Diablo 1+2
Jumpchain v1.6

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For untold ages, the High Heavens and the Burning Hells have waged war unending with no side able to gain a decisive advantage over the other. The conflict paused with the discovery of Sanctuary, the world of man. Even the wisest sages know nothing of how their world came to be, but it is known to some that Heaven and Hell came to an uneasy truce, forbidding either side from taking overt action against mortals. Of course, Heaven and Hell both have worshippers among humanity working to shift the allegiance of man in one direction or another in an attempt to influence the ultimate outcome of the Great Conflict.

Sanctuary's history since then cannot be called peaceful, as conflicts between mage clans, nations and faiths waxed and waned. But the greatest threat came from outside the world as a war in Hell saw the three Prime Evils overthrown, banished to Sanctuary where they stole mortal bodies to inhabit and leaving Terror, Destruction and Hatred in their wake. The archangel Tyrael alone intervened on man's behalf, gathering select individuals to form the Horadrim and gifted them with three Soulstones, within which the essences of the Prime Evils could be imprisoned. After a long and bloody struggle, the Three were brought low and sealed away.

But in the end, this was all according to Hell's plan. The Prime Evils had wrested secrets from a captured angel and learned how to corrupt what would inevitably be used against them. From within their prisons, maddening whispers and the corruption of hell seeped out, twisting the demon's jailers and taking control of them. Diablo, Lord of Terror was the first to be freed, and is now gathering his strength in preparation for the journey to seek out and free his brothers.

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You enter this world In the year 1262, Anno Kehjistani, one year before the events of Diablo 1. If you do not interfere with the events that follow, the corrupted Archbishop Lazarus will manipulate King Leoric into declaring war on Westmarch. Leoric will be slain by the captain of his own armies after returning from the disastrous campaign, only to be slain in turn as the king rises from the dead. Seeking to put an end to the madness gripping his kingdom, the king's eldest son, Prince Aiden, will gather allies, delve into the depths of the corrupted cathedral, and eventually slay Diablo. But with the soulstone fractured, he has no choice but to drive it into his own flesh in an attempt to contain the prime evil.

He will fail, and the chaos that follows his dark wanderings will draw even more into the conflict between Heaven, Hell, and mortals. Most will die, and some will not even be granted that small mercy. But one will eventually succeed, granting Sanctuary some small respite, for a time…

Take **1000cp** to prepare yourself. You will be here for ten years, so spend them wisely. Evil is a constant presence, and can appear where you least expect it…

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You may begin anywhere within the mortal world that is appropriate, such as within one of the great cities, or with the mage-clan, tribe or priesthood you were born into. You may not start within areas such as the prisons of the Prime Evils, the chamber of the Worldstone, Horazon's arcane sanctuary or similarly secure, forgotten, or mystical sub-realms.

Choose your age and sex for free.

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Backgrounds

Drop-in
You'll awake in a small room in one of Sanctuary's many Inns. Your stay was paid for and the owner will not question your appearance. Move on quickly or somehow endear yourself to the locals. This is not a peaceful world, and the appearance of strangers is rarely welcomed.

Warrior
Sanctuary is filled with soldiers, mercenaries, barbarians and many others who live by force of arms. Even demons can fall before well-crafted steel, and there is no shortage of work for those skilled, desperate, or foolish enough to battle the forces of evil.

Mage
The Vizjerei and the other mage clans are the most well-known practitioners of magic, but there are others. Necromancers and druids among others. All are able to sense the influence of Hell upon Sanctuary, and each have their reasons to investigate portents of doom.

Rogue
Many survive through shady methods, or simply prefer to ply their skills without undue attention. Conflict means opportunity, if only to strip the corpses of would-be heroes of anything valuable.

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Perks

You receive the 100cp perks of your background for free. The others are discounted 50%

Drop-in

100cp - Orb drops

To save on potions, you've picked up a little trick that the rest of Sanctuary won't discover for a few more years. When slain, creatures will occasionally drop little blood-red or sapphire-blue globes. Representing health and energy, you can absorb the globes simply by passing within arm's reach to heal yourself or recharge your reserves of MP, or whatever other supernatural energies you have access to.

100cp - Just a game

Sanctuary can be a miserable place, filled with suffering, war, and constant fear. And that's before demons get involved. As if you were still safe behind a computer screen, scenes of horror and both witnessing and dispensing carnage do not bother you. This is more bravado than willpower, though. Too much too quickly will still take its toll on your sanity.

200cp - Item drops

Adventure is not its own reward - that's what loot is for. Stomp a spider, find a penny. Kill a demon, a magic sword pops out of its guts. Creatures now sometimes drop jump-appropriate money and gear upon their death, and stronger enemies mean more money and better loot.

200cp - Yoink

It's wonderful when a dead demon drops something valuable. It's terrible when someone else grabs and runs off with it. Since you've probably still got things to kill, slipping loot into your Warehouse (or other inventory space perk) is as easy as being within arm's reach of it and sparing a moment's thought. This will only work if the item isn't secured somehow, under someone else's control or possession, and would fit through the door normally.

400cp - Linked stash

To ease your travels, you gain access to a pocket dimension about the size of a small room that you can store items within, where time does not pass. Additionally, this stash is linked with your warehouse (and any other inventory space perks you possess) allowing you to freely manage and move items between them. As a extra bonus, you are able to partition the space provided by this and similar perks into more manageable tabbed sections, so that you can easily organize your storage and retrieve items faster by calling up a section dedicated to potions, weapons, etc instead of searching through your entire stash for the item you want.

400cp - Both or neither
Are you an angel? Or are you a demon? Technically the humans here are both, and you will not be bound by the flesh you were born into or the circumstances of your life. You immediately know when something magical will affect you or not based on some aspect of your nature, and may choose to include or exclude those parts of yourself from consideration. You may step past a trap that would kill only women, demons, virgins or anyone not of a certain bloodline without fear. Spells to detect murderers or thieves can be fooled easily. However, keep in mind this perk does not protect you from such things as indiscriminate destruction, impersonal spells that trigger when a passkey of some kind is absent, or spells that simply target 'you.'

600cp - Unwritten fate
You are your own person, and you alone decide what path you will follow. Not heaven, not hell, and certainly not some glorified hunk of rock. It is impossible to divine your future or foresee how your actions will influence future events. Attempts to manipulate your course in life on a broad scale will also falter. Though this would do nothing to prevent a landslide from blocking the road or a schemer from telling lies, as long as you have the desire to keep moving forwards the chance will be there. These other paths may be difficult, dangerous even. But if you are willing to push on, there will always be an opportunity, however small or hazardous, to continue.

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Warrior

100cp - Strength of arms
You are massively strong beyond what any mortal should be capable of. Heft a horse, kick down a solid oak door, go toe-to-toe with a demon twice your size, and do it all after sprinting for an hour in full armor.

100cp - Tools of war
As wanderer, mercenary, paladin, or humble town guard, you've had years to gain experience in combat and familiarize yourself with all manner of weapons. That same time was spent far away from any proper forge, and so you have also learned how to properly maintain your gear with substandard tools, keeping them functional long after you should have been carrying nothing but rags and dulled steel.

200cp - Warcry
By primal scream or holy admonishment, your voice carries great weight. Even above the din of battle, your words grant allies a burst of vigor and shake the resolve of your enemies. One can only be inspired so much so often, so this talent is best used at suitably dramatic moments when the right bit of inspiration can swing the odds in your favor.

200cp - Holy impact
You can concentrate your strength and release it in a single mighty burst to propel yourself into the air or through obstructions on the ground. An ordinary person could easily leap from the ground to a building's second story, or smash through piles of rubble and hastily-erected barricades. You may also choose to release the energy of your movement gently, only using this perk to move around faster, or you can deliver bone-crunching bodyslams or land from a jump with enough force to crush the weak underfoot and blow away any standing nearby.

400cp - Aura of (perk)
You can share the effects of a single perk you possess with others. It will take time and practice for the granted blessing to match the benefit you personally gain from it, as well as to increase the range of this ability. At first reaching only a few meters, in time you can share a perk with all allies in sight. It takes about a minute or so to change which perk you have chosen to share.

400cp - Iron skin
Weathered by the elements and scourged by the flames of hell, you remain unbowed. You will not falter, having the will to fight on through fatigue, pain, and horror and emerge victorious. Your body has become a worthy receptacle of your will, having endured just as much and become stronger for it. Your skin has become like armor, turning aside weak blows and pitiful spells alike, while stronger attacks and magics are blunted somewhat.

600cp - Elemental fury
When steel alone is insufficient, your soul calls forth Sanctuary's wrath in battle. A thrown javelin becomes wreathed in lightning. Wind like razors carry the force of your swings deep into enemy ranks. A dagger-strike is deepened as shards of ice form within your victim. These and other effects are called forth by your attacks, but the cost is demanding. Those untrained in the mystic arts find it drawing upon their stamina, leaving a single strike feeling like an hour of exertion. Mages and stranger practitioners may substitute other energies for this cost, but the process is no less demanding. Years of training and many battles will be required before you can evoke these forces with any regularity, but mastering this gift will see you stride across the battlefield with the force of a natural disaster.

Mage

100cp - Diamond mind
Your intelligence soars, the better to unravel the arcane secrets of the world. Long study and practice have granted you deeper reserves of magical energy, and even when not in meditation your reserves refill faster than less attentive students of the mystic arts.

100cp - Loremaster
When working with magic or cleaving through hordes of demons, it is often the minutiae that makes all the difference. Besides having an eidetic memory, recalling pertinent information is effortless on your part as your mind automatically appends useful facts, such as known magical properties or elemental weaknesses to your current object of interest.

200cp - Glorious thing of the whatever
You have long studied the process of creating enchanted items, and have reached the point that any item you craft acquires a minor enchantment with no extra effort on your part. This enchantment is random, but it's always associated in some way to the function of the item, and you instinctively know the details. This inborn enchantment is so intrinsic to the item that it never interferes with any later magical tinkering you may perform with or upon it. You may choose to suppress this ability.

200cp - Stay awhile and listen!
You have endured listening to lecture after lecture from your elders, perused thousands of musty tomes, and have trained yourself to notice the useful information and skim past the dross. You read and absorb information at an insane pace, and you can navigate even the most obtuse library systems with ease. You've gone on to train your sixth sense to do the same, picking up the faintest hints of mystical phenomena to quickly suss out the details of their nature.

400cp - Elemental magic
Of all the powers available to a mage, the elemental forces are considered the safest and most reliable to use. This is not to say that they are weak. You wield lightning, fire and ice to wipe demons from the face of Sanctuary with skill great enough to create flexible manifestations of power. It is as easy to create blizzards of icicles the size of spears as it is to craft lightweight armor out of iron-hard ice, summon beasts of flame imbued with a spark of self-direction, or direct lightning across the battlefield in a hundred different ways.

400cp - Violent life / Peaceful death
(Choose one. The first purchase is discounted. You may purchase both.)

Following the philosophy of the Caoi Dúlra, you have gained power through communion with the world itself. Stone, fire, and storms dance at your call, eager to destroy corrupt forces. Beasts and plants call you kin, and you understand them as easily as you understand other men, communicating with them and borrowing aspects of their strength. As your powers grow, this allows you to call ferocious animals and magical plants to aid you even where there are none, or even to fully immerse yourself in the beast, altering your form and gaining massive increases to your strength and resilience.

The priests of Rathma concern themselves with the balance of life and death, the flow of souls from life to death to rebirth. Though feared by outsiders, they practice iron discipline and hold greatest respect for the power they wield, calling forth lethal poison and carrying arms and armor of ancient bone when battle is joined. Even the vitality of demons can be crippled, siphoned away or turned against itself by the curses they wield, and when aid is needed, those whom outsiders call 'necromancer' can raise the dead to fight by their side, or summon spirits to inhabit nonliving matter to form mighty and tireless golems.

600cp - Binding and banishing
The practice of summoning demons for various tasks was once quite common among the mage clans. Eventually forbidden by an edict enforced by an order of assassins, there still exists vast bodies of knowledge on the topic, knowledge which has fallen into your hands. You are a master summoner able to call forth and command all but the mightiest of beings, and your skill extends even further to include ghosts and spirits of all sorts - even angels, if you dare risk the ire of the high heavens.

Only the strongest and most unruly of beings even have a chance to break your bindings or twist the intent of your commands, but you've still taken the precaution of mastering the arts of warding and banishment as well. The weakest of creatures not native to the plane of existence you dwell upon will not be able to approach, let alone attack you, and you can easily restrain or banish large groups of such entities at a time. Great effort will be required to handle stronger beings or hordes of lesser creatures with the same ease, but with careful preparation and barring unforeseen complications, you are very likely to emerge from such contests victorious.

Rogue

100cp - Deadshot
Long years of training have made your movements swift and sure. Rarely does a blow strike you in even the most chaotic of melees, and it is child's play to draw a bead on a distant target while running, leaping or swinging across unstable ground. In either condition, such is your talent with projectiles that you can hit a target with almost certain precision.

100cp - Sister to rogues
Against the strength of demons, discretion is often the better option. You are trained in the arts of stealth, how to hide, how to move silently, and how to blend in through changes in manner and garb. But you are also trained to see through deception, your senses honed to see through disguises and pick out the slightest sign of an impending ambush.

200cp - Trapfinding
Most demons prefer the use of pure brute force or subtle corruption, but some are weak enough that they resort to the basest of tricks, traps and deceptions. Like many mortals, actually. You have long practice in spotting, disarming, or at least avoiding mechanical and environmental traps. Indeed, you are almost prescient in that if you touch an object that has a trap connected to its operation, a momentary feeling of danger will warn you of an undiscovered threat.

200cp - Improvised enchantments
While not trained in the magical arts the same way the mages are, you've learned a few tricks. The first is runecarving, employing an ancient language of unknown origins that bestow different effects when engraved on pieces of equipment. The other practice uses gems harvested from magic-rich areas which can express some of their absorbed power through items they are attached to. Rune-carving and gem-cutting need tools prepared only with very simple rituals using common materials, and you are highly skilled with the mundane aspects of these crafts. On the downside, these pseudo-enchantments only stay functional as long as the gems and carvings remain intact. While roughly mixing enchantments usually results in magical mishaps and destroyed equipment, you've developed enough skill in judging their compatibility that this is almost never a concern.

400cp - Valkyrie
You will never be alone in battle. A ghostly form rises to aid you, protecting your flanks and striking at opponents that approach. Its power grows as the tempo of battle increases and danger mounts, becoming more defined in form, its appearance in some way reflective of the person it protects. Your Valkyrie grows in power as you do, but will never approach anywhere near your full strength unless you are in mortal danger, at which point it will expend all its power to protect you for a brief minute or two at most of frenzied strength. Assuming you survive your brush with death, the Valkyrie will be exhausted and will require about a day to recover before it will reappear at your side. You may customize the appearance of this magical defender, or have it change to automatically fit the themes of whatever persona you assume or jump you visit.

400cp - Sightless eye
The Sisterhood of the Sightless Eye takes its name from an ancient mirror that showed the future on its surface. A sacred object, the sisterhood learned from it how to develop their own 'Inner sight.' Far more limited in scope than the mirror, deep meditation allows for brief glimpses of future events that will most likely occur within a few day's time. When rushed or in combat, only a few second's foresight can be achieved, but even this is often just enough time to react to an attack that would have claimed a sister's life.

600cp - Finishing move
Some foes are so incredibly durable that no amount of mortal effort can overcome their defenses, so you have instead learned to bypass them. By building up a long string of constant hits without pause or disruption, one can greatly magnify the effects of a final, devastating attack. This can be difficult in a heated battle, especially when multiple opponents are involved, but the results are undeniable. With a strong enough set-up, the final attack you launch can pierce armor, disrupt protective spells, cripple and maim, or otherwise greatly reduce any defenses and resistances that may have applied to your attack. No beast that believes itself invincible will ever again be so confident in battle after receiving one of these strikes.

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Items

Free - White gear
All adventurers begin with basic but serviceable armor and weapons suited for them, no hunting for rags to armor yourself with required. You also have enough gold for a month of food and lodging.

100cp - Auto-belt
This belt has sixteen loops and clasps spaced around it. Each can securely hold a small object like a potion bottle or scroll. Since you aren't likely to have the time to retrieve and drink or read something in the middle of combat, the belt is enchanted to do so for you. Think of something carried on the belt, and the potion, scroll, or whatever else held there will activate. Potions will take effect as if you drank them, wands will fire off in the direction you wish, and so on.

100cp - Adventurer's tome
Banded in red and blue, this slim booklet contains an infinite number of pages. Tear one out, and toss it into the air to form a portal leading to the last town you slept in. Or place the page upon an item, and words will appear that describe its basic physical and magical properties. Pages must be used right away, and cannot be distributed. If lost or destroyed, an intact replacement will be in the next place you look for one.

100cp - Potions
Sold everywhere and often the difference between life and death, you have a set of potions on hand. Two each of healing, mana, rejuvenation, antidote, thawing, stamina, poison and fulmination. Each is better than any version you're likely to find outside of a master alchemist's lab, and if consumed you'll get a new one an hour later.

100cp – Mechanical traps
While few in Sanctuary have developed the sciences in any great way, the Viz-Jaq'taar looked into other methods of producing weaponry after forswearing the use of magic among their number. The size of a few stacked dinnerplates, these mechanical devices can slice, shock, burn and necrotize the flesh of foes thanks to an ingenious combination of engineering and chemistry. Though the damage they deal is less than what a skilled mage can provide, they are completely non-magical and can easily be constructed with scraps and common compounds. You begin with a small supply, and there are instructions here on how to construct more.

200cp - Horadric spellbook
The Tristram cathedral was a Horadric monastery in ages past, and much knowledge was left behind as the order lost cohesion over time. This weighty tome collects many spells discovered by the order over time, from the simple firebolt, the obscure search and infravision, to the mighty apocalypse. While this tome will be of greatest interest to mages, everyone in Sanctuary has the capacity to learn magic to a greater or lesser degree. How many of these spells you can learn and how well you can develop them depend entirely on your own talents and ability.

200cp - Horadric Malus
An ancient and heavily-enchanted hammer, this tool was built to aid in forging magical items. In layman's terms it regulates and stabilizes magical energies, preventing small mishaps, foreign mana flows, short pauses in the enchanting process and other such problems from ruining an enchanter's work. While items produced with the aid of the Malus are only slightly more powerful, they are much more resistant to mystical tampering and corruption.

200cp - Horadric Cube
A copy of an ancient artifact created by the mage clans, which was itself a copy of an even older device, this engraved cube is a potent tool of alchemy and transformation. The cube is able to repair, refine, transmute and dismantle items. Broken items, even magical ones, can be fully repaired if you provide the magic and materials needed. Multiple items of the same type placed inside can be consumed to create a single slightly more potent version. Items can be transmuted into other items of a different shape yet similar nature, such as arrows into bolts. Finally, magical items can be fragmented, enchantments and power cleanly divided between each piece, a function commonly used to store dangerous items in more manageable forms. The cube is small enough to hold in one hand, but has a far greater amount of space inside.

200cp - Obsidian ring of the zodiac
A legend among older adventurers, almost all examples of this item have inexplicably vanished and you now hold one of the very few that still exist. The simple but powerful enchantments upon this ring boost all of the wearer's attributes and offer protection against both elemental attacks and hostile enchantments. You may import a piece of jewelry to gain these benefits.

300cp - Polycharm
Humans have created many strange magical items to empower themselves and not all need to be worn to benefit from them. This slip of ivory the size of your palm is carved and marked with gold and merely carrying the charm will provide you with a powerful enhancement of some kind. The benefit provided can be changed simply by giving the charm a good shake, though the result is random so you may need a minute to get what you want. Despite being so small, this charm is equal in power to two or three of the largest charms humans can make combined.

300cp - Soulstone
This skull-sized, rough-hewed lump of clear crystal was a prototype created by Tyrael before he crafted the soulstones used to capture the Prime Evils. Its capacity to hold spiritual energy is immense, able to imprison anything short of a true god. Unlike the later versions, this one was constructed more carefully and will make it much more difficult for imprisoned entities to communicate with or influence those nearby. You must restrain, weaken or command an entity somehow before it can be forced into the stone, but releasing it from imprisonment or transferring it to another medium is a simple matter for any trained mage. The stone itself is extremely durable but not indestructible.

300cp - Unique item
From Azurewrath to the much sought-after Stone of Jordan, you may purchase a copy of one of the many truly unique items to be found in these worlds. Some are more powerful than others, while others are of real value only to warriors, mages, or a more specific group of wielders.

400cp - Mount Jumperrat
This snow-capped mountain reaches towards the heavens. Explorers quickly discover that the environment is harsh and the climb difficult, and the way guarded. An insular tribe of barbarians by default, they view this mountain as sacred and will fight any intruders. Post-jump, the mountain and its defenders can change to fit the setting. A canyon, swamp, or ruins, guarded by men, beasts, or monsters, traversing it will always be difficult even for the prepared. You alone may pass the guardians unchallenged and find the secret ways to the summit that are safe to take. The highest chamber is vast and currently empty, waiting for something to protect.

400cp - Anvil of Annihilation
Among the many anvils of the Hellforge, this one was specifically designed to destroy angelic weapons and artifacts. Breaking something upon the Anvil of Annihilation will leave behind fragments of whatever materials, physical or magical, that went into the object's construction. Legend held that anything broken upon the anvil, no matter how powerful, would be forever negated. This is partially true - anything that is otherwise 'indestructible' can be destroyed by the power of the anvil, and it is thereafter impossible to repair or perfectly recreate that object. Substitutes or variations could still be crafted, and objects that are part of larger things, like limbs or more esoteric things can still be regrown with difficulty and may bear some sort of scar or blemish in memory of its ordeal upon the anvil.

600cp - Jumper's sanctuary
This strange pocket dimension, a cube of space a kilometer on a side is yours to command. You may freely design the interior, a field of stars and floating platforms or whatever else you desire. The effect is purely cosmetic, everything being made of magic. Besides simple privacy, the sanctuary was designed to protect the owner from the forces of hell and it is utterly impossible to breach the sanctuary from the outside through teleporting, scrying, or any other such methods. Even discovering the existence and location of the sanctuary is immensely difficult. You have full control over this security function, able to create portals, summon desired creatures, grant or revoke travel permissions to visitors with a moment's thought.

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Companions

100cp - Hireling
Sanctuary is full of mercenaries, and you have earned the loyalty of one beyond what coin can purchase. Perhaps you traveled with one of the famous Iron Wolves, or a Sister of the Sightless Eye has sworn herself to your service. They receive the warrior, mage, or rogue background and its 100cp perks for free, and an additional 400cp to spend.

200cp - Divine figure/Infernal booty
A young angel or demon (of the gender of your preference) has decided to follow you in their travels for their own reasons. They have 400cp to spend in addition to all the power that is an innate part of their respective natures. If you purchase this twice to have both an angelic and demonic companion, they both receive a free set of sexy PJs.

200cp - Companion import
Up to eight existing companions can be imported. They receive a background of their choice and its 100cp perks for free, along with 600cp to spend as they wish.

200cp - Canon character
You have made an ally of a canon character during your time here. If you can convince them to accompany you, they will join you as a companion. Because they are too closely entwined with this setting's metaphysics, you cannot choose from among the Archangels or the Prime Evils, and Trag-oul or similar beings tasked with important spiritual duties will not be willing to leave.

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Drawbacks

You may take a maximum of +600cp of drawbacks.

+100cp - Expired potions
No matter who produces them, the potions you acquire just taste horrible. Even if you utilize other methods to heal yourself or recharge your energies, anything that accelerates the natural process will be accompanied by some very unpleasant sensations. This won't interfere with recovery itself in any way.

+100cp - Frustration features
Even in these dark times, the world is full of sexy things. Scantily-clad sorceresses, hellishly beautiful demons, and angels possessed of positively divine figures. You'll be easily distracted by such things and it will be difficult to focus on the task at hand. This might only make you look like a fool when trying to talk to someone you find attractive, but some situations, like being attacked by a flock of succubi might become much more dangerous.

+100cp - Cheap tileset
Someone skimped on dungeon design. It seems like you've been through this exact same room and set of furnishings a hundred times. The repetitive environments can make navigation confusing, and long exposure to the monotony will lead to mental exhaustion. Things are just as confusing outdoors, so stay on the road or learn to navigate by the stars.

+200cp - Communist hell
This is an RPG, so everything you kill has stuff to loot, right? Wrong. Many demons seem to be paupers, wielding nothing but fang and claw and not bothering to collect gold or valuables from the slain. What you do find will either be so profane that no sane merchant will purchase them, or bring in little coin when sold. Getting new equipment and paying the bills won’t be so easy.

+200cp - Nightmare mode
Everything is just a little harder, now. Enemies are faster, stronger, and more numerous. Your defenses, physical and magical, don’t quite protect you as well as they should. This is not an insurmountable problem. Skill and strategy can make up for a lack of raw power, but the rest of the world does not scale to match the greater danger. Humanity will be pushed, hard, as a result of taking this drawback, which may tip the scales and change events in unknown ways.

+300cp - Angels and ministers
The Angiris Council rules the High Heavens, setting its laws and guiding the course of the war against hell. You have found yourself bound to their authority, and they will call upon you to perform tasks for them. You cannot refuse, nor can you escape the penance they will lay upon you if you try to twist their commands or act on behalf of Hell. While demanding they are not malicious, and though your missions will be difficult, tiring, and unrewarding, they will never knowingly set you on a task beyond your abilities or punish you for unforeseen complications.

+300cp - Trag-Oul's intervention
Having long ago withdrawn from mortal affairs to concern himself entirely with maintaining the Balance, Trag-Oul has noticed your arrival. Your immense power and otherworldly nature was judged a danger to the world, and your warehouse and out-of-jump powers have been sealed away. Unless you attempt to destroy Sanctuary itself or perform acts on a similar level, he will otherwise not care about your presence and take no further action against you.

+400cp - So many shamans
The warbands of the weak and cowardly Fallen always have at least one shaman on hand that can resurrect their slain kin. Now every group of demons you encounter has shamans of their own that can raise the slain with only a few moment's of effort. Slay the shaman first, or mangle the corpses of the dead beyond any hope of recognition to prevent resurrection, or you'll be facing an endless horde.

+400cp - Prime target
The Prime Evils have become aware of you, and deemed you a threat to their plans. They are currently occupied, so the four Lesser Evils, Duriel, Andariel, Azmodan, and Belial have been tasked with your doom. In the beginning, a long parade of cultists and lesser demons will be directed to slay you. As time passes more effort will be spared to destroy you, and you must endure cunning plots, elaborate traps and powerful demonic warriors. In the final year of your time here, the Four will grow restless with the failure of their servants and seek you out personally. Destroying or imprisoning them only delays their attacks as they will reform and escape to hunt you again. Within the last few days of the jump they will set aside their pride and attack as one. Though there will be little coordination between them, you must still fight or flee from some of the mightiest creatures of this realm if you wish to survive.

+400cp - Blighted world
Between wars, inquisitions, cults, zealots, zombies, beasts, and everything else, this world is kind of horrible. Now it’s worse. Everything mentioned in the lore is now a constant problem. Every town you visit will have a group of extremist priests or deranged cultists, or both, and they don’t like visitors. The mage clans are in constant low-level conflict, the mage-killing assassins are always ready to kill a suspected diabolist or unruly mage, the undead are a constant worry, minor demons are everywhere, and it seems like everything is covered in dirt. It’s full-on grimdark during your time here, common sense and basic decency becoming things of the past.

+600cp - Diablo's keeper
Had you not intervened, King Leoric's son Aidan would have thrust Diablo's broken soulstone into his own skull after removing it from his brother's corpse in an attempt to keep Diablo contained. Now events conspire that you will be the one who must bear this burden. For nine years the Lord of Terror will be your constant companion, and he will seek to break you as he has broken countless mortal souls before. You will find little rest and no peace as every being aligned with hell seeks to end your life and free Diablo, or break your will and allow him to claim your body. Even the forces of the High Heavens will attempt to imprison you, unwilling to chance that a Prime Evil is allowed to roam free on Sanctuary. There is no coming back from surrendering to Diablo's will or being imprisoned by the Archangels, and your chain will end if you suffer either fate.

Should you resist Diablo until the end of the ninth year, the soulstone will repair itself and be able to contain Diablo without you. You may safely extract it from your flesh, and you now have a single year to find a suitable place to hide it. As long as the jump ends with Diablo still within the stone and Hell ignorant of its location, you can leave safe in the knowledge you have at least interfered with Hell's plans and bought humanity more time to prepare.

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Ten years of battling hell later...

Go home
It's all just too much. The death, the horror...it's time to head home where such dark things thankfully do not dwell.

Stay here
Perhaps you feel you did not do enough? Stay here then, for this world will always welcome another champion.

Move on
Here evil has been dealt a blow, but there are many such monstrosities among the multiverse. Take what you have learned and continue on. Do not rest until your task is complete.

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NOTES

If the soulstone is destroyed, a new one will reappear in your warehouse after 24 hours. If the soulstone was used to imprison something and you leave it behind, you will receive a new soulstone at the beginning of your next jump.

CHANGELOG

V1.6
A little more

V1.5
Lots
More and tweaked items
More and tweaked drawbacks
Wording tweaks
Starting location and time changed