.

If you bought the capstone perks of the various alignments you receive the perk:

Nascent multiverse:

You have gone beyond whatever you used to be; You are now a miniature multiverse.

One that will grow endlessly over time and thus with no limits on how far you can take any of your powers, skills,magics etc… with no diminishing returns.

You are a nascent infinite being of all natures such that no ability will harm you unless it comes from a source stronger than you.

All perks in this document are enhanced in both power and scope beyond what the capstone boost would do.

You can affect entire universes with your powers in a way that surpasses even the strongest of Gods and Primordials.

Furthermore, your nature as a living multiverse means that unlike the Gods and Primordials that can only manipulate discrete aspects of reality linked to their domains and/or portfolios, you are capable of achieving incredible unprecedented and impossible miracles related to any aspect of reality and even outside it like the Void or places like the Blind Eternities as easily as willing it. This is even easier if you already possess a domain/portfolio linked to what you are trying to do.

Capstone Boosted: **Ninefold Deity**

Forget what I said about simply being a miniature multiverse, you are now a true multiversal entity.

On top of massively enhancing the previous perk and all your abilities so that they reach a similar scope.

This allows you to create your very own multiverses much Like Io/Asgorath is said to have done according to some myths.

You are a multiversal creator beyond alignment as well as the source of All magic in existence easily capable of creating and destroying multiversal weaves of magics and entire multiverses.

Changelog:

V 1.0:

Made a jump

V1.1

Added image

Grammar fixes

Format changes

Clarified that items may be purchased as many times as you want.

Clarified that the **Sigil item** can be placed in any plane though its alignment is True Neutral by default.

Also added that the city is fiat-backed to be just as popular a trade hub as the original one is.

Added that The Divine Weapons,Divine Armor and Shield, Jumper's Scales of Judgement,Rod of Law, Jumper's Holy Blade,Jumper's Demonic Trident and Cane of The Malestrom/Chaos items are now unbreakable and scale with you as you grow stronger.

Clarified that The Paragon perk capstone booster can also be used to train and expand upon your perks.

Also Added that the Paragon perk capstone booster removes diminishing returns to your ability grow stronger and more skilled.

Added that the **System Designer and Manager** can allow you to fix systems of magic,souls etc… and updates in future jumps with similar knowledge.

Added that The Hero God perk now also boosts your beauty and charisma to allow you to persuade all but the most heartless of beings to become better people.

Added the **Army of Blood item** to the **End The Blood War scenario Rewards V 1.1.1:**

Added that you can choose your age and gender freely. You can freely choose to be a Drop-in .

V1.2 :

Added Your Faithful Companion Option

Added the High Priest(ess) Companion Option

V1.2.1 :

Additional format changes

Grammar fixes

Added that the Climbing Mount Celestia scenario Reward does grant you access to the related domains boosted by the **Enlightened Being Perk.**

Corrected that the **Concordance of Rivals item** enhances workings of Balanced and not Chaos.

V2.0 :

Grammar Fixes

Clarified that the various seed items aren't consumed in the creation of planes and dimensions.

Clarified that the realms, planes, dimensions, demiplanes etc… you buy and/or receive from scenarios are supposed to be infinite in size and contain endless resources, creatures, ruins etc… that constantly replenish so you never run out of them.

Added perks:

Divine Remaking

Divine Fusion

Updated perk:

Divine Harmony now allows complete control of your perks, abilities and items.

Miscellaneous manifestation can also explicitly allow you to strike dead your followers like some evil deities are known to do.

Boosted and clarified the capstone combination perks

Added items:

Divine Garden

River of the Planes

Cosmic Tree

Multiversal Weave

Added companions:

Ancient Mind

Crawling Maid

Elemental Prince

Bullied Deity

Updated companion :

Divine consort if bought multiple times can be fused into a single companion similar to Angharradh the consort of Corellon Larethian.

Updated the scenarios :

Updated Claiming the throne of the Wasting Tower in Hades :

You are no longer forced to slay the throne's occupant, simply imprisoning them or otherwise driving them away will do.

Boosted Reward to also grant you incredible eloquence and mastery of psychology and manipulation.

Updated Dominating the Market of The Lower Planes of Hades: Renamed the perk Reward from Night Witch to Walpurgisnacht.
Boosted the perk so that you may innovate and improve upon night hags spells and rituals as well as similar rites and witchcraft.

Also includes a boost to your mercantile skills and luck so that you may forever remain the mogul of markets.

Boosted Rewards in the rest of the scenarios: Descent Into The Void:

Ruler of Abaddon

The Forsaken

Ruler of the Elements

Gehenna

Added Scenarios:

Ruler of Dread

Search of Unknown Kadath

Dominion of Astrals:

Ruler of the Mists:

Master of Dreams/Nightmares:

Chronomancer of History:

The Outer One:

Trial of the Mordinsamman

A gnomish tale

Feast of the Halflings

Ruler of the Elves

Claiming the Demonweb

A New Ordning

Here Be Dragons

Walk like a Pharaoh

King of Babylon

Ruler of Disaster

Added Drawbacks :

Forgotten Ancient Deity

Divine Nemesis

V2.1 :

Added a toggle to leave after 10 years or once you complete one or more scenarios.

The perks Miscellaneous manifestations, Favored Animal, Favored Plant, Favored Mineral, Favorite Color and Favorite monsters can now allow you to take as many of these manifestations as you want after 4 purchases.

Scenarios :

Riders of Abaddon :

The perk Lord of the Apocalypse has been clarified with additional examples of what exactly you gain from it.

V2.2:

Added Ruler of Undeath Scenario.

V2.3:

Companion:

Mortal champion can be taken multiple times

Added drawbacks:

Mortal Hubris

Troubling Times

Added scenarios:

Save The Twin Paradises

Collapse of Arcadia

V 2.4:

Added items:

Land of Divine Beasts

Divine Ruins

Updated perks:

The Mantis God

Rough Beast/Chained God

Oinodaemon of the End

Expanded on what the perks can do and added additional domains.

Updated Scenarios:

Various scenarios now have vastly expanded domain Rewards and are expanded in general.

Added Scenarios:

A World of Mirrors

Ruler of Serpents

V2.5:

Added discounts for General Items if you have domains related to them.

The Dawnflower's Light combined capstone perk now also grants increased strength and restoration ability.

Updated Scenarios:

Escape from Carceri

Ruler of the Dark Seldarine

Realm of Shadows

A decisive victory for Acheron

Rewards have been made broader and more powerful in scope with more domains and versatility.

V2.6:

Added perk: Planar Immortality/ Eldritch Immortality

Lowered price of Perk Eternal

Expanded Combined Capstone Perks:

Dawnflower's Light

Shadow of the Moon

With extra domains and abilities.

Added Scenario:

Ruler of Green.

V2.7:

Expanded Scenario Reward:

Rule Axis/ Mechanus

Guardians of the Boneyard/Fugue Plane

Ruler of Green: The Reward now also grants you command over fungi Ruler of the Elements
Added scenarios:

Deus Machina

Elven Salvation

Dwarven Skyseekers:

Dragons of the cosmos:

Giants of the World:

The Legend of Goblin:

Rumble of the Orcs:

V2.8:

Expanded Combined Capstone Perks:

Baernaloth of Origin

Speakers of the Depths

Chained Beast/ Rough God

Added Scenario:

An Aeonic Moment:

2.9:

Corrected Typos.

Items:

Added Item:

Divine Mountain

Updated Items:

Land of Divine Beasts and Divine Garden now update by gaining additional specimens in future jumps.

Updated Scenario:

Escape Carceri:

Prison Breaker Reward can now also be used for breaking out other creatures
Chronomancer of History:
Added examples and clarifications of the sort of feats your temporal manipulation allows.

Added Scenario:

Ruler of Therianthropes

V 3.0:

Change Image

Modified Perk Heart of Compassion:

The compassion, empathy and virtues are now toggleable so that you don't suffer from becoming too empathetic, compassionate or virtuous.

Added perk: Divine Leader

Items:

Added item:

River of Souls

Scenario:

Clarified that the Elemental scenario Reward does include the quasi-elemental planes

Expanded Scenario Reward Ruler of Undeath

It now also grants tremendous power over death as well as words of power of tremendous might.

Descent into the Void:

It now also grants the ability to create items like Eternity's Doorstep.

Ruler of the Netherworld:

Expanded the scenario Reward with various abilities and knowledge of the Demagogues.

Ruler of the Elves:

Expanded the scenario Reward by clarifying your power over nature and Creation. Your magic knowledge can also allow you to teach mortals to perform High Magic.

Realm of Shadows:

Added the creation of Banderhobb and their tower as abilities

Ruler of the Fearscape:

Added the creation of realms of Fear like Xibalba.

Dominating the Market of The Lower Planes of Hades:

Added various domains and abilities tied to deities that dwell in Hades

Claiming the throne of the Wasting Tower in Hades:

Clarified that you also gain potent power over diseases that can spread over entire layers and planes of existence.

A New Ordning

Expanded the number of Domains granted by the Reward

Ruler of the Elves

Expanded the number of Domains granted by the Reward A Gnomish Tale

Expanded the number of Domains granted by the Reward Trial of The Mordinsamman

Expanded the number of Domains granted by the Reward Feast of the Halfling

Expanded the number of Domains granted by the Reward. Chasing the Heart of The Abyss:

Expanded the number of domains granted by the Reward. Gave examples of what you can do based upon the other existing Demon Lords

Conquest of the Nine Hells:

Added the Key of the Destroyer to the scenario Reward. Riders of Abbadon

Added more examples of what the Horsemen can do as well as what Daemonkind can do. Also added that the Apocalyptic Mount as a scenario Reward.

New Scenario:

Added Ruler of the Celestial Court Scenario

A Tale of the Outlands

Added Note:

Clarified that the scenario Rewards can allow you to accomplish anything that a member of the pantheon or creature living on the plane can do.

V3.1:

Formatting Changes

Added an Index

V3.2:

Added scenario Azlanti Salvation

Updated Scenario:

Chasing the Heart of the Abyss:

Expanded scenario Reward with an example of what Angazhan can do.

V3.3:

Expanded scenario rewards:

Fey Hunt:

Added additional domains. Also added numerous examples of what the Seelie court, Unseelie court and the Eldest can do.

Chasing the Heart of the Abyss:

Added additional examples with Aldinach, Areshkagal, Dagon, Deskari, Lupercio and Turaglas.

Obyrith/Qlippoth Ascension:

Added a great many examples of what the Qlippoth Lords and Rovagug can do.

Conquest of the Nine Hells

Added the creation of locks and keys of incredible potency.

Riders of Abaddon:

Expanded on what the Horsemen of the Apocalypse can do.

Updated Perk: The Oinodaemon of the End

Added the gift of perfect foresight that he apparently possesses and which leads to the Horsemen to still obey him.

Added Perk:
Divine Immunity.

V 3.4:
Added perk :
Cosmological Constant.
Added Scenario :
Supreme of Arcadia

Expanded Scenario Reward:
Chasing the Heart of the Abyss
Added examples of what Lolth can do.

Claiming the Demon Web:
Added examples of what Lolth can do.

Ruler of the Celestial Court
Added examples of what Fumeiyoshi can do.

Riders of Abaddon :

Added examples of what Zyphys, Urgathoa, Fumeiyoshi and Lao Shu Po can do

Guardians of the Boneyard/Fugue Plane:
Expanded on Groetus' ability to know weaknesses and physically separating the multiverse from its end.
Added the ability to create Dead Roads.

V3.5:

Expanded Scenario Reward:
Chasing the Heart of the Abyss
Added examples of what Alazhra, Droskar, Gyronna and Ghlauder can do.

Ruler of The Fearscape:

Added the corruption of psychomps into fiends loyal to you and the capture and shredding of souls into loyal undead.