

Oh no. Something has gone quite wrong with your arrival.

+0 CP.

[YOU LOSE EVERYTHING SAVE YOUR BODY MOD]

This may cause you some grief.

Welcome to the world of Haunting Ground, or Demento as it was known in Japan. Specifically, you are in Castle Belli, a charming retreat in the heart of rural Spain. Settled between the mountains, a lake and a deep forest, you will find yourself cut off from the trappings of civilization such as easy transport, instant communication and bodily autonomy.

You arrive in the gardens at the same moment that a frightened young woman, newly bereft of her parents, awakens naked and confused in a cage. You will remain for one week. No one here is yet aware of your arrival, but that will soon change. Castle Belli has eyes and ears in its very walls, and the master is always in search of new material.

Yes, material. Castle Belli is the domain of a long-lived alchemist. This individual views human beings less as peers and more as resources, a state of mind that more than a few of the other residents share. Tonight the result of several centuries worth of research and experimentation is up for grabs, and there is more than one person who will be aiming to seize it for themselves by any means they have at their disposal.

Even beyond these monstrous souls, the castle itself will be a grueling opponent. Built as much to keep people in as out, the halls are littered with lethal traps, failed experiments, cunningly locked doors and crumbling infrastructure.

Your ultimate goal for this Gauntlet is to escape from Castle Belli with your life. It will be an arduous task, Jumper. You had best brace yourself. If you are still within the castle grounds when one week has passed since your arrival, you will fail the Gauntlet.

Still, do not give up hope. Escape is possible, though difficult. There are a few individuals within the castle grounds who wish to leave just as much as you. Perhaps you could help each other.

What is Azoth? Why is it so coveted? Who and what are these people? The answers may come to you before the week is out.

Step lightly, have a care for your surroundings and remember that death is not the worst thing that you can suffer here.

Origin

You can take any of these as a Drop In, if you only wish for the discounts. However, there may be some benefit to accepting the memories and connections that come with embracing your origin. If they think they know what you are, any surprises you have in store for them will strike all the harder.

You can choose any age at or above 18 years old. Your sex is whatever you wish.

Drop In



You have no history with this place nor these people. You have arrived unexpectedly and must make your way through this nightmare as best you can with what you have.

Experiment



Twisted in the womb, you are technically human but that may not count for much. Your mind is weak, but your body is strong.

Servant



Whoever you were before, if indeed you were anyone else before, is unknown. The castle is all you have known, do know and will ever know.

Alchemist



The secrets of the universe are yours to unravel. Whether as a student who somehow gained admittance under the master's tutelage or a descendant of the Belli yourself, you are a trained alchemist and have dedicated your life to furthering your knowledge and power.

Drawbacks

Here is where your CP will be coming from. There is no limit, but take care that you do not take on more than you are able to deal with. Equally, take care that you do not take some combination of Drawbacks that would cause you to shoot yourself in the foot. While your own house rules will of course come first, for those who like to follow the law of the land, we have the following:

While in some other Jumps, Drawbacks are intended as manageable challenges, this is a Gauntlet and you are meant to suffer here. Any Drawbacks you take here will trump the Perks and/or Items that could help you deal with them. That said, each of these Drawbacks will vanish upon the completion of this Gauntlet.

Easy Mode [+1,000 CP] – This setting is very dangerous, so if you would like some leverage for your survival there is no shame in taking this. The Gauntlet now becomes a regular Jump. You will lose access to the Rewards section for choosing this, but you regain all of your previous purchases from other settings and perhaps the security those bring is worth it.

Early Exit [+0] – You do not want to stick around in this horrible place for very long, right? Right. With this, you can leave the setting as soon as you manage to escape from the grounds of Castle Belli.

Bought On Credit [Variable] – If you have some patience, you might be interested in this. For everything you buy and are willing to not receive until the end of the Jump, you will gain half its value back in CP. Temporarily forgoing a 100 point Perk would see you getting 50 points back, as an example.

Extended Stay [+100 CP] – Instead of leaving as soon as you escape or after only one week, taking this ensures you will remain in this setting for a full decade. This can be taken multiple times. Your restrictions are removed after the first week passes or as soon as you leave Castle Belli, whichever happens first. At that point, you regain all that you had prior to entering this Gauntlet. However, any Drawbacks you took from this document will remain until the Jump ends and the original deadline of the Gauntlet does as well – you must still escape Castle Belli before a week passes by or you fail. As soon as you set foot outside of the castle, this condition is fulfilled and you can return to it it if you would like.

Where… Am I? [+100 CP, Double For Drop In] – You have no knowledge of this setting at all, not even the text of this document. You can remember what you purchased and the requirements for the successful completion of this Gauntlet, but only in a bare bones context. Any attempt by anyone to jog your memory will only produce a migraine until the attempt ceases. You will have to discover the mysteries of Castle Belli through trial and error.

Childish Monster [+100 CP, Double For Experiment] – You are not that bright. Running, hiding, fighting, day-to-day survival – all of that you can do just fine. But math? Chemistry? Biology? Alchemy? It goes in one ear and out the other.

Hyperfocus [+100 CP, Double For Servant] – You have a job to do and no amount of murder, sexual assault, human experimentation and kidnapping is going to stop you. Every now and then you will stumble over a mess in this drafty, crumbly old castle and you will be compelled to stop whatever you are doing until it has been cleaned up. Someone attacking you would be enough to snap you out of it… but that means someone is attacking you.

Breakdown [+100 CP, Double For Alchemist] – Your body is weakening. This is no particular injury or illness, but simply a lessening of energy. You will grow weaker and weaker as time passes, finding yourself wheelchair bound after only three days. If no one is around to help you by that point, you will be in for some harsh times.

Mini-game Moron [+100 CP] – So, in order to facilitate the use of certain alchemical processes, the Belli created and installed certain machines in the castle. Simply put in the reagents, time a few button presses and a completed item pops out. Useful, right? Well, not for you. You are now completely incapable of successfully using the Belli alchemy machines for your own benefit. They still work, don't get me wrong, but due to your terrible usage of them the only items you ever receive are Carbo, Weltigo and Bennenam Esca. If you do not understand why those are undesirable… well, you will. If you want useful alchemical creations, you have to make them the old fashioned way.

Hysteria [+200/400 CP] – A mind can only take so much. Whatever your mental limits before, you now have a finite amount of fear and pain that you can endure in a small amount of time before reaching the limits of your sanity and falling into a panic. While in this state, you grow clumsy and

weak, unable to defend yourself properly. You can return to normal if you can find a safe place to relax or avoid further attacks for a minute.

You can double your payday for +400 CP if you do not mind this getting cranked up a bit more. In addition to entering a sort of panic mode when you reach your mental limit, you now also have a debilitating weakness added onto your body for that duration. While in your state of hysteria, any damage you take is doubled in intensity. Something that would have knocked the wind out of you for a minute now has a good chance of breaking a bone.

Clumsy [+200 CP] – You are terrible at being sneaky. You always choose ridiculous hiding spots, cannot keep quiet to save your life (literally) and seem to think that no one will realize you have been in a room after you smash everything inside of it. I hope you like running and fighting, because that is what you have been reduced to.

Pacifist [+200 CP] – You cannot knowingly harm another living being, even when they are trying to kill you. The very act of trying to brings crippling waves of nausea and cramps that drive you to your knees until you cease attempting it. I hope you like running and hiding, because that is what you have been reduced to.

Leadfoot [+200 CP] – Wow, you are slow. Going faster a brisk walk is now physically impossible for you. I suppose if you had no intention of running this would be fine, but there may be times when you want to pick up the pace. Want to, but cannot. I hope you like fighting and hiding, because that is what you have been reduced to.

Coarse Manners [+200 CP] – Well, aren't you a peach? Just kidding. You do not seem to have any patience or manners with other people. In a regular place, this would keep you from making any friends. In this place? It might get you killed that much quicker.

Injured [+200/100 CP] – You begin with a painful, but not debilitating injury. It has been given appropriate medical treatment, but you will be weeks in recovering. Unless you take Early Exit, that means the entirety of this Gauntlet. For a lesser +100 CP, it is already healed but some pain will linger for the rest of the Gauntlet.

Single, Unready to Mingle [+300 CP] – Well, forget getting any help. Any attempt to team up with someone for any reason will inevitably fail before

your goals are reached. You will be separated from them and they will be unable to help you. You will have to make it through the castle all by yourself and considering how hard Fiona and Hewie had it while they could rely on each other… well, good luck.

The Mortifying Ordeal Of Being Known [+300/500 CP] – For +300 CP, get ready for a harder slog. Remember how I said no one would know the moment a Jumper arrived in their midst? That's gone now. More troubling is the fact that now everyone arrayed against you in this setting now knows what you have purchased from this document, although the Jumpchain itself is still hidden from their minds. Perhaps your persona was caught reading alchemical texts they should not have or their exercise routine was spied on by chance. Whatever the reasoning you choose to apply to this, you now have no element of surprise to speak of. Your full capabilities are known, Jumper. Prepare accordingly.

If – and only if – you took any amount of Azoth from the Perks section, you will instead take this Drawback for +500 CP. You are now just as much a priority for the castle as Fiona and in just the same way. If female, then Danielle wants to consume your womb and Riccardo wants to rape you. If male, then Danielle wants to rape you and Riccardo to consume your testicles. If neither, then flip a coin to see who wants what. Debilitas will want to play with you and Lorenzo to steal your Azoth regardless.

Crippled [+400/300 CP] – You begin with a debilitating injury. It will permanently impact your life here. Blind, deaf, missing a limb, missing an organ – your choice. It has been given appropriate immediate medical treatment, but you will be months in healing and adjusting. For a lesser +300 CP, it has already healed and you must simply learn to live with it.

Woof [+500 CP] - …How? How did this happen? You, Jumper, are a dog. An Alsatian, to be precise. You now lack hands, clothing, human vocal cords and many more other things that you might have taken for granted. Utilizing some of your purchases may be much more difficult in this form. You are utterly unable to change your form until the Gauntlet is over.

I Own You [+500 CP] – Oh dear. This is bad. At some point in the near future, you are going to be captured by a denizen of Castle Belli. Even worse, you have no way of escaping on your own. I am afraid that the people here are very accustomed to confining others. Still, all hope is not lost. Whoever captured you is not one of those who wishes to immediately kill you. If there

is someone out there who cares enough to rescue you, then things will surely be all right. However, it will take time for them to reach you and many vile things are likely to happen to you in that time. Think carefully before risking this.

As You Were [+1,000 CP] - Forget the Body Mod, that is going too. You enter this Jump with nothing but the guarantee of a healthy body that can be found on any average human on mundane, 21st century Earth. How resourceful a person can you be with just a regular body and your memories of Jumps past, Jumper?

Perks

The following Perks are discounted by 50% for those who signed on under the associated origin. Any discounted 100 CP Perks are free.

Please note that FREE Perks are not the same as mandatory Perks. Only take what you wish to take

General

Azoth* [FREE for first purchase, 200 CP for each additional purchase] - The ultimate goal of many an alchemist. Condensed essence of transformation, extracted and refined. Calling it life itself would not be inaccurate. By purchasing this you gain a truly absurd amount of the stuff, enough to equal what can be found within Fiona. Subsequent purchases double the amount. Comes with an Azoth tattoo that you can place anywhere on your body.

In addition, by purchasing this you become a true beauty of your own design. A real 10/10, you know? You are also, for lack of a better word, lush. You look like the picture of health and virility, as if life itself dripped from you.

Escape Clause** [FREE with one condition] - There are a lot of terrible things that can happen to a person in this place. A lot. If you find yourself in a situation that you cannot get out of and refuse to endure, invoke this and you will end the Gauntlet then and there. There is a condition to this. You do not get to keep your purchases and you fail to receive any reward, but you can immediately leave to safety and the next Jump.

Drop In

Fugitive [100 CP] - This castle might intend to hold you, but your intentions are to not make it easy. You are greatly skilled and lucky in escaping from confinement and prisons of all kinds. The more that is stacked against you, the longer it will take, but consistent effort will eventually see you escape from any kind of imprisonment.

Top Breeder [100 CP] - You are a remarkably skilled animal trainer, getting complex concepts to stick in your pets heads with only a minimum amount of effort.

Treasure Hunter [200 CP] – You have a knack for finding useful things in your surroundings. It almost seems like they sparkle to catch your eye.

Dog Lover [200 CP] – Despite the name, it is not just dogs. All animals love and trust you easily. Just make sure not to do anything to break those feelings, yeah?

Scream Queen [400 CP] – You do not startle or panic easily, which is useful when everything and their mother is out for your blood. It would take a sustained and concentrated effort to make you completely lose your cool.

Unjudged [400 CP] – You are difficult to plan for and understand for some reason. Maybe true evil can never understand innocence. Maybe it is just fiat. Either way, someone trying to account for you in any way is going to reach a lot of wrong conclusions, for better or for worse.

Warmonger [600 CP] – Sometimes running or hiding just is not an option. When that happens, you now have this. Your attacks do more damage than they should. Not ludicrously so, you will not be punching holes through brick walls with your bare hands, but a kick that should just sting the shin of your enemy will now send them hopping and howling for a good few minutes.

Track Star [600 CP] – Do you want to know an easy and reliable way to avoid getting killed or captured by other people? Never stop moving. You can now run for a very long time at a very fast rate. This is not going to turn you into the second coming of Pheidippides, but you would be pretty close.

<u>Experiment</u>

Innocent Freak [100 CP] – It is very hard to get you down. You can remain strong against despair and grief no matter how hard they assail your heart.

*Hulking*** [100 CP] – You are staggeringly wide and you have the muscles to match.*

Just The Gardner [200 CP] – You are beneath notice and thus beneath consideration. People – even people who know what you are capable of – tend to think you are not the sort to ever take action against them. They would have to catch you in the act to believe it. You can direct this to decide who it does and does not affect.

Unsettling Additions [200 CP] – You have a truly astounding sense of smell. Almost as if you have something of a dog in you.

Heavenly Backlight [400 CP] – You can instantly see whether or not someone is good or evil. What do you mean that is subjective? Well, fine. Then you can see whether or not someone is good or evil by the standards of your own morality.

Grudgeless [400 CP] – People forgive your actions against them easily. Why? Maybe you just have that kind of face. This will not stop them from taking action against you for other reasons, but they will never go after you for sheer vengeance.

*Unbreakable**** [600 CP] – You are very tough. You are ridiculously tough. You can, with no other enhancements or protective covering, take a chandelier to the skull and walk it off. You can fall from a third story balcony onto a stone floor and get back up with no trouble. Are you truly human?*

Adaptable [600 CP] – You can accept any biological changes without any fear of them killing you. Without fear of any negative consequences at all, in fact. Your body will always seamlessly integrate them into its structure. Be careful with who you let in on this knowledge or you may find yourself in an alchemist's lab as a test subject.

<u>Servant</u>

Something Lacking [100 CP] – Pain is a vital, if unloved, aspect of humanity. It tells you when you are doing something stupid. But sometimes you need to ignore that good warning. You can now shut off the sensation of all physical pain that your body is feeling at any point that you wish. Unlike a less fortunate soul, you can turn that ability to feel pain back on whenever you like.

Deadly Dining [100 CP] – They say that the difference between medicine and poison is just the dosage. There's something to be said for such in cooking as well. You know how to prepare lethal dishes from ordinary ingredients. From serving tomatoes on pewter plates to giving a baby raw honey, you know a hundred different ways to offer a lethal helping of comfort food. Finally, people are inclined to eat your meals even when they think there is something

odd about them. It is rude to turn your nose up at food after all. If they do know for certain that it will harm them, then all bets are off.

Silent Servitude [200 CP] – The master does not like a ruckus. You can move and work in silence when you put your mind to it. It would take superhuman hearing to pick up on you.

It Just Works [200 CP] – Sure the castle has all those weapons lying around, but those are antiques! It's much better to come up with something yourself. You can find and make improvised weapons in a hurry that seem to serve you just as well as dedicated ones, if only for a little while.

Eye For Detail [400 CP] – All that dusting has left you with a keen eye for your surroundings. Just by casting a quick glance around, you become aware of everything in your field of vision. That tiny sparkle in the corner? It's an earring you lost a while ago. That tiny blue corner sticking out from under the chair? A book someone is trying to hide for themselves. Just by glimpsing a single part of something, you immediately know exactly what it is.

Dancing Doll [400 CP] – Are you human? You do not seem to move like it. You can move with unsettling grace no matter how fast you go. You never trip or stumble no matter your outfit and footwear, the terrain or your state of mind.

Cold Inside [600 CP] – The body is one with the mind, the mind is one with the body. Just like with your physical pain, you can stifle all of your emotional turmoil with a thought. Enduring such a state for a great length of time would almost certainly have detrimental effects on your psyche, but in short bursts it can be quite clarifying.

I Am Myself [600 CP] – You can not be tricked or altered regarding who or what you are. Gaslighting, memory alteration, erasure of consciousness, any kind of mental, soul-based or conceptual degradation or alteration simply fails to affect you. You are you and the only way that is changing is if you decide to change it yourself.

<u>Alchemist</u>

Welcome [100 CP] – Whatever your actual personality is, you can slap on a veneer of charm and warmth to put people at ease without any effort at all.

The Art [100 CP] – You have training in the basics of alchemy. You understand the fundamentals of all aspects of the art, but will need time and experience to become any more than a competent beginner. Your knowledge allows you to refine, purify, compound and shape the elements, craft simple homunculi, create seemingly magical panaceas and poisons, and transfer souls from one physical vessel to another. Alas, the creation of a soul is as of yet beyond you, as is immortality. Still, all things can come with time and effort. As a side effect of your studies, you are also a skilled chemist, physicist and biologist, though still an amateur one.

Sly Hunter [200 CP] – You are an excellent hunter, able to track and plan for your prey's movements with only a little bit of observation of them beforehand. Your attacks rarely miss as well.

High Intellect [200 CP] – You have an impressive intellect, rendering you able to pick up and retain new knowledge easily.

Stagger On [400 CP] – Pain and injury are constant dangers to any alchemist. You will not let them stop you. Your bodily strength, speed and dexterity are not hindered by either pain or injury, allowing you to keep acting as if you were in perfect condition right up until you die.

Warped Obsession [400 CP] – There are many multi-step processes to safely extract pure life force from a body… or you could just suck it out of them. You can now steal energy – any kind of energy – out of someone just by touching them. Take care not to seize more than you can safely contain.

Drag It Out [600 CP] – Did you fall into lava?! …Well, walk it off and take a dive into the pool. Things that would kill you in a moment now take a long time to do so. Still, the injuries must be dealt with or they may yet be the end of you.

Sacred Knowledge [600 CP] – No mere beginner are you. You are a master alchemist, a learned mystic on the same level as Lorenzo Belli himself in terms of sheer breath and depth of knowledge. There might be a few things left for you to discover about alchemy in this world, but not many. See the Notes section for more details on what alchemy can do in this setting.

Items

The following Items are discounted by 50% for those who signed on under the associated origin. Any discounted 100 CP Items are free.

If any of these are lost, destroyed or stolen, they will respawn good as new in a location of your choice 24 hours later. The exceptions are the replenishing Items, which will respawn in a manner listed in their description.

All of these are fiat-backed to accept any upgrades/modifications you apply to them and will carry those upgrades/modifications forward into future Jumps. If you have any similar Items you would like to import into your new purchases to give them their qualities, feel free to do so – but these importations will only take effect once this Gauntlet ends.

General

Chamomile [50 CP] – A small supply of chamomile. Consuming one portion of this will completely restore someone's stamina. You get a small bag with six doses and it will refill completely 24 hours after consuming the first portion.

Sedatio [50 CP] – A small supply of sedatio. Consuming one portion of this will completely reduce someone's panic. You get a small bag with six doses and it will refill completely 24 hours after consuming the first portion.

Beef Jerky [50 CP] – A small supply of beef jerky. Consuming one portion of this will completely restore someone's stamina and (if the individual is a dog) make them very happy. You get a small bag with six pieces and it will refill completely 24 hours after consuming the first portion.

Magnesia [50 CP] – Can be placed on the floor to cause a small amount of damage to anyone that steps on it. You get a small bag with six pieces and it will refill completely 24 hours after using the first one.

Refined Magnesia [100 CP] - Can be placed on the floor to cause a moderate amount of damage to anyone that steps on it. You get a small bag with six pieces and it will refill completely 24 hours after using the first one.

Prime Magnesia [150 CP] – Can be placed on the floor to cause a large amount of damage to anyone that steps on it. You get a small bag with six pieces and it will refill completely 24 hours after using the first one.

Antimony Powder [50 CP] – Can be thrown at a pursuer to shock them and cause a small amount of damage. You get a small bag with six pieces and it will refill completely 24 hours after using the first one.

Refined Antimony [100 CP] – Can be thrown at a pursuer to shock them and cause a moderate amount of damage. You get a small bag with six pieces and it will refill completely 24 hours after using the first one.

Antimony Tube [150 CP] – Can be thrown at a pursuer to shock them and cause a large amount of damage. You get a small bag with six pieces and it will refill completely 24 hours after using the first one.

Alternate Costumes [50 CP] – Exactly what it says. If you want to wear something else than whatever you were wearing when the chain began, you can design an ordinary outfit that could be assembled from any major clothing retailer on mundane Earth. Each purchase of this gives you a new outfit.

Drop In

Weeping Stone [100 CP] – These tiny stones can be placed on the ground to make a loud sound. They are immensely useful for distracting pursuers. You get a small bag with a dozen of them and it will refill in full 24 hours after using one.

Obsidian Choker [200 CP] – Wearing this choker around the neck will lessen the odor of Azoth, allowing the wearer to hide from Luminescents that stalk the halls and sound the alarm when they find the source of such an alluring aroma.

Alchemist Earrings [400 CP] – Wearing these allows the wearer to recover from panic quicker and panic a bit less easily in frightening situations.

Diamond Choker [600 CP] – Wearing this choker allows the wearer to reduce their speed of stamina loss, doubles their stamina recovery rate and renders them immune to enemy power attacks, though standard attacks will still connect successfully. To clarify, if someone takes a quick swipe at the wearer, this does nothing. If someone does a huge windup to strike with all of their power, the choker activates and the strike will do nothing.

Experiment

Map Of The Household [100 CP] – A hand-drawn map of Castle Belli and its grounds. Some things are a bit hard to make out, but this will still give you a good idea of where everything is.

Hiding Place [200 CP] – Maybe it is a humble shack in the gardens or a converted supply closet or a forgotten corner of the wine cellar. Whatever you choose, this refuge is always the last place in the entire castle that your pursuers will look for you unless they directly see you entering it.

Bisque Doll [400 CP] – Ah, the light of your life. This little porcelain doll seems to make any situation better so long as you hold it in your hands. While in your possession, you are incapable of succumbing to panic, despair, grief, rage and more. You will remain clear-headed and calm no matter the situation.

Silver Boots [600 CP] – The fact of the matter is that Castle Belli is lethal even to its residents and sometimes you need to get a bit violent with your housemates, the plant-life and even the architecture. These boots (which fit your feet perfectly and give great support, I might add) increase the strength of your kicks by a factor of five without damaging your legs when such an action if called for, as well as offering a slight chance of dealing a lucky critical hit to your target.

Servant

Poker [100 CP] – Useful for stirring the coals, poking the firewood, wailing on a human body – a variety of things, really.

Feather Boots [200 CP] – The best kind of help is never seen or heard, yes? Well, your master certainly thought so because he gave you these. While wearing these boots (which fit your feet perfectly and give great support, I might add) your footsteps cannot be heard no matter how hard you stomp.

Shard Of Glass [400 CP] – Wielding it with too tight a grip can cut your hand, so be careful. However, the benefits are worth the risk. The edge on this meter-long shard is near to a mono-molecular edge and can cut through most materials easily if you put enough force behind it. The glass is indestructible and will never lose is edge. Handle with care.

Fairy Earrings [600 CP] – The best kind of help is never seen or heard, yes? Well, your master certainly thought so because he gave you these. By wearing them and standing still for two seconds, you will turn completely invisible. You can still perceive the world around you, but the only way anyone will see where you are is if you move anything besides your eyes and break the effect.

Alchemist

Alchemy Texts [100 CP] – Just the basics, but someone can go far if they put the time in to build off of these. These will teach you and anyone else who reads them the foundations of the art of transmutation and will also update to include instructions on any other version of alchemy to be found in your travels. Finally, anything learned from these texts will work as it should regardless of the current setting's metaphysics.

Plate Keys [200 CP] – These six plates have not yet been hardened and can be inscribed with any word you wish. Perhaps they are meant to to be utilized with something else in the castle?

Homunculus [400 CP] – An only mostly failed experiment. This creature – designed by you from no more biological mass than can be found in an average adult human male – has more brainpower and loyalty than most of the others in Castle Belli. It will never knowingly harm you in any way, can follow a wide variety of simply orders and regenerates at a decent pace if physically harmed. Just do not expect much in the way of conversation or initiative from it.

*Alchemy Resources***** [600 CP] – You have an unlimited supply of any ingredient you could wish for as long as it is for the purposes of alchemy, save for Azoth. You have a small book full of order forms that you can write in your orders on, complete with an envelope on the back cover to deposit your completed orders within. A delivery will arrive within one minute, complete with workers to help unload your new materials. They will not do anything save deposit your acquisitions and they cannot be utilized as resources themselves. Once your delivery is complete, they will vanish back into the nether.*

Companions

Export [100 CP] – You can take anyone you wish with you when you leave, provided they agree.

Import [100 CP] – Pay now to bring in all of your Companions. They are all also brought down to their Body Mod and can take up to 500 CP worth of Drawbacks to gain points (or they get 600 CP and can take up to 400 CP worth of Drawbacks if you opt to forgo the Gauntlet for a regular Jump).

Create [100 CP] – Create a Companion from this document. They can take up to 500 CP worth of Drawbacks. If you wish to use this option in a regular Jump, your creation will get 600 CP for their build and you can inflict up to 400 CP worth of Drawbacks on them.

Fiona and Hewie [FREE] – This is more for their sake than yours. Castle Belli is a truly horrible place and both of these poor souls will probably jump (get it?) at a chance for a fresh start away from all of this. You only need to get Fiona to agree to come with you and Hewie will follow. They take up a single Companion slot and share their purchases equally between themselves until and unless you choose to import them into a Jump separately.

Rewards

Complete The Gauntlet – Congratulations on escaping this awful place alive! You may now raise one stat in your Body Mod by two levels or raise two stats in your Body Mod by one level. Additionally, you may take any one Perk or any one Item from this document for free.

Master Of The Castle – You must take at least one instance of Extended Stay from the Drawback section for this. You must take possession of Castle Belli and all of its resources, then remain in control of them for a full decade. There will be other alchemists seeking to wrest control of it for their own purposes and you must ensure they never manage to do so. Expect assassination, theft, sabotage and outright warfare to be in your future. Should you manage to do this, you can take Castle Belli, its grounds and all within it along with you as a fiat-backed addition to your Warehouse/equivalent or as a standalone property.

Removing A Little Problem – Riccardo is… unsavory to put it mildly. There are a variety of punishments for his behavior to be found in the world, but this is the one you are going to inflict on him. Before your time here ends, you must physically castrate Riccardo. Do so and you can take this:

Creep-O-Vision [Reward] – With just a glance you can tell whether someone is a dedicated sexual predator with 100% accuracy.

An Open Door – Is a monster who was made really no different from a monster who was born? A very long time ago, Danielle was an ordinary girl. Then the Belli got their hands on her. Maybe whoever she was is dead and gone, but maybe not. The goal of this is to give her a choice, something that the people around her have been doing their best to take from her. If you can convince her to leave Castle Belli and try for a second chance at life, then you can take this:

Twisted Minds [Reward] – With just a glance you can tell whether someone was forced into cruelty and insanity or if they walked into it of their own free will with 100% accuracy.

Play Nice – Debilitas is a strange thing to find in Castle Belli – a truly innocent soul. However, innocent does not mean the same thing as harmless and he will hunt you with just as much vigor as any of the others. You could

kill him… or you could try to find a way of making him stop his antics without lethal force. Should you manage to do this, then you can take this:

Cast The Final Stone [Reward] – You have vastly increased odds of finding workable, non-lethal ways to subdue your enemies in both temporary and permanent ways.

Academic Impermanence – Lorenzo Belli is sitting on several lifetime's worth of alchemical research, the sort of accumulated knowledge that could give someone delusions of godhood. For the sake of all those who suffered to compile that knowledge, it has to go. You need to destroy every scrap of alchemical knowledge within Castle Belli before leaving or reaching the end of your time limit. Setting every room on fire should do the trick. Finally, you need to kill Lorenzo himself and in such a way that no amount of Azoth can ever bring him back. Should you manage this, you can take this as your reward:

Annihilation Absolute [Reward] – What is gone is gone, from both the world and memory. Anything you destroy will remain destroyed, utterly unable to be resurrected or recreated in any way, shape or form. This can be toggled on and off at your whim.

Final Choice

Well, you made it to the end. Great job. Now you have one last choice ahead of you.

Leave – Continue on your journey with everything that you have gained here.

Go Home – This place is horrible and no one would blame you for wanting to call it quits after this.

Stay – There are more mysteries to unravel than what can be found in just this one castle. I hear there are some odd happenings with a cult in rural Spain, for instance. Take +1,000 CP to continue on your journey in this setting.

Notes

Breakdown Drawback – My attempt to find a halfway point between Lorenzo's advanced age and Riccardo's crumbling. The alchemist background was based off of both of them, so I wanted something that touched on both of their failing health.

Timeline – in canon, Fiona and Hewie managed to escape after something like 1 to 1.5 days. Don't get sidetracked, killed or captured and you can theoretically do the same.

Removed the Power Down Drawback after trying to fiddle with it to balance it out more.

Amrynel pointed out that Where… Am I? Did not include you remembering that you had to leave the castle within a week. I would argue that you probably don't need a reminder to leave the death castle filled with people trying to kill you, but better safe than sorry.

**Azoth – this is somewhat vague due to alchemy's semi-mystical, semi-scientific nature. You can think of it as the base element of a philosopher's stone and able to create true life rather than the homunculi that litter the castle. It can allow for elemental transmutation in alchemical processes. It can offer youth and health to those who hold it within them. Azoth is the end-goal of many an alchemist or the final thing to refine before they reach some other end goal.*

***Escape Clause is a Perk and therefore something you can take along in your chain. It won't go into your Body Mod unless you have something to allow it to do so, but you can use it to nope out of any Jump you think it's worth bailing on.*

****Hulking – You are roughly the same size across at the shoulders as three average women standing next to each other. I wrote large initially instead of wide, sorry about that. Wide is more accurate. You are not a tall experiment, but you have enough body mass to outweigh basically anyone who isn't morbidly obese and all of it is bone and muscle. Debilitas was used more than once to smash open locked doors and knock down damaged pillars that Fiona wanted open. Take this and you are now the Mac truck of humans.*

*****Unbreakable – Those examples given are not chosen randomly. Debilitas survived both the chandelier and the third-story balcony. Then he just got up, brushed himself off and went back to his business. Let's guesstimate and say the chandelier weighted ~200 pounds. It fell from roughly 20 feet in the air and would have struck him on the head with about 1,280 pounds of force. You can now walk that off with – maybe – a bit of a headache.*

******Alchemy Resources – For those wondering, yes this does include the option of having living or dead samples of humans/native wildlife to be found in the setting brought to you on demand. Just be aware that if you have Joe Average abducted into your alchemy lab by the men in black, he is probably going to put up a fuss. We recommend only summoning a corpse if you need human flesh for anything, unless you very specifically need a live one. As mentioned in the description, deliveries will arrive within ONE MINUTE.*

On Haunting Ground/Demento Alchemy:
For those who want a slightly more in-depth explanation of this setting's alchemy… well, you are not the only one. Haunting Ground/Demento never got a sequel, so what we get in the one game is all that we get. Unfortunately, neither Fiona nor we ever get a detailed primer. That said, here's my interpretation of the notes, game mechanics via the alchemy stations and some of what the characters say/imply:

1. *Azoth is not necessary for alchemy. It helps – as mentioned above, you can think of it like a combination of catalyst and magic to speed up/remove needed reagents for your processes – but if you are willing to put in the work, 99% of alchemy is still possible without it. See the alchemy machines, where the Belli got a few processes refined enough that they felt comfortable building something that only needed medallions put into it and user adjustments to get the desired end product (which could range from chamomile [a complex mixture of compounds] to magnesia [I think this was a mistranslation of magnesium percholate or something like it, given that it is explosive]). The only things it seems to be absolutely necessary for are true immortality, creation of life from nothing, messing about with souls and directly converting one form of matter to another. Azoth is the king of all catalysts and reagents, the blank slate that can be transformed into anything and massively reducing the number of steps needed to get from A to Z. That said, it is not <u>required</u> for almost all alchemy.*
2. *You can use basically anything for alchemy, living or non-living. It was the precursor to a lot of chemistry in our world and Haunting*

Ground/Demento seems to have followed through on this. Whether or not you get a successful reaction or a pile of sludge at the end depends on what you were using, your own skill and your own understanding of the forces involved.

3. *What counts as alchemy? Crafting a golem from earth to guard your alchemical lab? Alchemy. Breeding a specific kind of flower that is supernatural crack to a specific species of guard moth which you also created? Alchemy. Extending your life to about 3 or 4 times its natural span even before Azoth gets into the mix? Alchemy. Combining different life forms in the womb to create a man-dog hybrid for your own sick amusement? Alchemy. Cloning? Alchemy. Brainwashing? We'll say alchemy. Think of it like comic book mad science and you will not be far off.*
4. *What makes alchemy any different from chemistry or biology than? Well, magic (for lack of a better explanation). There's no way some 18th century natural philosopher is actually going to be able to create a man-dog hybrid. Alchemy in the Haunting Ground/Demento universe can. It can make a stone golem dance by putting a plate with the proper command into his plate slot. Try explaining that with acids and bases.*
5. *What's this all trying to say? Alchemy is basically magical science. Build off of that how you will.*

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