

The Left Eye. The Witch of Genesis. The legend of the Umbra Witch known to many as Bayonetta casts a long shadow over the World of Chaos: One multiverse within a Trinity of Realities in which perception defines reality itself. Her deeds are the stuff of legend. Time and again she has faced the machinations of those who would trample on mankind's right to determine its own fate as well as those that would determine her own destiny. And yet she has faced down angels, demons and even the gods themselves in battle. Even facing the inevitability of death, she sacrificed her very soul to save all existence from an immutable fate.

Yet before there was Bayonetta, the ultimate Umbran Witch.

There was a timid, unsure girl named Cereza.

It is the early 1400s, on the outskirts of the mysterious Avalon Forest. Hated, feared and shunned by the Umbra Clan at large she spends her days training with the mysterious Morgana: A strict but fair recluse among the Umbra who trains her in the Umbran Arts where most witches wouldn't. One night, Cereza receives a dream of a mysterious prince who promises her the one thing she hasn't even dreamed of obtaining in her short life: A way to rescue her mother, imprisoned for a forbidden union with a Lumen Sage.

To do so, all she must do is enter the forest and rescue the prince.

You begin a day before Bayonetta receives this fateful dream. May this 1000 CP show you the way through even the darkest and most treacherous of forests.

…

And as an aside. Doesn't this all seem awfully familiar…?

“Where are you? (Locations)

Roll 1d4 to pick where you start, or select the free location allocated to your background.

1. Beyond the Woods: Outside the forest of Avalon is a little cottage where Cereza trains with the witch Morgana, fretting over every misjudged incantation. You can start here, a strange visitor, but the World of Chaos is vast and if you wish you may start somewhere in the wider world where humanity holds dominion. Perhaps you’d like to start in the proper living quarters of the Umbran witches instead. Or perhaps you wish to be among the mundane cities of mankind, where tales of fairies and grinning cats are mere fantasy. **Umbran Witches may start here for free.**

2. Inferno: A black-red sky stretches over twisted, branch-like tendrils upon which massive centipedes and spiders battle for supremacy. A gigantic dragon bellows its dominance in the woods of Johnson Forest. A living metal ship hurtles towards inevitable doom-its own, or it’s prey’s-in a river of boiling blood. These and more comprise the mind-shattering hellscapes of the darkest reality, where all is chaos save for regions where a particularly powerful demon has forced their will on the world, creating a lair or palace of sorts. This is Hell. This is home. **Demons of Inferno may start here for free**

   Hopefully, some bumbling witch isn’t about to summon you.

3. Within the Woods: Rich in magical herbs and veiled in deadly glamours, Avalon Forest is as beautiful as it is dangerous. The fairies have erected numerous glamours within where time, space and perception bend to their whimsical ways. Beyond the babbling brooks and swaying trees can be found glittering lakes hiding deadly prisoners, haunting carnivals where fairies enjoy the suffering of human children, and the clanging of industrial machinery used to propel fairies into unprecedented prosperity. Here, there be fairies. The king is dead, long live the king. **Fairies may start here for free.**

4. An Adjacent Reality: There are numerous pocket dimensions and strange realms of existence that exist in Purgatorio: The middle ground of the spiritual, the “centre” of the Trinity of Realities, a parallel dimension to all worlds where Heaven borders Hell. Alfheim: Paradiso’s banquet halls where angels gather to feast, and are said to “entertain” and “justly bless” any visitors that find their way to them through earthly replicas refracted into the spiritual world. Muspelheim, a true warrior’s paradise where angel, demon, witch and sage alike battle without regard for their own lives-as the blue flames of this realm will unfailingly resurrect them to fight another day. And Niflheim: A series of mysterious locations within Ginnungagap, the mysterious void within the World of Chaos’ multiverse, that too appears to conjures challenges for those brave enough to enter them. Whether in this or some stranger pocket dimension, a portal bordering somewhere within Avalon forest is open to you. The door is open. Will you walk through? **Drop-ins may start here for free.**

"What are you?" (Origins)

Any of the origins here may be taken as Drop-In options.

An Umbran Witch! (Free): For as long as human history itself, the Umbra Clan has guarded the Left Eye of Aesir. Feared by kings and emperors for both their immense spiritual power and the dark forces they strike pacts with, at this point of time they still see the Lumen Sages as respected allies at best-and friendly rivals at worst, united in guarding the World of Chaos that mankind inhabits.

However, by default you are little more than a child among the Umbra. As an apprentice, these weighty affairs have largely flown over your head. It will take many more years of intense training for both your mind and body before you're expected to sign your soul over to Inferno in exchange for a demon pact partner. Until then, you are simply one more little girl in a strict hidden enclave of witches. Perhaps you'd like to befriend the poor outcast, or investigate why the clan heiress seems so interested in her?

You may freely change your gender to female if you choose this origin. Otherwise, you are the first known male Umbran warlock in history. Due to the clan's powers normally only manifesting in women, it is highly likely you will be seen as almost as much of an aberration as Rosa and Cereza.

A Fairy! (Free): The tale of Avalon Forest is written in fire and blood. Fairies are strange, abstract-looking creatures that dwell in the far corners of the multiverse-and in this reality, they went from tyranny, to just rule, to a lesser form of tyranny all over again. Many fairies salute the state of affairs under the treacherous usurper, for they are given free rein to batten themselves on human souls and indulge their whims so long as they do not offend him. The few who do not would be wise to keep their sorrow and regret to themselves. Will you celebrate with the treacherous usurper, or seek to aid the banished queen in seeking justice for her son?

By default, you are a young fairy of common stock. While skilled with magic, agile and very difficult for mortals to see you are ultimately a diminutive little creature shorter than the average human. You could probably overpower a child or unaware mortal easily, but even a fledgling demon of Inferno is another matter.

A Demon of Inferno! (Free): When the Trinity of Realities was rent asunder, Queen Sheba ascended to rulership of that which mortals know as Hell. Inferno is a twisted landscape where might controls everything, and the only place of the weak is as fodder, food or forge materials. Whether you were born from this awful place or a creature of the other worlds that happened to stumble into it, you have been so tainted by its violence that you can scarcely remember any other way to live. But this new place. This new world. Could it be…there is a better way to live, after all?

Also you are, by demon standards anyway, a baby. On your own you would be more than a match for most natives of Avalon forest-individually, anyway. But unfortunately, **demons cannot survive for long outside of Inferno**. It would be wise to seek a medium, such as an Umbran witch's hair or perhaps a powerful being's soul, to incarnate through and prolong your existence here. Otherwise, your form is largely up to you; you can be anywhere from as small as a child, to large enough for one to ride comfortably and without fear of falling too

far. Your abilities are clearly supernatural and advantageous for you, whether you have cartoon physics-like durability and shapeshifting. Or something more vicious like a hide of spines tipped with nerve-rotting poison, and binding webs strong enough to catch other prey in Inferno. Demons run the gamut from enormous and baroque icons of the natural order, or robotic visages evoking death and destruction. With **Merciless and Unrivalled** however, you can be one of the truly powerful personages of Inferno, having survived long enough through sheer might to claim a place for yourself there. A rival or at least threat to the likes of the time-controlling Madama Khephri whose fists can flatten tanks, the secrets-hoarding Malphas who can whip up tornados with his wings or Gomorrah: The infamous divinity-devouring laser dragon. **Such beings are so powerful as to be far, far more capable of surviving outside Inferno for an unknown period of time, while a lesser demon without a capable summoner will quickly die without magical energy.**

If you wish, you can be the demon that a young Cereza summons instead of Cheshire.

Your demonic body is, of course, an altform but after this jump Hell-like regions or those associated with chaos, destruction and darkness will be considered like Inferno enough to comfortably sustain you.

"Who are you?" (Perks)

Perks are 50% off for the background they are listed under. Discounted 100 CP perks become free.

Undiscounted

Eyes of Truth (50 CP): In a world defined by perception, the difference between glamour and reality is not so great. Many explorers have come before you, but you have the piercing insight to see what many others would miss in the woods as well as the deductive reasoning and levelheaded logic to collate your observations and make reasonable conclusions. This offers a mild amount of resistance to fairy illusions. You can't hope to simply nullify their haunting glamours, but at least you can keep your wits about you enough to try and find a way to escape.

Spiritual Presence (100 CP): Many supernatural beings are defined by their ability to existence at a wavelength parallel to the physical world-to enter Purgatory. While you haven't been diminished to the level of a wisp, somehow you too have become a purely spiritual being-letting you pass through most physical obstacles at will. Moreover, you have enough spiritual strength to materialise at will, giving you much more freedom than the average lost soul here. This comes with a modest boost to your magical energy due to your supernatural nature. You won't be clearing out hordes of fairies on your own, but even a small child could at least punt away a single one with the raw spiritual power this provides.

Forest Guide (200 CP): Ah. You *have* been around for a while, haven't you? Your knowledge of this world's deeper mysteries is bolstered. This pertains mainly to locations and personages, the course of important events and the location of valuable artifacts rather than spellcraft, binding pacts or such; you can know quite a lot of the occult, but most of it is academic for the average wielder. Last but not least, some subtle magic has given you the power to set up sanctuaries in certain locations by carving then enchanting a magical lantern, a moderately difficult task for an ordinary human-and synchronising them so that someone can "fast travel" between them. Sanctuaries are safe places shrouded and warded by protective magics from otherworldly forces and others who would intend a wayfaring stranger sheltering at them harm, in a lesser way to how Avalon Forest is warded against all but the innocent. They're not truly impermeable, but more than a match for bands of wandering fairies here.

Feather From Heaven (300 CP): Hark, a herald of Paradiso! An agent of the far heavens capable of flight, supernatural strength and speed, skill at arms born from ageless combat and emanating the purifying light of Paradiso. You are one of the least servants of Paradiso, a creature of chiselled marble and golden trimming that belies a more…visceral, unsightly essence for your immaculate divine being. An Affinity, a humanoid bird armed with an axe of radiant light. A hovering winged face supported by lesser faces flying in perfect synch with you. A man-sized autonomous golden wheel. A winged centaur with a gilded lance and a face mounted on its torso. Though you are fodder to the truly great Umbra Witches, among fairies even one of you would be considered a superweapon. For while your supernatural powers may be relatively minor in scope, you are utterly immune to any attempt at fairy mind control.

There have been *rumours* that a petty fairy king has blasphemed against Paradiso by creating illusory replicas of your brethren. The masters of Paradiso would like to know if they are true.

Affirmer of Phenomena (600 CP): This once-bittersweet tale has taken a turn for existential horror, for it appears Singularity is no longer the only one of his kind in existence. You are an artificial being from the far-flung Alphaverse: A world in which mankind's science has reached the point where it can challenge-no, attack and dethrone the supernatural. Whatever else you are in this jump, you are also a towering figure of silver-white with a pale green tinge capable of defeating demons with pure physical force alone. You can warp matter into tools or weapons then fling it with precise telekinetic force, and siphon and reverse engineer other forms of magic. It would be trivial for you to manipulate fairy magic, and then use it in ways unheard of. So great is your power over time and space that you travel vast spans of it at will or enter other realms of existence with little effort, create pocket dimensions in which the mystic forces within bend to your will, and show others visions of other times. Your deadliest ability is releasing the Clouds of Erasure-thick white fog that can disintegrate matter, corrode or delete swathes of space-time itself and quickly incapacitate young Umbra witches. Listing all of your abilities would be an exercise in futility, but suffice to say that as a futuristic artificial lifeform you can "hack" the mystic arts to various ends.

However, it is not your greatest ability. You possess several smart scrolls that could theoretically replicate the Homunculi, powerful artificial humans that even angels and demons would be tempted to resort to forbidden techniques against, but are currently unable to because of resource shortages. These resource shortages similarly limit you to only being able to smother a small building in your Clouds of Erasure, instead of entire cities. If not universes. Moreover, you have either lost or have yet to develop your greatest power: Phenomena Affirmation, the power to design predetermined outcomes you can impose across an entire universe. One force can oppose it: A will powerful enough to usurp fate, guarding the bearer even should you end the world around her. To reclaim this power you must absorb the soul of a being with a will strong enough to defy fate: The witch Cereza in this world, or perhaps her father Balder. Such a fight would be highly inadvisable, though. While you are perhaps twice as overall dangerous as a formidable Umbra witch-it would still be unwise to underestimate such a being as you are now. Acquire such a soul-or at least spiritual power on par with it-however, and you can reclaim at least the minimum use of this power.

Continue to acquire such fonts of power, and you may even extend it to other worlds-where if you can capture or cultivate similar strength, your Phenomena Operation can decide the immutable fate of an entire multiverse-even as it expands the capabilities of your other abilities. Drown every world in armies of your undying spawn, bar Paradiso and Inferno from summoning their forces into territory under your full control, casually fly to the moon or fall back safely-and perhaps, gain the power to wipe out the Trinity of Realities with a finger snap should you acquire the World of Chaos' full power by compressing it's disparate universes into a singular truth.

REACH THROUGH THE DOOR
BIND THE PLANES OF HUMANITY
TEAR THE WHEEL FROM IT'S AXLE
AND BECOME SINGULAR OVER ALL

An Umbran Witch!

The Dark Arts (100 CP): Ah, Umbran magic. A versatile and complex art that can be as subtle and nuanced as it is explosively devastating in combat. You have been trained in it…as much as a little Umbra girl would be expected to have been, anyway. Oh, dear. Your main spell is the Witch Pulse: An aura of mystic energy generated by delicate ballet-like steps that lets you interact with the environment in various ways, from making plants spontaneously grow and bend to your will, to assembling rocks into bridges or solving mechanical puzzles. You also know how to grind and brew mystic herbs into potions and other mystic reagents with various powers. Your skills, while versatile, are far from the time-halting Gun Arts and tower-toppling kicks of truly powerful mature Umbra. Your best offensive spell is the Thorn Bind: A conjured thorny vine that can hold goes in place for a short while.

If only you had a partnership with a supernatural being of some sort. You've certainly been trained in channelling your energy to empower and support such a being in various ways.

Witch's Hair (100 CP): A witch's hair is her pride and joy, both a potent enough medium for magic to keep the demons of Inferno alive on Earth and a powerful source of restorative forces in its own right. Your hair is no less fine than any Umbran witch's, letting you channel any supernatural forces you have through it with greater ease and finesse than you otherwise would. As a small bonus this makes your hair absolutely *fabulous* and very easy to style into new forms. Even without magic.

Hug Mode (200 CP): Oh no, kitty's hurt! He might be a bit of a grouch sometimes, but right now he needs your love and support! Whenever an ally near you is low on magic energy just clamp your arms around them and you can rapidly rejuvenate them with your own. Your hugs are extra warm and snuggly, granting magic much faster than more formal methods for a young witch. In fact, they're so good they're noticeably good for the soul and psyche as well as for your friends' mana reserves. Even a bloodthirsty inhuman monster would be hard-pressed to keep pretending to hate you after consecutive, constant, rapid fire hugs over the course of an adventure together.

Unleashed Mode (200 CP): It takes a special sort of person to stand fast in the heat of adversity, with no experience at it. What Cereza doesn't yet know she has the stomach for, you have in spades. In combat you coordinate with your allies like a maestro directing an orchestra, adeptly spotting opportunities to set them up for success while coolheadedly managing your mutual resources. It's easy to gauge where and when your enemies are weakest, or if you're forced into retreat how best to trip them up and turn the tables. If only you had a demon to summon, someone might regard you as a natural when it comes to using it in battle.

Prideful Prodigy (400 CP): For the heiress of the Umbran clan, measuring up to someone simply born powerful-and a dear friend-is no laughing matter. Your skill with mystical arts such as Umbran witchcraft and your talent for martial feats such as the Gun Arts is greatly enhanced by this, your steel will and fighting spirit rising to push mind and body beyond their limits with training, training and more training. Rather than merely having abnormal magical energy reserves, you've pushed yourself so hard that your sheer efficiency and talent can push through pain. Letting you whip out favoured techniques again and again, or get more mileage out of the basics. Which isn't to say you are lacking in magical energy either, since in

pure spiritual power you rival Cereza herself. Truly, the term dark arts prodigy was made for you.

With this, you may be a true sibling to Jeanne if you like.

Valiant Heroine (400 CP): Many times, Cereza will look back on her journey into the woods wondering if it was a mistake. Many times, she will find the strength to carry on, determined to save her beloved mother. You draw strength from your connections to your loved ones and your determination to succeed, enduring more and fighting harder for what truly matters to you. Differences in skill or power can give way in a pinch to raw passion, and the odds favour you the more you challenge them. However, that is not just empty rancour in your case. As long as you keep fighting, there will be a happy ending at the end of your struggles, even in the most dire and bittersweet of circumstances. Your journey may pit you against ferocious foes and include heartwrenching betrayals, but if you can slay your final foe there will be always something rewarding at the end. Even if you only reunite with your mother for a fleeting moment, you may well make a friend so dedicated he will protect your child long after your death.

Merciless and Unrivalled (600 CP): Stand proud. You are no longer a child but a fully fledged Umbran witch, empowered by a pact with your demonic partner and a force of nature in battle (or otherwise have the equivalent of centuries' experience with whatever supernatural forces you've harnessed in this world). You have access to many of the advanced powers of the Umbra. The power to conjure your partner's limbs, signature techniques and weapons in battle. The power of the Demon Masquerade, to merge your partner's power with your flesh and strike as one in a terrifying battle-form. And many, many more formidable powers that let you do everything from fly to wield enchanted weapons lightning-fast, like extensions of yourself. As a final benefit, you also know one particular spell only Morgana among the Umbra has demonstrated: The power to trap others in a pocket dimension where reality is moulded by the will of you and your demon partner, letting you attack others at hard to dodge angles or sculpt the battlefield in your favour. Such power is exceptional even among the Umbra. It would take truly exceptional circumstances to see it bested.

While your soul goes to Inferno if you should die in this jump with this perk, in future worlds what happens may be up to you depending on how you secure your soul. Even in this world it appears there are ways to cheat this bleak fate, for at least one Umbran witch has ended up as a free wisp on Avalon Forest. And with the right partner or an impressive amount of magical power, perhaps it is not such a bleak fate after all? In at least one possibility of Cereza's distant future, going to Inferno hasn't seemed to stop her from staying in touch with her daughter at one remove.

Witch of Genesis (600 CP): Arch-Eve Origin. The title assigned by a crafted tyrant from the far future to the Umbran Witch whose determination and strength was powerful enough to clash with his immutable truth. And now, there is another. Your soul contains a strength to it capable of challenging absolutes and inevitabilities. So long as you remain strong in spirit, you will prove remarkably hard to wipe from existence by esoteric means; a god must physically blast you with light or darkness, and cannot simply doom you to a miserable end. Moreover, as the ultimate X-factor no matter how bitter or sorrowful your life as long as you have concrete goals, your own determination twists fortune strongly in favour of accomplishing them. Guiding friends, powerful allies with mundane facades, discovering long-lost artifacts, it is no exaggeration to say that you are the main character of the

multiverse. Even if you come across foes you cannot best or seemingly lose allies forever, so long as your spirit remains unbowed your sheer determination will provide second winds and unique chances to seize victory from the jaws of defeat. Last but not least, this comes with a tremendous amount of magical energy equal to Cereza's own. Coupled with the above, you could unlock advanced Umbran magical techniques such as Witch Time even as a child-and as an adult, seemingly sacrificial techniques like offering your heart to a demon to unleash it's Deadly Sin form could be done repeatedly. It all comes back to you, now. You have come to the foreground of reality's stage, and everyone's waiting with baited breath to see you dance. Even if you start with baby steps for now, in time you could work fate and chance like a pole.

If you wish, you may take Cereza's place in this timeline (or be an iteration of Cereza) but you must also take the In The Spider's Web drawback for no CP.

A Fairy!

Fairy Magic (100 CP): The magic of the fairies is a paradox, at once attuned to the natural world and yet stylised as if overlaying a fantastic performance on the mundane order. As a basic practitioner of it, you can conjure vivid illusions that distort the environment into leering faces and jeering voices-or trap your quarry in a flimsy pocket dimension. You can also conjure simple objects and constructs along a simple theme, like a juggler tossing homing throwing knives and the odd kitchen sink among other comical objects. Fairies also summon entities to help them fight or perform other tasks, though seldom those more powerful than themselves-whether than the wisp-like Barghests that are their dead, or the bomb-like Banchine Model Ps created from their recent shift towards industrial engineering. Finally, you can manipulate and conjure the elements in various ways, whether to set your sword alight or cast a ball of ice at your foes. The boundary between illusion and reality is thin, thin veil for this style of magic.

Delicious Child Tears (100 CP): There's a grim twist behind every fairy tale. Like other fae, you have the innate ability to fulfil all your physical needs by feeding on the negative vibes of other living beings-with human children being the favoured delicacy of the Avalonian fae. You can even consume a whole soul at once, for a much more nourishing meal. Such souls provide magical energy of course, but this isn't a matter of warcraft. This is *supper.*

Bishop Takes Pawn (200 CP): Ah. You're no ordinary fairy, then. By fairy standards at least, like the elusive Muruch you're considered a one-man army (which is to say you could moderately delay a sufficiently powerful Umbran little girl and her baby demon). You're far more mobile than the average fairy. Whether you have insectile wings or webbed feet and a tail that let you swim through the ground like a fish, you're more akin to a swift and powerful supernatural predator than another little bumbling fairy. You can summon other fairies as minions, cover the battlefield in elemental and unleash a few other similarly devastating attacks or utility magics that prove why you're a force to be reckoned with. By fairy standards.

Tiny Tyrant (200 CP): ALLLL haaaaaILL the GRAND fAIRy KiNG PUca! The magnificent, the Amethyst, the…tiny figure in a cape and crown far too big for him? How underwhelming. Perhaps it's time for a *second* usurpation. Like the self-proclaimed fairy king, there's something almost magical about how well-suited you are for betrayal. Your heart could be bubbling over with malice, every other aspect of your seeming pure and innocent,

and those who have lawfully accepted your service would still have an uncanny tendency to look the other way. Even if they're overall far greater than you, they have an uncanny tendency to let themselves get TRAPPED and BETRAYED by your devious machinations-which are comprehensive enough to quail all but truly overwhelming resistance. Pretty tricky, no? Alas. This comes with no aptitude for actually ruling. Your competence is in another castle.

Fairy See, Fairy Do (400 CP): You want that! What? *All of it.* And like Puca himself, you've developed a unique advancement of fairy magic potent. By carefully studying other supernatural beings, you can create illusions of them as effective as the real thing-though generally somewhat more frail, and prone to falling apart if attacked enough. Being constructs of magical energy they are utterly obedient to you, and you can sustain several of them easily. However, even for a fairy like the MAGNIFICENT Puca simulating some bottom-rung angels was considered a grand achievement. Who knows what you could do with greater reserves of magical energy? You're also highly skilled at reverse engineering other forms of magic, although if you lack the fundamental traits needed the best your fairy glamour can do is ape the least applications of it. Some fairly uncontrollable curses and an open portal to Inferno, in the case of the Umbran dark arts.

If you like, you may instead infuse others with the harmony-enforcing light of Paradiso, the temporal anomalies associated with the forgotten God of Chaos or some other powerful supernatural force you've crudely learned to shape with your grubby hands.

Rook takes Bishop (400 CP): No longer a mere common fairy but a hulking beast, you are now a match for the Jabberwock: A crystalline dragon with glass wings and boulder-cracking strength capable of unleashing gouts of plasma and laser beams as well as whipping up a localised hurricane with its wingbeats. All former rulers of Avalon found such a creature's brute strength and toughness uncontrollable, only managing to imprison it at best; as such, you would share it's terrific resistance to all sorts of magics that would subjugate your will or bewitch you. Through brute force alone, this predator terrorised the entire forest-it's defeat taking both a truly improbable partnership, and the exploitation of its own gluttony. Whether you are kin to the Jabberwock or a similarly monstrous fairy, few would dare challenge you.

If you take Arthurian Bloodline, this powerful form's traits may add to and enhance your spiritual one.

Arthurian Bloodline (600 CP): Long ago, a noble peace-loving fairy born with natural gifts took up arms in the hope of freeing Avalon from its tyrant, and took for his wife a powerful Umbran witch. It was known that he had one child, but it seems that prince now has a sibling. Like him you have a tremendous amount of magical energy, one that makes you more powerful than most fairies even now. You can devastate the battlefield with elemental attacks, shear holes in space with your raw might while creating obstacles upon what you strike, fire powerful beams of energy, seal off opponents in pocket realities much more complex than most fairies-and you share the power all fairies have to feed on souls, though yours are much greater. You could restore yourself from the gravest of magical injuries by ripping the lifeforce from even a fledgling demon of Inferno using conjured chains. Your most formidable power is your astral projection. Even if you were caught in a soul-shredding trap, you communicate with others distantly through dreams, and project your soul as an animal capable of wielding all your innate abilities. Such a creature can resemble an ordinary beast, or be greatly empowered by the abstract mutations of your fairy nature.

And should you survive to adulthood, or be considerably older than assumed? Greater gifts await. In time, you will master the power of Balance: A magical gift that lets you merge with all your alternate selves across the multiverse, gaining enough magical power to manipulate the magical energy of an entire universe. Your astral form will also grow in power, until it can casually slaughter some of the greatest demons of Inferno with a well-aimed swipe. The synthesis of Umbran magic and fairy blood resulting in a scion greater than the sum of their parts.

If you wish, you may take Prince Lukaon's place in this timeline (or be a different timeline's Arch-Adam) but you must take the TRAPPED and BETRAYED drawback for no CP.

Avalonian Engineering (600 CP): Puca's merits as a king are…questionable, at best. But one thing absolutely not in doubt is his genius for magitech-a gifted mind you now share. Under his iron rule, fairies advanced from a medieval society to a fully industrialised one over several human generations. Simply by studying the ways of humans he was able to harness the fairies' natural magic to build advanced fortresses of red stone, the soul-harvesting deployable pocket dimensions known as Tír na nÓgs, the magic-strengthening elemental engines as well as the constellation-like halls guarding them, numerous steam and clockwork automatons that serve the fairies' whims and gears that can amplify even small amounts of magic into far greater output-at the cost of considerable fragility. As well as the intellect and familiarity needed to replicate all of Avalon's new mechanical wonders, you'll find yourself able to apply a similar approach to enhanced other forms of magic by harnessing it with the power of technology. Perhaps with enough training in the dark arts, you could build a demonic robot?

A Demon of Inferno!

Don't Mind Me (100 CP): You'd expect a giant purple cat from Hell to be the centre of attention, but actually quite a few people just have a tendency to overlook such things. Whether because of your affable nature or the sheer absurdity of your existence making people try to ignore you, as long as you're not bothering anyone you have a tendency to just slide under the radar. This doesn't render you invisible nor will it stop anyone from tracking you down, but in social situations you won't be singled out for being a giant purple cat on a unicycle that occasionally pulls random things out of his mouth.

Bad Kitty (100 CP): No matter how adorable and personable you might *look,* it's important for a demon of Inferno to put challengers in their place. When you focus your ill intent and malice on someone, they get a tremble in the knees befitting anyone facing the gates of Hell themselves. Your bared fangs, your tense glare-everything about you instantly lets them know how much violence you are capable of visiting on their person. Just know this doesn't work at all if you don't really mean them any harm, deep down.

Cantankerous Best Friend (200 CP): Whoever heard of a demon being friends with a witch? Nobody! Certainly not you! You're just in a hurry to get back to Inferno, hmph! That rotten, literally diabolical attitude of yours might not win you any friends but by your actions and support you can show your true friends that you'll be with them to the end, even if you can't bring yourself to say it. Your harsh words mean less than your continued support, and as long as you genuinely help out those around you they'll be inclined to reciprocate. You can still

alienate them with shows of selfishness or anger, but they'll never forget that underneath the demon's snarl is a heart of somewhat tarnished gold.

Grumpy Mime (200 CP): It's not altogether clear if Cheshire actually can talk. While he certainly seems chatty in this game, upon his reunion with his original summoner neither seemed inclined to catch up. Let's split the difference with this technique. Let's suppose Cereza and Jeanne understood Cheshire enough to make up a mental voice for him. You can now communicate with people silently, just by looking at them and strongly emoting your opinions and intentions. Anything you can say with words, you can now say with a combination of body language, eye contact and the occasional growl.

Perfect Partnership (400 CP): You're quite the accomplished fighter, whether due to hunting instincts or martial prowess. From literally throwing your weight around to slam hordes of enemies to rolling way from elemental attacks and slashing enemies taken off-guard, the fairies of Avalon Forest will be largely unprepared for your savagery unless they are significantly stronger than you already. Moreover, you work extremely well with a summoner or other supportive ally-instinctively placing yourself where their boons can support you or tackling enemies they've immobilised quickly. Together, you can take on the world with a frailer but more versatile friend.

Elemental Sponge (400 CP): Cheshire is a hungry kitty. It seems you share a unique ability of his, though hopefully not his hunger. When you absorb powerful sources of magical energy such as the elemental cores of the fairies, you gain new powers from them. They are generally based on your existing powers, but even a mundane human could light his fists on fire and learn to throw small fireballs-and a demon of Inferno could learn to make it's hide as tough as stone, trap foes in bubbles of water or burn through obstacles. Using each element normally requires to shift into a "mode" where you're attuned to it, gaining aesthetic changes to signify your devoured power. Perhaps if you learn to harness your full power, you can combine the elements into powerful effects.

Strong Independent Demon (600 CP): What a bother it is to the denizens of Inferno, to be so powerful and yet so limited. Imagine what you could do if you didn't need a witch's assistance to simply survive outside your reality. Perhaps becomes of some strange, distant lineage you do not require such things like being summoned by a witch or incarnating in their hair to survive outside Inferno. You may use your full power and form freely, instead of being confined to a stuffed toy. Should you actually be summoned, you may still benefit from the powers of your partner while costing no magical energy to be maintained.

And if you are not a demon, you instead gain an immunity to undirected, passive environmental effects of all kinds. A demonic dragon might still burn you by setting the land ablaze, but you'll be able to breathe in space with no issue and skip through the fiery pits of Hell as long as no will is consciously directing them to burn you.

Power Shared Is Power Squared (600 CP): What do the terrifying Thorned Pestilence and a bumbling newly born demon have in common? A bond with their partner, be it through shared hatred or unlikely friendship, strong enough to surpass their limits. Your bond with summoners or others capable of empowering you with their own abilities transcends mere teamwork-when you fight for something you both believe in, you can exceed your own limits. Reaching new transformations and/or leaps of growth where all your powers and abilities spontaneously escalate, letting the young Cheshire compete with the great Lex

Talionis in a fight. Moreover, you have some means of transmitting your form and semblance to your partner so they can use it in battle. Be it by creating a grand illusion with your shared traits, becoming a weapon they can use or giving them your likeness through the Demon Masquerade technique, you'll never be far from a friend in need.

"What's in your pocket?" (Items)

Items under the relevant header are 50% off. Discounted 100 CP items become free.

Undiscounted

Stained Glass LP (50 CP): This mystical LP player and set of discs make contains the full soundtrack of Bayonetta Origins: Cereza and the Stray Demon, a marvellous set of melodies evoking the tale of the girl on a quest to save her mother. Interestingly, the music can follow you around as it plays, and you can decide if others hear it or not. It must be some magic of both, for they are clearly of fairy make. Furthermore, every now and then you'll find new discs show up playing songs suited to your own mood and events in your life. The discs are stored on an endless magical shelf that conjures whichever one you want directly to your hand.

A Collection of Journals (100 CP): This pile of journals represents the notes and observations of various academics documenting different areas of knowledge about Avalon Forest. A biologist's observations of the local fauna and flora. The Wisp Weekly, a set of missives about the hidden wisp village's observations of events in the forest. Research logs somehow taken from Puca's own private notes, or diary pages from fallen Umbran apprentices. And many more. A treasure trove of knowledge that could help you survive here.

After this jump, in future worlds you'll acquire a similar collection of knowledge about other key places in your life.

Tír Na Nóg (200 CP): These pocket dimension were designed to break the human spirit and extract bad vibes…by pitting unsuspecting humans against all manner of puzzles and challenges. You have acquired on yourself that with a simple magical incantation, you can pack up and set up somewhere you need to harvest human suffering into magical energy. It also contains various rewards native to Avalon Forest that you can extract-whether by doing the challenges yourself, or simply disabling them and taking the loot for yourself.

The Gates of Somewhere (300 CP): Many powerful beings in this world have a personal realm bound to themselves, that they can open some sort of portal to at will. Regardless of your power, somehow you've become attuned to one such place. It has approximately as much developed, liveable-for-humans space as a forest glade or a very large bar-though beyond that, it is an arbitrary pocket dimension clearly shaped by, or even embodying, supernatural forces. Whether it is an enchanted fairy glade bound to you or a shard rent from Inferno, this pocket dimension greatly bolsters all your supernatural powers from this world. Spells, artifacts or some other great working have been inlaid into its geography, empowering you for great magical workings-whether benign or malicious.

An Umbran Witch!

Kitty (100 CP): Somewhere in your history, an Umbran witch doted on you enough to gift you this plush animal doll. Apart from being wonderfully plush, it happens to be an excellent medium for poorly summoned demons that need somewhere to survive. Giving it a hug never fails to bring you some comfort even in the darkest of days, for it is a symbol of love that endures forever.

You may repurchase, at 50 CP if originally discounted, for different animal dolls. Or different styles of animal dolls, such as Jeanne's fabulously fancy Charles compared to Cereza's rather rumpled Cheshire.

Magic Brace (200 CP): A gift from the witch Morgana to her bumbling apprentice, this bracer lets you see through any and all fairy illusions. In the hands of a skilled magic user, it might be attuned to bypass other illusions too. In any case it is a potent focus for magic, refining complex magical energy into structured forms that even a child can use to effectively cast in the heat of battle.

Even if the child is a rather dull student.

Umbran Cauldron Collection (400 CP): What witch would be a proper witch without a proper cauldron? This cast-iron container doesn't just hubble, bubble, toil and trouble, it also comes packed with several small crates' worth of pre-made potions. From healing to temporary protection and magical energy replenishment, to perfumes that grant temporarily endless magical energy, to magical bombs, there's a wide variety of effects to be concocted here. There are also several larger crates full of unicorn horn, baked geckos, mandragora roots and other key components to Umbran potions to be found. Not only is the cauldron enchanted to make brewing potions simple even for even a child, but several tomes written by Morgana include information on the theory and principles behind Umbran potion-and different recipes, potentially even the principles needed to make Umbran potions with mystic reagents from other worlds.

Used potions and components replenish every full moon, summon through strangely beautiful Remembrances of Time.

The Third Eye (600 CP): The treasured Left Eye of the Umbra is not a gemstone as some assume, but the gift of a kindly god who pitied humanity and granted them free will. Insofar as it has physical form it is a field of red energy inherited by individual Umbran witches. It seems that Aesir, God of Chaos, had one more gift in store. You now have a third eye, equal in power to that of darkness and light, but instead fully aligned with the World of Chaos' turbulent power. This eye is a powerful font and amplifier of magical energy, able to reawaken powerful deities or augment the strength of existing ones. A young Umbran witch threatened by forces beyond her power could be protected by a pulse of energy from it, and a skilled Umbran witch in her prime would be able to do complex, powerful feats of magic with relaxed, stylish flair.

More skilled users of the great Eye can recreate-and even interact-with key moments of history known as Remembrances of Time, portals into other times and places or recreations of phenomena from them that can be manipulated by the creator. It was with one such feat that the witch known as Bayonetta changed her own past, by giving her younger self a measure of comfort. It is also possible to see through all deception with the Eye, and fire beams of energy powerful enough to stagger even legendary Umbra witches. However, the greatest feats of the Eye are those of creation. With the original Eyes of the World Aesir created concepts such as fear and humiliation as well as humanity's prized free will. He oversaw the World of Chaos as a whole, and his visions of it became realities unto themselves. Another god with his power might be able to merge the Trinity of Realities into a vortex of creation.

But such a feat is far out of reach for the young witch and her demon. This is a child's fairy tale, and we speak of legends performed by gods that exceed even the greatest witches in raw power and experience at least. Besides, you only have *one* eye. For now, let it be a comfort and a last resort in the darkest of days.

If you chose to replace Cereza (or be an alternate Cereza), your Eye is instead the genuine Left Eye of Darkness.

A Fairy!

Storied Arms and Armour (100/300 CP): A fairy's life is full of strife, if not among his own kind. That is why you have a suit of fairy armour and a weapon or two to go with it-along with lots of ammo if one of them is a ranged weapon. The traditional arms of the fae are more ornate than any human craft, perfectly fitted for all manner of inhuman physiologies and highly suited for conducting magic. But otherwise, not truly exceptional compared to even a child Umbra's magics.

However, for an undiscounted extra 200 CP you may wield something truly exceptional. The first is a much more protective suit of armour, one fitted for the true monarch of the fairies rather than that petulant usurper. The second is the sword Excalibur: Handed to King Arthur of the fairies by a goddess who sought a new future for Avalon. The sword's pure fairy magic and cutting power have triumphed over many warlike fae of the past, though even it was not a match for the Jabberwock's scales. It's true virtue is that in a truly overwhelming battle, the sword will call heavy rain from the heavens-rain so magically powerful that even the greatest of fairy flames can be snuffed for just a moment. Perhaps if you are proficient in water magic, more uses can be found for these downpours-and you could learn to summon them at will.

Garden of Avalon (200 CP): The plants of Avalon Forest are as powerful as they are beautiful. Petals that can be collected into a new flower, bolstering the collector's vitality. Magic butterflies and crystal crescents full of the natural world's power. Crystalised magical energy that forms moon pearls and Avalon drops as well as fruits and flowers normally only found in Inferno, that can enhance the power of witches and demons alike. And that's not even getting into all the plants capable of defending themselves or the sheer magical energy within. You now hold dominion over a grove of trees vast enough to surround any earthly palace, as rich in magic and wonder as Avalon Forest but with none of its malice. All the useful plants and other bounties of Avalon Forest are particularly rich on the ground, while the dangerous plants seem amicable to you even if you are not a fairy.

An Elemental Core (400 CP): This core of either fire, water, stone or wood elemental energy concentrates a vast amount of natural magical power towards your ends. It is possible to direct it for chaining a particularly powerful fairy, although it would take three more to bind it securely. It is also possible to harness the power within for the fairies' other grand feats of industry, should you desire to power a Tír Na Nóg or some other wonder. Last but not least, supernatural beings such as witches or demons may consume the power within to unlock more of their own. If so depleted, the engine will be restored under a new moon by a team of jabbering, prancing fairies from…somewhere.

This item may be repurchased for more elemental cores. If you wish, the cores can harness other supernatural forces in this world such as the light of Paradiso or the fires of Inferno.

Shard of Avalon (600 CP): A grand work of the fairies is now under your total dominion, one that represents the total effort of their greatest luminaries in the kingdom's heyday. It could be an industrial marvel like Puca's own fortress, a mighty bulwark with all manner of magitech within, energy cores and production lines for artifice as well as stellar sanctums where the magic of the fairies is strong. Or like the Sunkissed Lake, it could be a grand illusion of nature that you can freely move through while enjoying all the benefits of a day at the beach. Regardless of its form, the construct is something that can either lead or withstand a grand war among fairies. Not least because of the inhabitants: A massive kingdom of fairies dearly loyal to you as their rightful king, perhaps an eighth of Puca's own kingdom. These largely consist of typical fairies, small bumbling creatures an Umbran child could defeat with the help of a demon, but it also has quite a few fairies that have distinguished themselves in some way beneficial to the kingdom. And perhaps one or two of almost human seeming, and power considerable enough to contend with Umbran witches of great power

If you purchased the **Garden of Avalon** item, you may combine the two. With your forces so concentrated, it may be possible to cast a similar barrier as the one protecting Avalon Forest from impure humans.

A Demon of Inferno!

Demon Kibble (100 CP): It's all well and good to gorge yourself on fairyland sparkles, but surely a growing demon needs something more substantial! That's why you're lucky to own a few crates of angel halos, torn from the footsoldiers of Paradiso. Rich in heavenly energy, this is what a REAL demon needs to grow big and strong. This may technically be holy energy in its most stable form, but to a demon of Inferno it's a delicious meal.

The crates replenish on the hottest zenith of every month, halos raining down amidst gunfire from some unseen source.

Infernal Communicator (200 CP): It really is quite terribly lonely up here, being the only demon! Why not call up some…well, not exactly *friends* but familiar faces to keep you company? This golden skull-inset ring is an infernal communicator that forges a temporary contract with the infamous band of demon youth known as the Little Devils. By channelling magical energy into it, one can summon five of the gangly, weapon-bearing, skeletal creatures to aid you in battle. Among Umbran witches the Little Devils are generally considered a nuisance, good for keeping foes off-balance but comparatively weak against stronger foes. Against the fairies of Avalon? Most fights with them will end in fairy massacres. *Do* try to keep them on a short leash.

Magical Stomach of Holding (400 CP): We may *never* know where Cheshire got this from in later years, but for whatever reason you now have it. Your stomach is now a bizarre pocket dimension you can access by a portal in your mouth full of uncanny lights. Just think of an object no more complex than a unicycle useful to your immediate circumstances, and you can pull it out. Cigars, a top hat, a fancy cane-as long as it can come out of your mouth, it's fair game and it's charged with your magical energy if you have any. You can also store people and objects safely within, and take them out at will again too. Yes Alice, we're definitely not in Wonderland anymore.

Portal to Inferno (600 CP): THERE it is! The blasted hole you've been looking for, back to Hell sweet Hell. Actually, this one is oddly stable and portable, disappearing and reappearing

at your will. Within lies the terrible hellscape of Inferno, replete with terrifying demons and damned souls. All the bounties of Hell are yours for the taking…if you're willing to brave it's literally infernal power struggles and unnatural hazards. A skilled smith could make weapons of incredible power with such beasts beaten into submission-or in a pinch, even from their body parts. Leave it open enough and more powerful demons might notice. Perhaps one would be willing to make a contract for their freedom. Then again, without considerable strength yourself it is far more likely one would try to battle you in the hopes of securing the portal for themselves.

"Who's that at your side?" (Companions)

The Adventure Begins (50 CP): Don't go off the beaten path. Don't enter the woods, it's not safe. That's what we like to tell children, but sometimes adventure beckons and what's safe isn't what's necessary. With each purchase of this you may create or import one companion, who gets 800 CP to spend on anything they like except more companions.

Fabled Companions (50 CP): Some relationships transcend time and space. With each purchase here, you have the chance to spark the seed of one. You are guaranteed a good first impression with a character from this world that you could feasibly meet here of your choice, and should they accept they may become your companion after the jump.

If you chose to replace Cereza or Prince Lukaon, you get a free purchase of Prince Lukaon or Cereza for free.

Stratocumulus Undulatus (100 CP): In a future that may never come, a crafted tyrant set out to create a mechanical reimagining of malign divinity. It towered over the works of man, a work of nanomachines and artificial alloys. And through the sacrifice of a brave witch as well as the efforts of demons pushed to their limits, it was destroyed. Except for this fragment, that has reassembled itself into a humanoid size. She remains a veiled feminine figure distantly resembling the supreme gods of Paradiso and Inferno, with four ceramic serpents for arms, and remains capable of releasing powerful energy attacks or bursts of flame as well as cracking the earth with her blows. But for the first time in her existence, she has free will. She is not sure she likes it. Severed from the greater unity of Singularity's immutable truth, she finds herself as a goddess without worshippers. Blasphemers. Purpose. And certainly little hope of recovering her full power, unless the resources of her maker could be recovered. Bewildered, angered and a little frightened by magic despite having enough might to contend with it, she has promised you a place by her side in her new world order if you will guide her in this one. Periodically she asks you probing questions about what the new world order should even be.

Has the mentality of a spoilt teenage girl, is somehow still more introspective and considerate than the actual Jubileus. Irrationally trusting of you when asking about occult things.

Alice in Avalon (100 CP, free/optional Umbra Witch): Many figures of historical and mythical renown have turned out to be accomplished Umbra witches. With golden blonde hair and black-white stockings to go with a blue dress, it's quite obvious who the young girl raving about wanting to go visit the fairy forest is. As an extremely avid alchemist and magical prodigy, she's obsessed with combining the magic of the fairies with the dark arts-even seeing some success by brewing potions that can grow or shrink others, as well as conjuring lesser demons into plants as mediums to grant them powers of the natural world.

While normally prim and proper, she is quite the daydreamer and often lost in thought. Her otherwise happy days with the Umbran clan are tarnished by the fact that nobody seems quite as interested in plants as she is, and she'd appreciate a friend to accompany her down the rabbit hole. She'd like to talk to someone about the "Queen of Hearts" she's been having tea parties in her dreams with…which any Umbran elder would recognise as the demon Alraune.

Surprisingly, can throw quite a kick for her age if pressed. Both oddly mature, and too eccentric to notice or care about her mystical powers approaching those of the clan heir.

The Goddess of the Lake (100 CP, free/optional Fairy): And what of Excalibur's giver? The goddess who sought a brighter future for Avalon forest, only to see it undone by a mewling pipsqueak? That same goddess makes contact with you through visions, entreating your help for one last task to salvage a ruined dynasty: Save the imprisoned prince without sacrificing any more Umbran girls. As much as she'd like to save him herself, she is certainly no Jubileus, and her powers resemble those of a fairy writ large-perhaps at the level of an exceptional Umbran witch. She has a particular affinity for rain magic, using it to both forge all manner of magical weapons and send down blasts of magical energy, and is highly adept with fairy magic in ways many would think impossible. But though pushed to the brink of despair by past tragedies and exiled by Puca for her troubles she remains determined to secure a bright future for the fairies. Your decisions here may determine if she remains idealistic, or succumbs to bleak bitter hatred of those she once sought to save.

Loves fairytales of all kinds. Hates caterpillars

Madama in Waiting (100 CP, free/optional Demon): Sometimes a woman leaves the World of Chaos under unfortunate circumstances. Sometimes an insect of Inferno gorges on phenomenal power. And sometimes a lesser goddess just wants to have fun. Upon your entry into this world, you find yourself accompanied by what appears to be the youngest of the demonesses that certain famous witches are renowned for making pacts with. An elegant but noticeably inhuman damned soul with an animal or plant theme. Something about you has made her take a shine to you, and whether strutting alongside you in her Inferno domain or watching you from afar in Avalon forest she's sure to keep an eye on you. She is far lesser than terrors like Khephri or Styx, her true form being roughly the size and stature of a fit adult woman, but whether with arcane lore or physical brutality she has potential uncommon for a demon of her size-potential to reach their level.

If you have the capability to, she'd be happy to sign a contract. Preferably after a candlelit dinner and some tango

“Oh, no! Look out for…” Drawbacks

The End of the Picture Book (0 CP): A short glimpse into a long and bittersweet life, a brief tale of trust triumphing over betrayal. Perhaps the dance is more precious because the performance ends. If you wish, this jump may end when Cereza manages to secure her meeting with her mother. Whether or not she manages to rescue her from imprisonment, as she hopes.

A Burnt Picture Book (0 CP): Long ago in the feudal history of Avalon, fairy nations warred in a constant struggle for power. If you wish to understand why the cruelty of the fairies persists to this day, perhaps you’d like to see them at their very worst. You may start up this jump at any point in the past, up to a month before the ambitious warrior Moltred begins fighting to bring prosperity to his nation-unknowing that ambition and authority will warp him into a dreaded tyrant. Your stay will be extended until ten years past the default starting date.

Crybaby (+100 CP): Whether from a lifetime of being shunned and abhorred as an abomination by the Umbran Clan and separated from your mother by them, or just simple shyness, you’re quite a worrywart. Your confidence is shot, you’re stricken by a desperate need for friendship and you feel terrible with every failure. Rising to the occasion and successive victories can help overcome this, but you’ll be starting your adventure with quite the poor mood.

Hungry Hungry Kitties (+100 CP): Where’s the food? DON’T HOARD ALL THE FOOD! You’re a greedy one, aren’t you? You burn calories like a young demon learning his strengths, so much so you’d guzzle magical energy straight off the ground if you could. Hope you don’t mind a few hunger pangs even when you’re in the fight, unless you’ve had a hearty meal beforehand.

Unfettered Cause (+100 CP): Exile. Betrayal. There is some dark matter in your past, something that haunts you to this day. Something for which you will throw innocent children under the bus, walk through oceans of blood to accomplish-whether to save a loved one, or secure your rightful future. Something that involves the murder of a significant person in this world. Whatever it is that drives you, it is not impossible to make friends in this world. But your bitterness has left you aloof, strict, exacting and with little inclination to interact with those not involved in your goal. And utterly ruthless towards its success.

Phenomenal Remnant (100 CP): Strange figures have been seen in Avalon Forest of late. Creatures with slick green malleable flesh, and ceramic plating. Faceless humanoids capable of transforming weapons from their body that can contend with mystic arms, and liquifying at will. Entities that can more than contend with fairy magic, but seem strangely…artificial. Unbothered by effects that would disrupt magic. What on earth are they, and why are they heralded by strange glitches in space-time? Not a soul in Avalon Forest can possibly recognise the dozen or so Stratus Homunculi, footsoldiers in a war time forgot capable of individually devastating hordes of fairies. How fortunate none seem to be searching for you specifically, making them devastating but avoidable foes. In fact, they seem to be intently searching for something else…

Jabberwocky (+200 CP): One! Two! And snicker-snack…go the ferocious beast’s jaws

around your neck. The Jabberwock may be a vicious creature, but it's confined to its territory. Now either it or a beast of equal might has picked up your scent and become relentless in its pursuit of you. You can try to throw it off your scent. You can run off the beaten trail. But you're so delicious, it would rather die than give up the chase.

Team Puca Is Blasting Off Again (+200 CP): Numerous fairies have been given detailed information on your capabilities and resources, and offered substantial rewards to make your life a living hell. The mastermind is none other than the glorious Amethyst King Puca, who has for some reason decided you are a threat to his reign. The good news is that Puca is as comically inept at subterfuge as he is at most other non-engineering things, and will attempt to keep your "assassinations" quiet to maintain a semblance of control over his kingdom. Humiliate him enough times however, and he will realise the simpler, much more successful solution is to gather up every fairy and try to run you down with sheer numbers.

Ethereal Escort Quest (+200 CP): There are many literally lost souls in the forest, transmuted from the normal afterlife of humans into lingering wraiths. Your compassion for the fallen has overwhelmed you, and you feel compelled to gather them all to the wisps' village before the end of your stay here-which cannot come until a little while after the last is rescued. I hope you don't mind searching through the forest for abandoned children for a while.

Unlucky Hero(ine) (+200 CP): For the protagonist of this story, it certainly feels like the world is out to get Cereza. Matters of chance and possibility tend towards violent encounters or embarrassing incidents. If you're finding a route along your quest, most of them will lead straight through enemy territory or even that of a legendary beast. Worst of all, you have a terrible sense of direction even without navigating through a fairy-haunted forest. Honestly, you can't catch a break here. At least nothing truly implausible ever happens, but just trying to act cocky without thinking is tempting fate here.

TRAPPED and BETRAYED (+300 CP): Well. It happened. You've been imprisoned as direly as Prince Lukaon, your body imprisoned in crystal, your soul shackled and siphoned by the elemental engines. The only thing you can do to save yourself is harvest the life from a demon of Inferno, after someone else has shattered the four elemental engines. The chances are against you. Many witches have been led to try, and failed. But this one is special. Maybe if you can win her over, you still have a chance to come out of this alive?

Technically as long as she (or something else) destroys the engines, you aren't obliged to devour the demon if you have some other way to repair your soul after they're destroyed.

From Hell (+300 CP): In hindsight, it's a stroke of luck that Bayonetta summoned the relatively naïve and weak Cheshire rather one of the grand lords of Hell. Upon your arrival, you somehow accidentally tear open a portal that summons a demon. And not just any demon, but a great power of Inferno. The Empress of the Fathoms, the Eradicator of Paradise-a titanic, bloodthirsty creature that will rain havoc on the forest in singleminded contempt for your daring to accidentally summon such a being without a proper contract. Find a way to banish it, or figure out a way to fight something that can probably flatten the entire forest with enough time.

Heavenly Visitation (+300 CP): The rumours of the fairy affront have reached the lords of Paradiso, and a stricter response is required. A dozen Applauds, stronger versions of Puca's minions, have approached the forest to determine whether or not this is true. Whether because

of righteous wrath or a covert power play among the heavenly masters, they also have covert orders to kill you. While far less threatening than the demon above, their threat lies in the turmoil they'll bring on both the forest and you-and the fact that unlike demons, angels have no issues staying on Earth indefinitely. Fail to kill or somehow persuade the ardent zealots quickly enough and they may summon reinforcements. The massive Kinships. The massive Valiance, Heaven's sharpest sword. The lords of Paradiso may overlook a vanished contingent this close to Umbran territory, but you risk further reinforcements if even one gets word back to its superiors.

In The Spider's Web (+300 CP): Upon entering the jump you've completely forgotten this drawback. A trusted mentor (Morgana, if you are an Umbran witch) of some sort has tasked you with a dangerous quest you're inclined to accept. The journey will be at least as treacherous and risky as entering Avalon forest as a small child of a witch. But at least your mentor means you no harm-so long as you're willing to kill a dear friend you've made along the way. If you aren't, she will personally step in and punish you. Severely.

Singularity: Resurrection (+600 CP): Even in this whimsical forest, the deeds of the mighty cast a long shadow. Choose this and some distortion of time and space has allowed a being of once-godlike power to barely survive in this world, a force on par with the wraithlike form Singularity has used to survive the implosive results of his immutable truth being challenged and overturned. It could be Loptr, the god Aesir's evil half, seeking to prevent being trapped in an endless loop of time. It could even be one of the ancient fairy warlords, somehow empowered by forces beyond mortal reckoning. This is a threat too great for any one Umbran child to handle. But perhaps…two could make a miracle happen.

Notes

The thing about demons needing witches and mediums to survive outside of Inferno is both new to Bayonetta Origins and very, very confusing. In the second game, Gomorrah clearly breaks out of Bayonetta's hair and goes on a rampage trying to eat her despite that theoretically risking his life. Either Gomorrah is suicidally hungry or even more stupid than he looks. I have no bloody clue what Kamiya is thinking with this new lore, other than that he needed an excuse to keep Cheshire and Cereza close to each other in the game. Fanwank something.

To the extent it matters, if you acquire the genuine Left Eye you need not fear causing an imbalance between light and dark unless you set out to somehow foment one in future worlds. It seems that with Loptr's final defeat, the true power of the Eyes faded even in timeline where Bayonetta did not necessarily battle the God of Chaos.