Legacy of Kain Jumpchain

by Absimilard

Given the choice - whether to rule a corrupt and failing empire, or to challenge the Fates for another throw, a better throw, against one's destiny. What is a Jumper to do?

Welcome back Jumper. Or perhaps this is your first rodeo? No matter which it is, you'll be visiting the bleak and dangerous land of Nosgoth, where aeons old plots are carried out by sword, sorcery and deception alike. Throughout this troubled realm with its multitude of hidden movers, events seem set in stone and to those able to look, free will seems like an illusion.

After all, if the future is already preordained, what hope is there to change the course of one's own journey, or that of the world itself?

But perhaps you can prove otherwise, whether that be for better or worse. After all, even among the many oddities of this world, you will be a rather unique existence. Beware however, for there will always be those seeking to use such potential for their own ends. Best bring your A-game and grit your teeth, for time waits for no man.

But first, let me grant you something many here would kill to have – a choice.

+1000 Choice Points

Starting Era

Where am I is the usual question. In your case when *might be more apt*.

The history of Nosgoth is a long one, stretching aeons. So before we get to the *where*, let us see what point in history will serve as your point of emergence. Bear in mind that starting in a specific period does not equal being confined to it – more on that later.

Given the absence of any clear calendar, the sheer length of some of these eras and the multiple reshuffling of the timeline(s), treat them as general guidelines indicative of what some of the most notable events are. You are free to specify the exact moment of your arrival in a rolled or chosen era either way.

Roll 1d6 for your starting era, or pay 50 CP to choose for yourself.

1) Early history – Following the raising of the Pillars in aeons already past and eventual extermination of their original vampire guardians, the fanatical Sarafan order under the leadership of Malek and Moebius is massacring the vampires across the lands and prove to be highly successful in their genocide, unwittingly helping Nosgoth down its dark path. The eventual murder of Janos Audron will see the order‘s headquarters assaulted in retribution and decimated with the death of its most powerful members and the massacre of its Circle sponsors.

2) Pre-Blood Omen era – Balance Guardian Ariel is murdered, damning her to an eternity of torment and sending her fellow guardian and lover Nupraptor into the depths of insanity. His resulting curse will see the rest of the circle descend into madness and curse Nosgoth and all within it to inevitable corruption and decay that will plague it even thousands of years later.

3) Blood Omen and onward – In a last ditch effort to preserve hope and restore balance the necromancer Mortanius orchestrates the murder and resurrection of the young nobleman Kain. The newly raised vampire is set loose upon the maddened Circle members, obtaining the iconic blade Soul

Reaver in the process.

4) Blood Omen 2 – In this era the still young vampire Kain assembled an army of his kind in a bid to conquer and establish his own domain, only to be stopped and supposedly struck down by the newly revived Sarafan order. What cities and towns still remain are under their firm and tyrannical rule as the vampires are reduced to cowering in the shadows. But this state of affairs will not last and there is much more to the Sarafan themselves than meets the eye.

5) The Vampiric Empire – Emerging victorious against his adversaries, Kain established the realm he so wished for earlier, only to see it all slowly spiral into corruption and madness due to Nupraptor‘s lingering curse. Following the casting of his lieutenant Raziel into the Abyss, he retreated into self-imposed exile to find a solution, leaving his remaining vampire lieutenants in charge.

The resulting turmoil saw both the rise and suppression of a massive human rebellion and the slow implosion of the once noble vampire clans into a civil war, eventually leaving Nosgoth as a dead lifeless wasteland inhabited by hunger-crazed monsters, long since devolved into creatures bereft of any semblance of humanity.

6) Free Choice - Luck seems to be on your side Jumper. Or perhaps it is fate? Telling the difference seems a bit difficult in these lands. Either way the choice is yours when your story begins. Go as far back or forward as you wish, although always keep this in mind: History abhors a paradox.

Starting Location

Roll 1d8 or pay 50 CP to choose for yourself.

1) Pillars of Nosgoth – Perhaps *the* most important location in all of Nosgoth, given their ties to both the world itself, as well as a certain other role they have.

Depending on your time period they might be a pristine, decaying or outright obliterated, with only their foundations remaining. The trapped spirit of Ariel is certain to appear before you eventually should you linger here, assuming you arrived any time after her death. Perhaps you can persuade her to assist in your endeavors?

2) Nupraptor‘s Retreat – This skull-shaped fortress is the home of the Nupraptor the Mentalist. Unless he is already dead? Depending on the era it could be overlooking a nearby town of Vasserbünde or is partially collapsed but still accessible. Either way it might still hold something of use. Up for a climbing trip Jumper?

3) The Sarafan Stronghold – Situated atop a vast lake, this is the base of the titular order or their less shiny but no less deadly hunter imitators. Take care, for intrusions are not taken lightly. Wonder what is that scream down the hallway? I am sure it is nothing.

4) Avernus – One of the most prominent cities in Nosgoth, this metropolis houses a grand cathedral and was once (or still is, depending on the time) ruled by Azimuth the Planer. Do not be fooled by its exterior, this town has an entire necropolis in its figurative closet of secrets. Say, is something burning or is it just me?

5) Vorador‘s Mansion – The home of the reclusive vampire patriarch, this place used to be kingdom of its own, but you will most likely find it way past those glory days. Best not linger, for Vorador is not too keen on receiving visitors anymore, much less possible intruders. Unless you are a vampire

yourself, then you might find him a bit more amicable as long as you are civil – or unless you are Hylden, in which case prepare for a fight with one of the strongest and most experienced fighters this world has to offer. If he is dead in your era you are bound to find the place razed to the ground instead.

6) The Spectral Realm – Oh dear, this is not good. Instead of emerging somewhere within the Material Realm you emerge in the twisted plane of the dead that overlaps it. Hope you manage get out soon, prolonged stay is not advisable. To make things worse the only one capable of granting an easy exit via portals is not one to do so without some hefty favors. Perhaps you have an alternate means of departure?

7) The Demon Realm – Abandon all hope, ye who enter here. For this is a place of madness, evil and chaos. It is also home to the banished Hylden race and their demonic servitors. Unless you are one of their kind you‘ll be in for a fight for your life from the moment you appear. Good luck!

8) Free Choice – To avoid the machinations of fate like that, aren‘t you the fortunate one? Choose your own place of emergence at your leisure. Just do not expect any place to be free of peril.



Origin

Just who are you Jumper, to tread through these accursed lands? The backgrounds also double as the race option. Any of the below can be taken as a Drop-In option, though depending on your choices that might raise even more suspicion than usual. Feel free to choose whichever age and sex you wish, especially as the former is only really relevant to humans.

1) Human (free) – The vanilla option and the one you are probably the most familiar with. Although most likely being the youngest of the three races humanity had certainly made its impression on Nosgoth with its actions. Be they good or bad, unwitting pawns or manipulators, humans are arguably the most malleable in what they are capable of or what they can achieve.

Make sure to choose your friends and foes carefully Jumper, for there are those even among your own kind that will try to deceive you and use you for their own ends. On the other hand, you are not bound by past tragedies that befell the two older races and you are also much more likely to find others to join you in your aims, whatever those might be. Woe upon those who underestimate the human...or their capacity for instigating doom.

2) Vampire (100) – The most varied of races, ranging from the long since vanquished angelic ancients to the monstrous predators of later eras. Despite being the original architects and guardians of the Pillars, vampires are a race going through a major decline. Believe it or not they were not originally undead as you might be familiar with, nor were they bloodthirsty creatures of the night. However the curse inflicted upon them in ages long past first collapsed their original empire and then ensured that any subsequent generations would be both sterile, forcing the survivors to pass of the curse onto others to preserve their bloodline, and also requiring the blood of others to sustain themselves.

Since then the race as a whole has been slowly dying out, hunted relentlessly by the human hunters and hounded in the shadows by their ancient adversaries that escaped containment. What few of them remain had mostly

retreated from the world, clinging to ages old prophesies of salvation or hiding in the shadows and it would not be until Kain‘s empire that they would reclaim even a sliver of their former glory. But perhaps you can do something about their sorry state. Is this the path you desire?

3) Hylden (200) – The forgotten banished race of old and one of the key movers behind Nosgoth’s fall into decay and ruin now counts you as one of their number. Being trapped in the Demon Realm for so long has not done your form any favors, for your physical body have long since become a warped parody of what was once divine. Not that it slowed your kind down any, as some of the Hylden eventually found ways out of their prison and you are no different in this regard.

Enjoy being a creature considerably less bound by the petty limitations of the physical, with might comparable to those of your vampire adversaries but with far less risk involved. Though you can still perish, those wishing you harm will find it exceedingly hard to do you in permanently...that is, if they are even aware of you at all. Is it not better to reign in hell than serve in heaven after all Jumper?

Perks

(Each origin gains a discount on their respective perks and the 100 ones are received for free unless stated otherwise. General perks are undiscounted.)

General Perks

The Riddle of Steel (free) - You will not get far in Nosgoth without learning how to fight and this should help with that. Choose any one melee weapon that you could reasonably find in the Medieval period. You are now a decent fighter with it and will even pick up how to handle other instruments of death faster than most. It is not amazing, but enough to at least give you a chance against the common rabble.

Alternatively, if are feeling impatient or think training and learning are below you, there is the option to shell out extra 200 CP. If you do then feel free to call yourself a master, as your chosen weapon becomes a complete extension of your body and handling any other weapon will come with notable ease. Only the best like Malek or Vorador are now your equals in combat and in time you might surpass even them. And if that seems steep then remember that the original Sarafan were able to genocide the vampires despite most of them being just normal humans with only their strength of arms to fall back on.

Everlasting Will (free) – Putting it bluntly, this is a pretty bleak place to be even at the best of times and things have a habit of getting worse all the time. And while it is up to you to deal with the fallout however you see fit, this will help you bear some of the burden. Think of it as being better equipped to endure continuous setbacks, long term suffering and generally being better at enduring miserable conditions. More direct threats like mind control or possession however? That is on you to deal with.

Vae Victis! (50) – What this gives you is a personal battle cry of your choosing that will be instantly recognizable to anyone who has ever heard of you. That way you can be sure that your enemies will know just who it was

that killed them. As a complementary bonus you may also receive a talent for bone chilling mocking laughter should you wish for it. Who knows, if you manage to cultivate enough of a terrifying reputation you might find the enemy rank and file to be shaken just by hearing either before the battle even begins. Woe to the conquered indeed.

All I Ask Is That You Listen (100) – And listen they shall, whether they like it or not. Once per encounter with someone you can make them stop in their tracks to indulge you for a few minutes of conversation. Even those that came with the intent to kill will be compelled to cease for a few moments and give you a short breather. Feel free to monologue, entice the other party into considering a change of perspective, whatever you want really. And if you have any Charisma perks they will find their effect enhanced for the duration ever so slightly, all to better serve your ends.

There are a few stipulations here. If you or your companions try to attack during this time of cease fire then any benefit gained from it will be lost immediately and (assuming they survive) the recipient will gain immunity to this perk – nobody trusts a snake after all. Furthermore, those that truly want you dead or are driven by some outside force to attack will still end up fighting you afterwards, but if there is even a bit of room of doubt in their hearts then you can start turning them around to your way of thinking, or at least give them a reason why you are not the true target of their ire. Never underestimate the power of words Jumper, even in a world such as this.

Friends on the Other Side (100) – It can be quite difficult to deal with all the different factions or races when there is so much enmity going on. And while it is probably impossible for them to reconcile or get along, you at least will find it much easier to find those that could find common ground with you and with time even build a measure of mutual trust. This is helped if you were previously helpful or at least not actively hostile to their own side, for example how the wraith version of Raziel could have eventually found himself welcomed in the human citadel despite being of clearly monstrous origins. And while some might say that you can do that on your own, this perk guarantees that there will always be at least a few in any given faction that might come around eventually. Where you take thing from there is up to

you.

The Sorcerer's Apprentice (100, free Hylden) – Not *that* one, but in a general sense you are. Simply put you are now the equivalent of a novice in the arts of magic, capable of commanding these primal energies for your own use. And while you might start as a beginner, your potential ensures that with enough time and effort you could become so much more. Hylden start with this basic version for free.

If you want a more focused boon you can always surrender extra 50 CP to gain a greatly increased affinity towards a particular field of magic. Choose one of the nine principles associated with the Pillars, such as Death or Dimension. Spells and abilities related to your chosen principle – for example necromancy for Death or summoning for Dimension - will come to you much faster and easier than they normally would, as well as requiring less energy to perform. This will also extend to future jumps and their own magical equivalents as well. And finally for an extra 50 CP your magical reserves are now increased as well, allowing you to continue casting where most here would be drained of energy after a mere few spells. Only the Circle guardians are now your superiors in matters arcane.

Deceiver and Eternal Gamester (100) – One thing that you might be quick to discover is that most characters that matter are either pawns or players (and some happen to unwittingly be both) in the long game for the future of Nosgoth. And if by chance you want to be counted among those pulling the strings you will need this. You gain a remarkable talent for misdirection and deception, easily able to tell convincing half truths or outright lies and make them sound believable unless the other party already has hard evidence to prove otherwise. Not only that but you are also a model actor, easily feigning ignorance or weakness when in truth you are in full control all along. Perhaps after this is over you might consider a career in theater?

And to help ensure your pawns move how you want them to, you may pay an extra 100 CP. If you do, you will find that your voice now carries a subtle suggestion effect that slowly but imperceptibly sways your listeners to agree with your offers or positions. The longer they listen to you the more they will

find themselves agreeing with you, not even noticing how their own position changed from the beginning of your encounter.

Keep in mind that this is not true mind-control, so on its own it will not be able to make someone agree to a course of action that is clearly against their interests or actively harmful to them. In simpler terms, the more blatant you are in your persuasion the less effective this will be. On the other hand it is perfectly fine to propose something that might seem reasonable but in truth is massively beneficial towards your side. Similarly it is well within your power to slowly chip away at someone‘s will to resist you over a longer period of time, gradually lowering their defiance until even those that by all means should hate you will find themselves becoming hesitant or perhaps even cooperative. The more powerful they are and the more intense their initial hostility is towards you the more time this will require, but few if any will ever be outright immune to such attempts.

The Coin is Still Turning (100) – Given the multiple alterations to Nosgoth‘s timeline, further complicated by the introduction of not one but several paradoxes, one can easily lose sight of what is going on. But fret not, for there is a way of helping you navigate the treacherous reshuffling of history. Now, any time the timeline is altered or the course of past events is changed somehow, you will know of it happening instantly. But it does not stop there, for you will always remember events of both timelines and will also immediately recognize at the bare minimum the general consequences of any such actions. Should you be the one to cause them, you will also know precisely what kind of impact your actions had. Bear in mind that this is merely knowledge and as such can only do so much if you fail to act on it.

Liberated from the Wheel (300) – Ah, but what if you were more than just a spectator of this Grand Guignol, something more than just another passenger of destiny? With this you are exactly such a being, unbound by the shackles of fate – a power shared only by Raziel himself. It is now impossible to erase you from existence by means such as reality warping or time travel (a more common hazard here than you might think), as your very existence lies outside of the reach of such conventions.

Predicting your actions also becomes a maddening exercise in futility for those relying on foresight or even viewing the time stream. Most importantly your actions are not bound by prophecies or destiny, allowing you to change events or achieve feats that were supposed to be impossible as long as you have the capacity to do so. Unless you also purchased *The Coin is Still Turning* however some long term consequences of your actions might lie beyond your sight. Above all beware, for this makes you a highly sought after person for those aware of it and just like Raziel you are likely to end up in the manipulations of others who seek to alter history for their own ends.

Human Perks

Snake in Plain Sight (100) – You may or may not be one, but as far as anyone else is concerned you are surely not that much of a threat. Even those that really should know better will keep underestimating you no matter your current appearance, right until you prove them otherwise that is. This covers both individuals and groups alike, though once word gets out of your true capabilities then the effects of this will end up lessened, yet not completely diminished.

King Jumper the Just (200) – Despite the name you do not have to be a king...or just for that matter. But with this you might find it rather easy to become a ruler anyway. First, you gain a major boost to your personal charisma, finding it easy to sway individuals and masses alike under your banner. Second, you are very good at inspiring fierce long-lasting loyalty of those already following you. Whether you are a dictator or a benevolent leader, it would require truly grave prolonged abuse of their trust for anyone already allied with you to be swayed. Finding actual subjects to follow you is different matter of course, but at least you can be sure of those that you can sway.

And third, you also become a competent tactician, logistics expert and administrator - being capable of leading your comrades to victory even against highly unfavorable odds or managing your realm single-handedly if necessary. And while no king rules forever, you now have everything you need to make your reign a good one. Just beware of any time-traveling

assassins, because this does nothing for your personal combat capabilities.

Dollmaker (400) – Do not let the name fool you, this is a rather unique and potent pair of abilities. The first includes the ability to steal the souls of others via a relatively simple technique. All you need is to craft an effigy of your target, affix it with something that has personal importance or close connection to them (like a lock of hair) and then perform a reasonably short incantantion to suck the soul of your target into said effigy to do with as you please afterwards, leaving their body a live but soulless doll. Bear in mind that those of truly extraordinary power or otherworldly nature might resist your pull, but for most this is a guaranteed outcome.

The second ability is complementary to this, as you can animate and control both inanimate objects and soulless beings like puppets on your strings. And yes, this includes the bodies of those whose soul you yourself stole via this perk. Having a grasp on sorcery helps immensely in this regard, as you will find your talent growing to help control larger and more numerous dolls than you would normally. A word of warning however – not all those without a soul will be easy pickings. It is considerably easier to control those without a will of their own, as the more powerful such beings are the more difficult they will be to control and the more attention and effort will be required to keep them subjugated.

Death's Hand (600) – Oh my, have you perhaps made a deal with Mortanius Jumper? For you are now gifted with a rather special necromantic curse only one other has received – though for you it is more of a blessing instead. For all intents and purposes you are no longer flesh and blood, but instead a soul bound to a suit of magically reinforced armor. How is that good news?

For starters you no longer age or require sustenance, sleep or any other biological necessities. You do not tire, do not feel pain and given your new lack of organs are extremely difficult to wound, much less kill. And while your form can still be destroyed the armor guarantees it would require truly great amounts of force for that to happen. In addition your strikes now seem to slide right through cursed flesh, scales or any other form of natural protection enjoyed by supernatural beings. Also, unlike the unfortunate

Malek, you can still touch and feel the world around you, though some of life‘s earthly pleasures might be beyond you for now. This becomes an alt-form after this jump is over.

Vampire Perks

Due to the major differences between post-empire vampires and their more humanoid predecessors, there will be two sub-origins to choose from. The *Urban Predator* should be fairly familiar, reflecting the predominantly city-dwelling vampires that share certain similarities with their counterparts from other worlds.

On the other hand the *Children of Kain* represent a drastic departure from that, representing the more scavenging and physically transformed vampire clans following the civil war and their collective devolution into beasts. Unlike what happened to most such vampires in later eras, your intelligence or sense of reason will thankfully not be diminished in any way should you choose this option.

Keep in mind that both cases are accursed predators no matter their form, the only real difference is that for the latter their predatory nature is more outwardly visible. And while you can be as hedonistic or benevolent as you want under either origin, it will not change what you are – a beast hunting for the blood of others. Better get with the program if you do not want a lot of unnecessary angst in your new unlife. Regardless of your choice shared perks will be discounted to both, while perks from your non-chosen sub-origin will remain at full price.

Vampire Physiology (free, mandatory and exclusive to vampires) - You are faster, stronger and more agile and resilient than any normal man. The passing of time no longer holds sway over you, nor do diseases of any kind. Strangely enough you can still get poisoned, especially from toxic bodily fluids of certain creatures present in this land. Time is on your side here indeed, as you will develop new dark gifts and perhaps even physical mutations, growing stronger where others will turn to dust. Your cursed body also heals itself at a great rate, flesh wounds closing before your eyes and

with enough time even a limb or two might be feasible. Additionally your previous organs have become superfluous, leaving you with only the brain and heart as the truly vital components of your physical form. And it would not be vampirism without powerful fangs and claw-like nails that can tear through flesh like tissue paper.

At the same time you have your share of weaknesses. Fire burns easily through your flesh, water in its liquid form will be quick to dissolve your form (with other forms like steam or snow being merely highly painful) and sunlight will find you searing in agony and greatly diminished in power. And though you can eventually reduce the harmful effects of the sun, it will require a lot of time and exposure. Impalement on a stake or similar means of execution might not kill you outright assuming your heart or brain is not destroyed, but your body will be left paralyzed and your soul will be expelled from it, cursed to wander powerlessly the Spectral Realm forever, unless your physical shell is restored from such a state. Certain artifacts like the Staff of Moebius will also be highly effective against you. And of course there is the bloodthirst that plagues all your kind regardless of their clan or bloodline. Do try to feed on a regular basis if you do not want to start devolving into a feral beast operating solely on instict.

Wilful Progeny (100, free for vampires) – I ask you Jumper, what are children if not one of the greatest treasures a person can ever have, yet also the source of so many headaches. Regardless of your answer this will help mitigate some of the latter. From now on any children of yours, be they blood-related or adopted, will display a powerful sense of loyalty towards you and a tendency to be highly receptive to your words. Even if gripped by madness they will never intentionally harm you and those trying to control their minds against you will find extra resistance then they would otherwise.

Additionally this will also carry over to any beings you create or turn into your kin – like, say, any vampiric progeny of yours. Just be sure not to abuse them too much. For while it will require a whole lot to break their bond with you, this perk is not absolute in effect. Mistreat them at your own risk.

Wolf Among Sheep (200) – It can be seen as strange that, despite all the eras

of pogroms and targeted exterminations led by powerful figures, vampires as a species endured regardless. Perhaps the answer, or at least a part of it, lies within the following ability. In short, it provides the power to temporarily cloak yourself in an illusionary human guise, allowing you to pass unnoticed among them. Feel free to design its specific appearance, especially since each time you use it you can choose a new look.

Bear in mind that due to its illusionary nature this deception will be broken should you attempt hostilities against others, nor will it function if your base form is simply too large to fit within a human frame in the first place. Still, a chance to move about without raising suspicion is sure to come in handy. And if you think that just because you picked the more humanoid vampiric origin you will effortlessly pass through cities, then let me assure you that is not so. Nosgoth is not a place of glittering pale-faced pretty boys but one of monsters instead, both vampiric and otherwise. Should you already be skilled with disguises or impersonating others then the effect of this perk will be further strenghtened, as you will be more likely to avoid giving away anything that might implicate your true nature.

Imperious Gaze (200) – There are times where even a vampire has to rely on humans to do their bidding, so what better way to ensure compliance than complete impose control? With this dark gift you can impose your will upon a nearby human whose eyes meet yours, dominating their mind to become your faithful servants. Those that fail to ward you off will fall under your thrall, obeying their given orders to the best of their abilities and doing whatever you desire short of killing themselves or similarly deadly orders unless your will is already more powerful than theirs by order of magnitudes.

The obvious problem here being that those with strong enough wills can repel such an effort, especially so if they were already expecting such a trick beforehand. That said, the more powerful you are in contrast the more easy it is to establish control. Should the dominated target move too far from you then your control will start to wane, though it will not disappear immediately. Bear in mind that even with a single person under your control they will eventually begin to shake off your control, requiring you to reassert your dominance on a regular basis if you wish to retain them. With time and a lot

of practice you can eventually learn to expand your options, directing entire crowds or even dominating other targets than humans, though those of extraplanar origins will always remain notably harder to control.

Beyond Demiurge (400) – As the Hylden curse wracked the ancient vampires with a predatory bloodthirst and sterility, it was only later that they discovered an even greater consequence. For vampirism tethers the soul to the body and even upon loss of physical form the soul will still linger in the Spectral Realm, rather than submitting to the Wheel of Fate. And while for them it was a source of great despair, the Kainite clan leader Dumah many aeons later that stumbled upon a curious benefit of this power, one now shared by you as well.

Should your body for whatever reason end up paralyzed, comatose or similarly incapacitated, then you can will yourself to separate your soul from the body it assume a purely spiritual existence. From there you will find your spirit no less able to grow in power than before, allowing you to train and grow stronger while you linger as a soul. And if your body is still present in some form then it will keep changing accordingly to reflect your growing might.

You may return to your physical shell anytime you wish, unless prevented from doing so by external circumstances. With enough time and experimentation you will be able to skip the bodily harm requirement entirely, freely exiting or entering your body like it was a convenient flesh suit rather than a necessity. And should your body be destroyed then your force of will shall keep your soul floating in the aether, though unless you have some kind of possession ability then you will be forced to stay in such a state. Should you find yourself stuck in a forced spectral form by the time a jump is over then it will count as a loss and you will be sent home. As a side bonus, thanks to your exposure, your claws and other natural weapons alike can now also rend those with normally incorporeal or otherworldly forms, allowing you a fighting chance even if your soul gets stranded in the Spectram Realm

A final word of caution: The Spectral Realm is home to many horrors that

hunger for souls and some other worlds might have similar or even greater dangers as well. And just because your body is mighty does not mean your spirit is any hardier or more difficult to kill or devour for those with the means. Try not to be emulate Dumah‘s overconfidence and assume that you are beyond reproach just because your soul outlived its host.

Angel of Death (600) – Feeling up for a soul harvest? Because it seems an even darker hunger took root within you Jumper, one that replaced the need for blood with a thirst for souls. And while this might be seen as a curse, you will find that it also has its benefits. To begin with you can devour the souls of those you kill to replenish your vitality and heal all but the most grievous of wounds. Wandering lost souls can be similarly sucked up to replenish your strength. Even those that would have the means to resist can be devoured, though you will need to either destroy their physical bodies or disperse their ethereal form first, whichever is applicable. But that is only the beginning.

Anytime you slay a particularly powerful or unique foe you can absorb a part of their essence, bestowing upon you their abilities in the process. The only condition here is that said powers cannot come from some external source but must be native to the individual in question. Unlike the more physically-oriented version perfected by the Melchahim you are not dependent upon any existing body parts to keep the benefits. What you assimilate is yours forever and nothing can take that away.

Keep in mind that this does nothing for what would pass as mooks or fairly common adversaries – you could hunt an entire vampire clan to extinction and get absolute nowhere, save make a certain ~~god~~ parasite pleased. But reap their ancient founder or hunt down a member with a one of a kind power and you will find your repertoire of powers growing, their strengths added to yours.

Urban Predator perks

Shallow Glamor (100) – It is an open secret that beautiful people get away with more than those less gifted in terms of appearance. So what better way to hide one‘s nature as a wolf among the sheep than by being too good

looking to suspect? The purpose of this perk is thus twofold. First it provides a slight boost to your beauty. More importantly however it ensures that people will be more likely to overlook any oddities that you might possess the more beautiful you are, at least to a point.

Having an unnaturally pale skin? Merely an inborn defect or a family curse, nothing to worry about. Never seen eating and going out only after dark? Clearly you are merely a person of small appetite who values their privacy. Keep in mind that there is only so much this can cover, so if you become too blatant and tear someone apart with your bare hands in public then there is no helping there. Should you be of clearly monstrous origins then you will have to find alternate means of disguise, though this perks extends to any such means that hide your true form. Also worth noting is that this does not help with actual stealth, so if you want to pass around unseen you will have to look elsewhere to help with that.

Phantom of Meridian (200) – Although less disturbing to look at than their later degenerate brethren, the vampires of previous eras were no less predatory in nature. And while lacking in some of their physical traits, they had other advantages instead. And now so do you, as shown by the following dark gifts.

First, similarly to the traitorous Sebastian, your body and reflexes become so finely tuned that you could move at great speeds, barely a blur for most people and that is just the starting point. Dodging bullets can become trivial if you continue to improve, as will other similar feats. Next is the gift of, well, jumping good. While that might seem underwhelming, let me know if your prey finds it amusing once they see your leaps covering entire streets worth of distance in an instant.

The last blessing bestowed by this perk allows you to better channel your rage, turning it into a means to aid you in combat. Every time you get hit in a fight your blows will carry just a bit more force than they should, gradually increasing the more damage you sustain. Once the fight is over this benefit will go away, but in a pinch even a bit of extra power can go a long way.

Mark of Ascendancy (400) – Can you not feel it Jumper? How the shackles of humanity are slowly dissolving and you are slowly becoming something much more. Your innate abilities have grown more numerous, turning you into a veritable font of power. To start with there are the three expected transformation abilities: Turning into a wolf allows for maneuverability, turning into a cloud of mist allows you to teleport or evade damage and turning into a swarm of bats will allow you to travel long distances in a fraction of the time it would take on foot. And with enough time and experimentation you could theoretically imbue these abilities with an extra trait, such as turning your mist form poisonous.

But hold, for there is more to come! A truly rare ability among vampires – shared only by the unfortunate Magnus - has taken root within you, that being the power of pyrokinesis. Although somewhat exhausting to use at first, this is sure to give you an edge against your vampire peers. Just be careful about not setting yourself on fire, that would be embarrassing.

Flesh of Fallen Angels (600) – How is this possible? How can there suddenly be two, where there was only one before. You see Jumper, by taking this option you have become something much more than just another vampire. Instead of being a former human you are now one of the lost ancients, kin to the legendary Janos Audron himself, with black angelic wings, blue skin and breathtaking appearance. But flight and inhumane beauty are merely the beginning.

To begin with you will now find some of your innate weaknesses reduced in potency. Water will merely hurt severely instead of melting your flesh outright, fire will find you no more affected than any human would be and sunlight is no longer an enemy of yours. Your blood thirst and sterility however remain untouched. Second, your magical capabilities have been increased to an extent, granting a measure of extra power to even the most basic of spells.

And lastly you now have the gift of prophecy – although mostly vague in their form, you shall receive occasional flashes of future events destined to happen. And though it is up to you to make sense of them, a brief glimpse of

the future can certainly be of use to those able to correctly interpret them. Just remember that there is a great difference between *how* things will happen and *what* will happen – and that the latter is considerably less flexible than the former. Above all else heed these words: History abhors a paradox.

Children of Kain perks

Nocturnal Scavenger (100) – Unlike the older generations that were around at the height of Kain‘s empire, you do not have the luxury of easily available human livestock to feed on. Even worse, what few humans still remain are likely to be on the lookout for your kind, having been forced to adapt by the harsh conditions. So to help you get around that this perk offers two benefits.

For starters, you become highly adept at approaching your prey undetected, knowing how to use the shadows to better hide your approach, how to make sure your movements do not cause unnecessary noise and so forth. Secondly, the scarcity also helped you learn how to better keep your hunger in check, allowing you to go for longer times without feeding and not get overwhelmed by hunger. Keep in mind that this does not diminish how much you actually need to feed at all, so when the time comes you will need to drink more to make up for the difference. Still, being able to keep a clear head despite being wracked by starvation can make all the difference between self-preservation and destruction.

First Step to Perfection (200) - As time went on the vampire progeny of Kain‘s lieutenants began developing unique powers of their own, thus further distancing themselves from their humanoid roots. Choose one of the six clans (the Razielim being unavailable due to their extermination) below per purchase to receive a pair of abilities reflective of said clan‘s gifts. The only caveat here is that each purchase will also see you developing physical mutations roughly corresponding to your clan choice, though the specifics are up to you. It does not have to be quite as bad as the deformities shown by the devolved clan members, but you will have to show *some* kind of physical transformation.

I) Dumah - Your tongue can now elongate to up to several meters from your

body, becoming just as strong as your claws or fangs and allowing you to drink blood directly through it. And yes, it is fully prehensile. In addition you have learned how to adjust any armor or weapons you own (including those purchased in this jump) to fit even your newly mutated self, resulting in no loss of functionality.

II) Melchiah – You can pass through solid obstacles, though depending on how much free space you have to work with the time required to do so will change. Prison bars would take mere seconds, whereas something like a keyhole would require several minutes of concentrated effort. Keep in mind that you cannot pass where there is not even a bit of room to pass through. In addition you can freely burrow into the ground and remain there indefinitely, being able to roughly sense the immediate area and exit from it in a moment‘s notice. Once underground you may also choose to dig through it with your claws like a mole, though it will be a slow process and unless you are already strong enough to dig through them then stone and other hard materials will stop any such advances.

III) Zephon - You can spin webs like a spider, allowing you to create elaborate traps and ambushes, as well as cocconing prey for later consumption. You can sense any vibration transmitted through your threads as well, alerting you to any contact. Just beware of fire, as your webs burn all too easily. Secondly, you can now climb any surfaces that allow even the slightest bit of purchase with the same amount of ease that you can walk, allowing you to traverse walls or ceilings without loss of speed.

IV) Rahab – Your sense of smell has become greatly enhanced when it comes to finding prey, allowing you to smell even a few drops of blood from a mile away. This will never disorient you in any way. You also gain a high precision spitting attack that will never damage yourself when used. Normally this would default to water, but it can be anything that you can already produce in some capacity (so for example if you also purchased Zephon then you could spit webs over great distances).

V) Turel – Your hearing has now become truly exceptional, granting you echolocation, enabling you to hear even frequencies outside of the human

spectrum and also being able to operate even in total darkness without issue. The second gift is the power of telekinesis, though it will start off incredibly weak and just like any muscle will need to be trained extensively if you want to start tossing people across the room.

Second Gestation (400) - Another marked departure from the later vampire‘s human origins was the odd ability to pupate between their stages of evolution. And now you can do a similar trick, only better. At any time when you are injured but not immediately killed you can spend a few dedicated minutes to construct a natural cocoon to retreat into. As long as you remain inside such a shelter you will find your wounds closing at even greater speeds than before and your natural regeneration will go into overdrive, healing even grievous wounds in a fraction of the time it would normally take - provided you remain still for the duration.

The pupa will provide complete environmental isolation from the world outside, but while certainly durable it is not impervious to damage either and should it be breached you will be forcibly ejected with your resting place with any unhealed wounds still in effect. The overall strength of your cocoon‘s walls scales with your overall power, but unless you are already on the verge of divinity it should still be possible for a great enough concentrated effort to break through. And yes, you can create such a pupa even when not injured if you are in need of a place to hide from the sun or just desire a quiet retreat from the world.

A Limitation Overcome (600) – Evolution is a curious thing, one that seems to favor you above your peers it seems. Pick one of the aforementioned vampire weaknesses per purchase. You have developed a complete immunity to it, all at the cost of being obviously more monstrous in appearance – a small prize to pay I‘m sure.

Picking water might see you develop fish-like scales and webbed limbs similar to the Rahabim, or perhaps some other form of aquatic adaptation should you so desire. Alternatively, should you choose impalement (or physical damage in general) instead, you will instead grow a powerful carapace over most of your body that is incredibly resistant to damage and

yet will not hamper your mobility in any way. And while none have demonstrated immunity to fire, feel free to make up your own appropriate mutation that trades weakness for physical transformation. Immunity to sun‘s harmful touch is something you could eventually develop on your own, but purchasing it here guarantees you begin with it already fully developed. Sadly there is no cure for blood thirst, as that is something you will have to contend with for your entire time here.

If none of the above is to your liking then there is one other possibility. For just like the Melchahim you have discovered a way to graft body parts of other beings onto your own and have them working with no loss of functionality. On top of that said parts retain any unique powers of their original owners, which you can use just as well as they could so long as you retain said body parts. And though you will start looking like a patchwork abberation (design up to you, as long as it is sufficiently unsettling), with enough experimentation you might be able to make the grafts seem seamless, turn your monstrous form into one of exquisite beauty (provided you find suitable donors) and even apply what you have learned to combine together your alt-forms for similar benefits. Bear in mind that on its own this does not magically compress or compact the individual parts involved, so I hope you have a solution for that.

Hylden Perks

Hylden Physiology (free, mandatory and exclusive to Hylden) – For the duration of your time here your base form will be that of a demonic gaunt humanoid with sickly gray skin, prominent head-crest and eyes blazing with unearthly green fire. At your base level your physical might is comparable to a fledgling vampire but with none of their weaknesses to set you back.

In addition, as a result of your origin, you will find yourself gaining an innate resistance to undesired supernatural transformation effects, reflecting your race‘s long going struggle against the twisting chaos of the Demon Realm. It should be noted that this is not a complete immunity and powerful enough forces can still warp you even further if sufficiently powerful. And lastly you start with some fundamental understanding of magical energies, as your race

had a *lot* of time to practice without suffering from the losses sustained by both humans and vampires alike.

Veil of Secrecy (100) – There are times where you have to play the long game and what better way to do it than assuming the identity of someone else? With this you now have a considerable talent for deception, especially prominent for impersonating others. The more you know about your mark the better and more accurately you can present yourself, but even with second-hand knowledge you can be pretty convincing, especially if those that would know the difference are no longer around to call you out.

With enough insight into your target you may effectively play their part indefinitely with only direct supernatural means capable of revealing your true nature – or unless you deliberately end the charade yourself of course. And to make sure you can stay ahead of the game you are also remarkably good at covering your tracks, hiding any signs of your hidden hand in events and letting others suffer the consequences while you laugh in the background.

Power of Glyphs (200) – Strange, is it not? How for most of its existence Nosgoth was a world stuck in Medieval stasis, only for the city of Meridian to develop things like subways and factories. The answer lies within the strange blend of technology and sorcery devised by the Hylden, which enable the creation technology powered by magical energies.

From light sources to bombs, the sky is the limit here. And now you too are privy to such secrets, knowing how to apply them and with enough trial and error even improve upon them. Bear in mind that the grander your designs the more complex, resource costly and time-consuming will such projects be. Still, a chance for your own industrial revolution is nothing to scoff at, assuming you can put your new knowledge to work. As a side bonus, should you develop offensive or defensive means of using glyphs, you will find their power being greatly effective on vampires and other undead creatures in general.

Imprisoned No More (400) – Unbeknowns to most, the Pillars of Nosgoth were originally raised as the lock that imprisoned the Hylden in their prison

dimension, tying the state of the world to that of their bars. And yet even this powerful banishment could not contain them forever, as their lord found a way out of their imprisonment to laid the groundwork for their return. And now you share this power as well.

No matter the prison, supernatural binding or any other means of containing you, they will all fail to keep you in check. Regardless of their power, just by holding you their power will start to wane until even the strongest of cells will crumble to allow you passage, spells will unravel, even barriers between dimensions will grow thin enough to allow you passage through.

Lord of the Fallen (600) - As the Hylden‘s forced exile into hell ravaged their bodies, a new need arose for ways in which to influence the Material plane, one made possible through the forced possession and manipulation of others. This power is now yours as well. At any time you may abandon your physical form and attempt to possess the bodies of others, living or otherwise.

Mere corpses, creatures of limited sentience or mindless undead will require no real effort, being empty vessels for you to fill. From there it becomes a bit more difficult, as those possessing a will of their own will first have to be mentally subdued in a battle of wills before you can take them over. As a general rule the more powerful a being is the more trouble they will give you – a normal human would have almost no chance of resisting, but something like, say, the last of the ancient vampires? Except them to fight you every step of the way and their complete domination to require extensive time and energy. Hope you have been stacking up on willpower perks!

Should you prevail then you will find yourself in full control of the victim‘s body, freely able to use both all of their powers and your own at the same time. And assuming they have the capacity for such you can also freely browse through their memories and knowledge, assuming you continue to keep the host in check. If however you lose the initial mental battle then you will find the roles reversed with the supposed victim now taking *you* over instead. And if you are still stuck as such by the time the jump ends then it counts as an automatic failure and you will be sent home.

But this perk does not end with just possession. Once you achieve complete control of whatever vessel you desire you can also start physically transforming them, twisting flesh and bone until they suit your purposes. The fastest and most easy of transformations would be into a duplicate of your own form, but with time and experimentation you can unlock much more than that. A word of caution however – the weaker the vessel is to you the greater the strain from containing all your might will be and if you push it too far it will give out on you and die. In addition you can only ever possess one being at any given time, at least with this perk alone.

Companions

Feeling lonely in your travels? It is an understandable sentiment, given the bleak setting. If you wish for company in what might otherwise be a solitary route, look no further.

Canon Companion (100/50/variable) – Is it familiarity that you seek? Far be it for me to stop you. Normally this would default to 100 per character, but why not make it a bit more interesting? If said character is someone that is connected to your race, for example one of the Circle members for humans or Janos Audron for vampires, then you may discount them. In a similar vein, if you manage to form a strong enough bond with someone, you may discount them as well. And should someone be eligible for both discounts you may take them for free instead. Or you can just pay the full price if that sounds like too much of an annoyance, which is not that different from kidnapping them, but I am sure you can handle that.

Sadly both Kain and Raziel cannot be discounted this way, as they are both notably powerful and strongly tied to the fate of Nosgoth itself, requiring the full price to tear them away from their destinies. The only one not not eligible for recruitment at all is the ~~Elder God~~ giant squid. That old parasite can stay right here, preferably buried underneath a mountain of rubble till the end of time itself.

Import Companion (50) – Ah, but what if you already have someone by your side? Then by all means, for 50 CP per companion you may bring them

along. This would grant them an origin regardless of its starting cost, along with 800 CP to spend on perks and items. You may also create a new companion for the same price.

Clan Jumper (200) – If by chance you already have a greater number of compatriots by your side then you can use this option to instead import 8 companions at once.

The Priestess (100, discount vampire) – You would think that vampires as predators upon mankind would be feared and reviled by them in turn. For most that would be correct, but there are always some who become lured by the promise of immortality or simply submit in order to save their own skin, forming cults that assist their vampire masters in the shadows. This young attractive woman is one such devotee, sworn her eternal service to you in particular. And unlike some her vow was meant in complete seriousness.

Possessing an unwavering loyalty, she is is prepared to do anything you might require. This is helped by her surprisingly decent grasp of sorcery (for a self taught novice anyway) and she is not half bad with a blade, though far from actual mastery in either. Given the chance she could easily form a cult of loyal followers around you, all the better to serve and protect you of course. For an extra 100 CP she would gain both a greater affinity for mind magic and gain the hypnotic voice quality, as detailed under the *Deceiver and Eternal Gamester* perk. If for whatever reason you decided a male equivalent was preferable you may have such a version instead.

The Prophet (100, discount Hylden) – Although most Hylden seek dominion over the lands and the extermination of the other two races, there are a few exceptions – and this individual is one of them. This winged elderly Hylden is effectively an exile, having to hide in the swamps like a hermit to escape persecution from his own people. Although a bit distant at first they would nonetheless welcome a chance to see more of the world, both this one and otherwise. And even if you are not a Hylden yourself they will still try to get along, though expect a lot of snark along the way if you are a vampire.

As their title might indicate they have a gift for predicting the future and tend

to be eerily accurate in their predictions, assuming you can decipher them that is. And like the other Hylden he has an instinctual grasp on magic as well, though his exile has made his skills a bit rusty. For extra 100 CP he will gain a much greater talent in magic, as if having the fully upgraded Sorcerer‘s Apprentice perk (with an affinity of your choice) and will also boast a fairly advanced familiarity with the Glyph technology pioneered by his race. Perhaps he was once a pioneer of the art?

The Black Knight (100, discount human) – How strange. Similar to Malek, this was once a person whose soul got fused into a set of armor (though his is considerably darker, similar to the Wraith Armor), but unlike him they have long since forgotten why or even who they were whilst alive. Rather than becoming obsessed they decided to wander the land and upon meeting you decided to swear their allegiance to you. I wonder what it is within you that moved their non-existent heart? Either way no need to worry about them changing their mind later, they will stay your loyal knight no matter what you choose to do.

Possessing of a surprisingly deep voice and mastery with a blade, they make for a loyal guardian and a terrifying enforcer of your will. For whatever reason they seem to have an odd fondness of strangling the life out of whoever annoys you or them. Thankfully they do have enough sense to know when to keep such urges in check so no worries about them killing someone you need alive. For extra 100 CP their weapon will now become wreathed in unearthly flame and they will gain a developing talent for Telekinesis and for channeling their wrath into extra power in battle, similar to the option under the *Phantom of Meridian* perk.

Items

All races receive an additional 500 CP stipend that can be used only for this section.

Weapons

Iron Sword (50) – Forged by the legendary Seriolli, this iron weapon will never dull, chip or rust. And no matter how strong you will become this weapon will scale to retain its lethal capability. Its default form is that of a longsword, but feel free to pick any other plausible weapon, as per the *Riddle of Steel* perk rules.

Spiked Mace (100) – Why is this its own choice you ask? Especially since it has the same scaling and durability as the iron sword? Two reasons actually. For one it is imbued with a subtle enchantment that delivers a nasty but short lived shock to your opponents. Assuming they survive being hit you will thus find it easier to feed on them, should you be so inclined. And second it is also remarkably good at smashing stone, which will extend to any creatures made from it like golems. Why is a spiked mace a good instrument against stone you ask? Just don‘t, I have no idea either.

Havoc and Malice (100) – Does being a lumberjack appeal to you Jumper? With these twin axes it just might I wager, for they are very good at doing just that. Be it trees or people (and especially tree people), they cut through them all with impunity, never dulling or chipping and just like the Iron Sword scale with your own strength. And just for the fun of it they cut extra well through plant-related creatures like Ents or dryads, even if you are unlikely to encounter such beings here. Their only drawback is requiring both hands to wield and thus casting spells is probably impossible whilst swinging them both around. Unless you can somehow get around that? Cutting through stone is also inadvisable.

Flaming Sword (150) – What better instrument of death than one that burns away all in your path? Upon purchase either import an eligible weapon or if you bought the other sword weapon options in this section above you may

freely merge the two. If neither is appealing you may consider it a separate item. No matter your choice, the weapon in question is now imbued with the elemental power of fire, scorching those it is turned against. Particularly useful against the undead. You can also control what it slices or burns, preventing you from unintentionally harming allies or even yourself with the weapon. Just be careful not to burn your food to cinders with it, as it burns a bit too well in that regard.

The Soul Reaver (variable/special) – Let us cut straight to the chase, we both knew this one was going to be here somewhere. Originally forged by Vorador and then enchanted up from pommel to tip by Janos and his peers in days long past, this Flamberge with a serpentine blade is a mighty instrument of death indeed. And while normally found in the hands of Kain and Raziel (it is complicated), purchasing it will give you your own copy of this most esteemed of swords. First, the general overview.

In its base form the Reaver is a soul-devouring weapon. As such capable of permanently slaying even the mightiest of creatures, for few can ever defend their very souls. It is also virtually indestructible, with its only weakness being its own self – the Reaver cannot harm its own soul. As such I would very much advise against using it on Raziel, it was enough of a mess the first time around when that happened. Just trust me on this one. But that is just the beginning. Choose one version of the blade, whether Material or Wraith. While both are equally deadly, there is a difference between the two – the Material one carves through flesh, while the Wraith blade also slices the incorporeal, such as the many foes lurking in the Spectral Realm. In such base states the Material Reaver is worth at 300 CP and the Wraith Reaver 400 respectively. But we are not done yet. Each version of the sword can be upgraded with a host of powers on top of its already formidable might. And provided you keep the blade sufficiently fed its power will be at your full disposal, though each such usage drains the blade and will need a healthy helping of souls to keep going on for a prolonged period of time.

The Material Reaver if upgraded this way will become remarkably good at dispelling supernatural barriers, as well as gaining access to the four following emblems: Flame will both wreathe the blade in blazing hot flames

and boost any pyrokinetic or fire-related ability you have or will come to have. It can also temporarily throw your enemies into a fit of blind rage, making them attack the closest thing to them. Dimension will make the blade‘s strike be shared not just by its immediate target but also by other nearby foes as well. On top of that it will also any improve teleportation ability you might have, making it almost effortless to use. Lightning will make the blade arc with electricity that will jump from one foe to the next if they are close enough, as well as enabling you to call down bolts of lightning from the heavens. And lastly the Time emblem will slow down the movements of those it hits and in an emergency it can for a little while slow down time for all enemies around you. Thus upgraded the Reaver would be worth **extra** 300 CP, bringing it up to 600.

The Wraith Reaver has an even longer list of enhancements, being imbued with the following elements: Light, Dark, Fire, Air, Water and Earth. Each can call upon powers associated with their element, such as Dark cloaking you to provide temporary invisibility or Water encasing your enemies in ice. I am sure you can imagine all the possibilities yourself. Given all that it will be worth **another** 400 Cp. It should be noted that in theory upgrades it might be possible to find upgrades for either Reaver on your own in Nosgoth, but it would take a very long time even with supernatural assistance, to say nothing of any possible guardians still in place at each location holding a part of the power-up.

If by chance you purchased both upgraded forms you will find them fusing together to form the Spirit Reaver at no further cost, becoming even more powerful as it retains all abilities from both forms while also giving you a new one: *Purified Sight*. Now your eyes are truly open and what you can see you can also kill. Illusions, invisibility, shape shifting or even hiding one‘s body on another plane? It does not matter, you can see through all of that and then some. At this level there is truly nothing the Reaver cannot kill, with gods and even the most powerful of eldritch horrors alike falling before your sword without exception – though of course if you are not able to compete with such beings on equal footing you might get killed before you get the chance to try your shiny new toy out. Still, if you hit something enough times with this weapon it will die, be it the lowest peasant or a primordial horror

from beyond the stars, the blade sliding through their bodies with no resistance and then devouring their souls to usher them into oblivion.

On a parting note, if you find the cost for the Soul Reaver too high to bear, there is one possibility to get it at a lower price, though it will be a gamble with your own soul on the line. Are you sure this is what you wish? The prize is a great, but the cost of failing even greater. If you still feel up for it then you may discount the final cost of your Soul Reaver purchase in exchange for taking the *Jumper of Melnibone* drawback with no CP reward.

Armor

Those who purchased *Death's Hand* may choose any armor purchased here to be their chosen vessel.

Iron Armor (50) – Although it might seem ordinary, this set of plate armor was borne from hellfire and tempered by magical energies. This ensures that it is considerably more durable than it would normally be, immune to to the passage of time and also provides a measure of protection against fire.

Bone Armor (50) – Although made from the bones of dead humans this set of armor is no less functional or durable than its iron counterpart. While lacking the protection against flames, it has a peculiar quality of its own. Whilst wearing it unintelligent undead will ignore your presence and will not attack you unless directed to do so by an outside force or unless attacked first.

Flesh Armor (50) – Wrought with the blood of noblemen, this sinister armor automatically absorbs any blood spilled onto it, transferring it to you. Useful for vampires, somewhat less so for others. Note that blood from less conventional sources like Xenomorphs might end up damaging you or worse instead. For extra 50 CP this problem will be solved and the armor will only absorb that which would be beneficial to you.

Wraith Armor (150) – Tempered in the seething agony of tortured souls, this jet-black set protects its wearer not only from conventional harm but also from more ethereal threats. Spectres and other incorporeal enemies will find

their blows halted where every other armor would allow passage. Highly useful if you ever end up trapped in the Spectral Realm. In addition, whenever you are struck you may choose to let half the force transfer over to your magical reserves to lessen the damage, though this might eat through your inner reserves rather quickly if you are not a magical powerhouse already.

Chaos Armor (200) – This demonic looking set boasts perhaps the greatest ability of all: Anyone that strikes its wearer will be hit back with the equal amount of force. Note that this does not diminish whatever damage you receive, it simply guarantees that your enemies will have to bear the force of their attacks as well.

Pillar Tokens

Humans may choose two of the following items at a discount, as they did originally belong to human guardians of the Pillars and somehow found their way into your hands afterwards. To avoid having leftover CP round down the discount to the nearest acceptable unit – for example 250 would become 100 or 150 would become 50).

Dejoule's Insulating Cloak (50, free human) – This dark gray hooded cloak might not look like much, but it is not without its own blessing. So long as you wear it you will find your powers safely regulated to levels where it will be impossible to accidentally harm others or even yourself. And should the need arise this property can be temporarily empowered, preventing your energies from leaking out at all and allowing you to pose as an ordinary traveler.

Anacrothe's Alchemical Scales (100) - Have you by chance met Van Hohenheim yet Jumper? Or perhaps Cagliostro? This would make a good conversation piece when you do. For these scales are invaluable not just for precise measurements of substances. Any and all alchemy that you can do will find itself boosted in potency, yielding greater results even in sub-par working conditions. The only thing they cannot do is make you incapable of error, so if your experiment backfires the failure will be all the greater.

Nupraptor's Head (100) - Could not happen to a nicer fellow. This now shrunken head with its eyes and mouth sewn shut provides a relatively straightforward boon. Any curses or effects of similar nature performed by you will be not only somewhat strengthened in power but will become perpetual in nature, lingering even millennia after your departure. Do not pity its former owner, the disgusting degenerate played a major role in sending Nosgoth down its death spiral.

Malek's Helmet (150) – This helmet, adorned with the braided hair torn from the victims of its original owner, holds a simple yet deceptively effective power. When in battle you will see your mental discipline and focus sharpened to their absolute peak and beyond, allowing you to fully concentrate on eliminating your foes. No taunts or mind-games will move you, nor will you slip and make a mistake due to any fault of yours. You could be a revenge-obsessed revenant and still face your hated nemesis with a mind clear of all unnecessary baggage. Supernatural attempts to read or influence your mind will also find it a bit more difficult to find purchase as long as the helmet remains on your head.

Bane's Antler Headdress (150) – How appropriate for the guardian of nature to wear a deer skull on his head. Yet despite its grisly appearance the wearer will find mundane animals of all kinds acting friendly and towards them. If it is within their capabilities they will aid you and unless compelled by supernatural means will never attack you either. You may also communicate with them without issue, though do not expect them to be great conversation partners. And should you call upon them then they will even come to your aid in battle, assuming they can get to you in time. Probably the closest you can get to being a Disney princess in Nosgoth.

Azimuth's Eye (250) – Now this is an interesting one. This powerful item, appearing like a demonic red eye surrounded by a bit of leathery skin and set in a small metal rhombus, allows one to peer into other planes of existence and communicate with their inhabitants. Invaluable to summoners and scholars of alien realms alike. Be aware that the more powerful entities of such realms might also be capable of *looking back*, so exercise caution if you

value your continued existence. Say, did that eye just blink at you? I hope not.

Mortanius's Death Orb (300) - Despite its ominous appearance, this trinket is rather benevolent in its effects. For starters it provides a boost to resistance against corruption and madness effects as long as it remains on your person. Vampires owning this trinket will find their hunger for blood lessened, allowing them to go on longer without feeding. And finally, as per its name, it empowers any necromancy spells or powers used by its owner.

Moebius's Hourglass (400) – Ever met Kaileena Jumper? I am sure she might have something to say about knowing the future being a curse in its own way. But no matter, I am sure you know what you are doing. What this item does is simple – twice per Jump you may use this special hourglass and pose a question regarding an event of your choosing to the sands of time, regardless if said event concerns the past or the future. If you do not know the event in question you may with clever wording arrive at the same or at least close enough result, so choose your words carefully. You will see in full detail how something destined to happen will occur or alternatively what did happen, no falsehoods or deceptions involved. Whether knowing the truth is a curse or blessing is another matter.

There is however one caveat to note – the sands do not account for your own presence. What you will see is how things happened or how things will happen without any personal involvement on your part. And if you happen to arrive in a setting where fate holds less sway than in Nosgoth you will end up seeing what would normally be the established canon version of events. What you do with said knowledge is up to you, just do *not* open or break the hourglass no matter what happens, for your own sake. The results would not be pretty. But if you do choose to ignore my warnings and do so anyway then congratulations, you are now the proud owner of the *Hunted by Infinity* drawback for absolutely no CP reward! Better scroll down to see what fun awaits you, but I can guarantee at least one of us will enjoy this.

General Items

Ozar Midrashim (free) – It would not be Legacy of Kain without its many iconic tunes. And to make sure you do not miss out, you now possess a copy of any and all soundtracks that ever occurred in the franchise, always available at any device you might use to play music.

Anti-Toxin (50) – No matter what race you are in this place, chances are that you might get poisoned at some point, no matter if it is from an assassin‘s blade or from drinking something you really should not partake in. This small bottle will help with that, instantly cleansing your body of any poisons, infections and similar afflictions that might plague you. It has enough for three doses which replenish daily.

Vorador‘s Signet Ring (100, one free for vampire) - The power of this ring is fairly straightforward but effective. Simply put it allows you to summon one person to your side instantly, as long as they themselves willingly agreed to such a thing beforehand. The ring is keyed to only one person at a time and will have to be attuned to a new target if you want to change who you call upon.

And yes, assuming you are on friendly terms with him you can summon the big man himself. This can carry even into future worlds if you parted on good terms, though unless imported as a companion it will only summon a temporary duplicate for a few hours, after which it will require a full week to recharge. This item can be purchased multiple times if you want to retain both Vorador and the ability to summon someone else, but you can only have one ring bound to the vampire patriarch. Just try not to look too closely what the ring is made from will you?

Energy Bank (100) – Ever had that moment when just a bit more magical energy could mean the difference between life and death? Well with this you might find to easier to deal with that at least. What it does is fairly simple, it grants you a reservoir of unlimited magical energy at your disposal...for about five seconds. Then it stops and instead will immediately absorb up any magical energy you might still have in you, leaving you drained and tired.

This will never kill you or permanently hamper your ability to use magic unless you end up overusing it left and right.

Flay (100) – Ever wanted someone to really suffer? Well look no further. When unleashed this curious item sends off a pair of whirling energy bolts that home in on a nearby enemy of your choice and try to eviscerate them upon impact, tearing away entire chunks of flesh even upon a glancing hit. And though the projectiles can be dodged or deflected, those thinking themselves clever by blocking them will be in for a gruesome and highly messy surprise...though usually not for long. Obviously ineffective against those lacking flesh to begin with. Though one has to wonder why this was not made into a spell instead.

Spirit Forge (150) - What‘re ya buying stranger? Sometime during your stay here you will stumble upon the eerie shop of the reclusive wraith smith. Should you be willing to pay the creature a bit of your blood as the one time entrance fee it will allow you access to its wares, which include rare or difficult to find items and materials of all sorts. And what they do not have they can create, provided they get paid their due. Despite both the sanctum‘s sinister architecture and the monstrous appearance of its master, you will never be refused or cheated in any deal you make here no matter your race or creed.

To make things even better the forge will follow you to other worlds, updating its inventory accordingly while still retaining those it had before. The entrance can be found either in your Warehouse or in some hard to reach place in the world, whichever suits you more. As for the price asked, well...the shop crafts its items from the wayward souls of others and I am sure you can see where this is going. Their wares will always be guaranteed to have something useful or desirable, assuming you do not mind paying with the lives of others.

Putrescence (150) – Somewhat similar to *Flay*, this artifact is perhaps even messier in effect. Though it produces only one projectile at a time, those hit will find themselves afflicted with a vile flesh-eating toxin that will immediately start rotting their bodies. And should they die from it they will

dissolve into a large puddle of contaminated flesh, which can upon contact poison others and thus spread death even further. Fun for the whole family!

Spell Collection (200, discounted for *Sorcerer's Apprentice*) – Ah, but you want your fix of death and destruction now rather than later eh? Very well then. This grants you the knowledge of all spells that Kain used in his fledgling days, ranging from the perhaps familiar ones like *Sanctuary* and *Lightning* to more exotic additions like *Spirit Wrack* and *Control Mind*. Although you could have theoretically discovered them on your own this guarantees immediate fiat-backed knowledge, sparing you the need to look for suitable teachers. Considering this is Nosgoth they would probably be dead, insane or possessed by a hostile presence anyway. Bear in mind that powerful spells can be quite taxing on the mind, so try to pace yourself.

Implosion (200) – The third and final in the series of murderous projectile items for fun and profit, as well as easily the most deadly. Although not having the homing properties and possessing a lower speed than the other two, it more than makes up for it in sheer potency. Whoever gets hit by this will rapidly compress until they burst like a bloody bubble of gore and crushed bone shards, sending pieces flying everywhere. Only the most powerful in any given world will be able to resist the powerful force of this artifact while still taking a measure of damage, though someone like a genuine deity might be be able to shrug this off without issue unless you are already more powerful by comparison. Do mind the mess...or not if you are the sort to like your decor with a bit of fresh paint.

Vorador's Mansion (200, discount vampire) – If you ever wanted to combine opulence and seclusion, look no further. This enormous mansion, a copy of the one currently nestled deep within the swampy heart of the Black Forest, now counts you as its owner. Filled with lavish furniture and precious art pieces, this giant structure also has its own catacombs, water reservoir and garden. It also houses a giant library where you can discover books on various subjects, including historical records that most likely have been long since lost or destroyed everywhere else and books on magical theory, giving anyone interested in the craft a good starting point.

There is also the local equivalent of a panic room warded off by magic and hidden behind a strong stone slab, in case you needed someplace to hold a last stand. And it would not be complete without a fully stocked larder – at your discretion it can be full of either human captives to feed on, a more conventional version or a hybrid between the two that has a bit of both, allowing you to satisfy guests of various sorts. It all restocks so no need to hold back. The entire place is looked after by a staff of ghostly servitors, so do not worry about maintenance. This place can be placed anywhere you wish when you enter a new world, but will usually default to someplace quiet and out of the way. And if it does come under siege it houses six stone golems to repel invaders, though keep in mind that while powerful and durable their slow moving speed can leave them vulnerable to more intelligent foes.

Malek's Bastion (300, discount human) – Where the mansion was build with comfort in mind, this place was designed as a veritable fortress where only the most foolish would dare enter. Located on top of an enormous mountain where the snow remains throughout the entire year and usually surrounded by a raging blizzard, the bastion is a glorified death trap to trespassers, with various deadly traps located all throughout the building and wrathful ghosts patrolling its ramparts. Most humans would freeze to death in short order even before being stopped by one of the other hazards. So what is the value in such a place you might ask?

Aside from being a well defended and hidden hideout this place also houses a secret factory underneath it, one powered by magical energy, that slowly but continuously assembles and churns out mechanical soldiers in the form of animated armor. Don't ask me where it gets the materials. And though they would be more effective if they had souls bound to them or were through some other means made more intelligent, even at their base level these automatons are reasonably strong if not particularly bright fighters with an unquestionable loyalty towards their owner – that being you by the way. Given their ever growing numbers and casual indifference to concepts like fear, hunger or pain, this slowly but ceaselessly growing army will be sure to strike fear into the hearts of those that oppose you. Hope you got that evil laugh ready.

Nexus Stone (400, discount Hylden) - This ancient relic, appearing as a large cyan mounted on a gold heart-shaped ornament, is host to several abilities. First and perhaps foremost, as long as you wear it you are protected from the Soul Reaver, allowing you to ignore harm presented by the blade and its hunger for souls entirely. In future Jumps this will extend even further and become a literal shield around your soul, preventing it from being damaged, taken or devoured by outside threats as long as the item remains in your possession. Of course if you end up gulping down a soul that takes you over or wield a sentient weapon that ends up enslaving you then know that both can happen, as they are internal threats rather than external.

The stone is also a potent conduit for powers manipulating dimensions, making it much easier and less energy intensive to open portals even across different planes of existence, as long as the dimensions exist in a shared setting. Particularly useful for prospective summoners, but anyone magically inclined might find a use for it. Sadly opening portals between galaxies or previous worlds you visited is beyond it. And finally once per Jump you may choose to close any one portal or tear in dimensions that you encounter by tossing the item through to the other side. No matter its power or that of its original maker, it *will* close, no ifs or buts. Unfortunately that would also mean that you lose access to the item and its other powers until the start of the next Jump, where you will find the stone returned to your possession.

Staff of Moebius (400, discount human) – Admittedly the Sarafan did have a rather major advantage in their vampire genocide, that being this relic loaned to them by the treacherous time streamer. This item, appearing as a staff with a giant snake coiled around it, is essentially a cheat item against vampires and their servitors. Simply point it at one and watch it fall to its knees, immobilized and rendered powerless as long as you focus the staff on them.

It does not matter how strong they are, they will all kneel humiliated before you unless already protected by a sufficiently powerful protection – that is, more powerful than you, as this power scales with your overall might. The only two weaknesses are that it might be somewhat tricky to use this on entire hordes, as it will divide the focus and by extension overall power of the

binding. Its effect will also be lessened on undead that are not vampiric in nature, but even they will be somewhat weakened if this staff us used on them. No such luck with actually living targets however. You can freely import a staff you already own to gain these properties instead.

The Heart of Darkness (400, discount vampire) – The still beating heart of Janos, torn from his body by the Sarafan zealots. Well, a copy of it anyway. As much of a ghastly trophy as it is, you will find that it has its uses. Upon purchase you may choose to either have it replace your own or retain it separately. If you chose to have it implanted it will greatly boost your vitality and also act as an extra life of sorts, reviving you upon death without ending your chain, though such exertion is only possible once per each Jump. Alternatively if you have it separately you can use it once per Jump to instantly revive someone else, no matter how long it has been since their death – as long as there is still a body left to put the heart in. And yes, this also includes Janos himself.

If so used the heart is consumed and you will get a new one in the next Jump. And finally, if you really want to try a third option, you may start with it implanted but change your mind later on, where you give it to someone else. In such a case you will lose the extra chance at life till the next Jump but the other person will still revive. Oh, and this last option requires you to literally rip it out of your chest to give it to the recipient, so if you cannot survive that you will die and it will count as chain failure. I am sure Dark Schneider would approve either way. And no, just by having this implanted will not turn you or the receiving party into a vampire.

The Hylden Device (600, discount Hylden) – If you ever needed proof that the Hylden‘s exile is no excuse for the excessive harm they brought upon the world, look no further. What does this do? Simple, it allows you to commit a selective planet-wide genocide. This colossal underground machine housing an imprisoned eldritch abomination known simply as The Mass can enable you to do just that, though first it will need to fed huge amounts of lifeforce to power it up. How you accomplish that is up to you, from live sacrifices to donating some yourself, I am sure you can think of something. However it cannot be understated how massive the sacrifices will have to be before the

charge is complete, so the latter might not be advisable for those not already used to walking with divinity.

Either way once the prisoner is sufficiently fed its psychic power now stands at your disposal. All you need to do is imprint upon it which race(s) or groups of beings you consign to oblivion and the resulting pulse of psychic energy will scour all the undesirables from the face of the world. After being used like this the creature will need rest, restricting its use to once per Jump – though to be fair if you do need to use it more than once in such a fashion then you probably have other problems to worry about. And should you decide to abort you can at any time before detonation feed it your blood to kill it instantly, only reviving upon the beginning of the next Jump. And no, only your blood is capable of this, no one else will be able to pull the off switch without actually having your own blood on (or in) them. No need to worry, the being will not be able to escape containment, nor will it ever turn on you even if it could. Though I have to ask, are you sure you want this? Even the original Hylden builder of this device found it too horrifying to complete, requiring their lord to do the finishing touches.

Scenarios

As each scenarios take place during different eras it would be inconvenient if you were to end up unable to participate due to being stranded in another age. To help with that you will at some point during your stay here be transported to the appropriate era at no cost to yourself.

We Will Rise Again (available to human or vampire origin, post Vampire Empire era)

It would not be an exaggeration to say that, by the time of the first Soul Reaver title, the world was effectively on its last breath. Much of the planet is devastated beyond imagination, barely able to sustain any life at all. The corruption of the Pillars and their subsequent toppling ensured that that the natural forces of Nosgoth are in complete disarray, the very elements raging out of control and who knows what this chaos did to whatever plants and animals that might still be around. This is not helped by the thick clouds that hang heavily over large portions of Kain‘s once world-spanning empire – a legacy of their efforts to block the sun and deprive their adversaries of a potential advantage.

Humanity itself was reduced to a single dwelling, hidden safely within a mountain citadel, whereas most (but not all mind you) vampires became little more than degenerate scavengers bereft of reason. At least the Hylden are absent in this era, as they would probably make things even worse if it were otherwise. All in all, this is a world on the verge of death, long beyond any hope of salvation...or is it? What if someone were not to accept the state of affairs and decided that even in this dying shell something of worth could yet be created or regained? And by someone I obviously mean you Jumper. Whether you started in this era or were brought into it by chance later does not really matter, only the objective does: Within the time you have left in this Jump you must create a true realm of your own, though the road there will have differences depending on whether you are a human or a vampire.

As a human it is a relatively straightforward but by no means easy task. First you must gain the trust of the human survivors and rally them around your

banner. Then you must eliminate the clan leaders of the vampires to put a final nail on the coffin of their aberrant empire. In some aspects you already have a head start, as Turel was pulled far back in time by Azimuth thanks to the Hylden machinations and thus poses no threat anymore. The arrogant Dumah was ambushed and staked in a surprise human attack on his keep, leaving him chained to his throne like a stuck pig. As long as you don‘t unbind him you will have all the time needed to figure out a way to get rid of him – not an easy feat given his great size and the indestructible carapace adorning his body, but he is still a vampire underneath so water or fire in great enough amounts should do the trick just fine. And finally Raziel was executed long ago and his entire clan was massacred later on by their supposed brethren.

This leaves only three clan leaders still active. Of the trio Zephon and Rahab are effectively confined to their sanctums, given their condition, and as such will not be direct threats on the battlefield until you storm their lairs. And while heavily entrenched behind their many defenses and monstrous children you should not find it hard to come up with a strategy to deal with them – or just kill them yourself if you really want to hog all the action. Either way your victories will only further aid you, given the locations you just liberated from their vile claws – Rahab was holed up in an ancient abbey that was and could easily become again a major boost for the morale once, given its spiritual importance. Even if it is partially flooded it would still go a long way in inspiring hope for your people.

Dealing with Zephon will bestow an even greater treasure, the Silenced Cathedral itself. This colossal tower of stone and brass was devised as a holy weapon against the vampire menace, able to produce deadly hymns that could obliterate entire legions for miles around it. And should you put in the work, clean out all the webs silencing it and complete the nearly finished work to make it operable as intended, you will find this ancient megastructure coming to life, easily able to defend your newly conquered lands against further threats even if fielded by a fairly minimal crew.

Ironically the weakest of Kain‘s sons, Melchiach, might present the greatest threat, as he is still capable of movement – lumbering as it might be - and

while his offspring are physically the weakest of the vampire clans they should not be underestimated either, being long since used to raising entire graveyards worth of corpses as cannon fodder and thus capable of replenishing their numbers fairly quickly after a battle. Not only that but some of Melchiah‘s elder brood is still around with their wits still about them and will answer the call of their vampire forefather, including both experienced flesh-grafters and ancient summoners capable of calling upon all manners of horrors from the Spectral Realm. Deal with them as you see fit, but their abominable founder must be put to the sword either way. With the final blow to the vampires complete, there is one last matter to deal with. Nosgoth must be given a chance to come back from the brink of oblivion and what better way to do it than to use the tools of those that were once sworn to protect it?

This final stretch will probably see you venturing without most of your forces, as your destination is not one suited for large scale operations. You will be visiting the lands that once comprised Dark Eden, the warped and deadly sanctum of three corrupted Pillar guardians (specifically Anacrothe, Bane and DeJoule). It will not be an easy journey, as even ages later the land is full of unnatural horrors not encountered anywhere else and natural hazards like lava and the very air being toxic to normal humans. Your destination lies at the heart of this place, that being the tower once occupied by the maddened trio. Battle your way through this place of madness and claim control over *The Device*, a magical terraforming instrument that will be the key to solving this final part of your journey. You will need to either tinker with it yourself to adjust its settings or, in case you are not an expert on arcane matters, find someone that can. Perhaps Ariel might be able to help, assuming you can get around her being bound to the Pillars. With that done step back and watch as *The Device* will begin its function anew, only this time healing the land where it once helped corrupt it. Life will slowly return to Nosgoth, the clouds blocking sunlight will begin to disperse and eventually nature will start to overgrow over the ruins of the old world order. Congratulations Jumper, for you have reclaimed Nosgoth for humanity, ensuring that they will have a future free of the shackles of ancient prophesies and unbound by the legacy of long forgotten wars! Your rewards will be listed at the end of this scenario.

For vampires this scenario will share some similarities with its human equivalent, but with a different outcome in mind. To begin with you must choose one of the surviving clans to serve as your point of origin. Perhaps you were once embraced directly by one of the founders or were turned later on by one of their children, it matters little in the end. Whether you were chosen by the clan founder to inherit their position as leader before they perished or rose up to take over once they were out of the way (such as what happened with Turel), you now have the honor of being a new leader of your peers. And it is up to you to secure dominance for your kind and ensure that you will always have a future even after Kain effectively abandoned all of you to your fate.

Although only a few in number you will have your fellow clan members that miraculously still retain their sense of self to help you. Provided you manage to keep them in line they will be loyal, even if not as strong as you by comparison. The devolved feral members of your clan, while much more numerous, can be pressed into servitude, but given their lack of higher reasoning you might find them not worth the trouble. Regardless of who is in your army, the first order of business is clear: You need to secure a stable source of food and luckily enough, there is an entire enclave of humans holed up in a nearby mountain citadel.

Unfortunately they will be expecting you, armed to the teeth and even wielding primitive but effective flamethrowers to cover what few ways of approach might still be open. Worse, their fortress was designed to be as difficult to approach for vampires as possible. But it is not all hopeless, as there is a small cabal of vampire worshipers among them that can be recruited to your cause. Although individually not powerful fighters, they are intimately familiar with the other residents and can support your efforts from within, even opening the gate for you when the time comes. And while you do not have to rely on them to breach the keep, why deprive yourself of an advantage like that? With or without the cultists you will have to establish control over this last refuge of humanity to keep you and yours from starving to death, which means both subduing the humans and keeping your own underlings from taking more than they need – they can get a bit carried away

after being denied a proper meal for too long after all.

With that done the time will come to wage war on the rest of vampire kind, for there can be only one victor in this fight. To make things more interesting, each enemy clan will be guaranteed to have at least a handful of still intelligent and fairly powerful members around that will be leading their lesser feral brethren. You can kill or assimilate them into your ranks – provided they acknowledge you as their new sovereign – but the clan founders will have to die regardless. As noted under the human option, there is already present damage done to most of the clans, all that is needed is for you to deliver the finishing blow. Once they are each slain and their holdings firmly under your control you can step to the last phase of this takeover of Nosgoth.

Just like the human option you will have to traverse to the former lands of Dark Eden and reclaim *The Device*. For while you can survive the wasteland that Nosgoth has become as long as there is blood, your human subjects cannot. And who would want to rule over a dying chunk of rock when you can craft and sculpt the world to your own liking anyway? Once this last task is done feel free to pat yourself on the back, for you accomplished what even Kain could not – returning the world under vampire guardianship as it was always meant to be while restoring life to it in the process...even if all of it was done so that you yourself could rule over it all.

Optional Encounter: You might have noticed a rather prominent absence of someone particularly important to the setting – that being none other than Kain, specifically his older self. And while normally he would not care about your endeavors, seeing as he is holed up in the time-streaming chamber and trying to find a solution to saving Nosgoth in its past, taking this extra option will make him change his mind. Towards the very end of your campaign he will discover the rapidly changing shift in power and decide that there can be only one ruler and that is *him* and no other. Emerging before you within the ruined lands of Dark Eden, the tainted Balance Guardian will challenge you to one last fight to decide the fate of Nosgoth.

I hope you are ready for the challenge because this will not be easy. He

comes with the first three perks of both *Vampire* and *Urban Predator* lists, as well as possessing a fully mastered telekinesis. If that was not enough he also wields the Material Reaver, though thankfully only its basic form. Oh, and remember all those awesome spells you can learn here? He has long since mastered and can effortlessly use *all* of them without any real strain and knows how to defend against them. Good luck! Should you prevail you will be granted extra rewards. Fall in battle and your soul will be devoured by the Reaver – you will not be sent home, but rather will be utterly obliterated and all your efforts will end up serving his own aims. Again, this is *optional* and does not affect the rest of the scenario if you do not take it.

Regardless of which path you took, you effectively ushered in a new era for all of Nosgoth. In its new state the state of the world is no longer bound to that of the Pillars, being effectively reborn through your efforts. And while it will take some time for the new order of things to set in, your part in this drama is done. Now for your rewards.

Both origins will receive the *Savior of Nosgoth* perk. With it you will be recognized as a friendly existence towards any given world and nothing can change that. Beings native to it like elemental spirits and even more powerful entities will always regard you as a friend and ally and treat you accordingly unless you deliberately antagonize them. Any avatar, guardian or counter force of a world will never target you either, recognizing you as an allied existence.

In addition both origins receive *The Device*, a magical terraforming artifact that can once per Jump change the landscape and climate of an entire planet. It does not (and probably should not) have to be limited to a single biome or land design, instead you can play around and designate the end result as you wish. Feel free to create alien or clearly unnatural occurrences or terrains if you wish, though you will have no control over them just by this alone. Bear in mind that this process will require several years of uninterrupted work even at the best of times and that this will necessitate its physical presence on the world that is to be transformed while doing so, so you might want to keep a close eye on it.

Humans will also receive the *Nemesis* perk: You find it rather easy to rally, organize and inspire humans from all walks of life to join your cause and cooperate on whatever you deem fit. Simply put, where *King Jumper the Just* would allow you to make your own kingdom, this could allow you to unite an entire planetary population and more with enough time, just like King William once threatened to conquer all of Nosgoth – though bear in mind that this does not mean that people will suddenly drop everything in their lives just to be your lackeys. If you want die-hard fanatics force you‘re gonna have to put in some effort and work through all of their differences, though it will be much less arduous for you than it would be for others. You are the savior of humanity and mankind will respond in kind, no matter where you go. And lastly, your own might has become magnified in the strangest of fashions, for the more followers and companions you have the greater your own power becomes. A dozen people might only give a small boost but amass a following in the thousands and you will find yourself soaring well past what was ever believed possible to accomplish. Hail to the king I suppose?

Vampires on the other hand will receive the *Hash'ak'gik* perk, as befitting their new status as the new god emperor of vampire-kind. First, you will be granted a new alt-form based on your previous vampire one, only much more terrifyingly majestic and considerably larger – starting around the size of a bus but guaranteed to grow bigger still as you grow in age and power. All your vampiric powers will receive a substantial boost in potency so long as you remain in this form. And when it comes to dealing with others you will find its effect twofold: Vampires and their servants will feel an innate sense of submission towards you and unless rivaling or outclassing you in might will never willingly cross you or attempt to hamper you. Most humans on the other hand will instead feel reverence and fear in equal measure, recognizing you as a superior being worthy of devotion and only those truly stubborn or possessing of great willpower will find themselves shaking off your presence – assuming you allow them to live anyway. You are the type of being entire civilizations would worship with blood sacrifices and it shows. Blood for the blood g...oh, my apologies, almost slipped there.

Lastly, you may choose to uplift anyone who has come to willingly serve under you during in this Jump as a follower, with the option of turning them

into companions later.

Should you have chosen to confront Kain and prevailed you will also be awarded a free copy of *The Heart of Darkness*, torn from Kain's carcass, as well as a free version of the unupgraded *Material Reaver*, but with one notable difference. Where the purchasable version already had pre-set options as to how they could be upgraded, yours will not – instead you can designate four different powers of your own choice to fill the slots, as long as you yourself possess those powers in the first place. As long as you wield it the Reaver will give each choice a boost in power and as a handy side effect will require much less in the way of feeding than it normally would.

<u>The Unspoken One</u> (available only to Hylden, pre-Blood Omen era)

Ah, I see you made some new friends Jumper. Very well then, if you wish to cast your lot with the outcast race then by all means, show us if you can deliver victory upon them. And to do that you will assume the role of the one who stands above all the other damned – the Hylden Lord himself. To win this scenario you must first corrupt the Pillars and their guardians, then topple the ancient barrier between worlds and open the way for your kind to enter Nosgoth once again, assuming their place as new rulers of all creation.

You appear in Avernus cathedral just as guardians Mortanius and Azimuth are exploring its depths. Here your task begins. If at all possible you should defeat and then break in both guardians to your will without actually killing them – the Pillars will only choose and empower new guardians in response if you do, which would only complicate matters further. No matter the method employed, both guardians should be brought into the fold, as their service would allow you access to their powers and give you a much easier foothold to infiltrate the circle than you would otherwise have. Be careful about Mortanius in particular however, as the necromancer‘s strong will and ruthless cunning will not be subdued easily. Regardless of the outcome you will then need to establish a greater foothold in the world – the original Hylden Lord created a secret cult within Avernus and used their sacrifices to his own ends, but feel free to come up with alternate solutions if you wish. Should you do this you can now start summoning your fellow Hylden and

even their enslaved demon servitors to your aid, though how many will depend entirely on your success in this endeavor.

Next come the other Pillar guardians, a highly powerful but ultimately human lot. Ageless and mighty they might be, their vices and flaws can still be their downfall nonetheless. Same limitations as before apply – killing any of them would only result in new guardians being summoned and worse, alert the rest of them of your existence.

Instead I recommend for you to be creative and corrupt them from within, leaving their seat of power decaying and ripe for picking. The Balance guardian Ariel will be the greatest obstacle here, as she is the least likely to fall to corruption and what is more, her fellow guardian Nupraptor will draw strength from her presence, given his obsessive love for her. On the other hand the same mad affection is a double-edged blade and clever enough Jumper will surely find a way to use that to their advantage.

You could always copy what the original Hylden Lord did, but that would leave you with a possible problem of her spirit lingering and aiding others that will oppose you. And let us not forget that if someone kills a guardian you already corrupted before the whole lot of them are broken in then their Pillar will be restored, effectively resetting your progress. However by the same margin new guardians might be more malleable to outside manipulation, as shown by the case of younger Kain, so in the end the decision how to proceed is yours.

Regardless of the how, once you subdued and enslaved all the guardians you must make each guardian shatter their own Pillar of their own volition – the Balance guardian being last in that order - as only by doing so will shatter the dimensional walls keeping the rest of your brethren out of Nosgoth. What happens to the guardians afterwards is of no further concern, do as you wish with them. And yet just as the otherworldly prison starts to crack you will be confronted by a final adversary, one pulled from Nosgoth‘s past. Janos Audron, the last of the ancient vampires, foresaw your coming and despite supposedly being dead now stands before you, accompanied by his child Vorador. Neither of the two will be open to negotiations and will aim for your

life at all costs, as you represent the very antithesis to everything they stand for and they will stop at nothing to end you.

I hope you are ready, because they will not hold back. Janos is master of long forgotten sorcery that eclipses even that of the guardians themselves and Vorador is a peerless warrior whose strength and experience required an entire army to finally break – and perhaps worse, he carries a blade capable of permanently killing you no matter what form you might assume. The two make a very potent combo as they are well used to each other‘s way of fighting and will cover each other with ease, so you will have to exercise caution. If you are to succeed, these two *must* fall here and now, otherwise all will be in vain. Assuming they are still alive and in your service the corrupted guardians will try to assist should you wish it, as will any subordinates and servitors you managed to call upon before. Though if you killed the previous guardians to make it easier on yourself with their new replacements then they will not be as useful by comparison, due to being new to their powers.

With both vampires dead the path is now open for you to rule as the very fabric of the universe unravels to open the way for all Hylden to step out of their infernal prison and bow to you, their lord and savior. For vampires this means the end of their species and for humans? A rather literal hell on earth has begun, but they will ultimately have no choice but to submit to their new masters, for the devil has come for them and the face he wears is none other than your own.

As a reward for your success you will receive the *Hylden Lord* title, serving both as a perk and as a designation of your role. Any demonic being that you encounter will be easily cowed into obedience and you find it remarkably easy to instill lasting loyalty (and fear) in such creatures as long as they are weaker than you, even if they are normally the sort to buckle under any rule. Your kind enslaved the denizens of hell, it is only proper that they recognize you as their better. Summoning them also becomes effortless, if a given demon has sworn itself to you it will be by your side immediately or at least as fast as it can when you call upon them. Second, you now find that corrupting and even outright overwriting others comes as easily as breathing to you – you know how to break and remake someone‘s spirit and with time

perhaps even their very soul, for once they are properly broken down you may start remodeling their minds to something more to your liking, changing, adding or modifying their memories however you please. And best of all, this sort of change is permanent and nothing sort of divine intervention will ever undo your work.

As a side bonus you will also receive both a free copy of the *Nexus Stone* and may take both the corrupted guardians any any number of Hylden you managed to summon while here as followers (eligible for companion recruitment) for free.

Explorer in the Furthest Reaches (available to all, can be picked in any era)

The Spectral Realm is an odd plane, for it overlaps with the Material plane while also being the de facto realm of the restless dead in Nosgoth. Time and space do not carry the same weight there, as everything appears twisted and bent in bizarre and unnatural ways and the passage of time seems unpredictable or even impossible to tell given its lack of day and night cycles – one lost in it might emerge to find centuries passed in the meantime. Some elements even do not carry over at all, as for example water effectively does not exist.

And it is here that you found yourself in, cut off from the normal world, with seemingly no way out. But you are a Jumper, so why not turn apparent misfortune into opportunity? Few have ever seen this twisted realm and come back and it falls to you to map it out if you want to find a way home. Under its eternally dark sky, the silence interrupted only by distant screams and impotent pleas of lost souls, you have to find passage and explore it in its entirety, gathering information about this peculiar dimension.

And yes, since it encompasses all of Nosgoth it will be dependent on your own abilities how fast you can get this done. Beware however, for this place is full of otherworldly horrors that prey on souls, creatures not encountered anywhere else in Nosgoth. On top of that there are bound to be even some natural hazards specific to this plane, adding further dangers to its often confusing paths.

Should you manage to map out this plane with and survive the experience you will find yourself back in the Material Realm, but armed with newfound knowledge. Your reward for accomplishing this is twofold. For one, you have gained impressive insight onto the nature of otherworldly planes, one that will always serve you well. You will always be able to tell the nature of whatever dimension you enter, as well as being able to survive in most of them without any issue. Finding pathways in or out of such places also becomes much easier, as if you were guided by an unseen hand. By extension you are also highly proficient at evading or bypassing any dangers native to explanar destinations, though this will not hide you from someone actively searching for you.

Second and more impressively, you are now able to bring an imitation of the Spectral Realm with you in future Jumps, effectively ensuring the existence of such an overlapping dimension – including its dangers - in whatever world you occupy in, albeit without the ability to draw in souls of the dead. And though you do not have any direct control over it, given your previous experience you would find it easy to survive there and with enough time even shape parts of it with your other powers to something more to your liking.

Escaping Eternity (available to all, can be picked in any era)

Secluded far away from the rest of the world is a place that could be charitably described as hell on earth, namely the Eternal Prison. There, those that supposedly transgressed the laws of gods and man are sent to contemplate their actions for the rest of time – which as you might have guessed translates to an eternity of torture without the chance of escape or death to look forward to.

How this place came to be no one knows, but for the purpose of this scenario the important part is what it can do to you. Should you choose to accept this scenario you will be brought in and *temporarily* reduced to just your body mod, with all your powers, companions and items locked away as if you were running a Gauntlet. You task in this is simple, but difficult nonetheless: Escape.

This is easier said than done, as the prison is a confusing maze of cells, corridors and torture chambers, where even the laws of physics work differently in certain areas – which of course is not a problem for the supernatural wardens who can teleport around during their patrols. The silver lining here is that should they encounter you they will never kill you…wound or incapacitate you to stop your escape? Certainly, but they will never kill you.

No, if and when they catch you they will instead strap you down in one of their lovely torture chambers and go to town on you for a while. And if you think you can get used to it, better believe me when I say that they can get rather creative. Somehow this torture will never permanently cripple you or make escape impossible, the powers in charge will always heal you before that can happen. But I wonder if the same can be said for your spirit? Eventually the wardens will get bored and leave you alone, which means you will always be able to get free and start again. And if you think about overpowering the wardens I should warn you that these beings were able to hold in and break vampires and Hylden alike, so make what you will of that. And that is ignoring some of the horrific creatures stalking the halls or some of the more deranged inmates wandering about, their will to struggle long since broken but retaining just enough to desire returning their pain on someone else, like a new prisoner for example.

That said, perhaps some of the still other prisoners could make your journey easier in some way? It all depends on you Jumper. You will have to search for a way out on your own while being effectively reduced to human levels of ability. It will certainly be possible, but do not expect it to be quick – or painless.

Once you do manage to escape all your lost perks and items will return and the Jump resumes as normal. As a reward for your impressive endurance the Eternal Prison now considers you its new owner, following you into subsequent Jumps as either a Warehouse addition or being dropped someplace out of the way, whichever you prefer. Anyone defeated and thrown in will find all their powers stripped away from them and reduced to

being an average human in terms of strength, never able to escape or die unless you allow it. And no matter their nature the local torturers will always be able to inflict maximum amounts of pain onto them, including beings that should not even be capable of feeling it at all – the locals are rather dedicated to their craft after all.



Drawbacks

There is no upper limit to how many you can take or how much CP you can get from them. All I ask is that you do not pick more than you are sure you can handle. It would be a shame to lose your progress here, eh Jumper?

Fashion Tips from Umah (+100) – Feeling a bit risque Jumper? No? Too bad, because you will certainly dress the part for the entire duration of your stay here. No matter what kind of clothing or armor you will wear, you *will* end up revealing extreme amounts of skin regardless. If you ever heard of chainmail bikini then you have a good example, with similar levels of skimpy dress being applied equally to men. And no, it does not matter how actually physically attractive or repulsive you are, the outcome will be the same regardless. Your only consolation is that somehow this does not detract from actual protective qualities of any armor you may don. Or if you are desperate for more points then for **additional** +100 CP said changes *will* affect functionality accordingly, rendering even the greatest of armors fairly useless for your entire time here. That poor girl really should have invested into proper protection, wouldn‘t you agree?

The Way is Shut (+100) – Fancy yourself a detour or a hundred? Because you will be doing a lot of those during this jump if you take this. In short, your journey will be full of seemingly unnecessary side quests just to get anywhere. For example: You want to enter a city – the guards will not let you in until you do some task or another to prove yourself. You wish to pass through a forest? Great, go find the special axes required to cut your way through because walking between trees is for the lowly.

And since this is a drawback you cannot just skip or bypass such quests using your no doubt numerous abilities – you might be able to teleport to the other side of the world but that mountain is not going to climb itself. The difficulty of these tasks will rarely be outright deadly on its own, but it will be rather time consuming. On the bright side you are now highly likely to see more of the world and potentially even stumble upon lost ruins or hidden secrets scattered across Nosgoth. Who says taking the scenic route has to be boring?

Ambushed yet Again (+200) – You might think that the common peasant might hesitate about whether to attack an obvious vampire, but you would be wrong. And the same will apply to everyone now. In addition, wherever you go, you will find yourself fighting hordes of enemies, which depending on location range from bandits, the various undead and werewolves to even demons and anything in between. It does not matter how strong or visibly monstrous you are, the various creatures and cretins of Nosgoth want you dead and will attack on sight.

Only a few safe havens like walled cities will provide temporary shelter from the endless fighting, with one major caveat. If you happen to be some kind of inhuman creature that wandered into town and forgot to hide its true appearance then this endless bloodshed will continue even there, as the villagers will abandon any fear, grab torches and pitchforks and try to end your unnatural existence – even if you could easily butcher the lot of them.

Technological Stasis (+200) – Magitek you say? Never heard of it. For your time here you will be unable to shake the world from its long technological slumber, nor can you influence anyone else to do it for you. On top of that any technology of yours that goes beyond late medieval levels will fail to work as well. So for example the earliest firearms might be acceptable, but a rail gun will not function no matter what you do. And yes, this extends to glyphs if you purchased the appropriate perk, in which case everyone else will be able to use them but you won't,

Petty Little Noble (+200) – That being you, or rather your attitude I should say. For you now have for the entire time here the demeanor and attitude rivaling those of younger Kain in his years of conquest, possessing a truly boundless arrogance and an over-inflated sense of self-importance. Expect any dealings with others to become a fairly difficult process as you cannot help but rub everyone the wrong way and generally come across as truly unpleasant to be around.

You can also bet that if you are not the only possible solution to their problems people will not approach you out of their own free will. Even in casual conversation you will not be able to go for five minutes without

snidely scoffing at others or insulting them for whatever real or imaginary faults or flaws you can think of. The only ones that might truly stand you now are your Companions, so I hope you have been nice enough to them so far for them to tolerate your temporary but all the more pronounced bouts of titanic hubris.

Curse of Nupraptor (+300) – We probably already established that the former guardian of the Mind pillar was a dangerous madman, but it cannot be understated how much. Imagine dooming an entire world and even its would-be savior to inevitable corruption and ruin just because you could not find the one person responsible for the death of your love despite being the greatest telepath alive. Unfortunately for you the man was very good at his curses and now you too will have to bear the brunt of it.

Just like Kain himself, you are struck by a lasting corruption that will slowly but inevitably twist both you and anything you create. On a personal level this will manifest as a sort of lasting degenerative effect of some sort. You could become stricken by a painful but not deadly disease, you could age at a greatly accelerated pace or find your features growing hideous and mutated enough to get you kicked out of town. Alternatively it could influence your mind instead, making you progressively more unstable and psychotic. Ultimately it is up to you to design such an effect, as long as it is something genuinely disadvantageous. This will never end up being anything that would truly kill you, but it will make life considerably more difficult – imagine being a leper in the Medieval era if you want a good example.

In addition anything you create or sire will become prone to falling apart faster than usual. Machines will develop faults or their materials will wear down faster than expected, any society or group you create or are a part of will eventually disintegrate despite your best efforts, list goes on. It is not something that will happen overnight, as this curse is more of a slow acting poison, but it will happen eventually. Is it any wonder that Kain eventually abandoned his empire when he saw what has become of it in the time he had been away?

A Meaningless Effort (+300) – By taking this your actions will never end up

having any impact whatsoever save perhaps for yourself and whatever you will inevitably end up reversing itself somehow. You could end up rewriting history or exterminate an entire race and absolutely nothing would come out of it, events correcting themselves like water flowing around the stones of your actions. No matter how powerful or charismatic you are, nothing will ever change in a meaningful or lasting fashion. You can however still end up reflecting negative consequences on yourself, just not on anyone else. This also prevents you from taking scenarios.

Most Devoted Servant (+400) – Oh dear, not another one. You see Jumper, it just so happened that soon after entry to this realm you discovered the existence of one of the big players in this cosmic game and knowingly became their obedient pawn. By default this would be the ~~Elder God~~ giant squid, but it could also be the Hylden Lord or even elder Kain. No matter which it is you will have to spend your time here as their loyal henchman, carrying out their plans and striking at their enemies whenever possible. Your loyalty to them will never waver, you cannot plot or otherwise scheme against them and no matter how awful or demanding they are you will continue to bear it with the utmost devotion as only a true zealot would. So choose your patrons carefully, because they sure will be making a lot of choices for you in return.

Hunted by Infinity (+400) – What did you do?! What in the blazes did you commit to have earned such a fate? Apparently during your arrival it was decided that you are a threat to the time stream itself and a special enforcer is sent to permanently end your existence before it can occur. Why is that so bad? Well for starters he is a powerful and more importantly indestructible giant that can control time around it and even teleport. Nothing short of the Spirit Reaver can even hope to tickle him, and large masses of water are the only thing that slow (but never permanently stop) it down. You have maybe a day before it appears and when it does it will start hunting you to the exclusion of all else. It will never stop, tire or give up its chase and no matter where you are or how much distance is between you the creature will eventually catch up – especially if the timing would be inconvenient for you. Even running to other planes of reality will not halt its approach.

You probably already figured this out, but if it catches you it will kill you and end your chain on the spot. And should it by some miracle be killed or incapacitated it will be back within a few weeks. Better start running, I think I feel the ground trembling a little already. Hm? Not canon you say? Silly Jumper, neither was your presence here and yet here we both are. Now chop chop, hope you did not skip leg day.

I Have Voices in my Head (+500) – Or in your case a very specific voice, one that will torment you for your entire time here. For you see you now have a second occupant in your body, that being none other than the Hylden lord himself. Being the mightiest of his species you can expect him to fight tooth and nail in order to take over your mind, body and eventually your very soul.

Willpower perks might help somewhat, but even with their help you will have to devote a considerably amount of time and energy just to hold him back. Should you lose consciousness or sleep then it will give him an extra window of opportunity to press on when your mental guard is down. And worst of all, just because he is inside you now does not seem to diminish his ability to scheme and influence the world around you at all. Should you find yourself taken over by the time this jump concludes it will count as a failure and you will be sent back home, whereas the Hylden lord will inherit all your powers and equipment to further aim his goals. Oh and do not think that if you pick the Hylden origin he might go easier on you – despite appearances the Hylden are not as much of a unified force as they would like to appear, so just being of the same species will not protect you in any way.

Jumper of Melnibone (+600) – I hope you know what you are doing Jumper. For one of your weapons has now developed a powerful hunger for souls and its appetite for them is insatiable. This could be the Soul Reaver (and if taken in relation to its purchase will always default to the sword in question), another weapon you already own or purchased here or even one you already owned before. Said weapon will always be by your side, in fact it will become impossible for you to get rid of it or even distance yourself from its presence in any way. How is this a drawback you ask?

Well it just so happens that the soul it wants to eat the most is your own. Be

prepared to feed it untold scores of others just to keep the worst of its hunger at bay and even then the weapon will slowly sap away at your strength and making you more and more dependent on it. Only your willpower – slowly growing weaker as the weapon keeps growing mightier - saves your soul from being devoured on the spot. And since this is a drawback any means that would slow or prevent this will not work. To make things worse you get a rush of unearthly pleasure every time you do feed the weapon, further giving incentive for you to give in. I hope you do not have an addictive personality Jumper.

Either way, be prepared for your entire time here to consist of fighting an uphill mental battle for the mere right to exist another day. Fail to feed the item regularly and you will be consumed instead. Fail to hold it back and you will meet the same fate. If you do manage to hold out the entire time then you will be restored to perfect condition and the item in question cleansed of its hunger. If you so desire you may leave it with a less hazardous variant of this affliction instead, one that is not a threat to you in any way but still presents an additional danger to your enemies as their soul are devoured upon death and thus eliminated forever – think of it as a reward for a job well done.

Oh, and since we are playing a high stakes game already I should warn you of the fate prepared for a potential loser: Failure here does not mean just dying and being sent home with a chain failure, oh no. If you cannot hold onto your soul then your destination becomes the oblivion of non-existence, as all you ever were ceases to be. I wish you the best of luck.

Epilogue

Oh? Is it that time already? Nevertheless I am pleased to see you again. All your drawbacks are revoked, for this particular drama is drawing to a close. But before the curtains fall on this evening, tell me, how does it all end?

The Wheel Must Turn – *Continue your journey through the cosmos? An excellent choice, I look forward to seeing your next adventure. I shall meet you on the other side then.*

Observing the Wheel – *Ah, so you choose to remain in this world instead? An unexpected choice, but if that is your desire then so be it. Though your journey comes to an end, you receive an extra 500 CP to spend on whatever you desire as a parting gift from yours truly.*

The Final Turn of your Wheel – *Or perhaps for whatever reason you wish to return home and end your tale? Though it saddens me to see you go, the choice is of course yours to make. Farewell Jumper, it has been a pleasure.*

NOTES

- this jump includes ideas and unused concepts from the canceled Nosgoth videogame

- given the sheer scope of the franchise it is likely that I forgot a few things so fanwank if necessary